

First Person ACTIONS!

Documentation

(developed by Chubby Pixel games)

PACKAGES

Here are the packages with brief descriptions:

Cat
Debugging
UnitySampleAssets
CrossPlatformInput
Inspector
PlatformSpecific
Utility
Inspector

CLASSES

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Cat	
Debugging	
ResetLevelDebug	Add this to any GameObject to use a shortcut key to forcefully reset the level
TimescaleDebug	Add this to any GameObject to use numbers on the keyboard to forcefully change the timescale
UnitySampleAssets	
CrossPlatformInput	
Inspector	
PlatformSpecific	

ButtonHandler
CrossPlatformInputManager

InputAxisScrollbar
MobileControlRig
TiltInput

VirtualInput
Utility
ActivateTrigger
AutoMobileShaderSwitch

AutoMoveAndRotate

DragRigidbody
DynamicShadowSettings
FollowTarget
FOVKick
FPSCounter
ObjectResetter
ParticleSystemDestroyer
PlatformSpecificContent
SimpleActivatorMenu
SimpleMouseRotator
TimedObjectActivator

TimedObjectDestructor
WaypointCircuit

WaypointProgressTracker

ActivateComponentEffect

ActivateHandEffect

ActivateOtherObjectEffect

ActivatePointedObjectEffect

ActivationTrigger

AddForceEffect

AddForceToPlayerEffect

AnimateEffect

Effect that activates the target component

When triggered, activates the current hand

When triggered, activates the target object

Uses this object in hand to activate another pointed object, if the tag is correct

Add this to an object to allow auto-activation on proximity

Effect that adds a force to the object

Effect that adds a force to the player when activated

Effect that plays an animation when triggered

AxisTouchButton	
CameraRefocus	
CameraSwitch	
ChangeColorEffect	Uses this object in hand to activate another pointed object, if the tag is correct
ChangeMaterialEffect	Effect that changes the material of a target object
ChangeTexture	
ClassicFirstPersonController	Controller of player movement
AdvancedSettings	
ModifierSettings	
MovementSettings	
CounterActivator	Activates the object only if an input is given to it X times
CurveControlledBob	
DestroyObjectInHandEffect	When triggered, destroys the current held object
DoxygenConfig	
DoxygenWindow	
DoxyRunner	This class spawns and runs Doxygen in a separate thread, and could serve as an example of how to create plugins for unity that call a command line application and then get the data back into Unity safely
DoxyThreadSafeOutput	This class encapsulates the data output by Doxygen so it can be shared with Unity in a thread share way
FirstPersonHeadBob	
ForcedReset	
ForceOrientation	Forces the orientation of the attached object to that of the target
GoToSceneEffect	Effect that sends the player to a scene when activated
GroundState	Add this to any ground that needs a specific type (for steps and similar)
GroundStepsController	Checks whether we need to play different sound effects when stepping on different grounds
Hand	Component that defines a that can be shown
HandSwitcher	Controls the switching of hands
HeadBob	
HeldTagActivator	Activates the object only if an object with the given tag is held by the player
HintHandler	Handles the hinting of interactive objects, changing materials where needed
HintTrigger	DEPRECATED
InteractionTrigger	Add this to an object to allow player interaction
InteractiveActivator	Receives activation input from other objects and relay is to its target interactive object
InteractiveEffect	Abstract class that executes the logic of effects when interactive objects are activated and deactivated

InteractiveObject	The main behaviour to be attached to any object that the player can interact with in some way
Joystick	
LerpControlledBob	
LevelReset	
Loader	Loads the next scene
MergeObjectsEffect	When triggered, this takes the object held by the player and this object and creates a new one
MouseLook	Allows looking around with a mouse
ObjectMaterialController	Handles the material switching for a mesh
MaterialRequest	
ObjectTrigger	Abstract object trigger
OnHitPlaySFX	
OrientationAttractor	The attached gameobject will try to match the orientation of the given target transform, smoothly
ParentTrigger	
PlayerActionController	Class that controls how the player can interact with the game world
PlaySoundEffect	When triggered, plays a sound effect
PositionAttractor	The attached gameobject will try to match the position of the given target transform, smoothly
RigidbodyActivationTrigger	Add this to an object to allow auto-activation on rigidbody mass
RigidbodyFirstPersonController	Controller of player movement
AdvancedSettings	
ModifierSettings	
MovementSettings	
Statics	Class that holds references to common game parts as a singleton
TestHandChangeColorComponent	A test script for a hand-activated component
TouchPad	
UsedTagActivator	Activates the object only if the given tag is used on this object

Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ClassicFirstPersonController.AdvancedSettings	
RigidbodyFirstPersonController.AdvancedSettings	
UnitySampleAssets.CrossPlatformInput.TiltInput.AxisMapping	
CameraRefocus	
UnitySampleAssets.CrossPlatformInput.Inspector.CrossPlatformInitialize	
UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager	
CurveControlledBob	
DoxygenConfig	
DoxyRunner	This class spawns and runs Doxygen in a separate thread, and could serve as an example of how to create plugins for unity that call a command line application and then get the data back into Unity safely
DoxyThreadSafeOutput	This class encapsulates the data output by Doxygen so it can be shared with Unity in a thread share way
UnitySampleAssets.Utility.TimedObjectActivator.Entries	
UnitySampleAssets.Utility.TimedObjectActivator.Entry	
UnitySampleAssets.Utility.FOVKick	
LerpControlledBob	
ObjectMaterialController.MaterialRequest	
ClassicFirstPersonController.ModifierSettings	
RigidbodyFirstPersonController.ModifierSettings	
MouseLook	Allows looking around with a mouse
ClassicFirstPersonController.MovementSettings	
RigidbodyFirstPersonController.MovementSettings	
ObjectTrigger< HintHandler >	
ObjectTrigger< InteractiveObject >	

UnitySampleAssets.Utility.AutoMobileShaderSwitch.ReplacementDefinition

UnitySampleAssets.Utility.AutoMobileShaderSwitch.ReplacementList

UnitySampleAssets.Utility.WaypointCircuit.RoutePoint

UnitySampleAssets.Utility.AutoMoveAndRotate.Vector3andSpace

UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualAxis

UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton

UnitySampleAssets.CrossPlatformInput.VirtualInput

UnitySampleAssets.Utility.WaypointCircuit.WaypointList

FUNCTIONS

- ActionDrop() : **InteractiveObject**
- ActionPickUp() : **InteractiveObject**
- ActionThrow() : **InteractiveObject**
- ActionTouch() : **InteractiveObject**
- ActionUse() : **InteractiveObject**
- Activate() : **Hand** , **InteractiveActivator** , **InteractiveEffect** , **InteractiveObject**
- ActivateLogic() : **ActivateComponentEffect** , **ActivateHandEffect** , **ActivateOtherObjectEffect** , **ActivatePointedObjectEffect** , **AddForceEffect** , **AddForceToPlayerEffect** , **AnimateEffect** , **ChangeColorEffect** , **ChangeMaterialEffect** , **CounterActivator** , **DestroyObjectInHandEffect** , **GoToSceneEffect** , **HeldTagActivator** , **InteractiveActivator** , **InteractiveEffect** , **MergeObjectsEffect** , **PlaySoundEffect** , **UsedTagActivator**
- Add() : **ObjectMaterialController**
- AddForce() : **ClassicFirstPersonController** , **RigidbodyFirstPersonController**
- AddObject() : **PlayerActionController**
- Awake() : **PlayerActionController**

ENUMERATIONS

- Action : **UnitySampleAssets.Utility.TimedObjectActivator**
- ActivationMethod : **InteractiveObject**
- AxisOption : **Joystick** , **TouchPad**
- AxisOptions : **UnitySampleAssets.CrossPlatformInput.TiltInput**
- ControlStyle : **TouchPad**
- MappingType : **UnitySampleAssets.CrossPlatformInput.TiltInput.AxisMapping**
- Mode : **UnitySampleAssets.Utility.ActivateTrigger**
- ProgressStyle : **UnitySampleAssets.Utility.WaypointProgressTracker**
- WindowModes : **DoxygenWindow**

PROPERTIES

- c -

- CurrentHand : [HandSwitcher](#) , [PlayerActionController](#)

- g -

- GetButton : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton](#)
- GetButtonDown : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton](#)
- GetButtonUp : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton](#)
- GetValue : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualAxis](#)
- GetValueRaw : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualAxis](#)
- Grounded : [ClassicFirstPersonController](#) , [RigidbodyFirstPersonController](#)

- h -

- HeldObject : [PlayerActionController](#)

- i -

- IsActivated : [InteractiveObject](#)

- j -

- Jumping : [ClassicFirstPersonController](#) , [RigidbodyFirstPersonController](#)

- l -

- Length : [UnitySampleAssets.Utility.WaypointCircuit](#)

- m -

- matchWithInputManager :
[UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualAxis](#) ,
[UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton](#)
- MaterialController : [InteractiveObject](#)
- mousePosition : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager](#)

- n -

- name : [UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualAxis](#) ,
[UnitySampleAssets.CrossPlatformInput.CrossPlatformInputManager.VirtualButton](#)

- p -

- PointedObject : [PlayerActionController](#)
- progressPoint : [UnitySampleAssets.Utility.WaypointProgressTracker](#)
-

- r -

- Running : [ClassicFirstPersonController.MovementSettings](#) , [ClassicFirstPersonController](#) , [RigidbodyFirstPersonController.MovementSettings](#) , [RigidbodyFirstPersonController](#)

- s -

- speedPoint : [UnitySampleAssets.Utility.WaypointProgressTracker](#)

- t -

- targetPoint : [UnitySampleAssets.Utility.WaypointProgressTracker](#)

- v -

- Velocity : [ClassicFirstPersonController](#) , [RigidbodyFirstPersonController](#)
- virtualMousePosition : [UnitySampleAssets.CrossPlatformInput.VirtualInput](#)

- w -

- Waypoints : [UnitySampleAssets.Utility.WaypointCircuit](#)

FILE LIST

Here is a list of all files with brief descriptions:

Assets

Editor

Doxygen

DoxygenWindow.cs

First Person ACTIONS!

SampleAssets

CrossPlatformInput

Scripts

Utility

ActivateTrigger.cs

AutoMobileShaderSwitch.cs

AutoMoveAndRotate.cs

DragRigidbody.cs

DynamicShadowSettings.cs

FollowTarget.cs

ForcedReset.cs

FOVKick.cs

FPSCounter.cs

ObjectResetter.cs

ParticleSystemDestroyer.cs

PlatformSpecificContent.cs

SimpleActivatorMenu.cs

SimpleMouseRotator.cs

TimedObjectActivator.cs

TimedObjectDestructor.cs

WaypointCircuit.cs

WaypointProgressTracker.cs

Scripts

Debug

ResetLevelDebug.cs

TimescaleDebug.cs

Objects

InteractiveActivators

InteractiveEffects

Triggers

ForceOrientation.cs

HintHandler.cs

InteractiveObject.cs
ObjectMaterialController.cs
OrientationAttractor.cs
PositionAttractor.cs
 Player
 Hands

 HeadBob

 Steps

ClassicFirstPersonController.cs
HandSwitcher.cs
MouseLook.cs
ParentTrigger.cs
PlayerActionController.cs
RigidbodyFirstPersonController.cs
TestHandChangeColorComponent.cs
 SceneSwitch
GoToSceneEffect.cs
Loader.cs
 ScriptExternal
ChangeTexture.cs
OnHitPlaySFX.cs
Statics.cs

INPUT SETTINGS

Here is the list of all the input settings you should set:

Action1	Positive Button: joystick button 0
Action2	Positive Button: joystick button 1
Run	Positive Button: joystick button 2
Jump	Positive Button: joystick button 3
Mouse ScrollWheel	Mouse Movement : 3 rd axis
PS3ControllerRightX	Joystick Axis : 3 ^h axis
PS3ControllerRightY	Joystick Axis : 4 th axis
Xbox360ControllerRightX	Joystick Axis : 3 th axis
Xbox360ControllerRightY	Joystick Axis : 5 th axis

Xbox360ControllerDPadX Joystick Axis : 6th axis

Xbox360ControllerDPadY Joystick Axis : 7th axis

Xbox360ControllerTriggers Joystick Axis : 3th axis

Submit Positive Button : return – Alt Positive Button : joystick button 0

Submit Positive Button : enter – Alt Positive Button : space

Cancel Positive Button : escape – Alt Positive Button : joystick button 1