%% Generated by Sphinx. defsphinxdocclass{report} documentclass[letterpaper,11pt,english,openany,oneside]{sphinxmanual} ifdefinedpdfpxdimen

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fi sphinxpxdimen=.75bprelax ifdefinedpdfimageresolution

pdfimageresolution= numexpr dimexpr1inrelax/sphinxpxdimenrelax

fi %% let collapsible pdf bookmarks panel have high depth per default PassOptionsToPackage{bookmarksdepth=5}{hyperref}

PassOptionsToPackage{warn}{textcomp} usepackage[utf8]{inputenc} ifdefinedDeclareUnicodeCharacter % support both utf8 and utf8x syntaxes

ifdefinedDeclareUnicodeCharacterAsOptional

defsphinxDUC#1{DeclareUnicodeCharacter{"#1}}

else

letsphinxDUCDeclareUnicodeCharacter

fi sphinxDUC{00A0}{nobreakspace} sphinxDUC{2500}{sphinxunichar{2500}} sphinxDUC{2502}{sphinxunichar{2502}} sphinxDUC{2514}{sphinxunichar{2514}} sphinxDUC{251C}{sphinxunichar{251C}} sphinxDUC{2572}{textbackslash}

fi usepackage{cmap} usepackage[T1]{fontenc} usepackage{amsmath,amssymb,amstext} usepackage{babel}

usepackage{tgtermes} usepackage{tgheros} renewcommand{ttdefault}{txtt}

usepackage[Bjarne]{fncychap} usepackage{sphinx}

fvset{fontsize=auto} usepackage{geometry}

% Include hyperref last. usepackage{hyperref} % Fix anchor placement for figures with captions. usepackage{hypcap}% it must be loaded after hyperref. % Set up styles of URL: it should be placed after hyperref. urlstyle{same}

addtocaptionsenglish{renewcommand{contentsname}{Interactables}}

usepackage{sphinxmessages} setcounter{tocdepth}{4} setcounter{secnumdepth}{4}

usepackage{charter} usepackage[defaultsans]{lato} usepackage{inconsolata}

title{Flare Engine} date{Apr 26, 2022} release{0.1} author{TwoBitMachines} newcommand{sphinxlogo}{vbox{}} renewcommand{releasename}{Release} makeindex begin{document}

pagestyle{empty} sphinxmaketitle pagestyle{plain} sphinxtableofcontents pagestyle{normal} phantomsectionlabel{detokenize{index::doc}}

sphinxstepscope

chapter{Bridge} label{detokenize{interactables/bridge:bridge}}label{detokenize{interactables/bridge::doc}} sphinxAtStartPar A bridge creates dynamic movement. Characters can walk and jump on them.

noindent{hspace*{fill}sphinxincludegraphics[width=1.000linewidth]{{BridgeGif}.png}hspace*{fill}}

begin{sphinxadmonition}{tip}{Tip:} sphinxAtStartPar Characters, by default, are enabled to interact with bridges. If this property is not desired, disable it in the character’s collision settings to save unnecessary collision checks. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Planks & sphinxAtStartPar The number of planks in the bridge. \ hline sphinxAtStartPar Gravity & sphinxAtStartPar The force of gravity acting on the bridge. \ hline sphinxAtStartPar Bounce & sphinxAtStartPar The force exerted on the bridge when interacting with characters. \ hline sphinxAtStartPar Stiffness & sphinxAtStartPar The larger the number, the less sag the bridge will have. For performance, keep this value below 20. \ hline sphinxAtStartPar Plank & sphinxAtStartPar Create a gameobject and add the plank’s sprite. Make this a child of the bridge gameobject and set the reference. This will be used as a template to instantiate the remaining

planks. Change the transform’s scale to achieve the desired plank width. Lastly, the offset will shift each plank visually. \ hline sphinxAtStartPar Area & sphinxAtStartPar The system will check for plank collisions once the character is inside the bridge area. The area width is set automatically, but the height must be specified. The offset will offset the area in the y direction. \ hline sphinxAtStartPar Create & sphinxAtStartPar Once all the settings are chosen, press this button to create the bridge. Anytime you change the bridge’s position or a setting, recreate the bridge to enact the changes. \ hline sphinxAtStartPar View & sphinxAtStartPar If enabled, the bridge gizmos will be visible. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{important}{Important:} sphinxAtStartPar The start of the bridge corresponds to the transform’s position. Make sure the transform’s handle position is set to Pivot (and not to Center) for proper placement. A scene handle tool, a red circle, is used to specify the end of the bridge. The distance between the start and end points determines the length of the bridge. end{sphinxadmonition}

sphinxstepscope

chapter{Rope} label{detokenize{interactables/rope:rope}}label{detokenize{interactables/rope::doc}} sphinxAtStartPar The player can use ropes to swing or for simple idle interactions.

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar The player’s Rope ability must be enabled to interact with ropes. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Type & sphinxAtStartPar If Swing is enabled, the player will swing on the rope. If Idle is enabled, the player will pass through the rope, causing it to move. \ hline sphinxAtStartPar Rope End Radius & sphinxAtStartPar If Swing is enabled, once player and end tether are within this radius, the player will latch onto the rope automatically. \ hline sphinxAtStartPar Rope Radius & sphinxAtStartPar If Idle is enabled, the system will check for rope collisions if the player is inside this radius. The center of this radius is set automatically. \ hline sphinxAtStartPar Tether Radius & sphinxAtStartPar If Idle is enabled, it is the radius of each tether used to detect the player. \ hline sphinxAtStartPar Force & sphinxAtStartPar If Idle is enabled, it is the movement force applied to a tether upon interaction. \ hline sphinxAtStartPar Tethers & sphinxAtStartPar The number of tethers in the rope. \ hline sphinxAtStartPar Gravity & sphinxAtStartPar The force of gravity acting on the rope. \ hline sphinxAtStartPar Stiffness & sphinxAtStartPar The larger the number, the less sag the rope will have. For performance, keep this value below 20. \ hline sphinxAtStartPar Double Anchor & sphinxAtStartPar Both the start and end of the rope are anchored. \ hline sphinxAtStartPar Rope Start & sphinxAtStartPar Create a gameobject and add the tether’s sprite. Make this a child of the rope gameobject and set the reference. This will be used as a template to instantiate the remaining tethers. Change the transform’s scale to achieve the desired tether height; \ hline sphinxAtStartPar Rope End & sphinxAtStartPar Every time the rope is created, it destroys and recreates all the tethers. Sometimes the end tether contains components like Health. To prevent having to add these components every time the rope is recreated, specify the end tether gameobject to prevent it from being destroyed. \ hline sphinxAtStartPar Create & sphinxAtStartPar Once all the settings are chosen, press this button to create the rope. Anytime you change the rope’s position or a setting, recreate the rope to enact the changes. \ hline sphinxAtStartPar View & sphinxAtStartPar If enabled, the rope gizmos will be visible. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{important}{Important:} sphinxAtStartPar The start of the rope corresponds to the transform’s position. Make sure the transform’s handle position is set to Pivot (and not to Center) for proper placement. A scene handle tool, a red circle, is used to specify the end of the rope. The distance between the start and end points determines the length of the rope. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{45}{145}|X{100}{145}|} hline sphinxstyletheadfamily sphinxAtStartPar Method &sphinxstyletheadfamily \ hline sphinxAtStartPar ApplyImpactAtEnd (float directionX, float impact) & sphinxAtStartPar This will apply an impact force in the x direction to the end of the rope. This is automatically used by the player for swinging. \ hline sphinxAtStartPar ApplyImpact (float value, Vector2 direction) & sphinxAtStartPar Each tether contains the component Tether. This class contains this method. Call it to apply a force to a tether in the specified direction. Ignore the value parameter and instead set the impact force in the inspector field of the Tether class. \ hline sphinxAtStartPar UnlatchEndAnchor ( ) & sphinxAtStartPar If double anchor is set true, you can set it false by calling this method. The end anchor will become free, letting the rope fall down. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{tip}{Tip:} sphinxAtStartPar It’s possible to add a Health and Collider component to each tether for further interaction. This can be useful if the rope needs to collide with Projectiles. The Health component is equipped to call the ApplyImpact() and UnlatchEndAnchor() methods through Unity Events. end{sphinxadmonition}

sphinxstepscope

chapter{Water} label{detokenize{interactables/water:water}}label{detokenize{interactables/water::doc}} sphinxAtStartPar Water is a dynamic area where the player can float and swim.

begin{DUlineblock}{0em} item[] end{DUlineblock}

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar The player’s Swim ability must be enabled to interact with water. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Shape & sphinxAtStartPar If Square is enabled, the system renders the water using square blocks. No textures or sprites are required. If Round is enabled, the system renders the water using a Mesh Renderer, creating a more curved wave. A Texture2D and Material are required. \ hline sphinxAtStartPar Type & sphinxAtStartPar If Float is enabled, the player will stay above the water line. If Swim is enabled, the player can swim inside the water. \ hline sphinxAtStartPar Segments & sphinxAtStartPar The number of elements that create the water. The higher the number, the less blocky the water will look. \ hline sphinxAtStartPar Texture2D & sphinxAtStartPar If Shape mode is Round, provide the Texture2D that will be used to render the water. \ hline sphinxAtStartPar Material & sphinxAtStartPar If Shape mode is Round, provide the Material that will be used by the Mesh Renderer. \ hline sphinxAtStartPar Amplitude & sphinxAtStartPar The maximum height of the wave. \ hline sphinxAtStartPar Frequency & sphinxAtStartPar Dictates the number of waves in the water. \ hline sphinxAtStartPar Speed & sphinxAtStartPar How quickly a wave moves across the water. \ hline sphinxAtStartPar Spring & sphinxAtStartPar The force exerted on the water when interacting with the player. \ hline sphinxAtStartPar Damping & sphinxAtStartPar How quickly the spring force dissipates. \ hline sphinxAtStartPar Turbulence & sphinxAtStartPar This adds random noise into the water, creating a chaotic effect. \ hline sphinxAtStartPar Random Current & sphinxAtStartPar This will change the direction of the speed at intervals specified by this value. This value is randomized slightly to add unpredictability. \ hline sphinxAtStartPar Create & sphinxAtStartPar Once all the settings are chosen, press this button to create the body of water. Anytime you change the water’s position or a setting, recreate the water to enact the changes. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Body &sphinxstyletheadfamily sphinxAtStartPar For Square mode. \ hline sphinxAtStartPar Top & sphinxAtStartPar The color of the water line. \ hline sphinxAtStartPar Thickness & sphinxAtStartPar The thickness of the water line. \ hline sphinxAtStartPar Taper & sphinxAtStartPar The wave’s water line will be thicker at its crest, and thinner at its trough. \ hline sphinxAtStartPar Middle & sphinxAtStartPar The color at the middle of the water. \ hline sphinxAtStartPar Bottom & sphinxAtStartPar The color at the bottom of the water. \ hline sphinxAtStartPar Phase & sphinxAtStartPar The bottom of the water has wave like motion as well. Specify the phase of this wave. \ hline sphinxAtStartPar Offset & sphinxAtStartPar Offset the position of the bottom wave. \ hline sphinxAtStartPar Speed & sphinxAtStartPar How quickly the bottom wave moves across the water. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Ladder} label{detokenize{interactables/ladder:ladder}}label{detokenize{interactables/ladder::doc}} sphinxAtStartPar The humble ladder is used for climbing.

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar The player’s Ladder ability must be enabled to interact with ladders. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Size & sphinxAtStartPar The width and height of the ladder. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{High Jump} label{detokenize{interactables/highJump:high-jump}}label{detokenize{interactables/highJump::doc}} sphinxAtStartPar Launch a character into the air upon contact.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Jump Force & sphinxAtStartPar The amount of force launching a character. \ hline sphinxAtStartPar Radius & sphinxAtStartPar The radius of the collision circle. Once collision is made, the character will be launched. The offset will change the collision's center position in the y direction. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Foliage} label{detokenize{interactables/foliage:foliage}}label{detokenize{interactables/foliage::doc}} sphinxAtStartPar Decorate an environment with foliage to make it come alive. The foliage can sway with the wind and respond to character movements.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Jiggle & sphinxAtStartPar The motion effect produced when interacting with characters. Smaller values produce softer motions. \ hline sphinxAtStartPar Damping & sphinxAtStartPar How quickly the jiggle effect dissipates. \ hline sphinxAtStartPar Uniformity & sphinxAtStartPar The tendency for foliage to sway in the same direction if the foliage has the same y position. \ hline sphinxAtStartPar Wind Strength & sphinxAtStartPar The force of the wind swaying the foliage. \ hline sphinxAtStartPar Wind Frequency & sphinxAtStartPar How quickly the wind changes direction. \ hline sphinxAtStartPar Create Texture & sphinxAtStartPar Press this button to add a new Texture2D, which represents the foliage. Each Texture2D must have the same size as the specified Vector2 field, or else the tool will not work. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{warning}{Warning:} sphinxAtStartPar The system groups all the Texture2D images of the foliage into an array. Thus, every Texture2D must be of the same size and share the same settings for this process to work correctly. As a reminder, this component is working with Texture2D and not Sprites. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Texture2D &sphinxstyletheadfamily \ hline sphinxAtStartPar Texture2D & sphinxAtStartPar The current Texture2D image of the foliage. The delete button will remove this Texture2D and all of its instances from the scene. \ hline sphinxAtStartPar Orientation & sphinxAtStartPar This determines what vertices to sway. If Bottom is enabled, place foliage on ground. If Top is enabled, place foliage on a ceiling. If Left or Right are enabled, place foliage on walls. \ hline sphinxAtStartPar Depth & sphinxAtStartPar Specify the rendering order of the Texture2D images relative to each other. As of now, there is no way specify a sorting layer. The player is either in front or in back of the foliage textendash{} never in between. \ hline sphinxAtStartPar Interaction & sphinxAtStartPar Choose how active the foliage is with character interactions. Maybe some foliage are dense and don't need to sway as much as others. A value of zero will disable all interactions with characters. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Paint Brushes &sphinxstyletheadfamily sphinxAtStartPar Place foliage in the scene with brushes. \ hline sphinxAtStartPar Single Brush & sphinxAtStartPar Place a single foliage image. \ hline sphinxAtStartPar Random Brush & sphinxAtStartPar Choose as many foliage images as desired and drag the brush in the scene. The density value specifies how many images the brush can place per position. \ hline sphinxAtStartPar Eraser & sphinxAtStartPar Use this brush to erase foliage images. \ hline sphinxAtStartPar Instances & sphinxAtStartPar Every Foliage component can only have a maximum of 1023 images in the scene. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{tip}{Tip:} sphinxAtStartPar If the brush tool is active, right click in the scene or repress the current brush button to deactivate it. end{sphinxadmonition}

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar The foliage system was designed with performance in mind. All foliage instances exist in code only (they're not gameobjects), and the character interactions are handled by Unity's Job System. end{sphinxadmonition}

sphinxstepscope

chapter{Jump} label{detokenize{playerAbilities/jump:jump}}label{detokenize{playerAbilities/jump::doc}} sphinxAtStartPar The most fundamental ability in any platformer.

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar Jump height and jump time are set in the Collision settings in order to calculate the force of gravity. However, this ability must still be enabled if the player is required to jump. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Button Trigger & sphinxAtStartPar On user button interaction, choose exactly when the player jumps. \ hline sphinxAtStartPar Min Jump Height & sphinxAtStartPar If this value is greater than zero, the player will have a variable jump height, and min jump will be the lowest jump height possible. \ hline sphinxAtStartPar Air Jumps & sphinxAtStartPar The number of extra jumps the player can perform in the air. \ hline end{tabular} par sphinxattableendend{savenotes}

begin{sphinxadmonition}{important}{Important:} sphinxAtStartPar If an ability already contains a jump force, do not add the Jump ability as an exception. For instance, the Wall ability contains a few jumping options that it will execute internally. The Jump ability is geared for jumping on ground. end{sphinxadmonition}

sphinxstepscope

chapter{Dash} label{detokenize{playerAbilities/dash:dash}}label{detokenize{playerAbilities/dash::doc}} sphinxAtStartPar Increase the speed of the player to quickly cover distance.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Buttons & sphinxAtStartPar The buttons that need to be tapped in order to trigger a dash. \ hline sphinxAtStartPar Dash Direction & sphinxAtStartPar If Horizontal Axis is enabled, the dash will occur along the x axis. In this state, only the left and right buttons are used. It is also possible to use only one button and leave the other empty. If Multi Directional is enabled, all the buttons that are set will be utilized to move the player in one of eight directions along the x and y axis. \ hline sphinxAtStartPar Button Taps & sphinxAtStartPar If Single Tap is enabled, pressing the button only once will trigger a dash. If Double Tap is enabled, pressing the button twice is required to trigger a dash. \ hline sphinxAtStartPar Tap Threshold & sphinxAtStartPar If Double Tap is enabled, the threshold is the time interval in which the double tap must occur for the dash to trigger successfully. \ hline sphinxAtStartPar Duration & sphinxAtStartPar If Instant is enabled, the player will traverse the dash distance in one frame. If Incremental is enabled, the player will traverse the dash distance according to the dash time. \ hline sphinxAtStartPar Dash Time & sphinxAtStartPar The time it will take to traverse the dash distance; \ hline sphinxAtStartPar Dash Distance & sphinxAtStartPar The total distance traversed while dashing. \ hline sphinxAtStartPar Cool Down & sphinxAtStartPar The time interval before the next dash can be triggered. \ hline sphinxAtStartPar On Ground Only & sphinxAtStartPar If enabled, the player must be on the ground in order to begin a dash. \ hline sphinxAtStartPar Cool Down & sphinxAtStartPar If enabled, the force of gravity will not affect a dash. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Hover} label{detokenize{playerAbilities/hover:hover}}label{detokenize{playerAbilities/hover::doc}} sphinxAtStartPar Escape gravity by letting the player hover in the air.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Thrust & sphinxAtStartPar The forced used to propel the player upward. This force will be proportional to the jump force. \ hline sphinxAtStartPar Maintain & sphinxAtStartPar The tendency for the player to remain in the air. A value of one will prevent the player from descending downward, unless the descend button is pressed. \ hline sphinxAtStartPar Thrust Button & sphinxAtStartPar Press this button to create thrust. \ hline sphinxAtStartPar Descend & sphinxAtStartPar The force that will drive the player downward. The descend button is optional. If it’s not used, the player will descend on its own according to the maintain value. \ hline sphinxAtStartPar Descend Button & sphinxAtStartPar Press this button to create downward thrust. \ hline sphinxAtStartPar Exit & sphinxAtStartPar If On Ground Hit is enabled, the player will exit the hover state when the player touches the ground. If Button is enabled, the player will exit the hover state when the specified button is pressed. \ hline sphinxAtStartPar Air Friction X & sphinxAtStartPar The air resistance applied to the player while hovering in the x direction. \ hline sphinxAtStartPar On Thrust & sphinxAtStartPar Every time the thrust button is pressed, this Unity Event will be invoked. \ hline sphinxAtStartPar On Descend & sphinxAtStartPar

Every time the descend button is pressed, this Unity Event will be invoked. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Swim} label{detokenize{playerAbilities/swim:swim}}label{detokenize{playerAbilities/swim::doc}} sphinxAtStartPar Allow the player to swim or float on any body of water. The body of water will determine if the player either floats or swims. If floating, the player will remain above the water line. If swimming, the player will swim inside the body of water.

begin{sphinxadmonition}{note}{Note:} sphinxAtStartPar The player must have the Swim ability enabled to interact with water. end{sphinxadmonition}

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Spring & sphinxAtStartPar If floating, when the player enters the water, it will oscillate on the water line before coming to a rest. This force dictates how quickly the oscillations occur. \ hline sphinxAtStartPar Damping & sphinxAtStartPar How quickly the spring force dissipates. \ hline sphinxAtStartPar Weight & sphinxAtStartPar How quickly the player sinks while swimming. \ hline sphinxAtStartPar Water Impact & sphinxAtStartPar The force exerted on the water upon entry. The force exerted while the player moves in the water will be proportional to this value and the player's velocity. \ hline sphinxAtStartPar Water Friction X & sphinxAtStartPar Water resistance applied to the player in the x direction. \ hline sphinxAtStartPar Water Friction Y & sphinxAtStartPar Water resistance applied to the player in the y direction. \ hline sphinxAtStartPar Jump & sphinxAtStartPar The force used to jump out of the water. \ hline sphinxAtStartPar Switch Button & sphinxAtStartPar If water Switch Type is set to Yes, holding this button will transition the player from a floating state to a swimming state. To return to a floating state, the player must reach the top of the water. \ hline sphinxAtStartPar On Enter Water & sphinxAtStartPar On water entry, a Unity Event containing the entry position is invoked. This could be useful for adding particle effects. \ hline sphinxAtStartPar On Exit Water & sphinxAtStartPar On water exit, a Unity Event containing the exit position is invoked. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Ladder} label{detokenize{playerAbilities/ladderClimb:ladder}}label{detokenize{playerAbilities/ladderClimb::doc}} sphinxAtStartPar The player can interact with ladders.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Latch & sphinxAtStartPar If Automatic is enabled, the player will automatically latch to the ladder on contact, provided the player has a negative y velocity and a zero x velocity. If Enter Button is enabled, specify the button that must be pressed in order for the player to latch onto the ladder. \ hline sphinxAtStartPar Climb & sphinxAtStartPar If Manual is enabled, specify the buttons (Up, Down) for climbing the ladder. If Automatic is enabled, the player will climb the ladder automatically. \ hline sphinxAtStartPar Climb Speed & sphinxAtStartPar How quickly the player climbs the ladder. \ hline sphinxAtStartPar Stand On Top & sphinxAtStartPar If enabled, the player can stand on top of the ladder. \ hline sphinxAtStartPar Align To Center & sphinxAtStartPar If enabled, the player's x position will align with the center of the ladder. \ hline end{tabular} par sphinxattableendend{savenotes}

sphinxstepscope

chapter{Rope} label{detokenize{playerAbilities/ropeSwing:rope}}label{detokenize{playerAbilities/ropeSwing::doc}} sphinxAtStartPar The player can interact with ropes.

begin{savenotes}sphinxattablestart centering begin{tabular}[t]{|\X{25}{125}|X{100}{125}|} hline sphinxstyletheadfamily sphinxAtStartPar Property &sphinxstyletheadfamily \ hline sphinxAtStartPar Swing Strength & sphinxAtStartPar The force added to the swing motion. \ hline sphinxAtStartPar Jump & sphinxAtStartPar If latched, the force used to jump away from the rope. \ hline end{tabular} par sphinxattableendend{savenotes}

renewcommand{indexname}{Index} printindex end{document}