

Gater v1.1

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1 Contents

2 Introduction.

3 Setup.

4 Known limitations.

4.1 General.

4.1.1 Recursion (portal inside portal).

4.1.2 Capture portals from different camera sources.

4.1.3 Character Controller.

4.1.4 Character Controller collider.

4.2 Rendering.

4.2.1 Character Controller camera settings.

4.2.2 Portals collider.

4.2.3 VR support.

7 Support.

2 Introduction

Gater is an asset that allows you to create "Valve like" Portals in Unity. This is available for Unity Personal and Unity Pro and supports: Forward, Deferred, Legacy VertexLit (with color limitation) and Legacy Deferred (light prepass) Rendering paths. So if you want to create a direct connection to others dimensions, or other positions and timelines, you can make it now.

3 Setup

Please follow the setup to make the package work correctly:

- Open "**Prefabs**" folder in path: "**Assets/Gater/**", and move the first and the second gate prefabs ("**Circle**" or "**Square**") in the scene, to generate the gameobjects.
- From "**Portal Manager**" script of both gameobjects, go to "**Projection Camera**" and choose which camera will be used for generate projection plane (leave default if you want use main

camera).

- From **"Portal Manager"** script of both gameobjects, go to **"Projection Type"** and choose between: **"Perspective"** (if you want to make a 3D game) or **"Ortographic"** (if you want to make a 2D game).
- From **"Portal Manager"** script of both gameobjects, go to **"Projection Resolution"** and adapt width and height to your needs.
- From **"Portal Manager"** script of both gameobjects, fill the **"Second Gate"** variable with the opposite gameobject.
- From **"Portal Manager"** script of both gameobjects, fill the **"Scene Terrain"** variable if there is a terrain on the scene.
- From **"Portal Manager"** script of both gameobjects, fill the **"Recursion Mask Material"** variable for customize the portal recursion.
- From **"Portal Manager"** script of both gameobjects, fill the **"Excluded Walls"** variable for disable collision between walls and character during trigger (leave length of variable to **"0"**, if you not want use this feature).
- If your project expect a first person character teleport, use prefab of controller included in the package at path: **"Standard Assets/FirstPersonCharacter/Prefabs/"**
- To make a smooth transition between portals, use a spherical shape for the character collider.

4 Known limitations

There are a few limitations to the Gater package. It is important to realize these in the setup of your project.

4.1 General

4.1.1 Recursion (portal inside portal)

Due to the technique used to create Gater, it is not possible to obtain a infinite portal rendering, when a two connected portals are facing each others.

4.1.2 Character Controller

In order to let all the demo work, you can't use nothing that differs from the included character controller.

4.1.3 Character Controller collider

The collider of character controller must have a spherical shape, any other shape type will generate a non smooth portal transition.

4.2 Rendering

4.2.1 Character Controller camera settings

To avail of teleport feature, the camera of the character controller must have a near clip plane

value of 0.01, any greater value could generate artifacts during portal transition.

4.2.2 Portals collider

The portals needs an outline collider to contain the shape of mesh. In case it is missing, the portal collider shape will not maintain the same form.

4.2.3 VR support

Gater doesn't give any support for VR.

7 Support

If you have any questions or suggestions, please use the Unity forum and write a PM to:

<http://forum.unity3d.com/members/h92.251779/>