Documentation

First Person ACTIONS!

PACKAGES

Here are the packages with brief descriptions (if available):

- 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 — Effect that activates the target component
ActivateHandEffect — When triggered, activates the current hand
ActivateOtherObjectEffect — When triggered, activates the target object
ActivatePointedObjectEffect — Uses this object in hand to activate another pointed object, if the tag is correct
ActivationTrigger — Add this to an object to allow auto-activation on proximity
AddForceEffect — Effect that adds a force to the object
AddForceToPlayerEffect — Effect that adds a force to the player when activated
AnimateEffect — 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