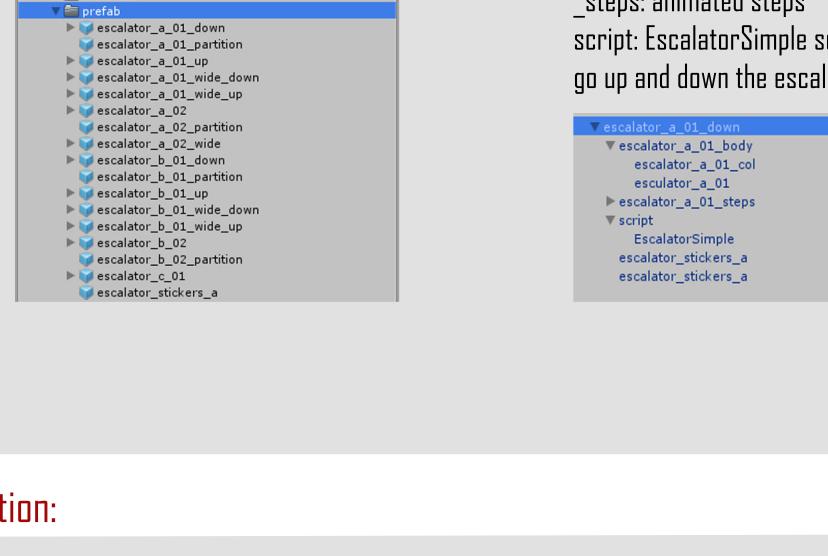




Subway Escalator Pack

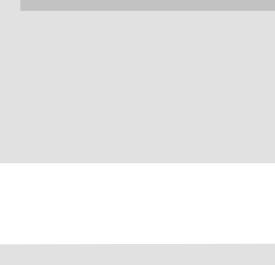
Getting to know this product

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`



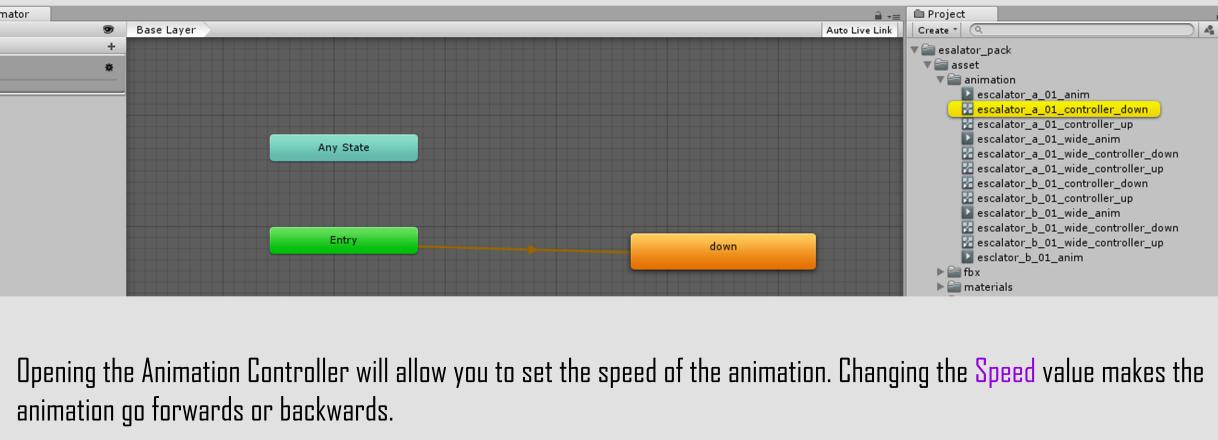
Each escalator prefab is broken down into the following parts:

- `_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

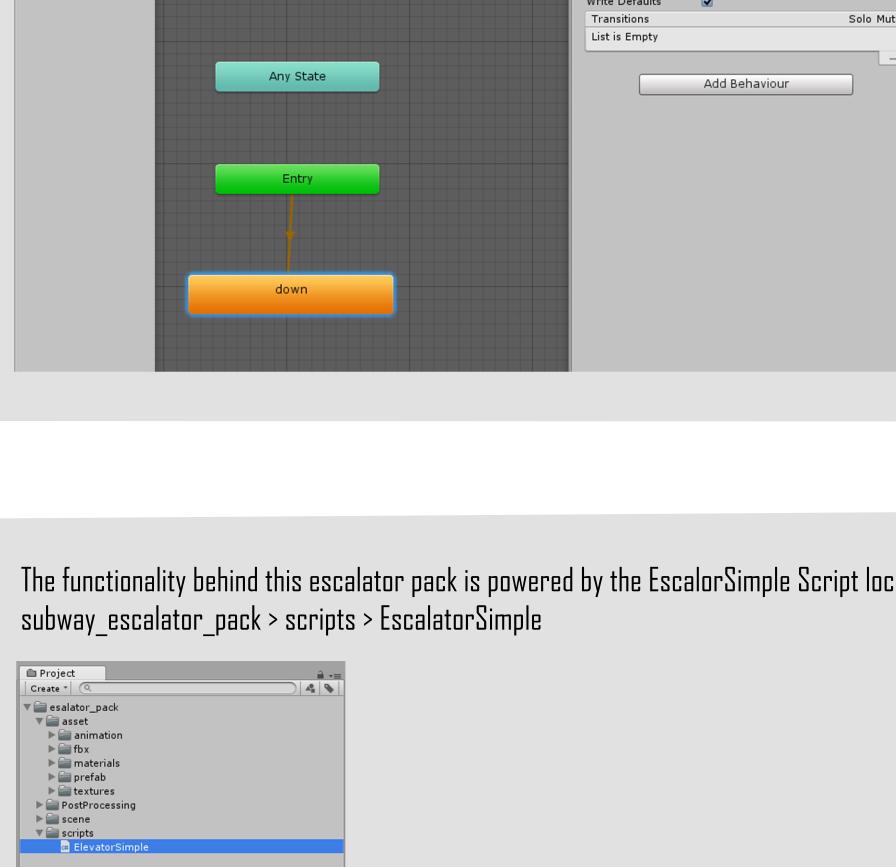


Animation:

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.

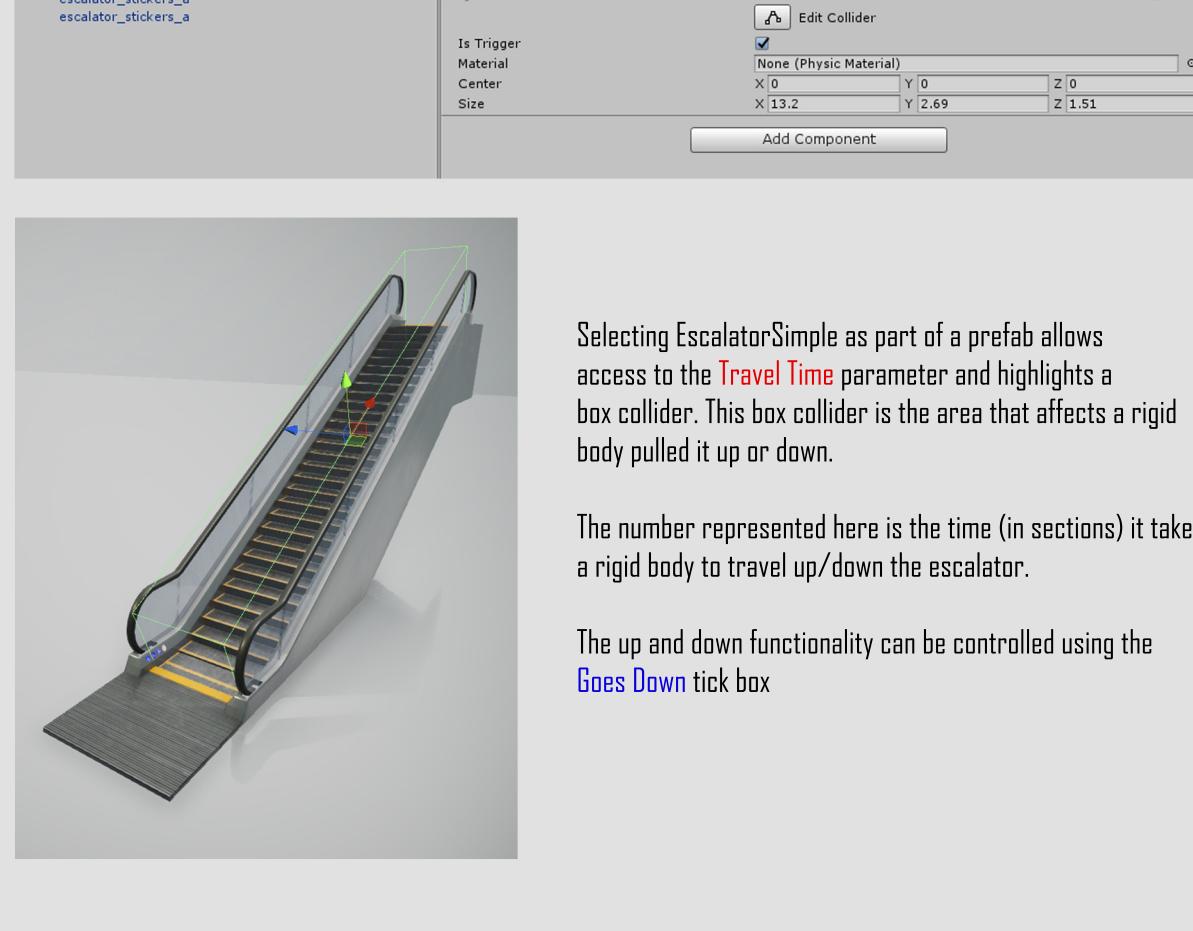


Opening the Animation Controller will allow you to set the speed of the animation. Changing the `Speed` value makes the animation go forwards or backwards.



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 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