



Script Documentation

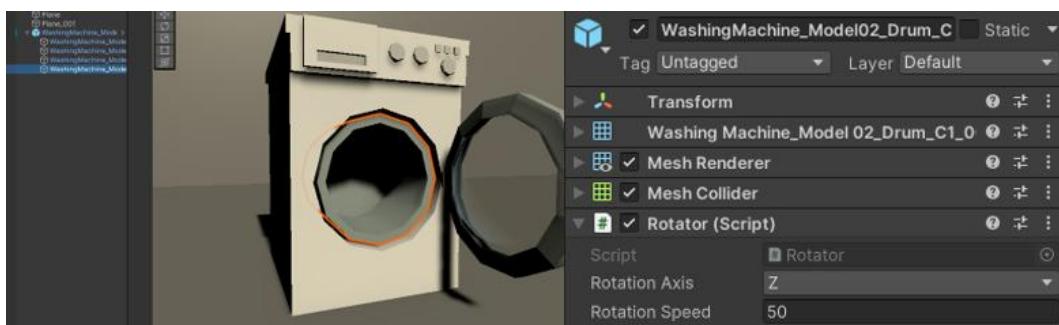
Rotator

Rotates an object at a constant rate on a defined axis.



Washing machine displayed in a test scene

The script is placed on the object that needs to be rotated, in this case the drum of the washing machine.

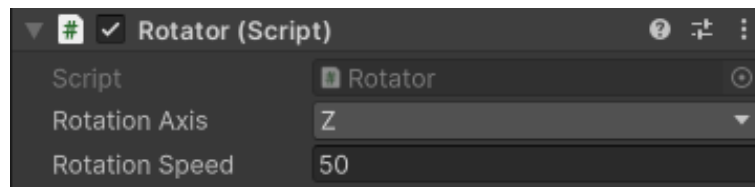


Washing machine showing the Rotator script on it's Drum

The script requires a meshFilter and meshCollider.

```
[RequireComponent(typeof(MeshFilter), typeof(MeshCollider))]
```

If these components aren't already placed on an object, they will automatically be added.

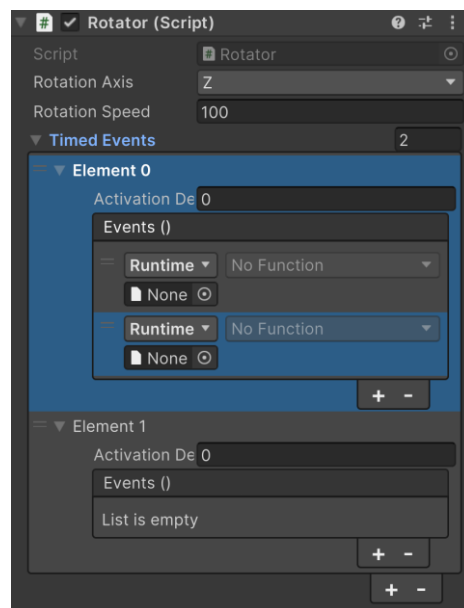


Rotator script in inspector window

The Rotator script exposes **2 parameters** :

- **Rotation Axis** : changes the axis of rotation of the object
- **Rotation Speed** : changes the angle of rotation of the object per frame according to `Time.deltaTime`

Additionally, it is possible to define multiple **Timed Events**.



Timed Events panel on the rotator script

Each Timed Event has an **Activation Time** (a count-down in seconds) and a list of **Events** that will be invoked once the count-down reaches 0.

The Pixelpulse team thanks you for purchasing
Functional Washing Machines
and wishes you all the best for your project.
