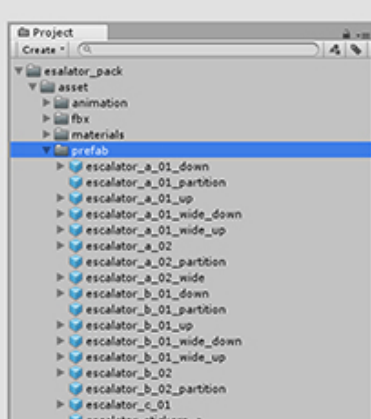
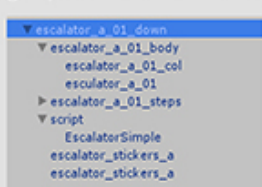


Getting to know this product

This pack contains eight unique prefab variations of escalators, each with a specific up and down version. These can be found in subway_escalator_pack > asset > prefab

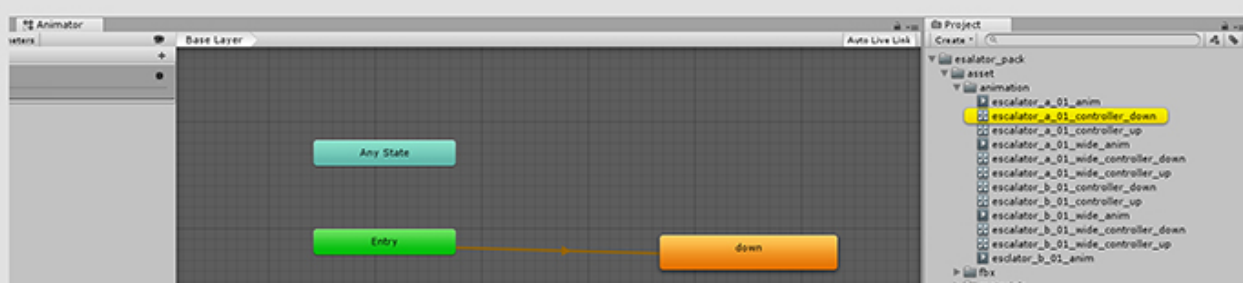
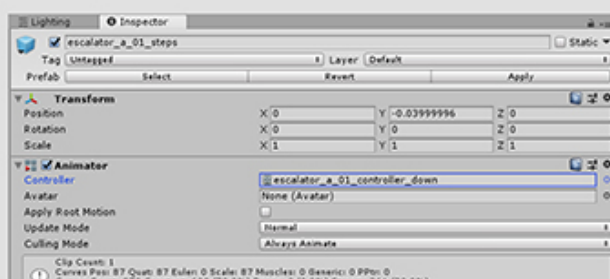
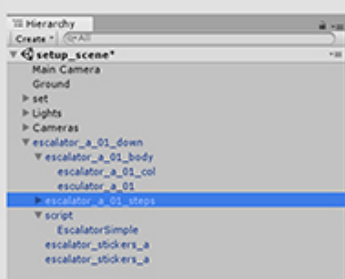


Each escalator prefab is broken down into the following parts:
 _body: the escalator mesh and optimised collision
 _steps: animated steps
 script: EscalatorSimple script that allows ridged body objects to go up and down the escalator

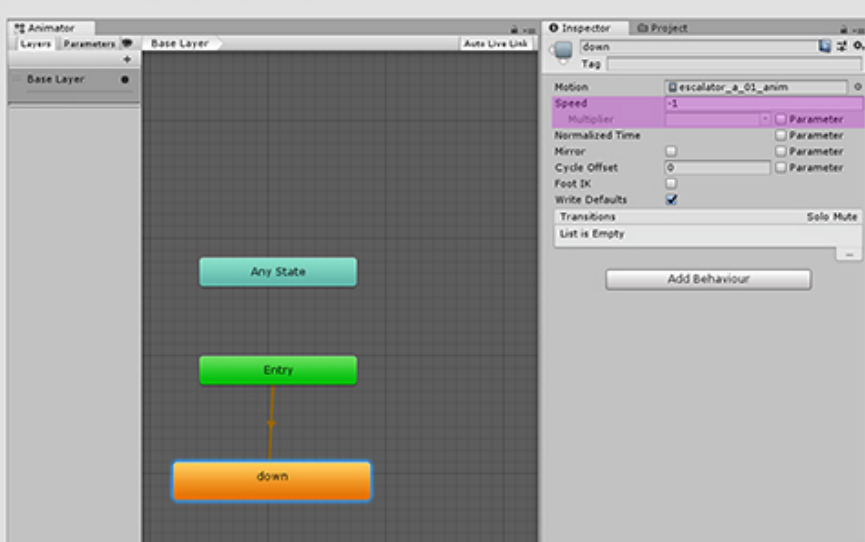


Animation:

Every escalator has an up and down version and this is controlled using an animation controller that can be found on the _steps within each prefab.

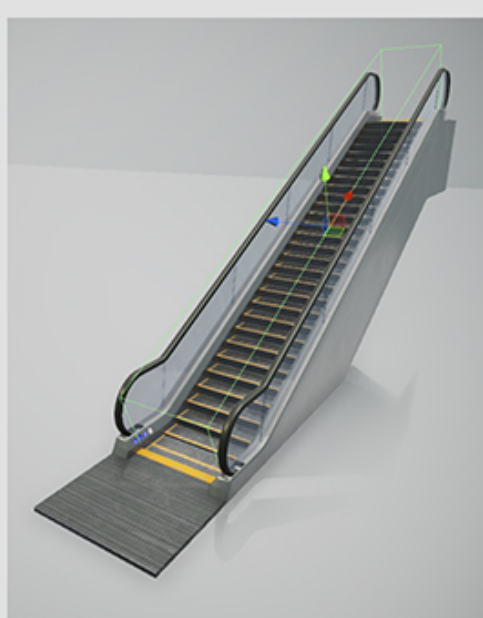
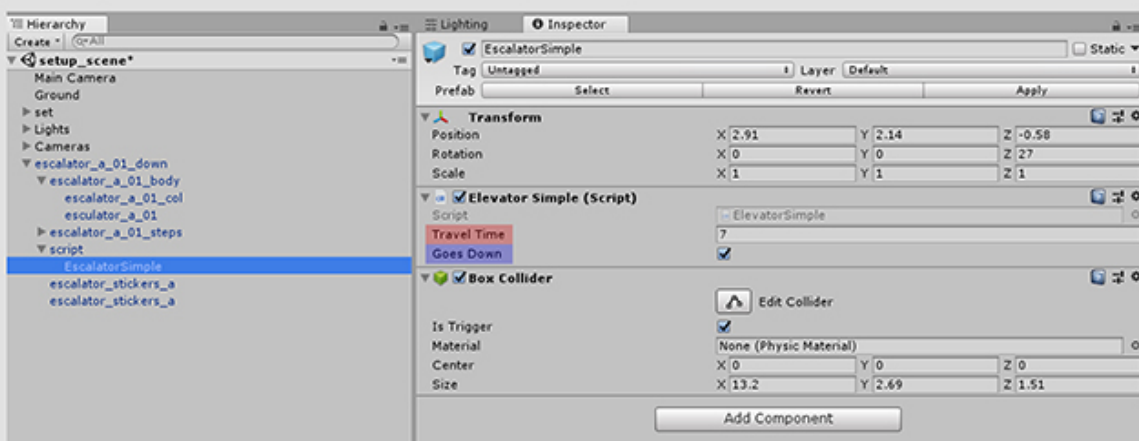
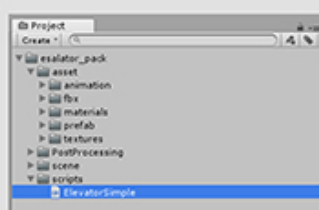


Opening the Animation Controller will allow you to set the speed of the animation. Changing the **Speed** value makes the animation go forwards or backwards.



Script

The functionality behind this escalator pack is powered by the EscalatorSimple Script located in: subway_escalator_pack > scripts > EscalatorSimple



Selecting EscalatorSimple as part of a prefab allows access to the **Travel Time** parameter and highlights a box collider. This box collider is the area that affects a rigid body pulled it up or down.

The number represented here is the time (in sections) it takes a rigid body to travel up/down the escalator.

The up and down functionality can be controlled using the **Goes Down** tick box