

Easy Elevator (Unity 5.3.5f1)

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PACKAGE STRUCTURE:

☺ **IMPORTANT:** The **Resources/LEDPanelTexturesV2** folder **MUST** be placed in your Projects Assets Root folder.

○ IE: (YourProjectsName)/Assets/Resources/LEDPanelTexturesV2

- ▶ **/Easy Elevator/**
 - ▶ **/Demo Scene/**
 - ▶ /Demo Models/
 - [DEMO SCENE MODELS]
 - ▶ /Materials/
 - ▶ /Demo Prefabs/
 - [DEMO SCENE PREFABS]
 - Demo Scene
 - ▶ /Demo Scene/
 - [DEMO SCENE LIGHTMAPS] - Removed in Unity 5 Package
 - ▶ /Demo Script/
 - elevFollow.cs
 - secondCamTrigger.cs
 - ▶ **/Elevator/**
 - ▶ /Easy Elevator (non scripted prefabs)/
 - ElevatorPREFAB
 - ElevHallFramePREFAB
 - ElevatorScriptedPREFAB_V2
 - ElevHallFrameGroupPREFAB_V2
 - ElevHallFrameScriptedPREFAB_V2
 - ▶ /Models/
 - ElevatorV2
 - ▶ /Materials/
 - ▶ /Scripts/
 - callBtnTrigger.cs
 - controlTrigger.cs
 - elevControl.cs
 - elevHallFrameController.cs
 - ▶ /Textures/
 - [ELEVATOR TEXTURES]
- ▶ **/Resources/**
 - **/LEDPanelTexturesV2/**
 - [TEXTURES FOR LED DISPLAY]

SETUP:

😊 **IMPORTANT:** Ensure the **Resources/LEDPanelTexturesV2** folder **is** placed in your Projects Assets Root folder.

1. Drag **ElevatorScriptedPREFAB_V2** into your scene
 - a. Check *tag* on prefab. If not set, add a *tag* to the prefab (ie: **elev01**)
 - b. In the Inspector window, check that the **Hall Frame Tag** field in the **Elev Control (Script)** component has a string assigned (ie: **elev01hallFrame**)
2. Drag **ElevHallFrameGroupPREFAB_V2** into your scene
 - a. Expand the group, select all the Gameobjects inside the group and assure the *tag* matches the string on the **ElevatorScriptedPREFAB_V2 > Elev Control (Script) > Hall Frame Tag** field
 - b. Assure that the string in **Elev Tag** field of **Elev Hall Frame Controller (Script)** matches the *tag* set on the **ElevatorScriptedPREFAB_V2**

DEFAULT CONTROLS (found in *elevControl.cs* > *Update()*)

HALL:

When close to the call button on the hall frame (inside trigger) , the button highlights to green.

Press E to activate the button (button changes to yellow when pressed)

ELEVATOR:

When close to the elevator panel (inside trigger), the button for the current floor highlights to green.

Press R to highlight the next floor button

Press F to highlight the previous floor button

Press E to activate the button (button changes to yellow)

CLOSER LOOK AT SCRIPTS:

elevControl.cs (attached to **ElevatorScriptedPREFAB_V2**)

Button On Mat *<Material>* >> The material used for the activated buttons

Button Off Mat *<Material>* >> The material used for the non activated buttons

Button Selector Mat *<Material>* >> The button highlight material

Led Mat *<Material>* >> The material used for the both the elevator and hall frame LED displays.

☺ **IMPORTANT:** When using multiple elevators, this material must be unique to each elevator / hall frame combo. This material is assigned to the LED Displays in the Start() function

Led Panel <Transform> >> The LED Panel of the this elevator

Led Mat Switch Delay <Float> >> The amount of time the LED panel is blank while changing floors

Bth Light Group <Transform> >> The group of button lights on this elevator panel

Hall Frame Tag <String> >> The tag used for the each hall frame gameobject in the HallFrameGoupPREFAB_V2 that this elevator can travel to

☺ **IMPORTANT:** This string MUST match the tag on the ElevHallFrameScriptedPREFAB_V2 gameobjects parented to the ElevHallFrameGroupPREFAB_V2. When using multiple elevators, this string AND tag MUST be different for each elevator / hall frame combo

Cur Floor Level <Int> >> The floor the elevator will be on when the game starts

Time Btwn Floors <Float> >> How long the elevator takes to travel between floors

Doors Open <Bool> >> If true, the doors will be open when the game starts

Wait For Fixed Update <Bool> >> A fix for player jitter when the elevator is moving

elevHallFrameController.cs (attached to ElevHallFrameScriptedPREFAB_V2)

Floor <Int> >> The floor this hall frame is on

Call button Light <Transform> >> The button light gameobject on this hall frame

Hall Led Panel <Transform> >> The LED display on this hall frame

Elev Tag <String> >> The tag for the elevator associated with this hall frame

☺ **IMPORTANT:** This string MUST match the tag on the ElevatorScriptedPREFAB_V2 gameobject that will be using this hall frame to travel to. When using multiple elevators, this string AND tag MUST be different for each elevator / hall frame combo

controlTrigger.cs (attached to ElevatorScriptedPREFAB_V2>TriggerControls)

(NO CONFIGURATION REQUIRED)

callBtnTrigger.cs (attached to ElevHallFrameScriptedPREFAB_V2>TriggerCallBtn)

(NO CONFIGURATION REQUIRED)

NOTES:

The position of the ElevatorScriptedPREFAB_V2 in the scene is not important. On Start(), the position is set to the Hall Frame position of the current floor set in the ElevatorScriptedPREFAB_V2 (Elev Control (Script)> Cur Floor Level)

Animations need to be labeled "OpenDoorsV2" / "CloseDoorsV2"

The textures for the LED mat are, and **MUST** be in the "[YourUnityProject]/Assets/Resources/LEDPanelTexturesV2" folder.

If using more than 1 elevator, the LED mat assigned in the inspector for each elevator must be different. The script will assign this material to the elevator LED and the Hall frame LEDs that belong to this elevator.

ie: 3 elevator setup will require 3 LED materials elevLED, elevLED2, elevLED3. Assign each material to

ElevatorScriptedPREFAB_V2>Elev Control (Script)>Led Mat

ElevatorScriptedPREFAB2_V2>Elev Control (Script)>Led Mat

ElevatorScriptedPREFAB2_V2>Elev Control (Script)>Led Mat

DEMO SCENE GUIDE

Import the First Person Character from the Unity Standard Assets package. (can be downloaded and imported from the Unity Asset Store)

Drag the "FPSController" prefab into the Demo scene, and make the following changes to it:

CHARACTER CONTROLLER

Skin Width = 0.02

Radius = 0.3

FIRST PERSON CONTROLLER

Use Head Bob = OFF

The controls for the Elevator in the Demo Scene are:

E - Press Button

R - Select Next Button

F - Select Previous Button

CHANGE LOG:

Apr 23 2018

- As per new Asset submission guidelines, the First Person Character controller included in the Unity Standard Assets package was removed.
- Modified the Demo scene to display the Elevator controls
- Removed Nifty Studios Logo from the Demo Scene

Feb 21 2017

- Adjusted Elevator UVs, animations, created new textures and materials for Unity 5 PBR Standard material.
- Modified elevControl.cs to work with Standard Material (will not work with legacy)
- Modified elevHallFrameController.cs to work with new animations

Mar 4, 2015

- Repackaged for Unity 5
 - Fixed script API changes from Unity 4 to 5
 - Re-linked animation clips in prefabs (links were lost when importing into Unity 5)
 - Removed deprecated lightmaps folder -> /Easy Elevator/Demo Scene/Demo Scene. The Demo Scene no longer has lightmaps