

# **Doors And Windows collection**

## **User manual**



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# 1. Project structure

The project includes the following folders:

**Materials** (3 PBR materials for models + 1 glass material):

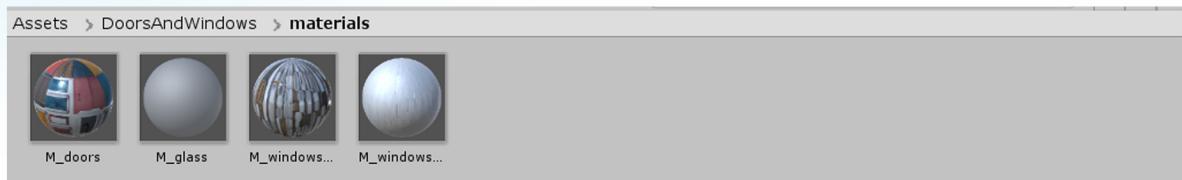
Material “**M\_doors.mat**” used for models doors.

Material “**M\_windows01.mat**” used for models windows and is a material of wooden windows.

Material “**M\_windows02.mat**” used for models windows and is a material of and is a material of scratched plastic.

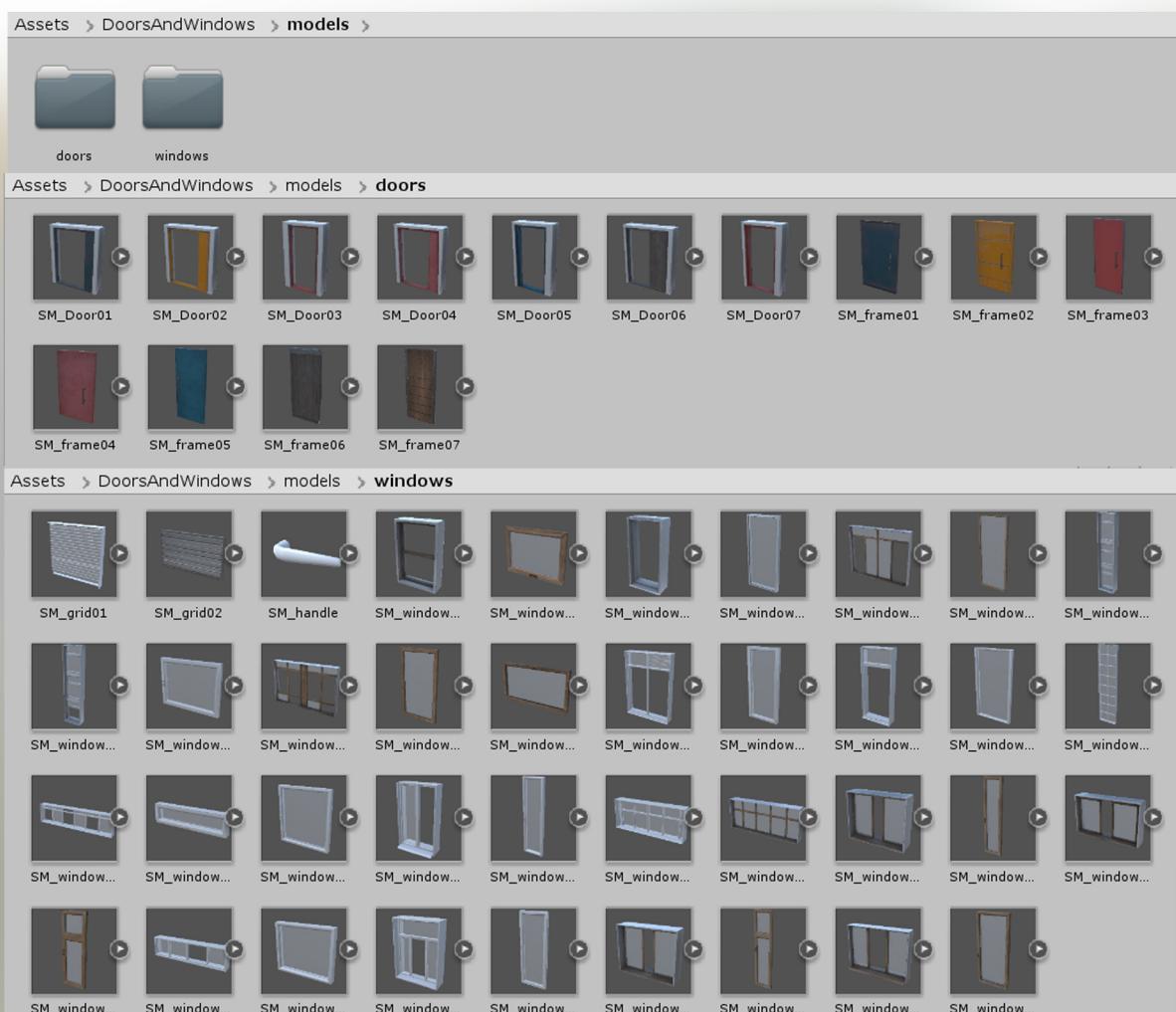
You can change materials on window objects at your own discretion.

Material “**M\_glass.mat**” simulates a transparent glass surface.



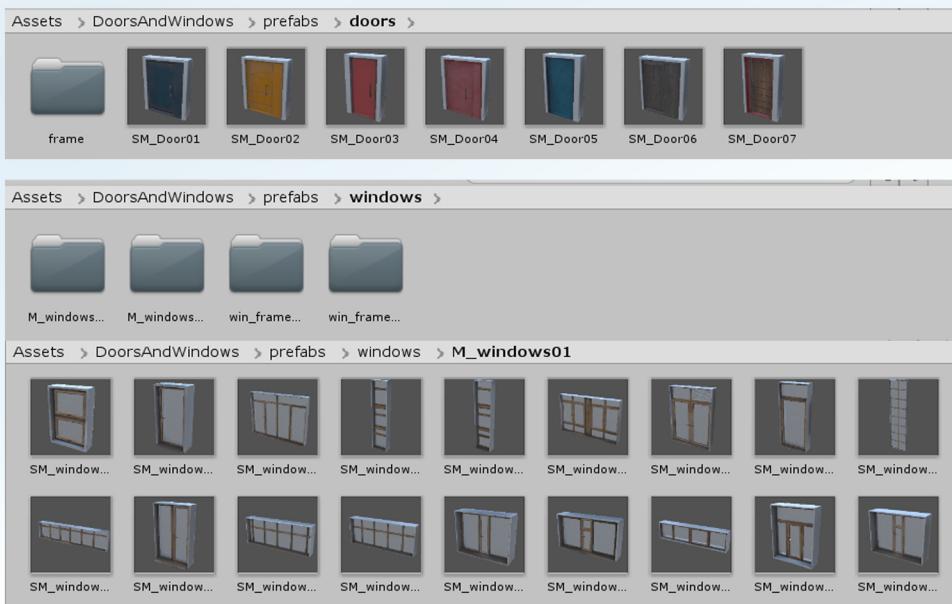
**Models** folder includes two subfolders: “Doors” and “Windows”.

Each subfolder contains models of doors and windows..



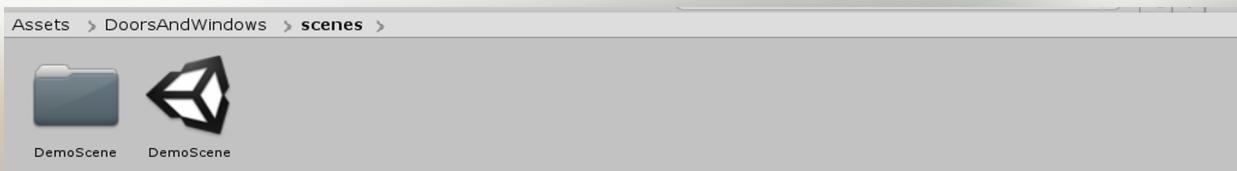
Frames for doors and Windows are numbered accordingly, that is, for a “SM\_window01” attaches “SM\_window01\_frame” etc.

**Prefabs** folder includes two subfolders that contain window and door components prepared for assembly in the project.

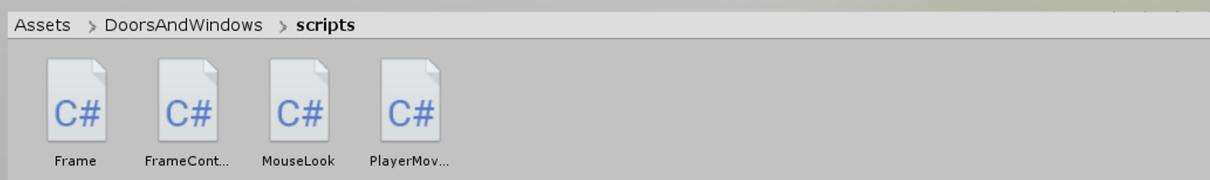


These are the components that you need to use as part frames of your project.

**Scenes** folder contains a demo scene.



**Scripts** folder contains a scripts.



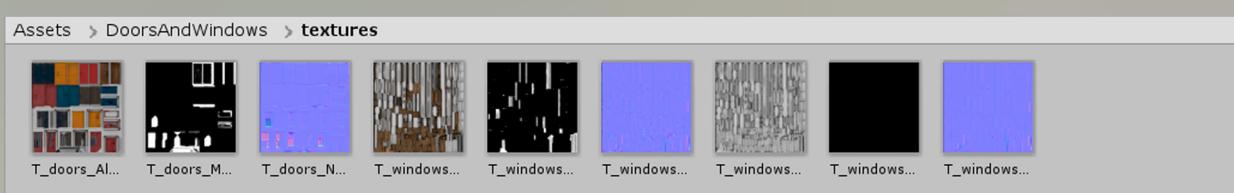
**Frame.cs** - frame opening / closing animation.

**FrameController.cs** - player interaction with frame.

**MouseLook.cs** - camera behavior of the player and hiding of the cursor.

**PlayerMovement.cs** - movement of the player on the location.

**Textures** folder contains all textures used in the project.



## 2. The structure of the scene

The DemoScene contains the following objects:

Directional Light  
FirstPersonPlayer  
Ground  
Doors  
Details  
Windows



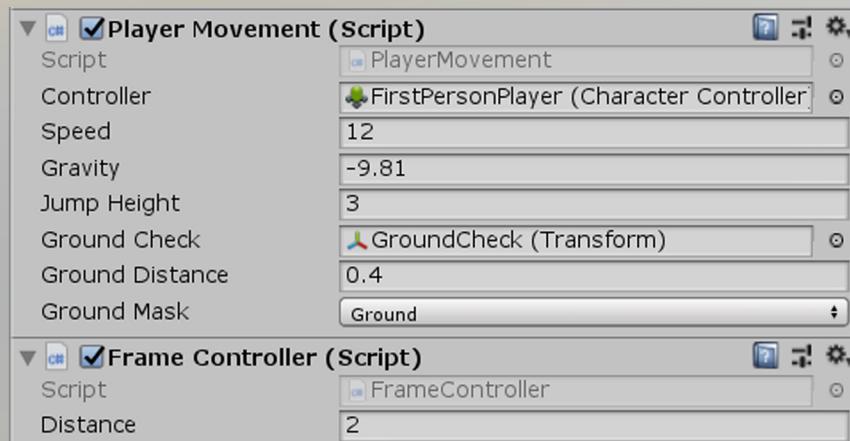
### 2.1 First Persons Player

FirstPersonsPlayer represents a player object.

Contains a camera and CroundCheck object, which reads the player's position for the jump (if the player is standing on the surface, when the button is pressed "Jump" the player will bounce, if the player is already in the jump state, then clicking "Jump" on the axes will not move).

This is necessary for correct movement in space.

First Persons Player it has the following scripts:



Player Movement (Script) it has the following changeable characteristics:

**Controller** - indicates First Persons Player.

**Speed** - the speed at which the player moves.

**Gravity** - the force of gravity that acts on the player.

**Jump height** - power of movement of the player when jumping.

**Ground Check** - object, which reads the player's position for the jump.

**Ground Distance** - the distance to the surface less than which the jump will not be performed when clicked “Jump”.

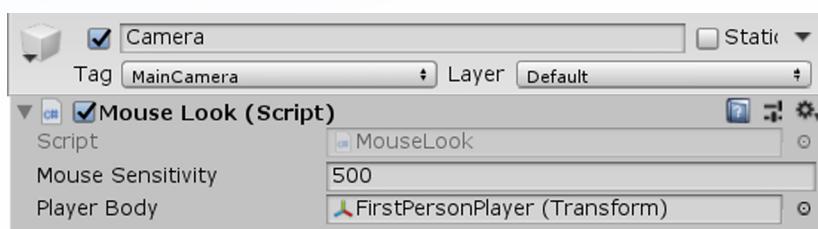
**Ground Mask** - identifying a surface object by property “Layer”

Frame Controller (Script) it has the following changeable characteristics:

Distance - the distance at which the beam sent from the player's camera will work with active objects.

Script built on the principle of Ray-Cast.

Camera, located in Frame Person Player, it is the player's camera, and contains a script that is responsible for turning the camera with the mouse.

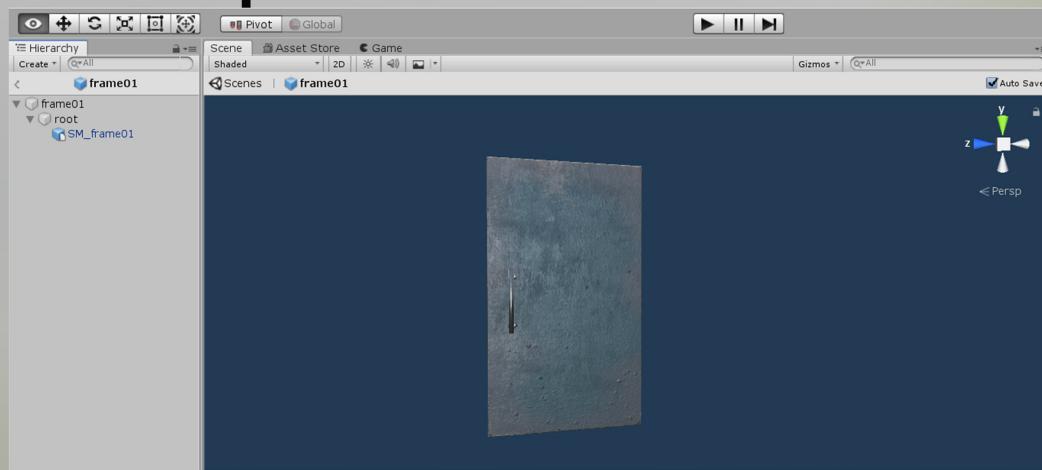


Must have a tag **MainCamera**.

Mouse Sensitivity - camera rotation speed.

PlayerBody - an indication of the object FirstPersonsPlayer.

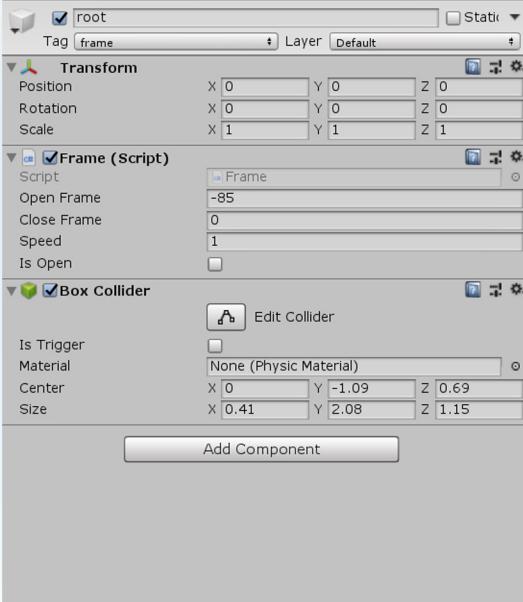
## 2.2 Scripts for model



Prefabs have the following structure:

Game object with **name model**, is null-object for correct behavior of the object in the scene. Thanks to it, the opening script will work correctly when you rotate, zoom, or perform any other action with the prefab. Does not contain additional scripts

## Root - the pivot object



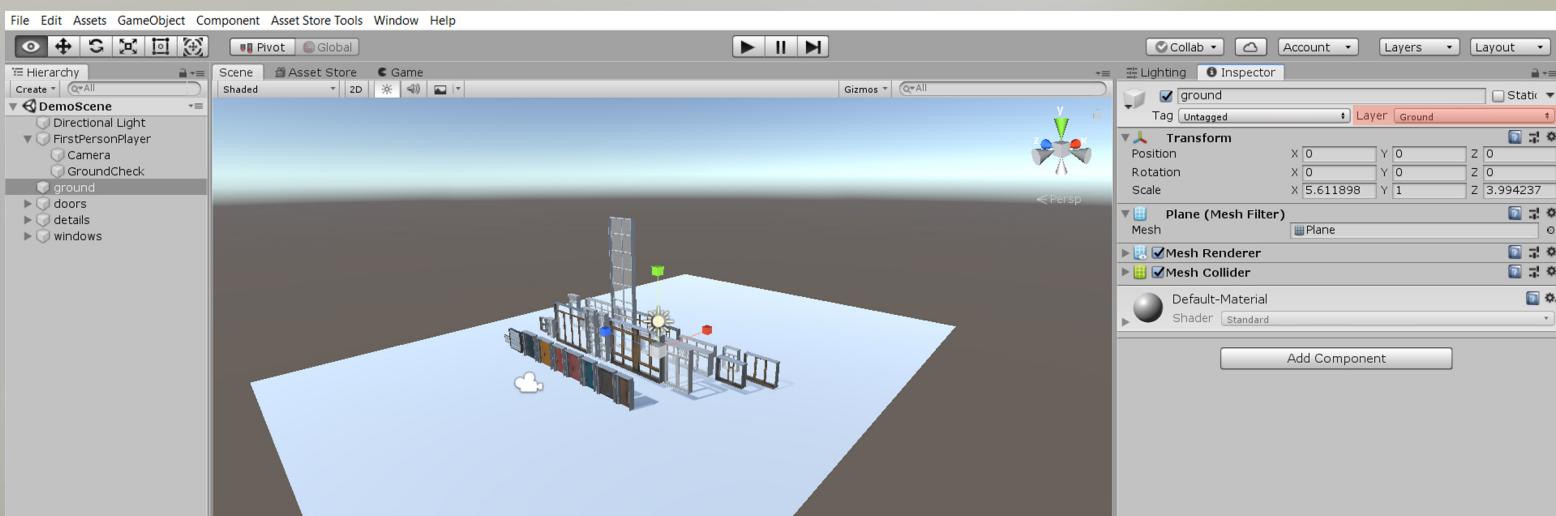
Has a tag **Frame**, which helps identify it as Frame when interacting with a player.  
OpenFrame - opening angle Frame  
CloseFrame - closing angle Frame  
Speed - speed opening/closing Frame  
Is Open - check the box if you want the Frame to be opened initially.

**Root** must contain BoxCollider for collisions with a beam from the player's camera.

“SM\_frame01” - directly model of the Frame. does not contain scripts.

## 2.3 Ground Object

Ground object must be in the layer Ground.



## 3. Play mode

When you start moving is performed using the keys W,A,S,D, Space. Interaction with objects is performed using the E key. You can reassign keys, object layer names, and groups by editing the appropriate scripts.