

Thank you for purchasing the asset pack :).

If you have any questions, feel free to contact us at bigblit@protonmail.com

I. Setting up

1. If you are using HDRP please install ButtonsLeversScifi HDRP.unityPackage first.
2. Add new layer that will be used for interactive objects let's call it "interactive layer" (or use an old one).
3. Add PhysicsRaycaster component to your scene camera.
4. In the PhysicsRaycaster component set Event Mask to "interactive layer".
5. Drag one of the prefabs from the project view from one of "BigBlit/ButtonsLeversScifi/Prefabs" subfolders into the scene or hierarchy view and set its layer to "interactive layer".
- 6a) Legacy input system only: make sure that "Event System" and "Standalone Input Module" is in the scene.
- 6b) The New Input System only: Add "Event System", "Input System UI Input Module" and "Player Input" components.
Make sure that "UI Input Module" field in the "Player Input" is set to your newly added "Input System UI Input Module".
Create your own action map or use the one with the package.
Thats it.

II. Prefabs

In addition to clean prefabs that contain mesh and material the following types of objects have been created:

Clickable Buttons - Prefabs/Buttons/ClickButtons

Switchable Buttons - Prefabs/Buttons/SwitchButtons

Clickable Levers - Prefabs/Levers/ClickLevers

Dragable Levers - Prefabs/Levers/Drag/Levers

Dragable Rotary - Prefabs/Rotaries/DragRotary

Clickable Rotary - Prefabs/Rotaries/ClickRotary

Circular-motion Dragable Rotary - Prefabs/Rotaries/CircDragRotary

Clickable Switches - Prefabs/Switches/ClickSwitch

Dragable Switches - Prefabs/Switch/DragSwitch

Additionaly you may customize behaviour of each object by changing its animation clip and preferences of its components and adding/removing components provided with this asset.

III. Components:

1. Buttons behaviours:

PressButton - Pressable Button. Implements press behaviour and events.

ClickButton - Clickable Button. Implements click and long click behaviour and events.

ToggleButton - Toggleable Button. Implements toggle on/toggle of behaviour and events.

ButtonSwitch - Add swtich behaviour to group of ToggleButtons.

Lever - Implements Lever behaviours and events.

2. UnityEvents Triggers:

PressButtonEventTrigger - Converts native IPressable interface events to Unity Events.

ClickableEventTrigger - Converts native IClickable (ex. click button) events to Unity Events.

ToggleableEventTrigger - Converts native IToggleable interface events to Unity Events.

DraggableEventTrigger - Converts native IDraggable interface events to Unity Events.

3. Input:

KeyboardPressController - Keyboard input controller for all pressable objects.

PointerPressController - Pointer controller for all pressable objects.

PointerDragController - Pointer controller for drag events

CircularPointerDragController - Pointer controller for circular drag gesture.

NOTICE: The PointerPressController controller is based on Unity Event System.

For it to work please make sure that:

- You have unity Event System configured.
- Camera has PhysicsRaycaster component added.
- PhysicsRaycaster EventMask layer and ActiveObjects layers are properly set.

IV. Misc:

ColorChanger - A color changer that uses PropertyBlock to change material colors efficiently.

EmissionController - Emission controller that react on ActiveObject events and uses PropertyBlock to change material emission efficiently. Used to add lighting to the buttons decals.

ValueAnimator - Animates GameObject that implements IValueable interface by using Playables and

AnimationClips.

You can edit the color of the buttons and lights in the respective materials.

The indicator LEDs are created on separate objects, allowing you to toggle them on and off dynamically.

The handles are on separate objects from the main body mesh.

This allows you to combine a plastic material with a metal material (ex. plastic body and metal handle) and easily animate the handles.

If you want to use the package with HDRP please import "ButtonsLeversScifi HDRP.unitypackage".

For URP please use Unity automatic converter.

V. New Input System.

For demoscene to work with the new input system please:

a) To go EventSystem GameObject in the Hierarchy View and click button labeled "Replace with InputSystemUIInputModule".

b) Go to Player GameObject in the Hierarchy View and set the field named "Actions" to "BigBlit/ActivePack/Demo/Input/GameInput" asset.