Toggle Torch Package

What does this package do?

This package allows for a toggle torch using the input of a specific key (F). By pressing the F key, the torch will toggle off and on based on its previous status. The torch can be attached to any parent object or left free in the unity space allowing for versatile usage. The starting status of the torch can be changed within the inspector for preference.

What do you need?

A unity scene that can utilise a light source such as a spotlight.

What limitations does this package have?

The torch is limited to the light sources present in your unity scene. The keybinding can be changed in the code but it is limited to two states, on and off, no inbetween or dimming of the light source.

Sample Scene

The sample scene has a stationary player gameobject that contains the main camera and light source or torch. The light starts off as turned on and can be toggled with the F key. A cuboid is placed in front to help see the light toggle on and off.