User Guide

Light/Shadow Sensor

It works with point, spot and directional lights.

Please, follow these steps to make it work properly.
1. Add *LightSensor.cs* script to your character.
2. Set a variable RayTarget to some middle based object of the body (for example – chest bone).
3. Create a new layer and name it «SpecialRay». Then move only the object with a *LightSensor.cs* script on it to this layer (without child objects).
4. Create a new tag «LightHit». Then use tag the same way as in previous step.
5. The collider component must also be on the object with a LightSensor.cs script on it.
6. You can get current value of illumination from the public float variable «LightingTotal» in the LightSensor.cs script. (Value varies between 0 and 1)

If you want to setup the UI, you can just find the UI object in the Hierarchy of the Demo Scene. There is a script called *UILightSensor.cs*. You need just to set slider object and the area where the slider will be moving. Script automatically calculates all the positioning. (Important: Slider object must be child of the sliding area!)

Lasers

You can find laser prefab in the prefabs folder. Drag the prefab onto the scene and press play. The length of the beam will be automatically adjusted in the play mode. Laser detects interrupting of the beam by any object (as is in real life).
You can set custom effects of interrupting the beam in the *LaserController.cs* script. (In private method BeamInterruption()).
You also can connect the alarm lights in the inspector. Just drag the alarm light object from the scene to the script array called Alarms. All connected lights will be activated after the beam was interrupted.
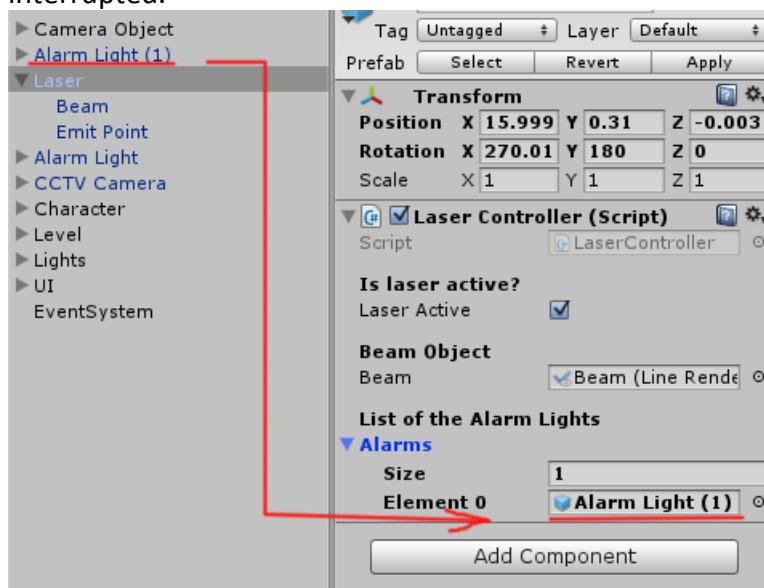
Security Cameras

Security cameras can detect player in specified range and angle. You can set all different settings in the inspector. You will get a tooltip if you put your mouse cursor above the variable name.

CCTV Controller.cs – is responsible for camera movement.

CCTV Detection System.cs – is responsible for detection settings.

Alarm lights can also be connected to the security cameras. The procedure is the same as with lasers.