

Unity Trigger Tool

This tool purpose is to save time by having a common trigger template, easily tweakable and modular.

How to use : place both Trigger and TriggerEditor in your project, and Trigger on your triggers! Simple right?

Which parameters are use

How many times I want my trigger to detect stuff :

- **Everytime** - Detect everytime.
- **Once** - Detect only one time.

When can I detect stuff with my trigger :

- **Enter** - Collider of object N touch my trigger.
- **Exit** - Collider of object N was touching my trigger on previous check, but is not on the current frame.

What do I want to detect :

- **Objects with tag** - *String* - When any objects with tage N are detected.
- **Objects with name** - *String* - When any objects with the name N are detected.
- **Specific object** - *GameObject* - When *this* object is detected.

What do I want to do once detected :

- **Play an animation** - *Animator + String (trigger)* - Trigger an animation based on an animator. Works with any time entry.
- **Play a sound** - *AudioClip + Audio Source* - Play a sound N from an audio souce in world.
- **Play a method from an object** - *MonoBehavior + String (method name)* - Play a method form a MonoBehavior class script, which is in the world.
- **Play a method from detected object** (other) - *String (class name) + String (method name)* - Play a method form a MonoBehavior class script, which is in the detected object.

Following Improvement

- Add **debug feature** such as visible trigger with Gizmos
- Add **raycast** management
- Make **multiple actions** possible within one detection

Thanks for using this tool :) (if you've read this to the end why did you do that?)