# Pinball Creator

**CREATE YOUR PINBALL**

Asset documentation What's New.

This document is created for Pinball Creator v1 users. These informations are also included in Documentation Part 1 and 2 (pdf)

# What's new 1.5 version :

Read on priority :
        1 – Setup your scene for version 1 users.
        1b Setup Bumper and Slingshot for version 1 users.

Other sections are usefull for optimize your pipeline and mobile version (you find them on Documentation_Part2.pdf) :

## Main modifications :
        - Mobile ready
        - New Camera System
        - New UI system
        - Bumper and slingshot led
        - Stickers have been deleted on gameObjects( except targets, spinner and poster) see documentation part1 section  06° How to modify pinball illustration
        - New low poly models for Mobile
        - New Demo scenes :
                Mobile Demo (no Combine Mesh) : Demo_Table_02
                Mobile Optimize Demo (Fully optimize, ready to build) : Demo_Table_02_MobileOptimize

## New sections on documentation :
        1 – Setup your scene for version 1 users.
                (Update your UI system and camera system)
        1b Setup Bumper and Slingshot for version 1 users.

        2 – Setup or convert table (mobile or/and desktop)  with version 1.5.  (Doc Part 2)
                1.0 – Setup or convert for PC,Mac,Linux.
                1b.0 – Setup or convert for Mobile.
                1.2 – Prepare your materials.
                1.3 Setup the material on your scene
                1.4 How to change texture for material on both mobile desktop
                1.5 Models for Desktop and Mobile version
                1.6 Setup the model folder on your scene
                1.7 Switch between desktop models and mobile models
                1.8 Setup Lighting for Desktop version
                1.9 Setup Lighting for Mobile version
                1.10 Setup the ball for mobile version and desktop version

        3 – Optimize a table (mobile and desktop)                (Doc Part 2)
                3.1  Introduction :
                3.2 Memento Static and non static gameObjects
                3.3 Memento Lightmap
                3.4  Optimize Object scale in Lightmap

## Scripts that have been modify :

MultiBall.js
Manager_Game.js    (Mobile Control + You could choose a name to save the best score for eac table)
CameraSmoothFollow.js
Flippers.js    (Mobile Control)
Spinner_Rotation.js    (Pause Mode)
Spring_Launcher.js    (Mobile control)
UI_Call_A_Function.js
Anim_On_LCD.js    New UI system.

## Scripts added :

Tilt_TriggerPreventBugTilt.js    -> Use to prevent bug with nudge on mobile.
    Use on gameObject  Mobile_Tilt_Enter and Mobile_Tilt_Exit.
    We want the player activate nudge mode only if the ball is not on plunger.
    This script is used in association with Manager_Game.js


FocusCamEnterExit.js    -> Use to create CamFocus
LedSwitchOff.js    -> Use to switch off the led on Slingshot and Bumper
MeshCombiner.cs    -> Use to combine mesh
MeshCombinerEditor.cs
MeshDesktopToMobile.cs    -> Use to change materials and models form desktop version to mobile version
MeshDesktopToMobileEditor.cs


You could join the forum here : http://forum.unity3d.com/threads/wip-pinball-creator.426338/ . If you don't find your answer on documentation or on forum you can contact us at tropicalstudio3d@gmail.com .

# 1 Setup your scene for version 1 users :

This section is for those who create pinball with Pinball Creator version 1.0. Please follow this step to use the new Camera system and UI system. (Camera system and UI system from v1 doesn't work on v1.5)

## 1 – Step by step example:
**1.0 - Open your scene.** (Create a copy of your scene for safety)

**1.1 – Delete on hierarchy : (**These gameObjects could be named Missing_Prefab)
- G_Game_Camera
- G_UI_LCD
- G_UI_Game_Interface
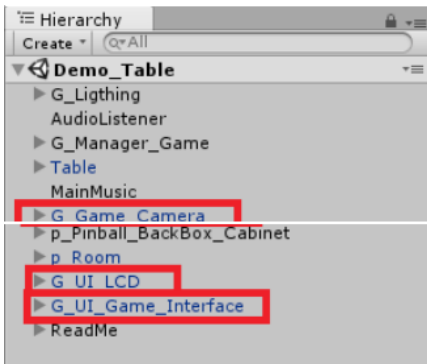


**1.2 – Add new prefabs on hierarchy :**
- Drag and drop a new G_Game_Camera
    (Pinball Creator->Assets->Prefabs->Camera-> G_Game_Camera)

- Drag and drop a new G_UI_LCD
    (Pinball Creator->Assets->Prefabs->UI-> G_UI_LCD)

- Drag and drop a new UI_Game_Interface
    (Pinball Creator->Assets->Prefabs->UI-> UI_Game_Interface)
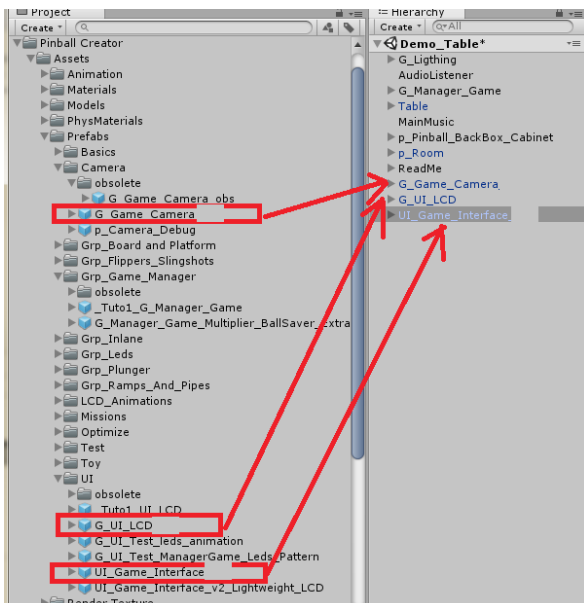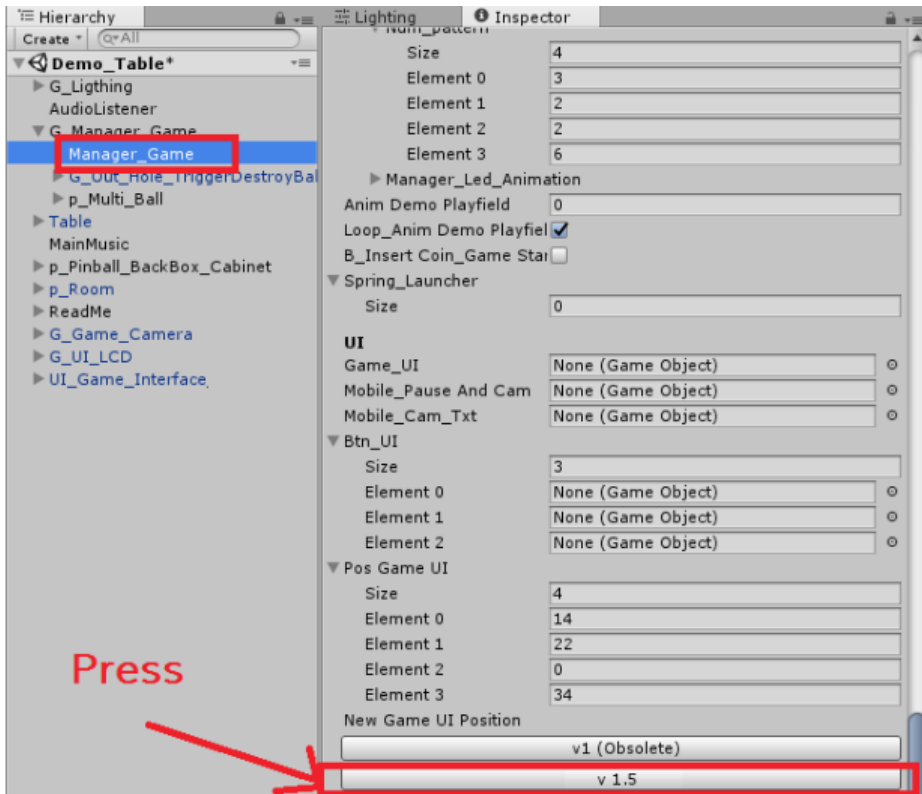
**1.3** VERY VERY IMPORTANT

if Manager_Game gameObject is on a prefab (the gameobject is blue on the Inspector)
Put the gameObject outside the prefab to break the prefab.
A pop up named "Break Prefab Instance" appear. Clic on continue button to break the Prefab

1.3a - Select Manager_Game gameObject on Hierachy
1.3b – Press button v1.5. Values automaticaly change to  -6,04      -3,05                0,05



**1.4** On Tags & Layers settings, check if tag NoCombineMesh exist (Edit->Project Settings-> Tags & Layers). Otherwise create a new tag number 20 named NoCombineMesh.

# 1b Setup Bumper and slingshot for version 1 users :

If light doesn't switch off when a ball hit a bumper or a slingshot you need to add script LedSwitchOff.js : (Assets->Scripts->Leds->LedSwitchOff.js)

For prefab **Bumper A** : Add  LedSwitchOff.js on sc_Led_Bumper_A_Light_zl (pic 1)

For prefab **Bumper B** : Add  LedSwitchOff.js on sc_Led_Bumper_B_Light_zl
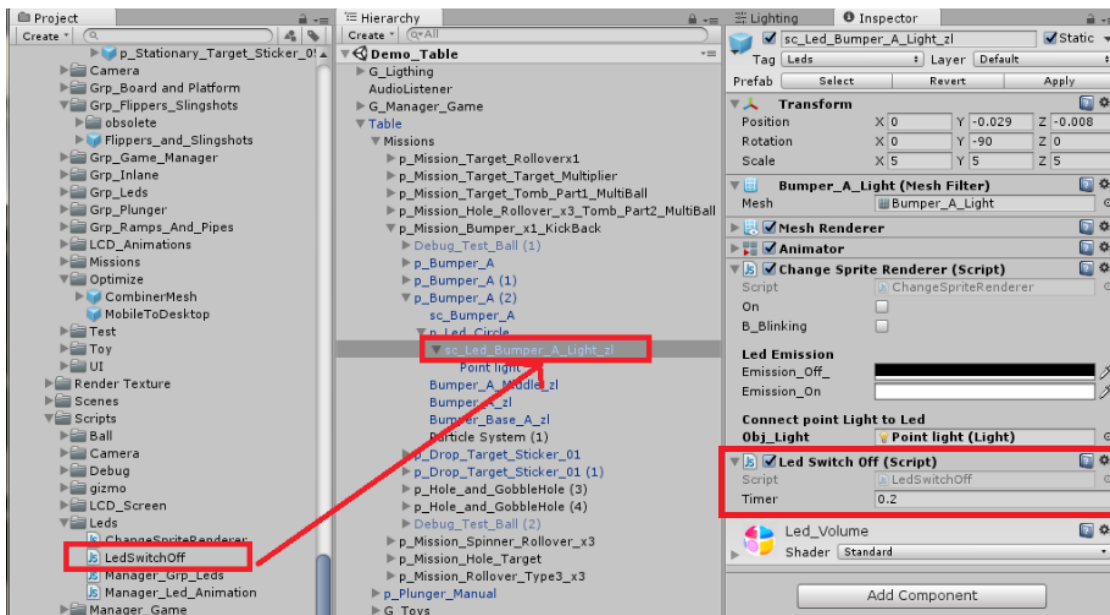


For prefab **Slingshot** : Add  LedSwitchOff.js on sc_Small_Led_Bulb (pic 1)