Contents

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Introduction

Thank you for purchasing The Note & Letter System is a comprehensive template that enables you to implement your own letter-reading system within Unity. This system lets you interact with a 3D object in your game world and display a larger, UI-driven version of this object for players to read. It now also supports multiple page options, audio playing, scriptable objects and an inventory system.
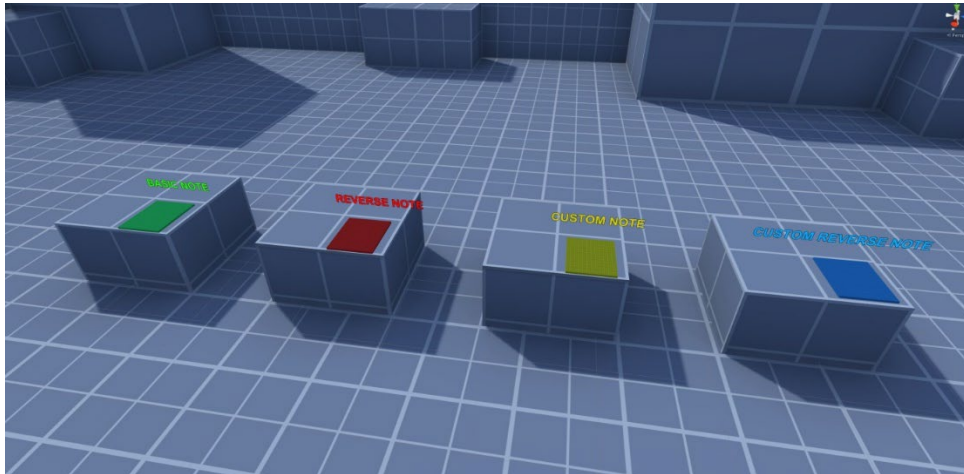
CORE FEATURES:

- Suitable for First & Third Person style games
- Raycast System & Trigger Events
- Audio, Input Managers added and more
- Multiple Page System
- Audio Reading Versions
- ScriptableObjects for Notes
- Inventory System for Notes
- Show Photos or Text
- Change note design without having to create more than 1 UI for all notes
- Sample notes included
- Sample icons included
- Basic UI setup included
- Sound effects: Picking up note

CHECK OUT THE ONLINE DOCUMENTATION HERE for videos, guides and updated setups:
https://speedtutoruk.gitbook.io/letter-and-note-system-doc/

FAQ

Q). How do I Import the asset?
A). Go to the Unity asset store and visit your "**Download manager**". Download the asset if not already downloaded and click "**Import**", import all required features of the asset for your use. It should have appeared in your project under "**Note & Letter System**".

Q). Should I import "Project Settings" when choosing to import this asset?
A). It is always recommend NOT to import project settings unless important for your project, you can alternatively create an entirely new project and import this asset with the project setting, then transfer the package folder over to your current project. To save any issues! Always back up your project before importing any assets – If you have any issues, do let me know!

Q). Is there an example of this asset working?
A). Yes, you can open the "**NotesScene**" to see the fuse box asset in action, or use this scene as your initial base of your project.

Q). How can I manually setup this asset?
A). See the manual setup instructions on

Q). Can I use this asset with a 3rd person character with this asset?
A). Yes, all you need is to use is a trigger event (Box collider set to "IsTrigger") and add the "**NoteTrigger**" script and attach the specific note object which will have "**NoteController**" script attached. See additional note for details!

Q). My managers don't stay between scenes properly?
A). Take make these work best, they shouldn't be in an empty game object, but loose within the hierarchy. This is just how the Don'tDestroyOnLoad works, I only put them with a managers parent gameobject to keep it looking neat and tidy!

Manual Setup – Initial #1

BEFORE YOU START:
IF YOU NEED MORE INFORMATION, IMAGES, GUIDES or Videos - CHECK OUT THE ONLINE DOCUMENTATION HERE: https://speedtutoruk.gitbook.io/letter-and-note-system-doc/

LETTER & NOTE SYSTEM V2.1
DOCUMENTATION

1). I would recommend using the **NoteScene** demo scene from the package as a start to your main project but if not we'll go through the basic setup, please refer to that scene it you're ever stuck for the way it is setup.

If not: Start a new scene and add the FPSController to your scene

1). On your **Main Camera** make sure you have a **NoteInteractor** script added

- You can set the ray length to the distance you want to interact

2). Add the **Disable Manager**:

- o   Player – FPSController
- o   NoteIntectorScript – Add the **Main Camera** here

3). On the **Audio Manager**: Make sure to add the audioclip from the Scriptable Objects folder that has both clips

4). On the **Input Manager**: Add the input buttons you'd like to use

5). Add the **NoteController:** to your scene (Nothing needs to be added)

6). Add the **NoteInventory:** If you want to collect notes into your inventory system

7). Add the **NoteUIManager** and the Note, Note Inventory, Interact Prompt, Crosshair, Note Help canvas.

- o   Add the references to each of the items into the Generic UI Manager script inspector
- o   You will also want to make sure you add the Crosshair UI object from the "**Note_Canvas**" explained a little later on

8). Add one of the note prefabs to your scenes from the "**Prefabs**" folder to your hierarchy or scene. Add this asset wherever you want in your scene. See the example below:

- o   You can add a NoteInteractable Script to your physical note object
- o   Add the NoteData ScriptableObject

9). You can create your own ScriptableObjects for notes: Right Click > Create > ScriptableObjects > NoteData

1.   Some of the settings I'll explain here:

BASIC NOTE SETTINGS	
NoteID	Give each note a separate ID so the inventory system doesn't duplicate the collected note
Note Name	The name of the note which will display in the inventory

Note Icon	Add an icon here which will display in the inventory
Add To Inventory	Tick this box to add the note to the inventory when you first open it
MAIN NOTE VISUALS	
Page Scale	Scale of the overall size of the note that appears, by default this is set to 900x900.
Page Images	This is the array for adding your pages, add to the array if you have multiple pages
Page Text	Add to the array to increase the page text you'd want to show
MULTIPLE PAGE SETTINGS	
Show Navigation Buttons	Tick this if you have multiple pages and want to navigate
MAIN NOTE TEXT CUSTOM	
Show Text On Main Page	If you want to have a blank page image but have UI text over the top
OVERLAY TEXT CUSTOM	
Enable Overlay Text	Tick this if you want to show overlay text
Show Overlay On Start	Tick this if the overlay is shown as soon as the note is opened
Note Text Area Scale	This is the size of the area that the custom text will fill the space within your note. You may need to test the sizes in gameplay.
Overlay Text BG Scale	The scale of the overall background of the text
Overlay BG Color	Choose the background color
Font Settings: Size, Type, Style	Different settings for the popout font

As of V1.3 the asset now includes an audio clip section which allows you to choose to:

1). "**Play on Open**" – Means the audioclip will play when you first open the note

2). "**Allow on Start**" – Means, if you press the specified key, it will play the audioclip

3). "**Note Read Audio**" – The string name of the Audio to play, from the "AudioManager"

4). "**NoteFlip Audio**" - Add the name of the audioclip from the AudioManager to play the sound

NOTE: The audio is programmed to STOP when you close the note, could be changed within code if you wish for another option. The two checkboxes, can be used together or independently!
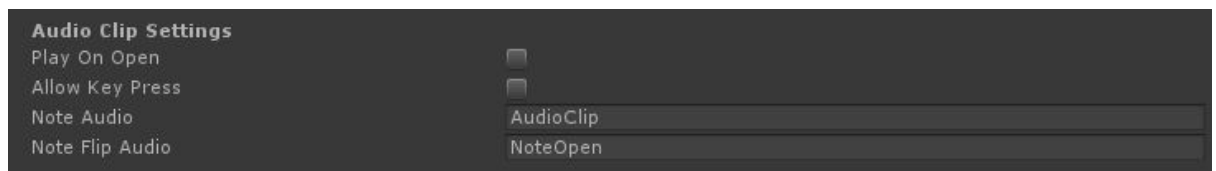
Trigger Setup / 3rd Person Controller Example

ADDING A TRIGGER EVENT – Using NoteTrigger script for 3rd person Controllers

1). Create a box or other 3D Object, make sure this object has a collider set to **IsTrigger**

2). Add the **NoteTrigger** script to that 3D object and add the **NoteData**

REFERENCING THE AUDIO MANAGER:

1). If you click on the audio manager you can add addition elements to the array by incrementing the value by as many sound clips as you want to add, make sure to give them a name you will remember as you will reference this in your code!

If you find the package helpful, please leave a positive review and star rating as it would really help me out! ☺ If you have any problems, feel free to send an email to me!

Contact

Thank you very much for downloading! Please be sure to leave a **5*** rating and **review** if you liked the package! Support me on:

Patreon: https://www.patreon.com/SpeedTutor
Make a small donation: http://www.paypal.me/speedtutor

LETTER & NOTE SYSTEM V2.1
DOCUMENTATION

If you have any problems about the setup, usage, customisation or have any suggestions for future updates of this kit, please feel free to contact me.

Email: speedtutoruk@gmail.com
Discord: https://discord.gg/FguwaJHfSY
YouTube: https://www.youtube.com/user/speedtutor
Website: http://www.speed-tutor.com

Online Documentation

CHECK OUT THE ONLINE DOCUMENTATION HERE for videos, guides and updated setups*:*
https://speedtutoruk.gitbook.io/letter-and-note-system-doc/

Patch Notes

Version 2.0 - September 2023

- 3 new blank note backgrounds
- Various new designed templates
- 7 different icons
- NotesInteractor script now directly opens the NoteController rather than an intermediate script

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LETTER & NOTE SYSTEM V2.1
DOCUMENTATION

- Duplicated all scripts to fix GUID errors with other assets
- Made Sound script generic as similar with other assets
- Added Arial default font to main package for font missing issue fix
- Removed IsReadable as a boolean check for the system
- Created new NoteInteractable script as the intermediate script
- Added the ability to choose whether you want to add the note to inventory
- Fixed the Trigger script to include NoteData ScriptableObjects
- Created a new ScriptableObject called "Note" to make customisation easier
- Refactored NoteController for this principle
- Created a brand new custom inspector for the Note SO
- Added functionality for "Adding To Inventory" in the SO
- Added brand new incorporation of sprite images for inventory collection
- Created new NoteInventory scriptCreated new InventoryUIManager script
- Created new InventorySlot script
- Created a prefab for the inventory slot
- Enabled cursor when on inventory
- Created a brand new canvas and UI for the inventory of notes
- Made background blur of notes much darker
- Adjusted the Y pivot of the OverlayTextBG UI to 1 so it will scale bottom down
- Removed GenericUIManager script as it's not needed
- Removed NoteTypeSelector script because it isn't used anymore
- Fixed the issue where the UI backgrounds would have gaps around the edge - Removed the default Background sprite
- Condensed the inventoryUIManager into NoteUIManager
- Unified all Note UI managers
- Added CanvasGroup to Main UI, so it wasn't disabled by default
- Combined the GenericUIManager into the NoteUIManager
- Optimised the highlight and cursor methods for reduced lines
- Updated all naming conventions to overlay for easier understanding
- Unified all controller scripts
- Added a boolean to choose whether you'd like to show or hide audio buttons as you could have playback automatic in this case
- Changed the name of the NoteFlipAudio to NotePageAudio for consistency
- Added new check for enabling or disabling overlay text
- Renamed noteText field to pageText for better consistency
- Renamed hasMultPages to ShowNavigationButtons for consistency
- Added functionality so the overlay can be shown as soon as the note is picked up
- Added new features to have any number of pages images and page text so it combined all other note controllers
- Added Singleton to note controller
- Added sound effect to note overlay button press
- Moved editor folder to main directory to fix any build issues

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- Added null sets to all fields to remove all yellow warnings in inspector

Version 1.6.0 - September 2022

- Refactored "BasicNoteController" & "BasicNoteUIManager"
- Refactored "BasicReverseNoteController" & "BasicReserveNoteUIManager"
- Refactored "Custom Note Controller" & "CustomNoteUIManager"
- Refactored "Custom Reverse Note Controller" & "CustomReverseNoteUIManager"
  - o Added new SO references for audio clips for easier interaction
  - o Created a brand new custom editor for each note controller
  - o Shortened "UIController" reference in all scripts
- Updated Raycast to 2022 version to become inline with the other assets
- Created ScriptableObjects for audio effects
- Added new "GenericUIManager"
  - o Added crosshair reference to this script
  - o Added the "Examine help UI" to the new manager
  - o Moved "InteractPrompt" from Trigger script to this manager
  - o Added EventSystem to UI Manager object
- Tweaked overall UI elements for a more conherent look
- Darker UI backgrounds
- Added Better naming conventions for UI and variables
- Demo scene for easier read and editing
- Refined DisableManager and removed UI crosshair reference
- Created UI Canvas for each note type for performance improvements
- Added 3D Text instead of canvas elements for demo scene

Version 1.5 – April 2021

- Remove "Previous" button on the first note page when there is no page to move back
- Remove the "Next" button on the last page, when there isn't a page to move
- Renamed "Next" & "Previous" UI Buttons for ease of use
- Removed a key press from the script and changed to a Play/Pause UI Button
  - o New graphics added for the button
- Added a replay button for replaying spoken audio
- Changed the key press for reversing the note and changed this to a UI button
  - o All graphics changed to reflect this
- Anchored all new and old UI elements

Version 1.4 - April 2021

- New Additions
  - o Online documentation found here:
    https://app.gitbook.com/@speedtutoruk/s/letter-and-note-system-doc/
  - o Add multiple pages for notes, using an array to specify either images or text
  - o Added "Next" and "Back" buttons to navigate pages
  - o Added a close button for each pop-out, so notes can be closed with other actions

- o Added a new UI Manager for each note type
- o Created optimisations to refine the separate note controllers so UI's that are shared across multiple notes are controlled with one main UI controller, making the separate controllers more usable.
- o Audio when you turn the pages for "Next" and "Previous" - Also added a variable in the inspector to change the audio more easily
- o Added "EntireDemoScene_Prefab" for those that want a really quick start to getting setup
- o Added new information to included documentation
- o Edited UI's and Canvas' to make them more optimised and view
- o Reduced file size of the product by removing light baking data
- o Fixed small issue with basic prefabs so "Press T" prompt didn't appear, when not wanting to play an audio clip
- o May need to edit the position of the note text boxes in the UI, if your image is different

Version 1.3 – October 2020

- - General Fixes
  - o Refactored all code and variables to be consistent throughout all note scripts
  - o Reformatted the inspector to make it easier to use across all scripts
  - o Edited Layermask of the raycast manager to give easier control of cancelling raycasts
  - o Updated all prefabs
  - o Fixed an issue where the reverse and/or custom reverse notes which make one another activate, added a simple Boolean to check if the corresponding note is activate or not at any time. Also making it more efficient for all notes.
- - General Additions
  - o Added a simple Boolean check, and audio clip slot in the inspector. If you want to add an audio clip to read your note (As part of your gameplay)
  - o Added functionality to allow a button press and Boolean check to be added if you want the player to activate an audio clip on viewing the note
  - o Both of the above features can be used together or separately, I have added a basic audio example for testing. Please see the demo scene for more!

Version 1.0 – February 2020

- - Initial Release