

Examination System

Official Documentation - Unity Asset Developed By John's Art

Ver. 1.1

INTRODUCTION

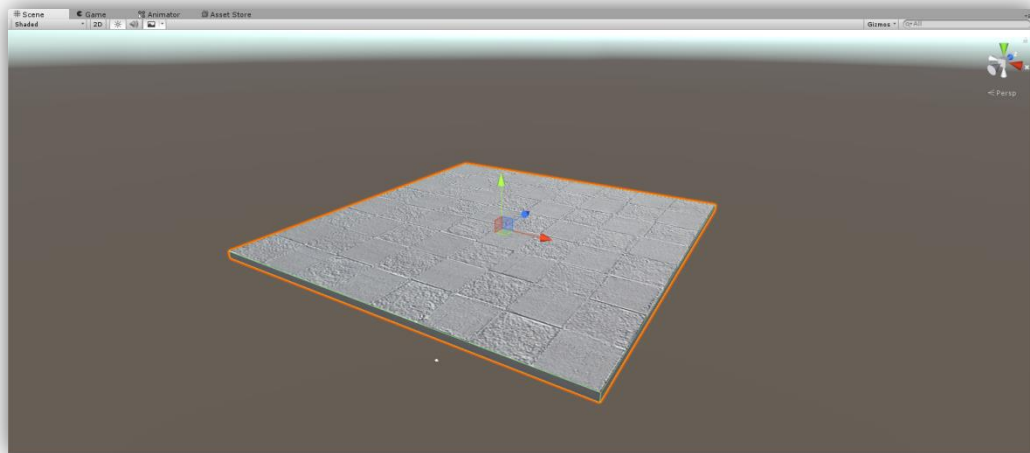
EXAMINATION SYSTEM IS THE EASIEST WAY TO ACHIEVE AN EXAMINE SYSTEM, PERFECT FOR ALL THE GENRE OF GAMES.

IT WORKS WITH ALL MODELS AND YOU JUST NEED 1-2 MINUTES TO SETUP A NEW EXAMINABLE OBJECT.

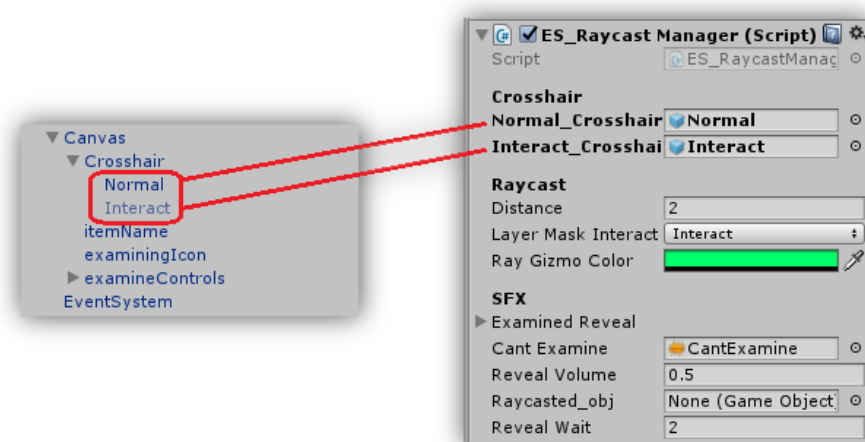
IT INCLUDES A COMPLETE RAYCAST AND OBJECT HIGHLIGHTING SYSTEM, JUST ONE SINGLE SCRIPT AND NO CODE SKILLS ARE REQUIRED TO USE THIS ASSET.

HOW TO SETUP A NEW SCENE

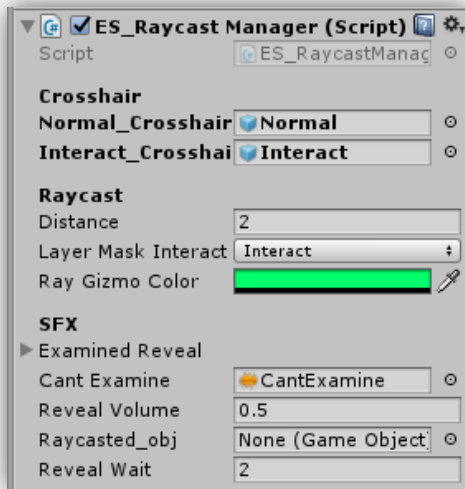
1. CREATE A NEW SCENE FROM **FILE > NEW SCENE** OR BY USING THE COMBO **CTRL + N**
IF YOU ALREADY HAVE YOUR SCENE, JUST OPEN AND WORK ON IT
2. CREATE A SIMPLE ENVIRONMENT (IF YOU DON'T ALREADY HAVE ONE), FOR EXAMPLE A SIMPLE **PLANE** AS A GROUND FOR THE SCENE.



3. DRAG AND DROP THE PREFABS CALLED **PLAYER**, **CANVAS** AND **EVENT SYSTEM** FROM THE FOLDER **PREFABS**.
BE SURE TO DELETE ALL OTHERS CAMERAS IN THE SCENE, BECAUSE WE ONLY NEED THE PLAYER'S CAMERA.
4. NOW GO TO **CANVAS > CROSSHAIR** AND DRAG AND DROP THE TWO GAME OBJECTS CALLED **NORMAL** AND **INTERACT** INTO THE COMPONENT CALLED **ES_RAYCASTMANAGER** LOCATED INTO **PLAYER > CAMHOLDER > MAIN CAMERA > RAYCAST**



RAYCAST AND INTERACT SETTINGS

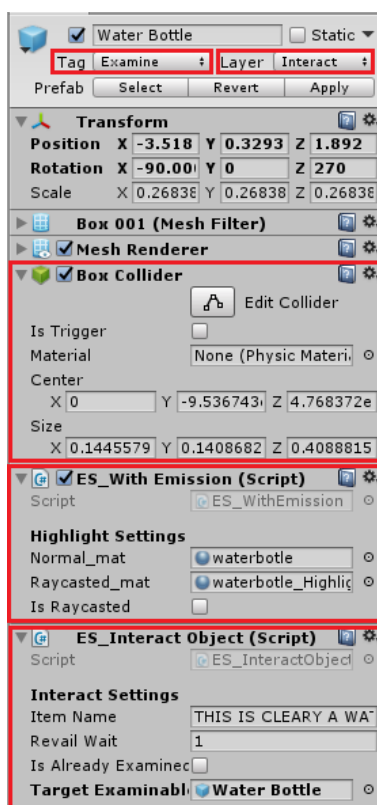


- **NORMAL CROSSHAIR** ► THE NORMAL CROSSHAIR WHEN YOU AREN'T RAYCASTING ANYTHING INTERACTABLE
- **INTERACT CROSSHAIR** ► THE CROSSHAIR WHEN YOU ARE RAYCASTING SOMETHING INTERACTABLE
- **DISTANCE** ► RAYCASTING HIT DISTANCE
- **LAYER MASK INTERACT** ► THE LAYER MASK OF INTERACTABLE OBJECTS
- **RAY GIZMO COLOR** ► THE COLOR OF THE RAYCAST LINE VISIBLE IN THE EDITOR
- **EXAMINED REVEAL** ► SOUNDS TO PLAY WHEN YOU EXAMINE A MISTERY OBJECT
- **CANT EXAMINE** ► SOUND TO PLAY WHEN YOU CAN'T EXAMINE AN OBJECT
- **REVEAL VOLUME** ► VOLUME OF EXAMINED REVEAL SOUNDS
- **RAYCASTED OBJ** ► THE OBJECT THAT YOU ARE ACTUALLY RAYCASTING
- **REVEAL WAIT** ► THE TIME YOU HAVE TO WAIT FOR EXAMINED OBJECT REVEAL

SETUP A NEW EXAMINABLE OBJECT

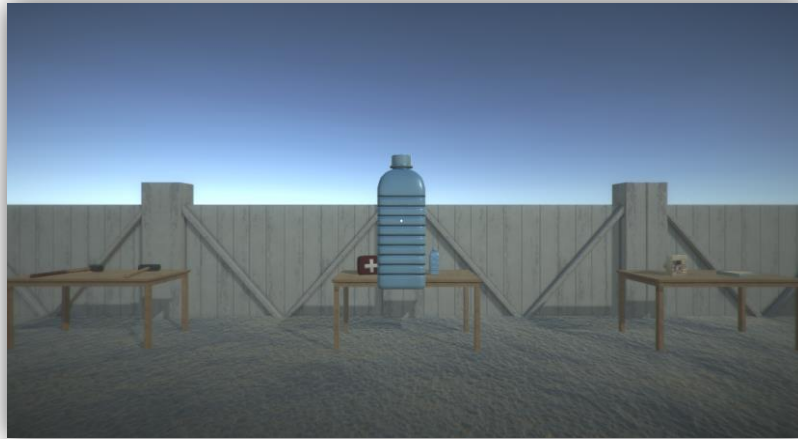
TO SETUP A NEW EXAMINABLE OBJECT YOU NEED A 3D MODEL OF THAT OBJECT INCLUDING TEXTURES AND MATERIALS.

1. DRAG AND DROP THE MODEL INTO YOUR SCENE
2. ADD TO IT THE FOLLOWING COMPONENTS: **COLLIDER**, **ES_INTERACTOBJECT.CS** AND **ES_WITHEMISSION** OR **ES_WITHNOEMISSION** IF YOU WON'T TO HIGHLIGHT THE MODEL WHILE INTERACTING IT.
NOW SETUP THE INTERACT SCRIPT: IN THE FIRST WRITE THE OBJECT NAME INTO THE STRING FIELD "ITEM NAME" AND ASSIGN THE EXAMINE OBJECT INTO THE FIELD "TARGET EXAMINABLE OBJECT"
FOLLOW THE STEP 4 TO SEE HOW TO MAKE THE "EXAMINABLE OBJECT".
3. GIVE TO THE GAME OBJECT THE TAG **EXAMINE**, AND THE LAYER **INTERACT** (ONLY TO THE OBJECT, WITHOUT CHANGING THE CHILDRENS)



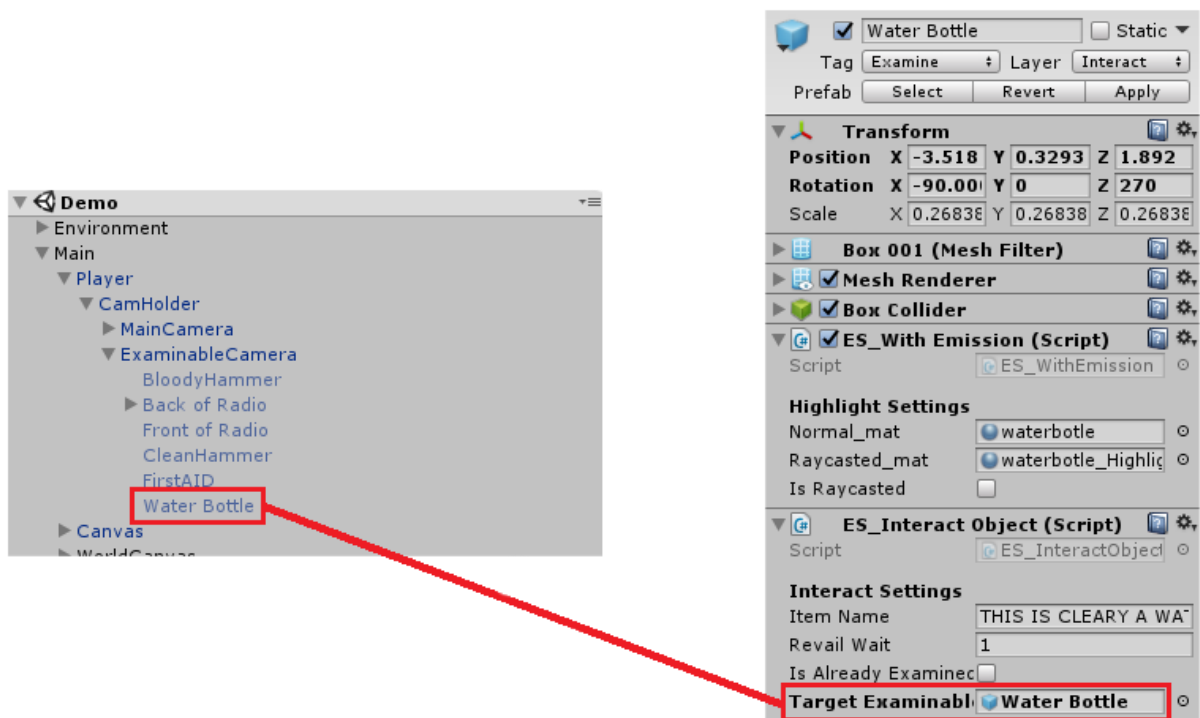
4. NOW WE HAVE TO MAKE THE EXAMINABLE OBJECT THAT WE HAVE TO ASSIGN INTO THE SCRIPT **ES_INTERACTOBJECT.CS**
 - a. DRAG AND DROP AGAIN THE MODEL OF THE OBJECT IN YOUR SCENE
 - b. PLACE IT INTO **PLAYER > CAM HOLDER > EXAMINABLE CAMERA**
 - c. ASSIGN TO IT THE TAG **DEFAULT** AND THE LAYER **EXAMINE** (APPLYING ALSO TO ALL THE CHILDRENS)

- d. NOW MODIFY THE POSITION AND SCALE OF IT IN ORDER TO PUT IT IN THE MIDDLE OF THE SCREEN
- e. NOW ASSIGN TO IT THE SCRIPT CALLED **ES_EXAMINABLEOBJECTSETTINGS**, AND MODIFY THE SETTINGS AS YOU WANT (ZOOM RANGE AND ALLOW TO ZOOM OR NOT)



- f. BE SURE TO SET IT AS NOT ACTIVE FROM THE **INSPECTOR**.

! AFTER CREATING THE EXAMINABLE OBJECT ASSIGN IT TO THE FIELD **EXAMINABLE OBJECT** IN THE SCRIPT **ES_INTERACTOBJECT.CS** PLACED IN THE FIRST OBJECT THAT WE CREATED



CREDITS, SUPPORT AND POLICY

- This asset has been developed by John's Art using the Unity game engine.
- You are allowed to:
 - ✓ Use this asset for your game (commercial and non-commercial)
 - ✓ Use this asset for learning
 - ✓ Modify this asset for your game
- You are NOT allowed to:
 - Resell or share this asset for free or for money
 - Use this asset without a valid license
 - Modify this asset and share it as your own creation for free or for money
- Support is offered to all official customers of this asset.

To be an official customer you must have a valid license of this asset, this means that you should have bought this asset from the [Unity Asset Store](#) or from [John's Art Official Shop](#), any other place where you got this asset is not legal and you are not allowed to use it.

To send a support request [use this page](#) from my website, be sure to write your Invoice NR, to let me to check your purchase, if you bought this asset from the Unity Asset Store, while if you got from my Website Shop you need to write your PayPal email in the email field (just follow the instructions in the support page).

If you don't know how to see your Invoice NR, you just need to [go in this page](#) and search this asset, then the Invoice NR is the number written over the asset name.