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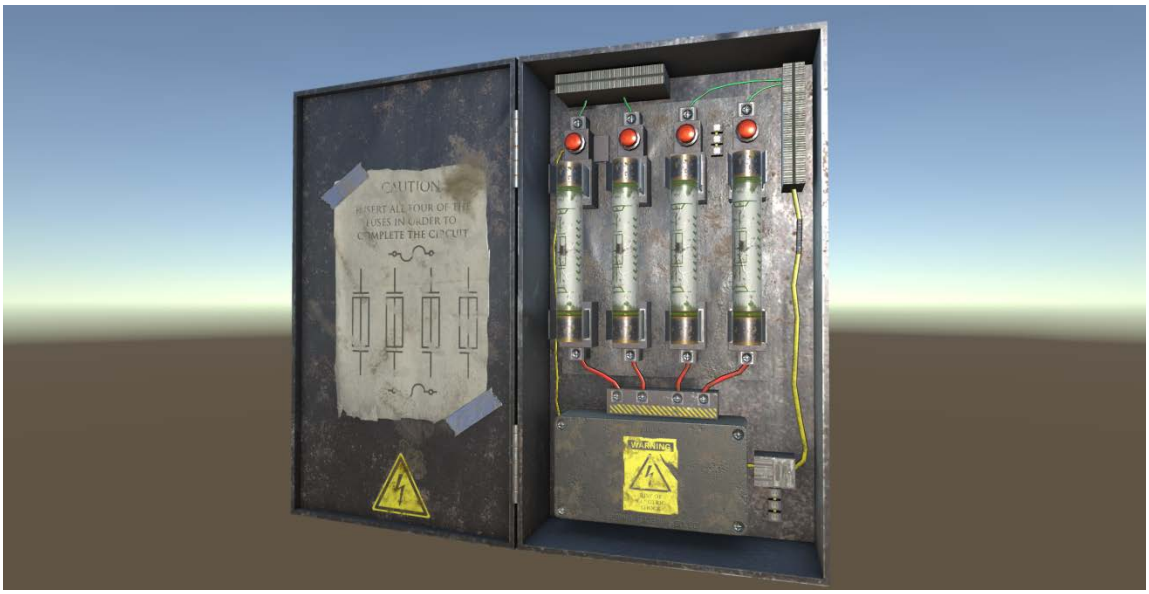
FUSE BOX SYSTEM V1.0
DOCUMENTATION

Introduction

Thank you for purchasing the “Fuse System”, this is a Raycast based system where the aim is to interact with and collect fuses around your game world. Once collected, these fuses can be added in any order to the provided fuse box. Once all fuses are found, this allows you to add some functionality to your game: Whether this be a generator turning on, or opening a locked door. It’s very easy to setup and even allows for more than one fuse box per scene.



The asset includes:
- Raycast system that allows for pickup of fuses and fusebox independently, for easy gameplay usage
- Add as many fuse box combinations to your game or scene, along with fuse objects.
- Fuse box with 4 slots for fuse collecting.
- Highly detailed PBR Fuse box and fuses.
- Scripts which can be easily modified.
- Sound effects for the system are included.

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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 "**Fuse Box System**".

Q). Before you start / Why isn't my character moving in the demo scene?

A). I was advised by Unity to delete the "**Standard Assets**" > "**Characters**" from the asset, so please make sure to right click in the "**Project Panel**" > "**Import Package**" > "**Characters**" so the FPSController will be updated for you to use!

Q). Is there an example of this asset working?

A). Yes, you can open the "**FuseBoxDemo**" to see the fuse box asset 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 "Page 2".

Q). I'm having trouble getting the interaction to work. What can I do?

A). Make sure your Interactive objects (Fuses and fuse box) have the "**Layer**" at the top right of the inspector as "**Interact**", and the appropriate tags are added to each. See setup for more details.

Q). How can I add more than one fuse box set to my scene?

A). Check the "Extending the Fuse Box system".

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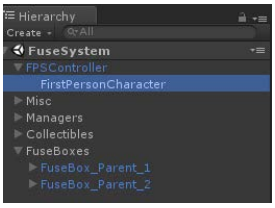
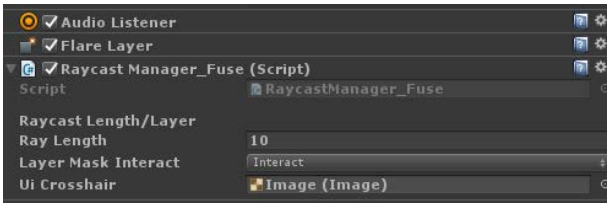
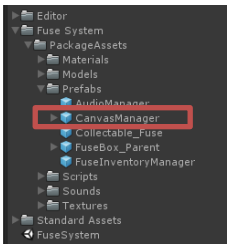
Manual Setup – Initial #1

1. When starting your new project please import the "**Characters**" Standard assets or any FPSController you wish. (Right click in the "**Project**" > "**Import Package**" > "**Characters**"). Add an "**FPSController**" to your scene. (Unless you're using the demo which will already have one added but the package will be required to be imported before use). Please navigate to the scripts folder in the fuse box package and add the "**RaycastManager_Fuse**" script to your "**FirstPersonCharacter**" or "**MainCamera**".

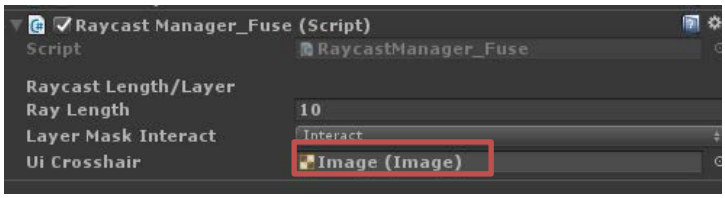




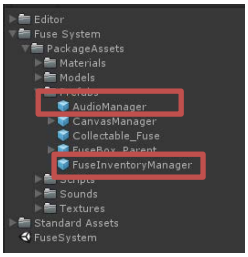
2. Now drag the "**CanvasManager**" from the "**Prefabs**" folder into the hierarchy.
NOTE: Only drag this prefab into the hierarchy, not the scene.



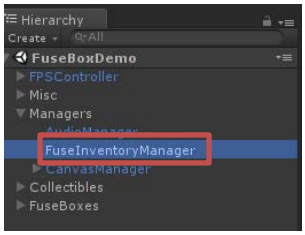
3. Add the crosshair image from the "**CanvasManager**" components to the "**FPSController**" > "**FirstPersonCharacter**" "**RaycastManager_Fuse**" crosshair slot in the inspector.
4. Make sure the "**Layer Mask Interact**" is set to "**Interact**". **NOTE: If this isn't available in the dropdown you will need to create it at the top right of the Unity inspector, by choose the "Layer" dropdown and choosing "Add Layer". Once you create the layer it should auto fill the LayerMask box in the inspector!**

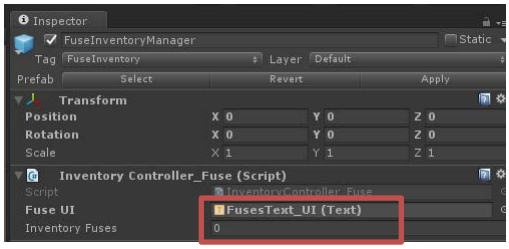


5. Add "**AudioManager**" and "**FuseInventoryManager**" to your hierarchy or scene from the assets "**Prefabs**" folder. Add this asset wherever you want in your scene. See the example below:

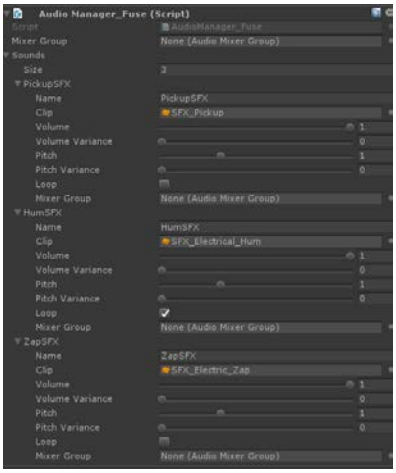


6. **NOTE**: Make sure your "**FuseInventoryManager**" has the tag of "**FuseInventory**". You can create this in the tag manager at the top of the inspector.
7. Add the "**FusesText_UI**" from the "**CanvasManager**" to the "**FuseUI**" slot in the "Fuse**InventoryManager**". Keep Inventory fuses at 0.

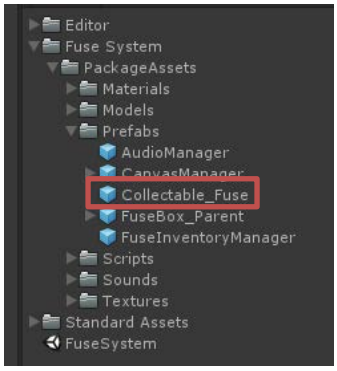


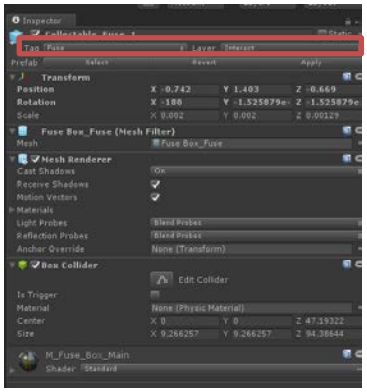


8. Make sure the "**AudioManager_Fuse**" has the sounds you require in the appropriate slots, see example. **NOTE: Keep volume and pitch at a minimum of 1 and give them the names as seen in the screenshot below.**

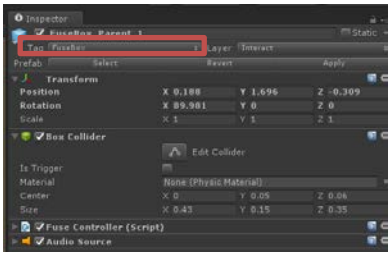


9. Place a "**Collectable_Fuse**" into your scene from the prefabs folder and make sure it has the tag of "**Fuse**" and Layer of "**Interact**". **NOTE: You can duplicate these later if you need as many fuses as you require to complete the puzzle.**





10. Add the "**FuseBox_Parent**" to your scene and place it where you want. Make sure this has a tag of "**FuseBox**" and "**Interact**".



11. Look at the "**FuseController**" in the inspector on the "**FuseBox_Parent**" you just added.

    NOTE: Read through the information below and attach the correct GameObjects in the "**FuseController**" script in the inspector. See the image on the next page for more details!

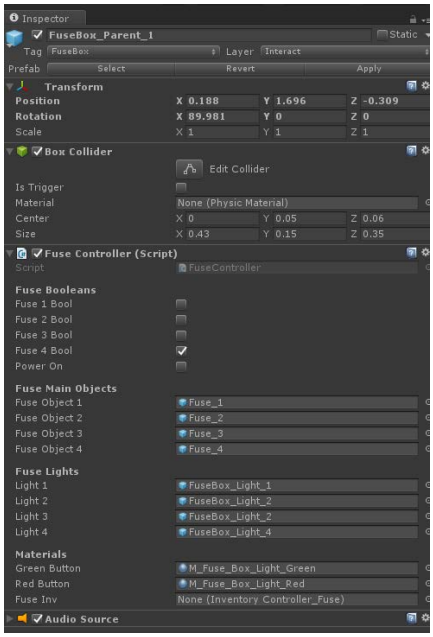
    FuseBooleans: Tick these boxes to specify if any fuses should be in the puzzle at the start of the game. You can leave them all false if you need to find 4 fuses to complete the puzzle.

    Fuse Main Objects: Add the fuse object that exist within this parent object. As seen in the image below.

    Fuse Lights: Add the "FuseBox_Light_x" to the slots from this parent object.

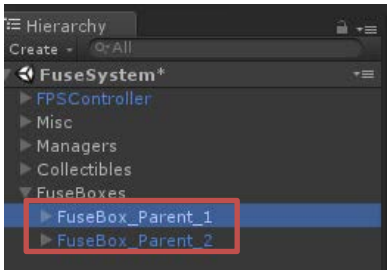
    Materials: Add the two materials that exist in the materials folder of the asset, "**M_Fuse_Box_Light_Green**" and red.

    FuseInv: This can be left blank, as the script will find it automatically.



12. You might want to increment the "**FuseBox_Parent**" with a "**#1**" and "**#2**" if you have more than one fuse box in each scene to make linking up the scripts easier.

    For example: "**FuseBox_Parent_1**" and "**FuseBox_Parent_2**"



Final Notes

Your asset is setup and ready to use in your scene, please remember a few things.

1). If you're having errors on start-up, to import the standard assets, characters.

2). Make sure your "**FuseBox_Parent**" has an "**Audio Source**" with "**Electric_Hum**" added to the slot.

Remember to take a look at the demo scene if you have any troubles, it might give you an idea on how to fix an issue!

If you find the package helpful, please leave a positive review and star rating as it would really help me out! ☺ If you have any problems, feel free to send an email to me!

Extending the Fuse Box System

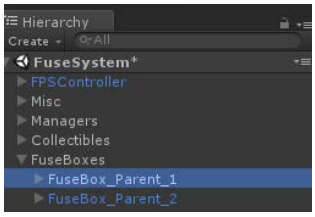
I want to do something when I have added all the fuses to complete the puzzle:

In the "**FuseController**" script you can find line 71 which has a function called "**PoweredUp()**" In this function you can add your own outcome for completing the puzzle, you could allow the player to interact with a door, secret passage, or play an animation. It's dependant on the game and the setting it's being used. If you feel any sort of confusion about this, please don't hesitate to send me an email!

```
void PoweredUp()
{
    //DO YOUR DOOR UNLOCKING OR WHATEVER RESULT OF THE FUSE SYSTEM HAVING BEEN COMPLETED!
}
```

How to add another fuse box set to the same scene?

Duplicate the "**FuseBox_Parent**" from your scene and increment the numbers like I mentioned in the Final Notes section. See image below:



Contact

If you have any problems with the pack, or have some ideas for new features you'd be interested in, please feel free to contact me.

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Website: http://www.volumetric-games.com