



Portal Network System

Portal Network System is the complete solution for any game needing to be able to get from place to place fast. The portal system allows you to teleport to any portal of your choice. This portal system comes with thirteen different pre setup portals. The system has the ability to change the pad color and the effects that go with it. The portal pads are textured using a substance texture and has an animated ring in the center which grows over time then resets.

Editing the Substance on the teleport pad:

- First open the Assets folder in the Project panel.
- Then open the Portal Models folder.
- Next open up the Materials folder.
- Click on the Substance named Energy_Pad
- Under Procedural Properties you will see Procedural Property Sliders. Changing these sliders will result in different modifications to the texture. You can use different sliders to change colors.

Setting up a Mist or Energy Portal:

- Drag the prefab of the pad you would like to use into the Hierarchy.
- Select the portal.
- First thing you see in the portal script is Location 1 - 6. This is where you tell the portal where you want to go for the 6 locations.
- Setting the locations is simple drop the "Teleport To _____" in the location slot on the script. You can find the "Teleport To ____" in the drop down for the portals.
- The background texture option is next in the script you want to go to the GUI Skins folder and locate the "background GUI" Skin and drag it here.
- The next option is the background title for this you want go to the folder called GUI Skins and drag "BackgroundTitle" on it.

- The next options are for Location Buttons 1 – 6, these are the GUI skins which are used for the button text. You can find pre built ones in the GUI Skins folder.
- Drag the GUI Skin you would like to use on each spot for Location Buttons 1 -6.

Editing the GUI Skins:

- The first thing you need to do is open the GUI Skins Textures folder and save the text you would like to use for it in here.
- Now go back to the main GUI Skins folder and right click and chose Create GUI Skin.
- Drag the new text you saved in the GUI Skins Textures folder onto the GUI Skin in the locations for Normal, Hover, Active, Focused, On Normal, On Hover, On Active and On Focused.

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