Advanced Interaction System Setup Guide

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GETTING STARTED:

1. Select the child game object you want to interact with within your hierarchy and **add component** - *AdvancedInteractionSystem* script.
2. The un-interacted position and rotation of the game object is what's known as the **Main Position** or **Main Rotation.** It's the vectors that it goes back to after interaction for example when a door closes. It goes back to the main position and rotation.
3. If your game object will not move at the start of the game you can make your life easier and check the *StartPositionAndRotation* property. At the start of the game the system will set the main position and rotation as those of the object at game start.
4. The vectors after interaction are known as the **Secondary Position** and **Secondary Rotation**. It's the placement of the object after interaction. For example a door opening.
5. Insert the appropriate degrees into the XYZ axis in both secondary position and rotation.
6. Get the script and call *AutoToggle().* Your object will move to the secondary position and rotation. If you *AutoToggle()* again the object will move back to the main position and rotation.
7. You can also add an audio source to *OpenAudio, CloseAudio* or *LockedAudio.* Each one plays when it's specific method is triggered. For example: open audio plays when an object is moved from the main state to the secondary state. Close audio plays when the state is moved from the secondary state to the main state. Locked audio plays when any state is triggered but the locked property is set to true.
8. That's it!

METHODS AND PROPERTIES:

1. **state** - returns an int of either **1** or **2.** Depending on the current state of the object.
2. **AutoToggle()** - calling this method moves the object to the other state depending on the current state.
3. **locked** - returns a bool, whether you want this object to be locked and not move to the other state or not.
4. **OpenSpeed** - set the speed of the movement of the object moving from main state to secondary state.
5. **OpenRotationSpeed** - set the speed of rotation of the object moving from main state to secondary state.

6. **CloseSpeed** - set the speed of the movement of the object moving from secondary state to main state.
7. **CloseRotationSpeed** - set the speed of the rotation of the object moving from secondary state to main state.
8. **ConnectedScripts** - attach other A.I.S. scripts to the main object. All other attached scripts trigger on the trigger of the main object. It helps to make other objects move in other directions and rotations. This can be used for example on double doors or cabinet where each one goes in opposite direction.

Please take note: adding the AdvancedInteractionSystem also adds another script "AIS_Lerper". You don't need to access this script in any way. It's very important and is responsible for all movements of the objects.