

First Person ACTIONS!

Documentation

(developed by Chubby Pixel games)

IMPORTANT:

In order for the plugin to work, you have to include the Input, Tag and Layers into your project. To do this, simply copy all the files in the folder Documents/FilesToReplaceInProjectSettings ([INPPUTMANAGER.ASSET](#), [TAGMANAGER.ASSET](#) and the other) and paste them in the folder /ProjectSettings/ of your project.

Otherwise add this list in the: edit - project settings - Input

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 : 6 th axis
Xbox360ControllerDPadY	Joystick Axis : 7 th axis
Xbox360ControllerTriggers	Joystick Axis : 3 th 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

TAGS

Player

GameController

Item

Dangerous

Smelly

Fire

LAYERS

Menu Items

Environment

PlayerTrigger

ObjectTrigger

PlayerBody

PickedupObject

Ground

FirstPerson

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

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	Abstract object trigger
ObjectTrigger	
OnHitPlaySFX	
OrientationAttractor	The attached gameobject will try to match the orientation of the given target transform, smoothly
ParentTrigger	Class that controls how the player can interact with the game world
PlayerActionController	
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

To include the input settings, simply copy the file InputManager.asset file and paste it in the folder /ProjectSettings/

Otherwise add this list in the edit - project settings - Input

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Xbox360ControllerDPadY	Joystick Axis : 7 th axis
Xbox360ControllerTriggers	Joystick Axis : 3 th 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