Contents

Introduction

Thank you for purchasing the "**Phone Input System**" – This asset is a complete template for implementing unlimited styles of phone call Interaction. This asset has 3 included variants: Payphone, Office and Mobile (Each with a UI and PBR Model). The UI's allow you to input a varied string code to the length of your choice, which if matched by the player will allow you to play an audio clip - In this case, a phone recording or call. You can set multiple numbers per phone, meaning you can make redundant numbers if you want this as a game play feature!

DO NOT MOVE OR REPOSITION CANVAS ONCE PLACED IN YOUR SCENE – As it can affect them! Please DO NOT import "Project Settings" during import and if you have any issues, please contact me!

The asset includes:
- Full functioning number input phone keypad with display output at the top, along with a clear, enter and close buttons all directly editable and customisable within the appropriate canvas.
- Includes 3 different PBR phone models.
- Easy to change valid phone numbers, by changing a single element in the inspector.
- Includes some basic sounds for key pressing, and invalid code input, phone calls, dial tones, and more!
- Easy setup

QUICK SETUP BY LOOKING AT THE DOCUMENTATION FOR DETAILED VIDEOS, GUIDES AND MORE:
https://speedtutoruk.gitbook.io/phone-system-doc/

FAQ

Q). How do I Import the asset?
A). Go to the Unity asset store and visit your "Download manager". Download the asset if not already downloaded and click "Import", import all required features of the asset for your use. It should have appeared in your project under "Phone Input System".

Q). Should I import "Project Settings"?
A). No, just untick the project settings checkbox on import, or import the package into a brand new project.

Q). Is there an example of this asset working?
A). Yes, you can open the "Phone_Demo_Scene" to see the keypad asset or use this scene as your initial base of your project.

Q). How can I manually setup this asset?
A). See the manual setup instructions on "This Page". Make sure to remember to import the standard assets into your scene before starting or you may have errors!

Q). Why can't I see the UI or why is the UI in the wrong place?
A). that might be because you may have dragged some UI objects into the scene rather than onto the hierarchy. Make sure the X, Y, Z positioning of all parent objects (Which contain the UI's) are set to 0, 0, 0 in the inspector.

Q). I'm having trouble getting the interaction to work and activating the phone.
A). Make sure your 3D phone object has a tag of "**Phone**" if you're using the Raycast option. You can change the tag reference inside the "**PhoneRaycast**" script.

Q). Can I use this asset with a different character controller?
A). This asset is intended for use with the provided Unity Standard Assets character controller but can be replaced by doing a couple of simple modifications. See "Extending the phone input asset" or send me an email and I'll be happy to help you out!

Q). How can I add more phones to my scene?
A). Check the "Extending the phone input system".

Q). Do you want to organise the phone elements into an empty GameObject?
A). When you create an empty GameObject, please make sure that the X, Y, Z coordinates of the empty GameObject are all 0, 0, 0 before dragging the parts into the GameObject.

Q). Can I use this asset with a 3rd person character with this asset?
A). Yes, all you need is to use is a trigger event (Box collider set to "IsTrigger") and add the "**PhonepadTrigger**" script and attach the specific phone object which has the script "**PhysicalKeypadInteract**" attached. See additional note for details!

Patch Notes

Version 1.2 - June 2022 (CURRENT)

- Updated raycast script to version 2022
- Updated phone trigger script for ease of use
- Updated the disable manager
- Removed crosshair reference and merged into UI manager
- Created UI Manager
    - Moved crosshair references to this script
    - Moved all of "KeyController" logic to the "UIManager" script
- Updated "Controller" script for ease of use
    - Added new SO references to the script
- Renamed "PhoneItemController" to "PhoneItem"
- Renamed all UI phone keypad elements for ease of use
- Added new namespace to all scripts
- Updated Audio manager and create new "Sound" ScriptableObject
- Removed baked lighting data from demo scene to make project smaller
- Rename sprites for consistency
- Re-imported phone models for correct sizing
- Reorganised demo scene for ease of use

Version 1.1 – July 2020

- UI Changes:
    - Edited the canvas layout and the way it is display in Unity
- Scripting Changes
    - Added a new Audio Manager, so more sounds can be added and called within script
    - Added a new input manager, which allows easy control of all inputs from one place
    - Refactored the Raycast, PhoneController, ItemControllers and more!
- Miscellaneous
    - Updated and edited sounds, textures and materials
    - Added new manager examples to the prefabs and demo scene
    - Update all prefabs and set them to 0, 0, 0 for future use

Version 1.0 – June 2020

- Initial Release

PLEASE REFER TO THE ONLINE DOCUMETATION HERE: https://speedtutoruk.gitbook.io/phone-system-doc/

THIS INCLUDES DETAILED GUIDES, VIDEOS AND MORE!

Manual Setup – Initial #1

Tag Setup:

- Raycast:
    o 3D phone model should be tagged "Phone".
- Trigger:
    o 3D phone model should be set to "Untagged".
    o FPSController should be tagged "Player"

NOTE: QUICK SETUP TIP: Add the "EntireDemoScene" prefab to your scene to get a QUICK START!

1). Place the "FPSController" prefab in your scene from the "Phone System > Prefabs" folder

- On the MainCamera – Attach "PhoneRaycast" Script. (If not already).
- Set the RaycastDistance on the raycast script
- Set the "FPSController" object to the tag of "Player". (Can be changed in the "PhoneTrigger" script)

2). Add the "**UIManager**" object into the hierarchy and add the following references:

- Crosshair: Add the "UI_Crosshair" image from the child below
- InteractPrompt: Add the "UI_InteractPrompt" from the child below
- Phone Type Input Fields: Add out of the "UI_Type_InputFields" from the children below
- Phone Type Canvas: Add the canvas' to the correct slot

3). Add ONE "AudioManager" to the hierarchy:

- Add the ScriptableObjects named "SO_DeadDialTone" and so on from the SOs folder

4). Add ONE "Disable Manager" to the hierarchy:

- Make sure to add the "FPSController" object to this slot

5). Add ONE "**InputManager**" - Make sure to set the inputs you'd like.

6). You can choose to add one of the "**Raycast_Prefabs**" to your scene. (Please drag one of those out to the hierarchy! This should include: **A phone controller, phone model, and various miscellaneous objects**

7). Open any of the Raycast or Trigger Phone collections and find the phone 3D model:
- Set tag: "Phone" (If using for a FirstPerson setup)
- Has the "PhoneItem" script attached with the controller added to the slot
- Has a "Box Collider"

8). Take a look at the "Controller" script for that set of objects - See settings below:
- Add "AudioSource" to the object. (If not already added)
- Settings as per below:

Phone Type: The type of phone UI this will use, set to the appropriate type

Character Limit: Set character limit, based on the code you've just chosen

Phone Codes: This is an array which can be used to add as many different number combinations as you desire. Increase the "Size" option to add more slots. You will need to add your "Phone Code" to the corresponding slot. Make sure the code is NOT longer than your character limit as above. Add a audioclip to this slot!

Sound Effects: Add the ScriptableObject sound clips from the SO folder

Trigger Type: Set this to true and add the trigger object if you're using a trigger type. See the Support section of this document for more details

PHONE INPUT SYSTEM V1.2
DOCUMENTATION

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Keypad Canvas Setup – Initial #3

NOTE: This only needs to be done if you're setting the canvas buttons yourself or if anything might be missing.

1. Select and open any of the phone canvas
2. Select any of the Button numbers, add an **"OnClick()"** event in the bottom right of the inspector by clicking the **"+".** (Unless it already has one added, image below).
3. Add your **"UIManager"** object to the available slot (This will link the keycontroller script which exists on that object).
4. On the drop down on the right, (No function dropdown if nothing is selected) choose the **"UIManager"** option which will open out into more.
5. Choose **"UIManager.KeyPressString"**
6. You can then add whatever number or keyboard symbol you like in the slot below the dropdown.
7. Continue this for each button available.
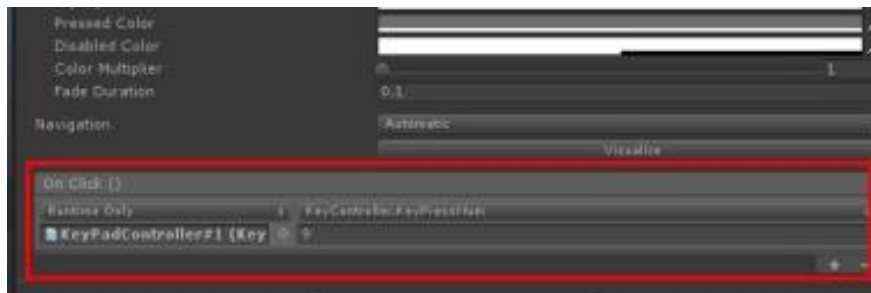
NOTE: Similar setup for the CLOSE / CLEAR / ENTER Button.

1. Select any of the input keys, add an **"OnClick()"** event in the bottom right of the inspector by clicking the **"+".**
2. Add your **"UIManager"** to the available slot
3. On the drop down on the right, choose the **"UIManager"** option which will open out into more.
4. Choose **"UIManager.KeyPressClose"** or **"UIManager.KeyPressClr"** or **"UIManager.KeyPress.Ent"** to the corresponding buttons.
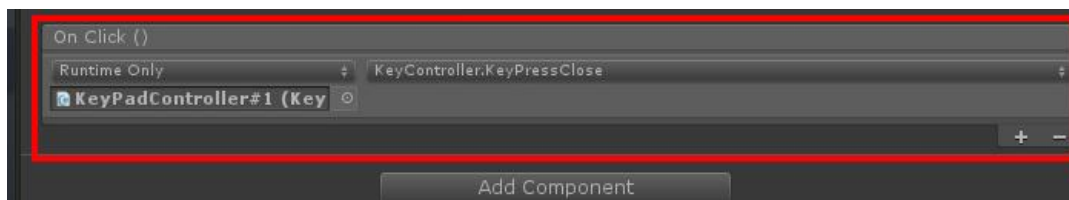
Trigger Setup / 3rd Person Controller Example

ADDING A TRIGGER EVENT – Using KeyPadTrigger script for 3rd person Controllers

1). Create a box or other 3D Object, make sure this object has a collider set to "IsTrigger".

2). Add the "**PhoneTrigger**" script to that 3D object and add the keypad object to the inspector slot named "My Keypad". (The keypad object will have the script "**PhoneItem**")

4). Then set an input key you'd like to use for the interaction, by default set to "E"!

REFERENCING THE AUDIO MANAGER:

1). If you click on the audio manager you can add addition elements to the array by incrementing the value by as many sound clips as you want to add, make sure to give them a name you will remember as you will reference this in your code!

2). Use the code, within your scripts to reference your sounds to play!
PhoneAudioManager.instance.Play(ScriptableObject.name);

Remember to take a look at the demo scene if you have any troubles, it might give you an idea on how to fix an issue!

If you find the package helpful, please leave a positive review and star rating as it would really help me out! ☺ If you have any problems, feel free to send an email to me!

Extending the Phone System

I want to use a different character controller whilst using this asset:

You can see that we create a reference to the FPSController at the top of the "DisableManager" script. You can create a new reference to the controller you're using and make sure to disable input and mouse look when you disable the player!

```
public void DisablePlayer(bool disable)
    {
        if (disable)
        {
            player.enabled = false;
        }

        if (!disable)
        {
            player.enabled = true;
        }
    }
```

I want to add more than one phone to the scene, how do I do this?

You can duplicate "**PhoneController**" & models **TOGETHER**, or add an additional demo prefab to your scene! You can increment the number once duplicated yourself and you just want to check that each of the inspector slots has the corresponding elements in the hierarchy, to what you just duplicated.

I want to change the button UI, how do I do this?

Select any of the buttons from the **phone canvas'** and change the **"Source Image"**, so you can add your own sprite to create a different style of button. **"Highlight colour"**, to change how the button is highlight when hovered over.

I need to change the number on the buttons, how do I do this?

Select one of the buttons from the **"PhoneCanvas"** and drop the parent down to reveal the **"Text"** element, select this and you can change the text field to whatever you need. You can then change fonts, sizes and styles if you need too. Make sure to remember to also change that in the button properties at the bottom.

Contact

Thanks very much for downloading! Please be sure to leave a **star rating** and **review** if you liked the package!

Support me on Patreon: https://www.patreon.com/SpeedTutor
Make a small donation: http://www.paypal.me/speedtutor

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: http://www.speed-tutor.com

Online Documentation

See it here: https://speedtutoruk.gitbook.io/phone-system-doc/