

SPEEDTUTOR INSPECT SYSTEM V1.1.1
DOCUMENTATION

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Pack includes:

This Inspect System is a starter for a basic inspecting system which allows you to click on gameobjects or items within your game world, highlight their name and get extra information about them as if you were to inspect them in life. Allowing you to easily customise and make this as complex as you wish. Check the FREE tutorial here:

<https://www.youtube.com/watch?v=Qfcu1QPGkMA&>

NOTES FOR SETUP:

- **AS PER MARCH 2020:** Unity have deprecated Standard Assets on the Unity store unless you have previously downloaded them, so I have added the FPSController package directly to the upload so you should have no issues at all! 😊

- Just add the “**UI_Canvas**” prefab to your Hierarchy and add the “**InspectionController**” to your scene, then add the correct “**ObjectController**” script to each of your assets and you’re ready to go.

- Make sure to have your layers as “Interact” for every interactable object but also use “LayerMaskExclude” as an additional option on the raycast script on the main camera to exclude things like walls and doors. This can be set to “Everything” as default but set it to your own layer if you wish to exclude!

REMEMBER to tag your inspect-able objects “**InteractObject**” and add a layer called “**Interact**” to each, if not already! Refer to my tutorial if you need any help or please send an email! 😊

Patch Notes

V1.0 - First release

V1.1 - March 2020:

- General Fixes:
 - Added FPSController package and uploaded for guidelines

V1.1.1 – May 2020:

- General Fixes:
 - Added namespaces to stop script clashes
 - Updated raycast script to include an excluded layer to stop raycast moving walls (If this functionality is what you require)
 - - General code cleanup

MATTHEW RUKAS – SPEEDTUTOR
WWW.SPEED-TUTOR.COM
SPEEDTUTORUK@GMAIL.COM

Contact

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: <http://www.speed-tutor.com>