

VERIFIED FOR UNITY VERSION 2021.3.3f1

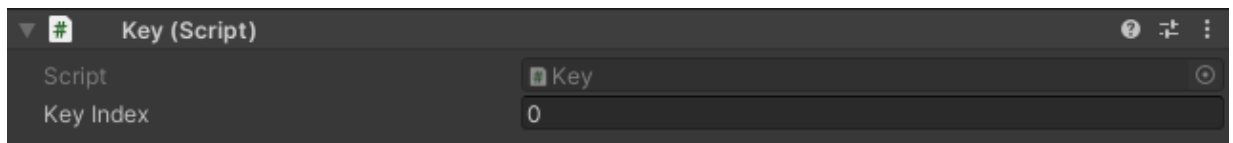
Installation

1. Install the 2dot5DrbTools package file in the unity editor
 - a. *Assets > Import Package > Custom package...*
 - b. Locate the 2dot5DrbTools.package file you downloaded
 - c. Make sure “all” is selected, and then import
2. Once imported, the scripts should be located in the packages directory.
3. To add scripts to your gameobjects, search in the “Add Component” menu, or click and drag the script from the package folder

Usage

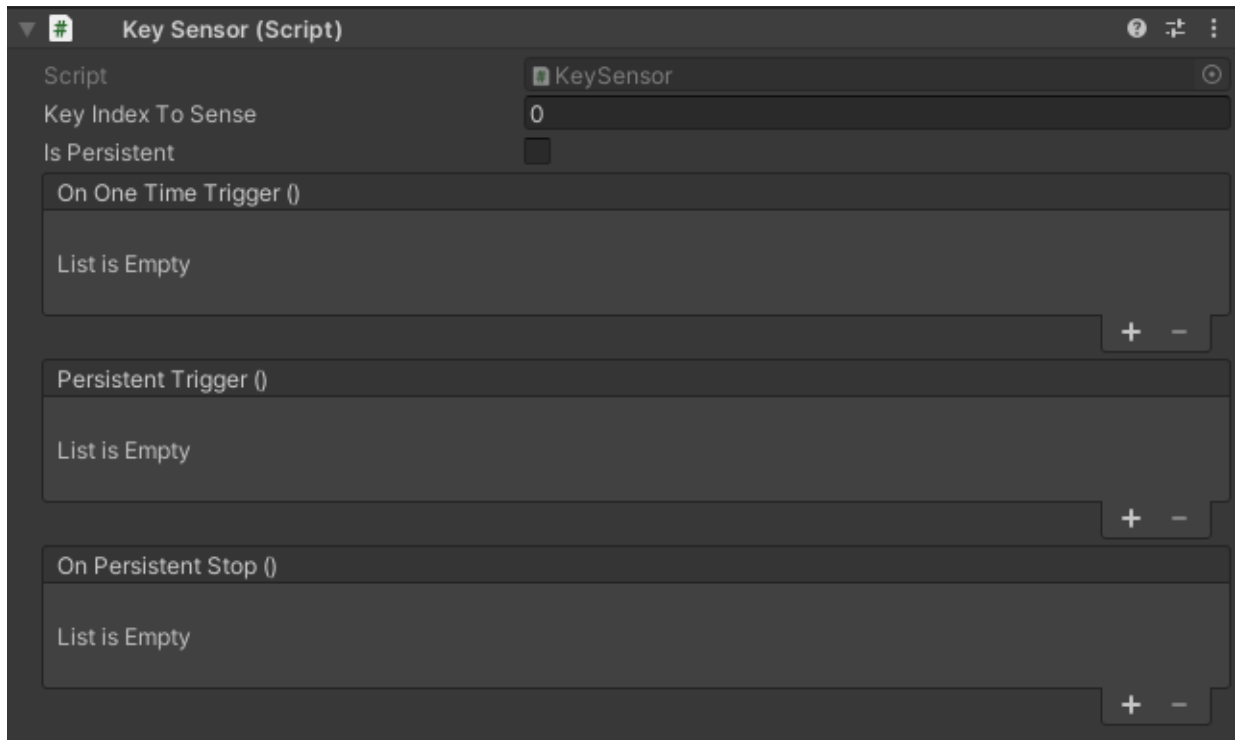
These scripts are designed to be utilized with a rigidbody 2.5D game setup and work alongside Unity’s rigidbody physics system. A simple version is used in the demo scene located within the repository, but it is advisable to have your own systems setup.

- Key



Attach the Key script to any gameobject, and then type an int for the key index (default is 0). This index will be sensed by trigger colliders in gameobjects with the Key Sensor Script

- Key Sensor



Attach the Key Sensor to any gameobject in your scene. If the gameobject does not have a collider component, one will be added by default as it is required. Make sure this collider is set to "Is Trigger" or the sensor will not work properly.

-Key Index To Sense: type an int for the sensor to look for, and it will search any object that enters its trigger volume for a Key script with the correct index.

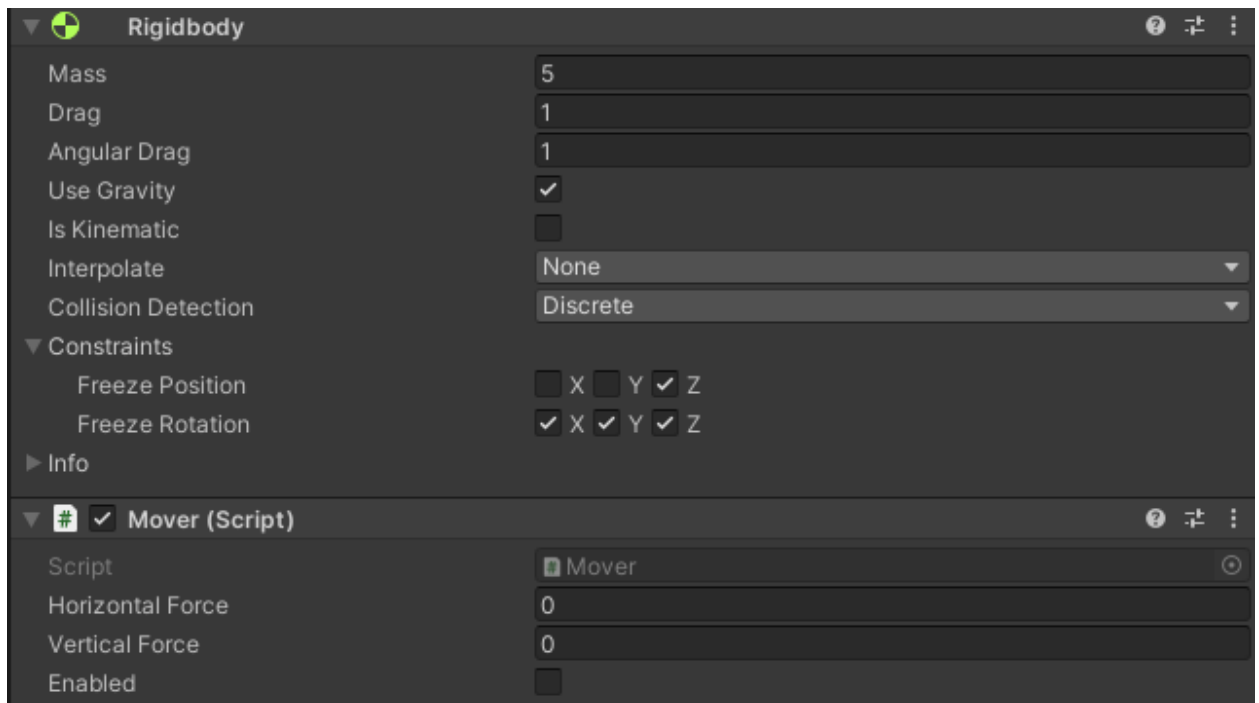
-Is Persistent: check this box to make the trigger persistent, which will trigger the event defined in the **Persistent Trigger ()** listener for every frame that the Key object is inside of the collider.

-On One Time Trigger (): Actions defined within this Unity Event will be called immediately once a corresponding Key object enters the collider. This will not be called again until the Key object leaves and reenters the collider.

-Persistent Trigger (): Actions defined within this Unity Event will be called every frame while a corresponding Key object is within the collider if "**Is Persistent**" is checked. This event will stop calling as soon as the key object leaves the collider.

-On Persistent Stop (): Actions defined within this Unity Event will be called immediately once a corresponding Key object leaves the collider if "**Is Persistent**" is checked.

- Mover



Attach the Mover component to any gameobject in your scene. If the gameobject does not have a rigidbody component, one will be added by default as it is required. Since these tools are designed for a 2.5D perspective, you may want to check “**freeze position/rotation**” in the appropriate axis so that the object will behave appropriately.

-**Horizontal Force**: determines how much horizontal force the mover will apply to the object in the X axis. If positive, the object will move rightward; if negative, the object will move leftward.

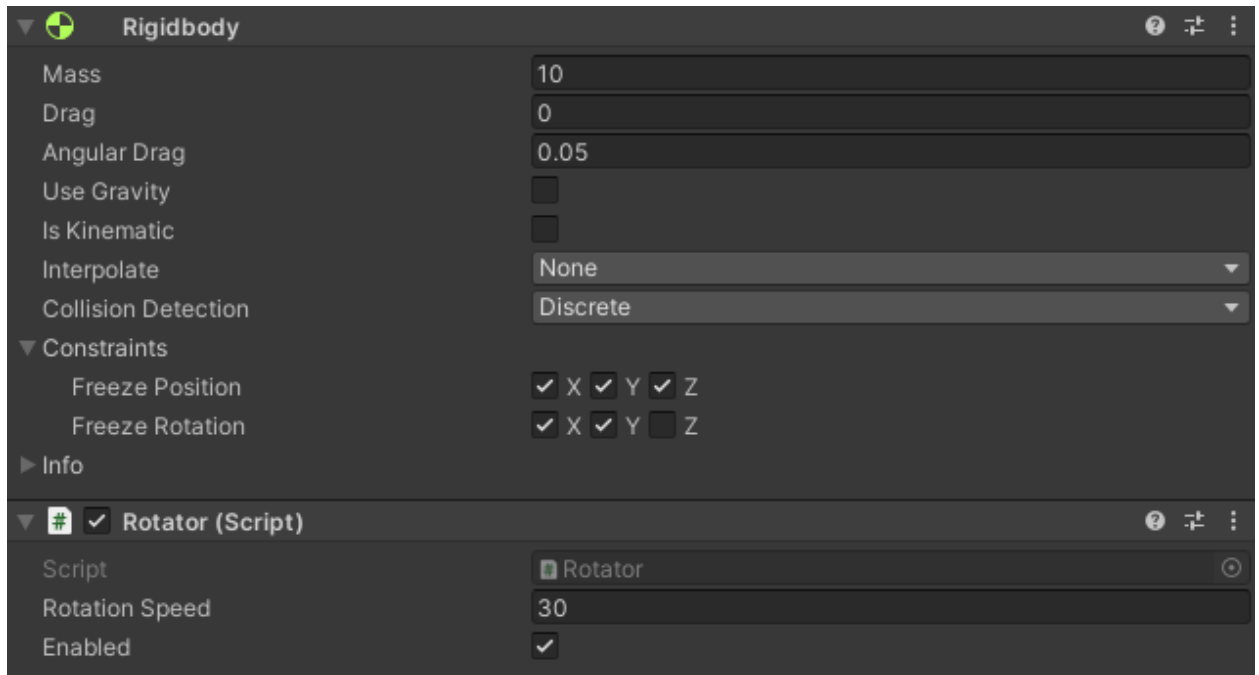
-**Vertical Force**: determines how much vertical force the mover will apply to the object in the Y axis. If positive, the object will move upward; if negative, the object will move downward.

-**Enabled**: while checked, the object will move by the defined force every frame of FixedUpdate(). This is a public bool that can be set by events, such as the events called by the Key Sensor.

-**Reverse()**: this method is able to be called by Event Listeners, and will invert the current values assigned in the inspector.

-**MoveAbsolute()**: this method will be called every frame that the mover is **Enabled**, but Event Listeners can call this method as well to apply force in the assigned directions a single time, even if the mover is not **Enabled**.

- Rotator



Attach the Rotator component to any gameobject in your scene. If the gameobject does not have a rigidbody component, one will be added by default as it is required. Since these tools are designed for a 2.5D perspective, you may want to check “**freeze position/rotation**” in the appropriate axis so that the object will behave appropriately.

-Rotation Speed: determines how fast the rigidbody will be rotated in the **world Z axis** relative to time.deltaTime. If positive, the object should rotate to the left. If negative, the object should rotate to the right.

-Enabled: while checked, the object will rotate by the defined speed each frame relative to time.deltaTime. This is a public bool that can be set by events, such as the events called by the Key Sensor.

-Reverse(): this method is able to be called by Event Listeners, and will invert the current values assigned in the inspector.

-ModifySpeed(float speed): this method is able to be called by Event Listeners, and set the **Rotation Speed** value to the designated float value.