Contents

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Introduction

Thank you for purchasing the "Generator Puzzle System" – it is a complete template for implementing your own generator system; using a raycast to collect a Jerrycan (Which can hold fuel and enables an inventory) that can be emptied into a generator or filled at a fuel barrel, each with their own custom UI systems. The system contains 3 PBR models: Jerrycan, Fuel Barrel, Generator!
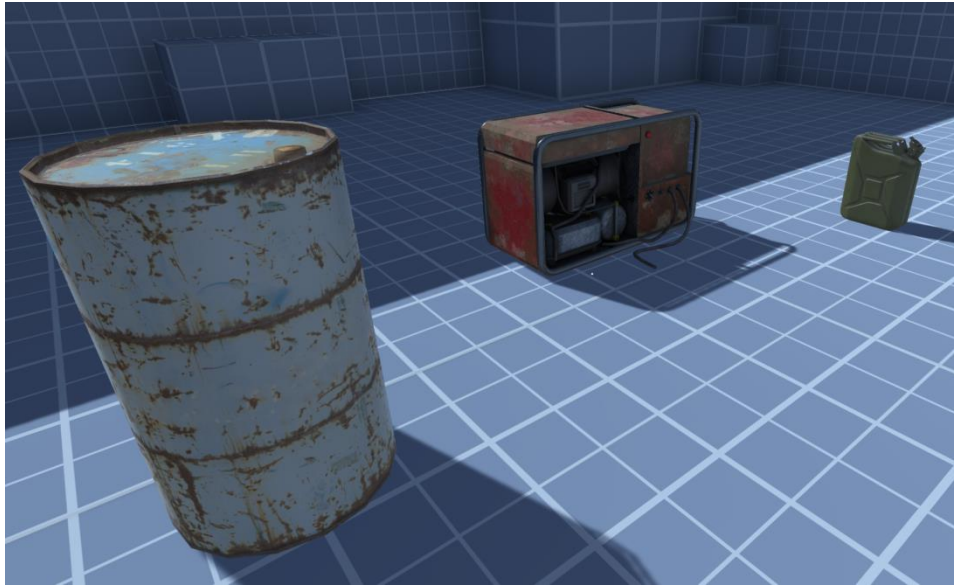
The asset includes:
► *Raycast System*
► *Easily Customisable Inventory Controller*
► *PBR: Generator, jerrycan and fuel barrel*
► *Custom UI's for each item*
► *Puzzle system which allows you to collect and distribute fuel*
► *Collectable items*
► *Full Documentation*
► *Full C# Source Code*

CHECK OUT THE ONLINE DOCUMENTATION FOR DETAILED GUIDES, VIDESO AND MORE

https://speedtutoruk.gitbook.io/generator-system-doc/

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Patch Notes

Version 1.3 - June 2022

- Added a new option to fill allow generator to use fuel over time
    - Added a deactivated event
    - Can refuel the generator during burn phase
- Added a Generator rumble with speed options for visual effect
- Created a brand new custom inspector for the "GeneratorItem" script
- Created new "UIManager"
    - Moved crosshair from raycast manager to UI Manager
    - Moved UI elements from Inventory Manager
- Renamed "GeneratorItemController" to "GeneratorItem"
- New visual light element added to scene and activiate generator script
- Added new Audio Manager / ScriptableObject Sound sources

Version 1.2 – June 2021

- Added new raycast script which refines how the interactions work, no need for tags or layers
    - Make sure to add "Ignore Raycast" to your player character
- Organised the demo scene for better usability
- Removed yellow exceptions for scripts
- Rescaled Objects and 3D models - So they're all relevant to 1.8m
- Removed baking data from the demo to save space
- Refactored the "GeneratorItemController"
    - Added variables audio names for consistency and ease of use
    - Formatted the code to make it easier to understand and more refined
    - Changed the "ShowUI" option to reduce the need for the world space canvas'

Version 1.1 – July 2020

- Edited the canvas layout and the way it is display in Unity
- Updated the "**GeneratorItemController**" to incorporate "**UnityEvents**" to make successful code interaction multi-use, meaning you can produce multiple outcomes with ease with a light turning on example.
- Added a new Audio Manager, so more sounds can be added and called within script
- Added a new input manager, which allows easy control of all inputs from one place
- Refactored the Raycast, InventoryController, ItemControllers and more!
- Updated and edited textures and materials
- Add custom sounds and integration

Version 1.0 – 11th May 2020

- Initial Release

FAQ

Q). How do I Import the asset?
A). Go to the Unity asset store and visit your "**Download manager**". Download the asset if not already downloaded and click "**Import**", import all required features of the asset for your use. It should have appeared in your project under "**Generator Puzzle System**".

Q). Is there an example of this asset working?
A). Yes, you can open the "**GeneratorSystem_Demo**" to see the generator system in action, or use this scene as your initial base of your project.

Q). How can I manually setup this asset?
A). See the manual setup instructions on "This page".

Q). My Raycast isn't working properly?
A). Make sure your player character (If it has a collider) uses a layer of "Ignore Raycast" to help this!

Manual Setup – Initial #1

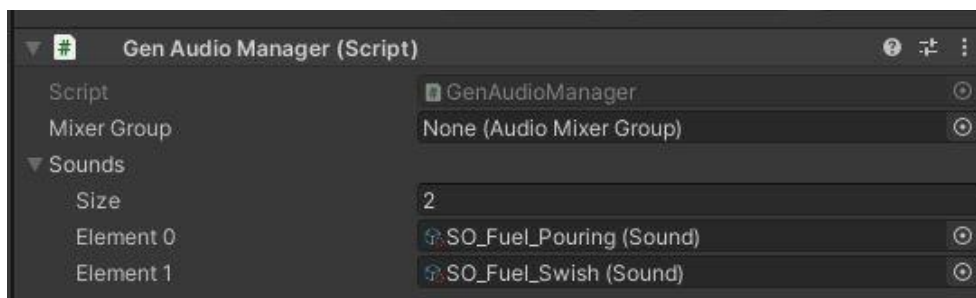CHECK OUT THE ONLINE DOCUMENTATION FOR DETAILED SETUP, VIDEOS AND MORE!
https://speedtutoruk.gitbook.io/generator-system-doc/

1). Add an "**FPSController**" to your scene.

2). Add "**InventoryManager**" / "**UIManager**" / "**AudioManager**" and "**InputManager**" to your hierarchy or scene from the assets "**Prefabs**" folder. Add this asset wherever you want in your scene. See the example below:

3). Look at the "**InventoryManager**" object and you will see the "GenInventoryController" script attached and set references accordingly, and use values for your game.
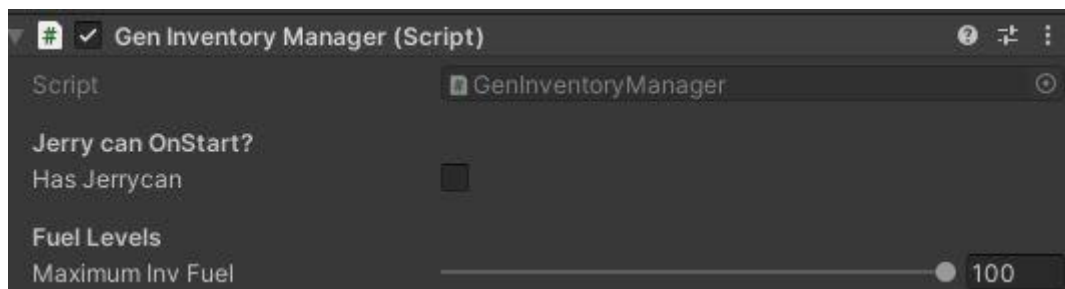
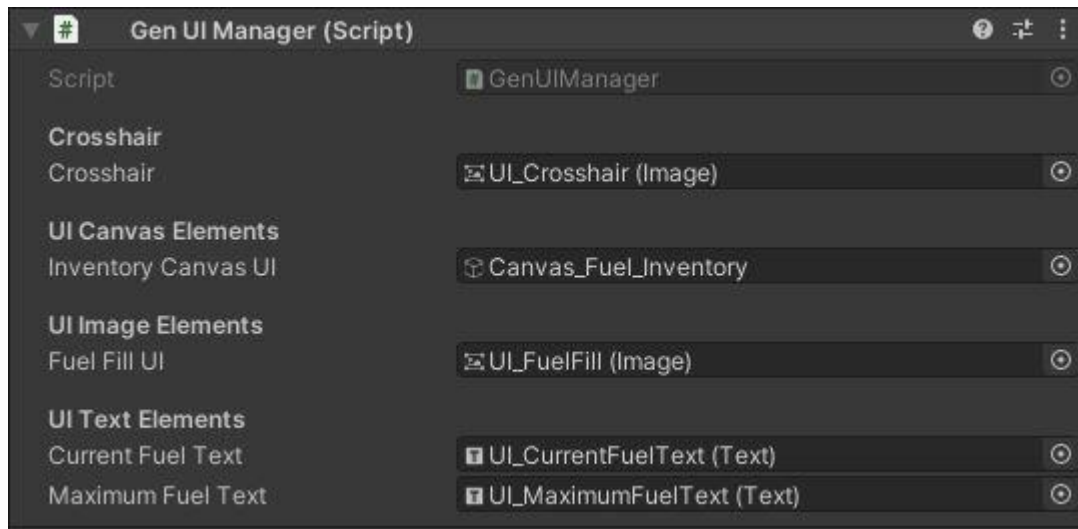4). Take a look at the "**InputManager**" object to change the settings as below:
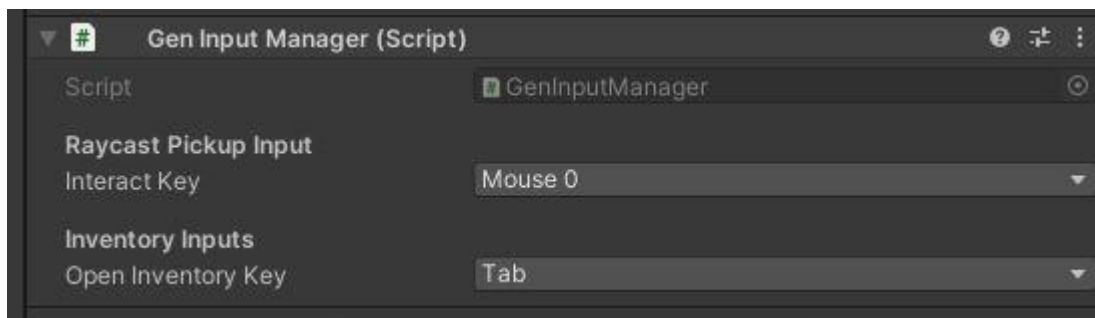
5). Take a look at the "**AudioManager**" object and set the 2 ScriptableObjects as below, see the detailed page for more details on this below (See online documentation for more information)

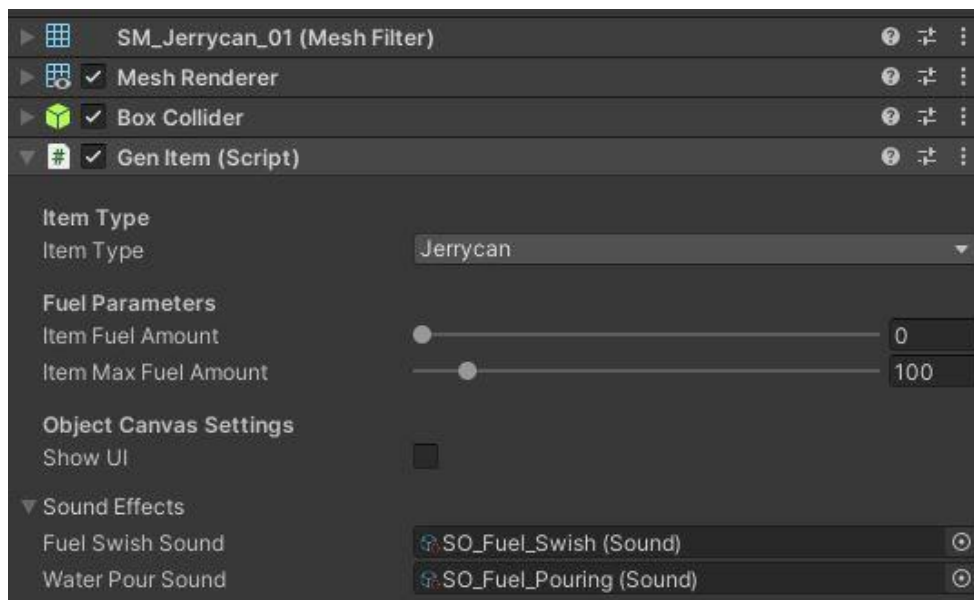6). Check out the "**UIManager**" object to set the general UI elements for the package:

7). Place one or all of the "Items" from the prefabs folder into your scene, including a:

- Jerrycan_Model
- Generator_Model
- FuelBarrel_Model
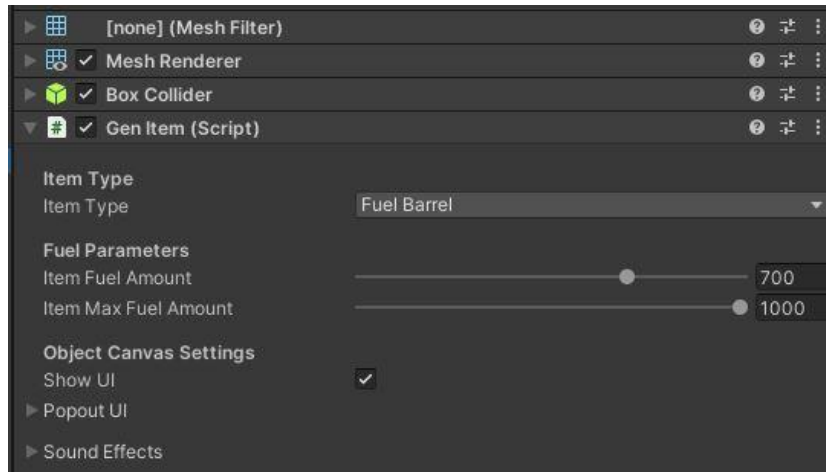
8). The Jerrycan_Model - Collectable should have:

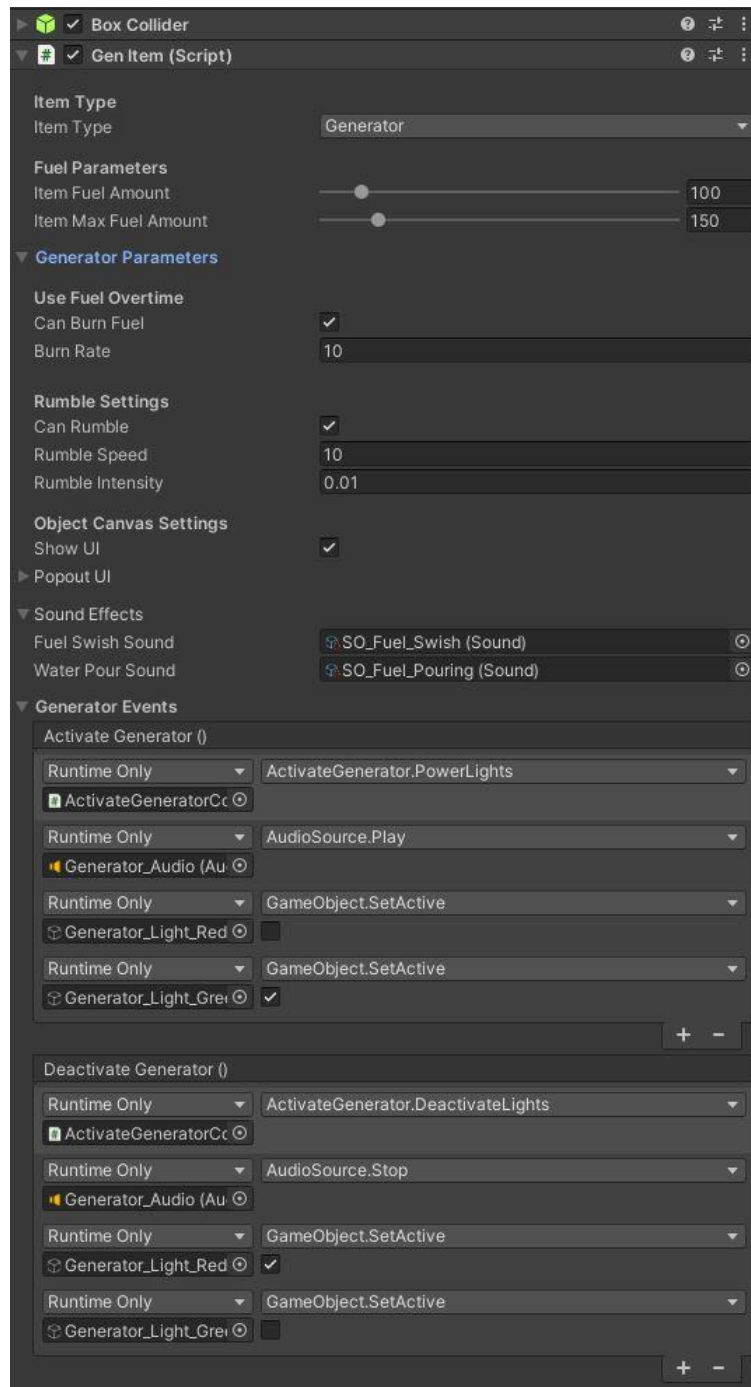- Box Collider
- GenItem Script attached

10). Then set the FuelBarrel" collider to have the same object and similar values as below.

- Box Collider
- GenItem script - Set to "Fuel Barrel"
- Disable the "ShowUI" if you don't want the world space UI elements.

11. Generator Object

Contact

Thank you very much for downloading! Please be sure to leave a **5*** rating and **review** if you liked the package!

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Make a small donation: http://www.paypal.me/speedtutor

If you have any problems about the setup, usage, customisation or have any suggestions for future updates of this kit, please feel free to contact me.

Email: speedtutoruk@gmail.com
Discord: https://discord.gg/FguwaJHfSY
YouTube: https://www.youtube.com/user/speedtutor
Website: http://www.speed-tutor.com

Online Documentation

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