

DOORS FREE V2.3 DOCUMENTATION

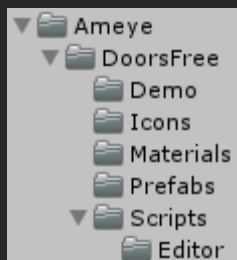
Welcome!

This is the documentation file of the asset 'Doors Free'. Here, you will find a guide to get you started as well as answers to questions you might have. If you still have questions after reading this guide, contact me. My email is 'alexanderameye@gmail.com'

Cheers,

Alex

INSTALLATION AND SETUP



In this tool are **included** the following assets:

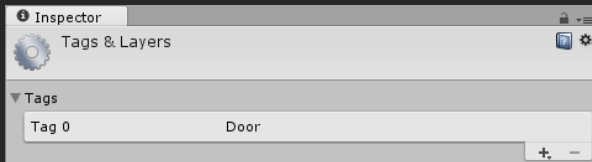
- A demo scene to show you the capabilities of the asset
- A 'detection' script to detect objects that function as doors/windows in your scene
- A 'door' script to open/close the doors/windows in your scene
- A 'mouselook' and 'playermovement' script to control the movement of the player in the demo scene
- Some textures, materials, prefabs,...

In this tool **not included but required**:

- A player that is able to move and look around in the game world
(NOTE: there is a player prefab you can use, if you don't want to use the prefab, use the 'mouselook' and 'playermovement' scripts)
- 3D objects in your scene that you want to use as doors/windows, they need to have colliders
(NOTE: there is a door prefab included in the tool)

Setup

- 1) Import the asset
- 2) Create the tag 'Door' in the tag manager. Edit>Project Settings>Tags and Layers



- 3) Click and drag the 'detection' script onto your player (or use the player prefab)
- 4) Click and drag the 'door' script onto **all** of your doors/windows (or use the door prefab)

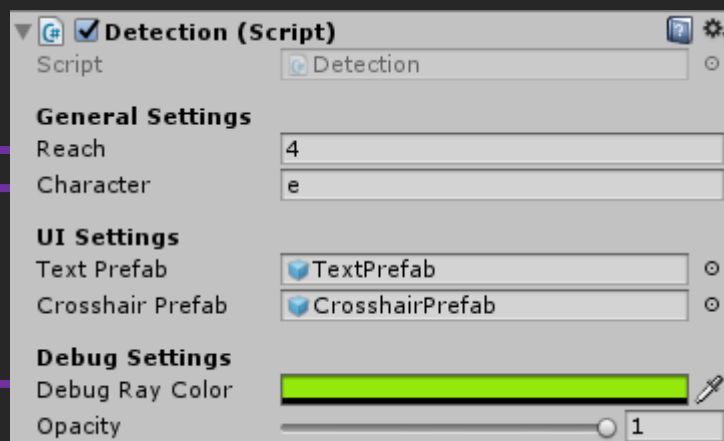
USE OF THE ASSET

Doors Free has 2 main scripts, '**Door.cs**' and '**Detection.cs**'. First, let take a look at the **detection** script.

Within this radius, the player is able to open/close the door/window.

The character that the player has to press to open/close the door

The color of the line shown in scene-view that represents the ray-cast



The opacity of the debug-ray.

The text that will be displayed when the player is looking at a door

The crosshair that will be displayed at the center of the screen

Now let's look at the **door** script.

The initial angle of the door and the amount of degrees the door will rotate

Whether the door should rotate left or right

How many times the door will be able to move, if set to zero, the door will be able to rotate for an infinite amount of times

Whether or not the hinge should be visualized in the game for debugging purposes

Door (Script)

Script: Door

Rotation Settings

Initial Angle: 0

Rotation Angle: 90

Rotation Side: Left

Speed: 3

Times Moveable: 0

Hinge Settings

Hinge Type: Centered

Hinge Position: Left

Debug Settings

Visualize Hinge: ☐

Hinge Color: [Yellow]

The speed of the rotation

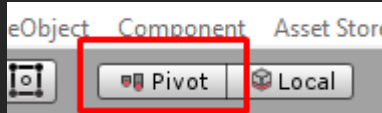
Whether the rotation axis of the door is centered or already correctly positioned

The position of the hinge

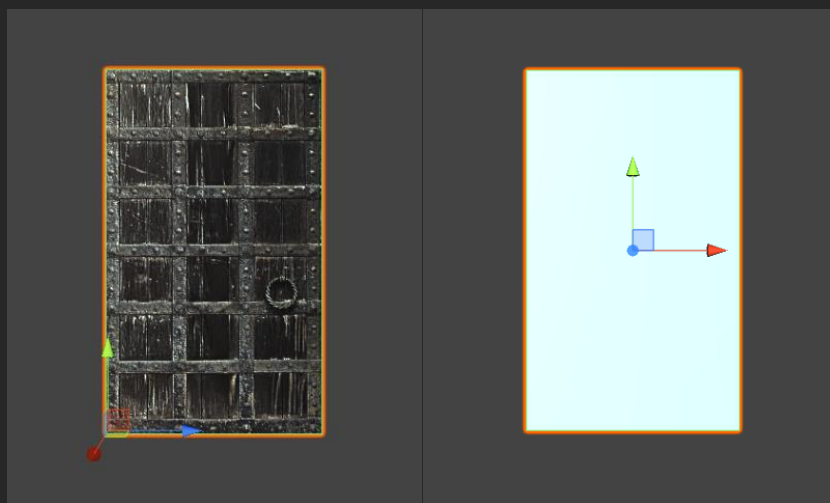
The color of the visualization of the hinge

CORRECTLY POSITIONED OR CENTERED?

In the **door** script, you have the option to select whether or not the rotation axis of the door is already correctly positioned. To check this, make sure to select '**pivot**' here (instead of 'center')

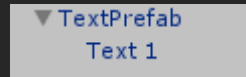


After that, take a look at your door. If the pivot handle is centered, select '**Centered**' in your door script. If the pivot handle is where the hinge should be, select '**Correctly Positioned**'.

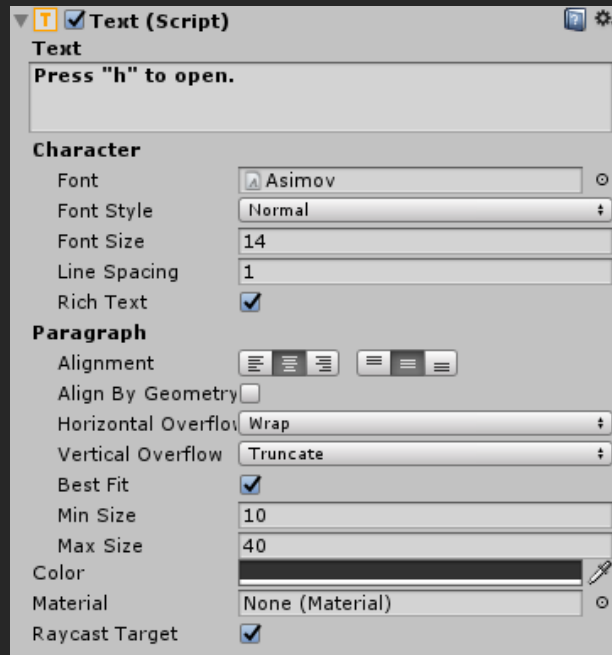


CHANGING THE TEXT PREFABS

Select on the text prefab in your project window that you'd like to change. Click and drag it onto your hierarchy. Click on the prefab in the hierarchy window, and unfold it to select 'Text 1'. Select 'Text 1'.



Go to your inspector window after you selected 'Text 1' and change the settings to your liking. You can change the text, the font, ...



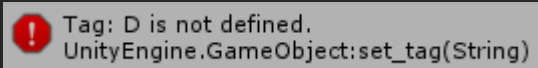
After you've completed the changes you wanted to make, **re-assign** it to the prefab by clicking and dragging the object 'TextPrefab' in the hierarchy window back onto the prefab in your project window. After this, **remove** the prefab element that's still in the hierarchy window.

The same can be done for the 'Crosshair' prefab.

COMMON ERRORS AND LIMITATIONS OF THE ASSET

Limitation: When Unity rotates a door, it will automatically pick the shortest distance between the initial angle and the final angle. This might not always be what you had in mind. (this limitation is not present in Doors Pro)

Common error:



Solution: Always make sure you've created the tag 'Door' and that the 'D' is upper case.

Common error: My door does nothing when I try to open it?

Solution: Make sure your door always has a collider component

COMPATIBILITY WITH OTHER PACKAGES

The door script is known to be compatible with the following packages on the Unity Asset Store.

- **UFPS (Ultimate FPS)**

- **3D Forge assets**

The door script should practically work with every well-made package on the asset store that contains doors, but this is not guaranteed of course. If you run into any issues, feel free to contact me.

EXTRA SUPPORT AND USEFUL LINKS

Support forum: <https://forum.unity3d.com/threads/released-doors-free-v2-3.445297/>

Email: alexanderameye@gmail.com

Twitter: <https://twitter.com/blacksadunity>

Write a review: <https://www.assetstore.unity3d.com/en/#!/account/downloads/search=Doors%20Free>