Furnished Cabin

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V1.3

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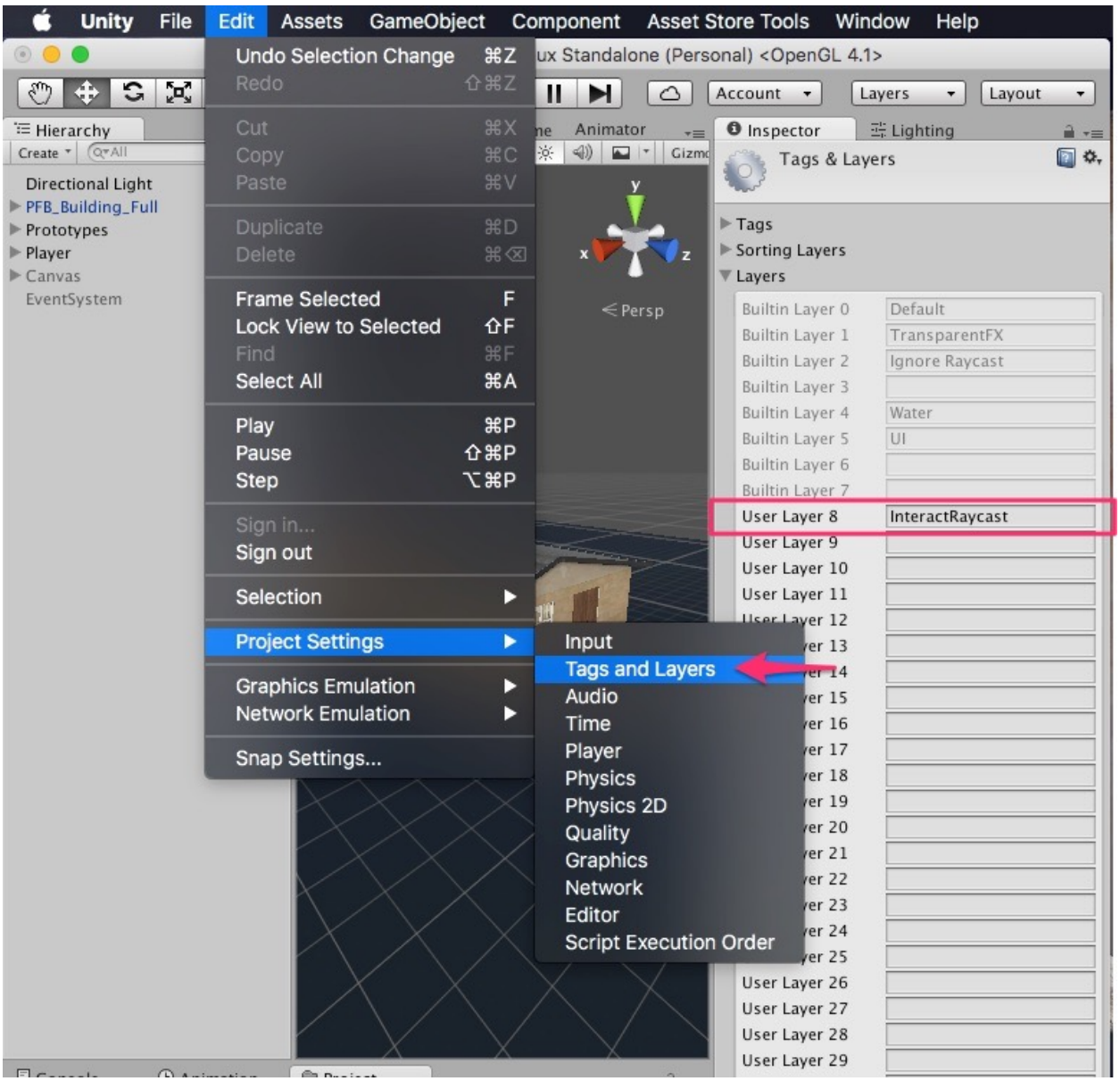
Project Configuration

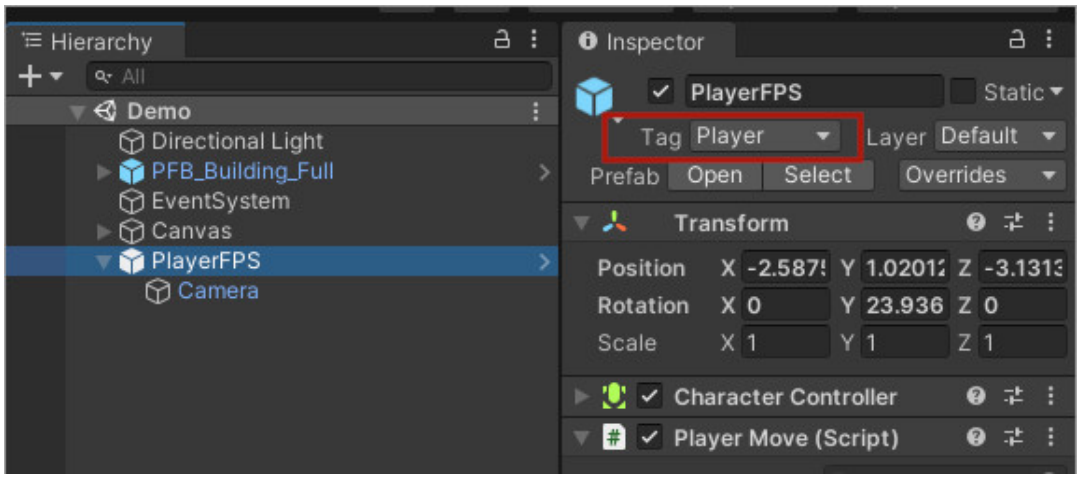
Objects that the player can interact with are controlled via C# Script `MoveObjectController`. In order for the script to work correctly the project needs to be configured in the following way.

1) Ensure you have a layer named `InteractRaycast`. To check this from the menu go to Edit -> Project Settings -> Tags and Layers.

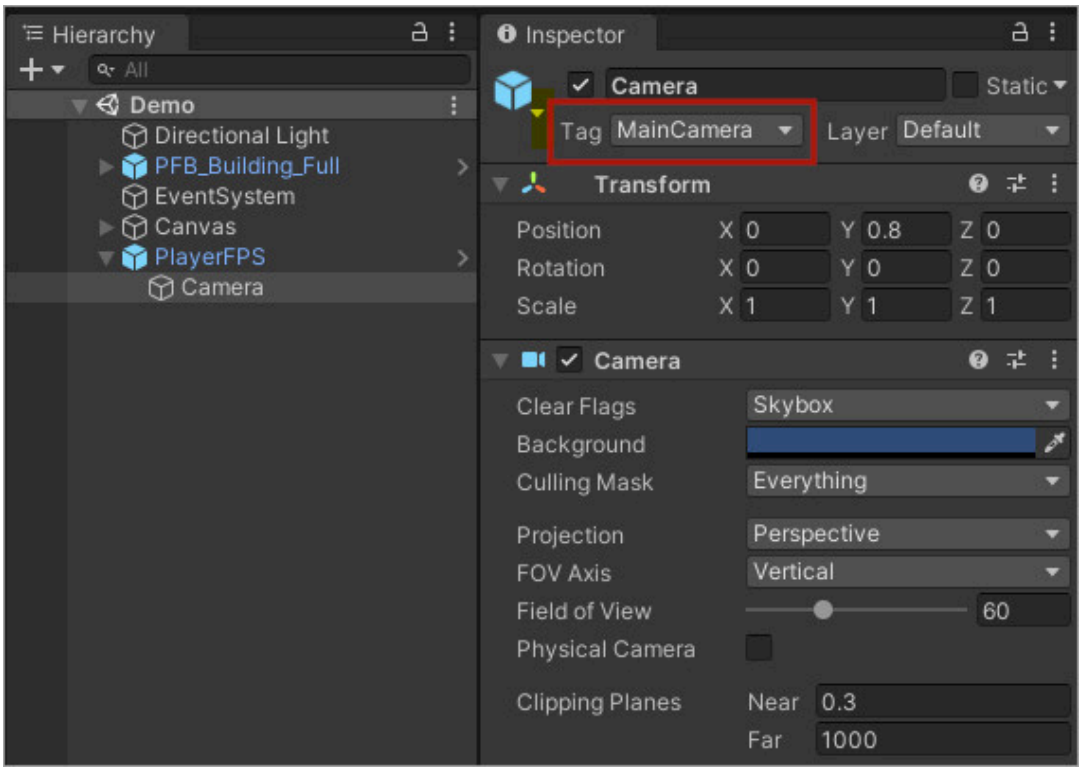
This is used by the script to mask the raycast to objects that can be interacted with only.



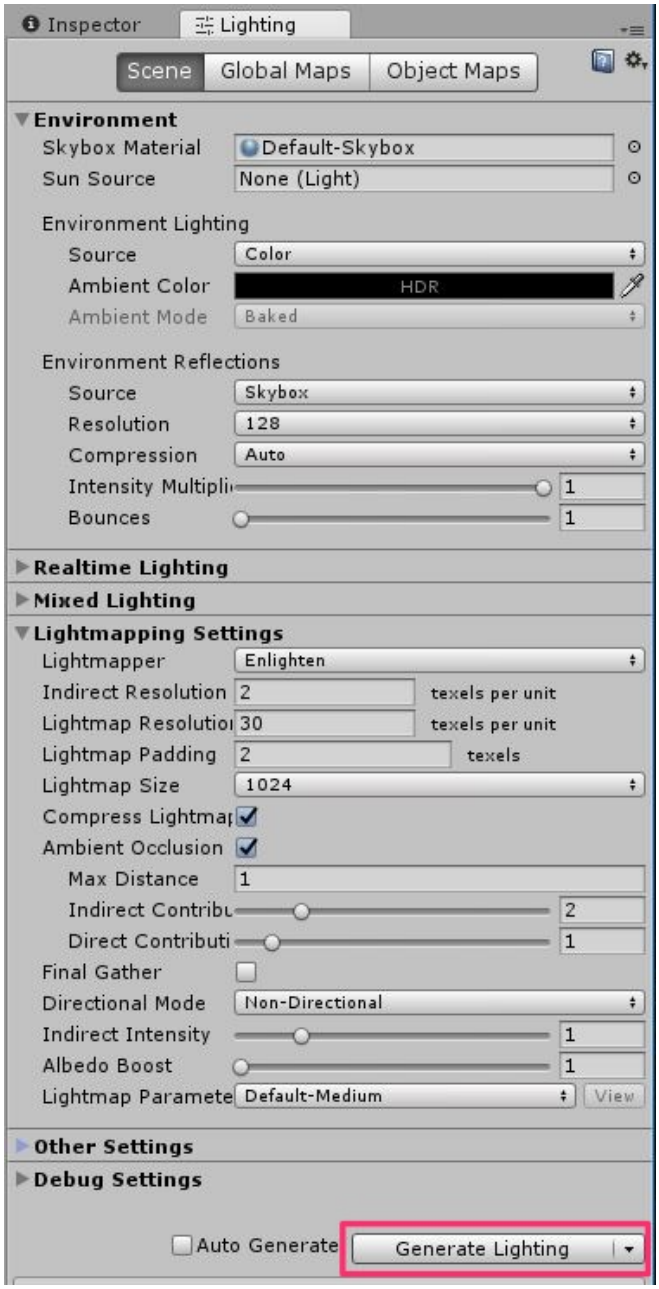
2) Player game object needs to be tagged as `Player`



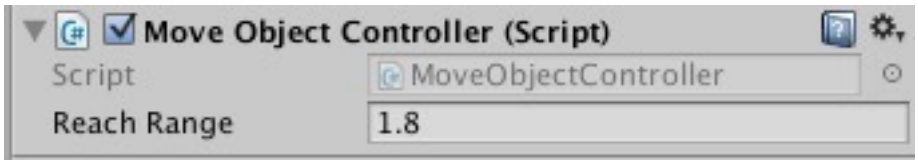
3) Object containing camera needs the tag `MainCamera` applied



4) This asset contains Baked Lights. Bake the lighting information by opening the Lighting window and clicking Generate Lighting.
From the menu: Window -> Lighting



Script Information

The C# script `MoveObjectController` is used to control player interaction.

Property: - Reach Range
Determines the distance the player can reach.