LootCrate 001 (Copyright 2018 Inner Drive Studios)

Thank you for buying this LootCrate asset. This document provides a short overview of this asset.

Prefabs

There are two different prefabs available: LootCrate001_Interactive & LootCrate001_Optimized.

LootCrate001_Optimized

This loot crate has all mesh elements combined (no children), contains no inner faces and has no animation, sounds or other interactivity applied. Collision info is provided through a simple BoxCollider. Use this version if you only need a static crate prop to put somewhere in your level.

LootCrate001_Interactive

This interactive version of the loot crate is fully functional, eg it can opened/closed, either through direct method calls or through key/mouse presses. It includes sounds, particle effects and the required animations. Unlike the optimized lootcrate, this version uses MeshColliders (by default only applied on the large top and bottom elements of the crate) and therefore uses a kinematic rigidbody on the main crate gameobject (both to capture mouse events and because of the fact that the animation moves the top mesh collider).

Several settings on the interactive crate can be changed:
- Open and closing sounds clips
- One shot and looping steam clips
- The prefab used for the steam
- The locations at which the steam is spawned
- The mode that indicates when the steam is triggered
  (NEVER, ALWAYS, WHEN_OPENED, WHILE_CLOSED)

Optionally, you could also replace the MeshCollider on the top and bottom crate elements with a BoxCollider if you do not need the accuracy of the meshcollider.

Besides the two audio source components (for the steam and animation sounds), and the rigidbody (for the moving collider and mouse events), the interactive LootCrate contains a couple of custom components described below.

LootCrate script

This is the main script which wraps the required AudioSource/Animation components. Provides methods to Open/Close the crate and check it's status. In addition the animations trigger the CrateStateChangedEvent on this script, which takes care of the steam handling.

LootCrateMouseController script

Triggers the Open/Close calls on the LootCrate script, on mouse click. Remove this script if you do not want mouse interaction.

LootCrateKeyController script
Triggers the Open/Close calls on the LootCrate script, on key press. Remove this script if you do not want key interaction.

Materials

The asset comes with the default Crate001Material applied, but you can easily replace the textures on separate or all parts. Alternatively you can run the demo, navigate to the material that you want to use and then 'copy' the model while in playmode, so that you can paste it into your scene after leaving playmode.

Demo scene

The demo scene (LootCrate_InteractiveDemo) demonstrates how you can control and query the status of the crate through script, and allows you to change materials (as a set or randomly per element). For more information check out the Canvas/LootCrateControlPanel gameobject and the LootCrateControlPanel script.

Any questions?

Drop me a line at info@innerdrivestudios.com