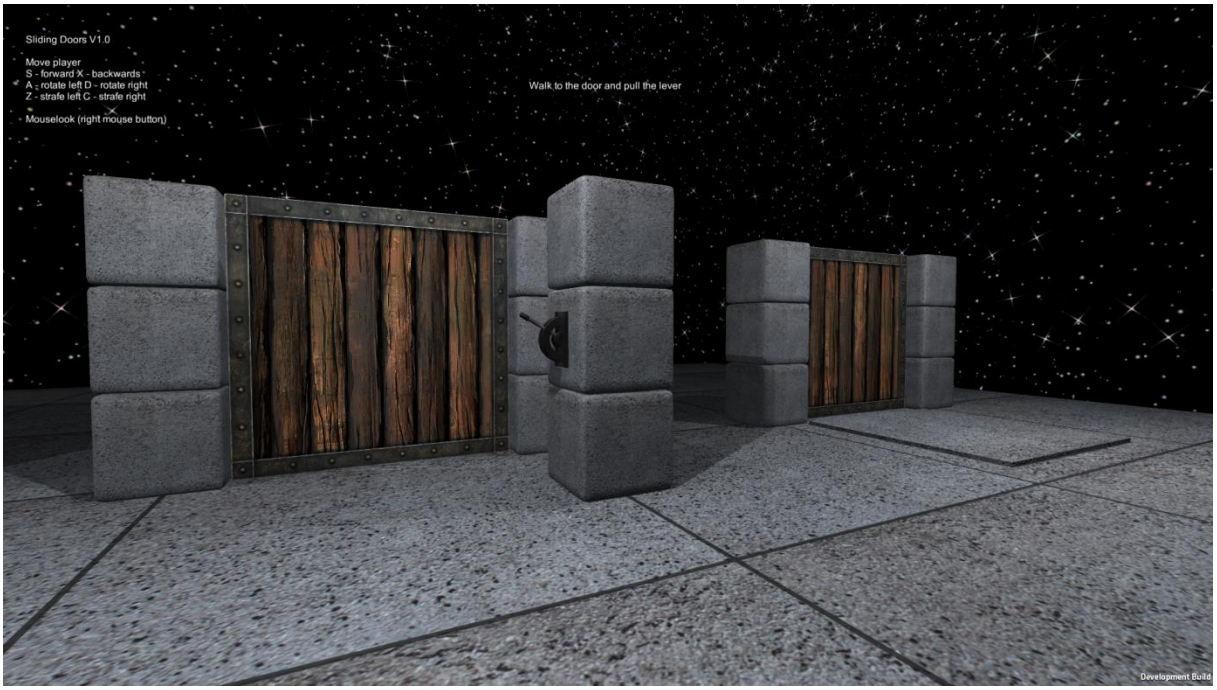
Sliding Doors Version 1.0



Here are four sliding doors with scripts, ready to use in your own project.
The package includes scripts, sounds, a dustparticle system and a demo scene to show you all four doors in action.

DoorAuto

A simple door that opens up when the player comes near the door.

DoorHotkey

A simple door that opens up when the player press a key on the keyboard.

DoorLever

A door that opens up when pulling the lever connnected to the door.

DoorPressure

A door that opens up when the player step on the pressure pad connected to the door.

Hierarchy and Inspector

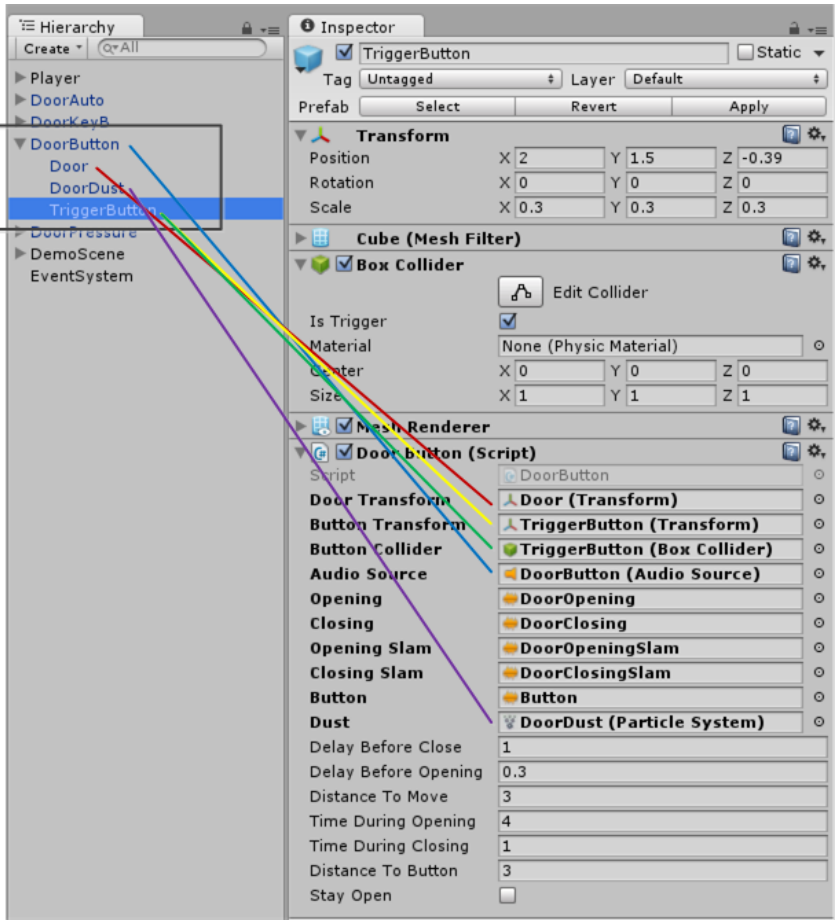
Each door have four different objects.

DoorXXXX
This is the parent of the door. This object holds the Audio-Source and the child objects.

Door
The Door Transform.

DoorDust
The dust particle system.

TriggerXXXX
The actual Trigger. In this case it goes to the Lever Collider.



The image is an example of the Door with a lever trigger.
It shows you how and where to put the different objects and sounds and how to alter the public variables to make the door behave just the way you want.

Note!Remote trigger.
In scenes, you don't have to put the trigger right next to the door. You may drag it away for a remote trigger.

Variables:

Delay Before Closing
Number of seconds to wait before the door closes.
One second just make the time to sneak under the door before it closes.

Delay Before Opening
Number of seconds to wait before the door opens.
Slightly longer really looks good when using the pressure pad.

Distance To Move
How far the door will rise before it stops.

Time During Opening
The time in seconds it will take to open the door completely.
Note! The opening sound is 10 seconds long. I don't think you will use longer time than that.

Time During Closing
The time in seconds it will take to close the door.

Distance To Lever
How far away from the door you will be able to pull the lever.

Stay Open
The door will stay open.

If you have any further questions, write me an email: and.gus@hotmail.com