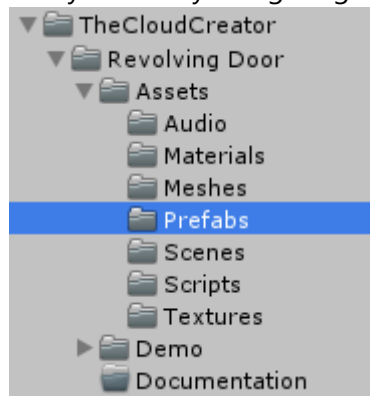# Revolving Door

BY:

INSTRUCTIONS:

1. Now the beauty about this asset is that it is not just a 3D model. This is a ready-to-use asset with sounds, coding, custom colliders, all in one nicely packages prefab.

   To use it all you need to do it is drag it into the scene. This can be done by simply typing "Revolving Door" into the search bar in your project window.

   Or by manually navigating to the designated folder:

2. Drop the prefab "Revolving Door" into your Scene and you are ready to go!

SETTINGS:

There are 3 public variables which can be set in the inspector window. This is what they do:

1. Rotating: Tells whether the center door is rotating.
2. Rotation speed: The rotation speed to which the center door rotates.
3. Open: Tells whether the sliding doors are open.

PUBLIC FUNCTIONS

There are a few functions that can be accessed in the Revolving Door asset. These can be especially helpful when you are trying to build interaction between the door and the player.

1. DoorsOpen   Opens the doors with a smooth fashion and a matching sound.
2. DoorsClosed   Closing the doors with a smooth fashion and a matching sound.
3. SetDoorsOpen   Hard opens the doors without a smooth transition or sound.
4. SetDoorsClosed   Hard closes the doors without a smooth transition or sound.
5. DoorStartRotating   Smoothly starts rotating the center door.
6. DoorStopRotating   Smoothly stops rotating the center door.
7. SetRotatingStart   Hard starts the doors without a smooth transition.
8. SetRotatingStop   Hard stops the doors without a smooth transition.

Something wrong?

This package has been brought to you by The Cloud Creator. In case there is something wrong or you require changes to have it work for your project then don't hesitate to contact us. We check our mail regularly and can be skype called too if necessary! Email us at: Support@thecloudcreator.com

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