

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EnableObjectSelect : MonoBehaviour {
    bool inRange;

    // Use this for initialization
    void Start () {

    }

    // Update is called once per frame
    void Update () {
        if (inRange && Input.GetKeyDown(KeyCode.Space))
        {
            print("Interacting With Things");
        }
    }

    void OnTriggerStay (Collider other) {
        print("Enter");
        inRange = true;
    }

    void OnTriggerExit (Collider other) {
        print("Leave");
        inRange = false;
    }

}

```

### What It Does:

Each frame it checks whether or not the player model (and collider) is within range of the object model (and collider). If within range, the player can click space to select the object.

## How To Do It::

- First create the bool (a true or false variable) `inRange`. This will be referenced later.
- In `"void Update () {"` add `"if (inRange && Input.GetKeyDown(KeyCode.Space))"`. This will check if the player is within range and whether they have pressed the space key each frame.
- Create a new void called `"void OnTriggerStay (Collider other) {"`. This will check whether there are collisions with the collider each frame.
- Within this void you add `"inRange = true;"`. This will make the bool `inRange` active. Whilst this is active the `if` statement will detect this and the player can click the space key to select the object.
- Create a new void called `"void OnTriggerExit (Collider other) {"`. This will check when the player leaves the collider area.
- Within this void you add `"inRange = false;"`. This will make the bool `inRange` to inactive. This disables the ability to press space to select the object.