MoHide: documentation

To start using this asset in your project, you have to follow 3 steps:

Step 1: Camera

At first drag **"Camera holder"** prefab onto a scene (**MoHide > Demo >Prefabs > Player)**. Then in the **"CameraHandler"** component, set your main character as the target. After that you need to set as ignored layer, the layer that is set on your player and props.

Fields that you need to fill in this component:

- Target - object that the camera will follow.
- Cam transform - transform of the main camera.
- Pivot - pivot of the main camera.
- CameraProperties - "CameraProperties" scriptable object which containes information about camera speed, position and etc.
- Ignore layer - layers that the camera will ignore and will mobe through them.

"CameraProperties" is located in **MoHide>Scripts>Camera**. Fields that you need to fill in this **"CameraProperties":**

- Turn smooth - how smooth will the camera turn;
- Pivot speed - how fast will the camera move.
- Y_rot_speed - how fast will the camera rotete by the Y axis.

- X_rot_speed - how fast will the camera rotete by the X axis.
- Min angle - minimum tilt angle of the camera.
- Max angle - maximum tilt angle of the camera.
- Normal Z - distance from the main camera and a target.
- Normal X - how far will the main camera be shifted to the side.
- Normal Y - how high you main camera will be located.

Step 2: Character

Drag the **"HideCharacter"** component **(MoHide>Scripts>Hide scripts>)** to any empty gameobject (But this shouldn't be your main character who will turn into props. You can create empty game object and set itas parent of you main character).

Fields that you need to fill in this component:

- Current gameobject - the object the player is currently playing for(drag you character to this field).
- Character - you main character (what is child of the emptygameobject).
- Camera handler - "CameraHandler" component.
- Camera transform - your main camera.
- Camera distance - distance from the main camera and youcharacter.
- Camera height - how high you main camera will be located over the character.

- Camera side distance - how far will the main camera be shiftedto the side.
- Transformation key - on pressing this keyboard key the characterwill turn into a prop.
- Transformation into player key - on pressing this keyboard key thecharacter (that should be a prop) will turn back into himself.
- Freeze Rotation Key - if your movent type is physical on pressing this keyboard key rotation of you prop will be freezed.
- Transformaiton distance - the maximum distance at which a player can turn into a prop.
- Transformation effect - particle effect which will be appear whenyou are turning into a prop.
- Selection effect material - a material which appears above prop when player hover his mouse on the prop.
- On Transform - events that happens after the transformation.

Step 3: Props

Drag the **"HideCharacter"** component **(MoHide>Scripts>Hide scripts>)** onto any empty game object (but it doesn't have to be your main character, which will turn into props. You can create an empty game object and set it as the parent of your main character). **P.S.** Don't forget to set the layer you have in your camera as the ignore layer to the prop.

Fields that you need to fill in this component:

- Camera distance - distance from the main camera and prop.
- Camera height - how high you main camera will be located over the prop.
- Camera side distance - how far will the main camera be shiftedto the side.
- Speed - movement speed of the prop.
- Rotation speed - rotation speed of the prop.
- Jump force - jump force of the prop.
- On Transform - events that happens after the transformation into the prop.

Additional information

If you want a prop to play an animation when itappears:

Drag the **"SpawnAnimation"** component **(MoHide>Scripts>Animations>)** onto the object with the **"HideObject"** component. In the **HideObject**, add an animation start event to the **OnTransform** event.

What if you have FPS game?

On the object that the **"HidingCharacter"** component is hanging on, set the **"Camera Distance"** and **"Camera Distance To Side"** parameters to 0.

What if you want to use your own camera script?

In the **"HideCharacter"** component **(MoHide>Scripts>Hide scripts>)** you need to:

- In the line **188** change the camera component and target.
- In the line **197** change the camera component and camera offset applying.

Tips

- If you will be interacting with **MoHide** classes through your code, don't forget to use the **KeyMouse.MoHide** namespace.
- You can always block the transformation of a character into a prop using the **BlockTransformation** boolean in the **HidingCharacter** Class.
- You can change the material of the prop selection effect in the **HidingCharacter** component (**Selection Effect Material** field). The finished materials are located in the **MoHide>Materials>Effects>Selection** folder.

Scenes

In **MoHide>Demo>Scenes** you can test this asset. It has 2 scenes:

- **ApartmentScene** - a little prop hunt game.
- **Show room** - the white room with all our props