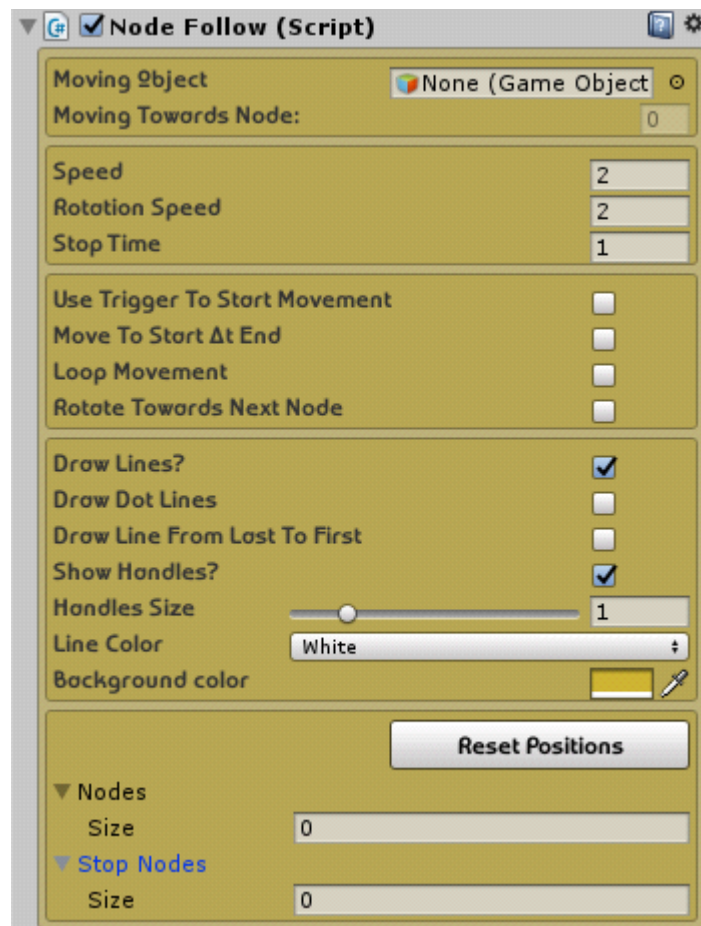# NODE FOLLOW

Node Follow is used to create custom paths for objects. Once the path is created, you can choose how the moving object behaves on that path and how to visualize the path.

Node Follow Inspector

Moving Object: The gameObject you want move(to follow path)

Moving Towards Node: Shows the next target node number

Speed: Set the speed of the moving object

Rotation Speed: If using rotation, set speed for rotation here

Stop Time: For how long to stop at specific nodes

Use Trigger to Start Movement: Use trigger for movement to start

Move To Start At End: Move or Teleport to start at end of path

Loop Movement: Loop between start and end

Rotate Towards Next Node: Should the moving object rotate

Rotate Towards Next Node: Rotate moving object

Moving Object Direction: Sets sprite facing way

Draw Lines: Draw lines at all?

Draw Dot Lines: If drawing lines... Should they be dotted

Draw Line From Last To First: If want to draw line from last node to first

Show Handles?: Show handles at all?

Handles Size: What size the handles should be

Line Color: What color the line should be

Background Color: Node Follow Inspector background color

Reset Positions: Resets all the nodes to transform position (+2 in y)

Nodes: The count of node points and their positions

Stop Nodes: Stop at specific node points? Insert node numbers here

TO USE ON YOUR PROJECTS:

Create new gameObject and add the Node Follow.cs to it
Drag the object you want to move to the inspector slot: Moving Object
Set Node Follow inspector values to suitable
Set amount of nodes and move them as needed to their positions
Done!

You can also use the prefab provided in Node Follow/prefabs folder

Use Trigger to Start Movement uses gameObject.name to know when something enters or is on trigger and the default name it uses is "Player". So, if you want to detect by tag or use different name, you need to modify it in Node Follow.cs -> OnTriggerStay2D

Use Trigger to Start Movement when set on, creates automatically boxCollider2D of the NodeFollow gameObject, you need to then set the offset of the boxCollider2D to where you want the trigger to be.
(in example, you should set it in the red trigger box aswell as set the size of the trigger)

Simple Movement script is also provided with the Node Follow package.
You can easily test how the **Use Trigger to Start Movement** works.
Press Q to move the Green Player box left and E to move to the right.

Also provided:

Node Follow DO ACTION prefab and script

Used to do action once the moving object is at certain point of the path.
Mostly used to get idea of how to modify the script if need to.

Target Game Object: The moving object from the Node Follow
Node: The node number where to do the action
Wait Before New Action: Used for not doing the action many times once in set **Node**.

Gizmo Icons (optional)

If you want to use custom gizmo icons, move them from Node Follow/Gizmos to Gizmos folder. Gizmo icons can't be found in subfolders so they must be in Assets/Gizmos

All the scripts are well commented to easily get the idea of what everything is supposed to do!