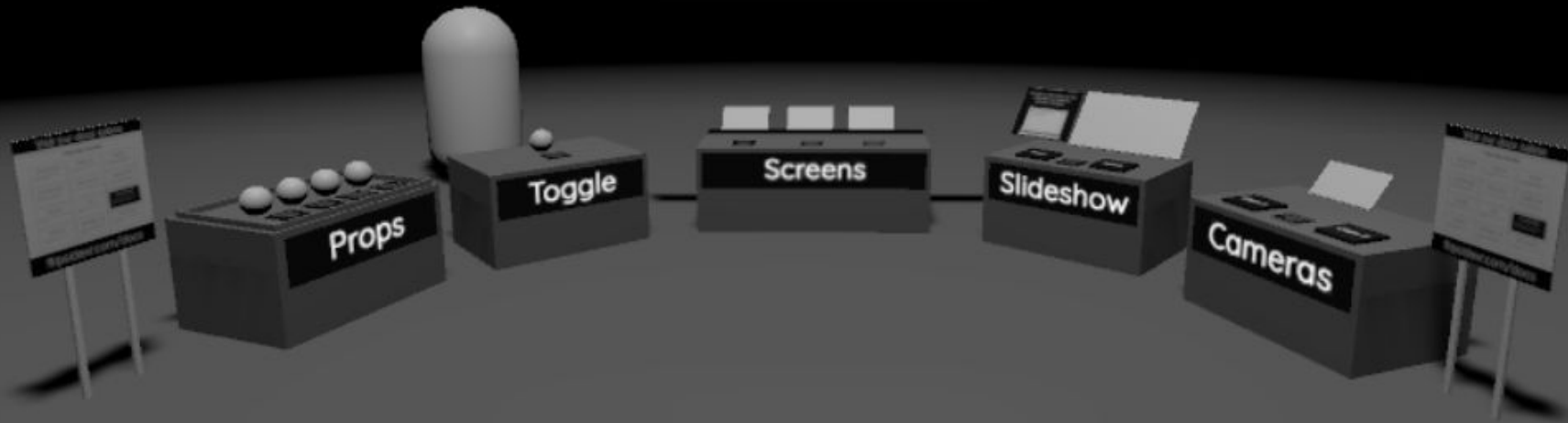


Creator Tools Example Set



Creator Tools Example Set Documentation

Flipside Creator Tools Example Set Documentation

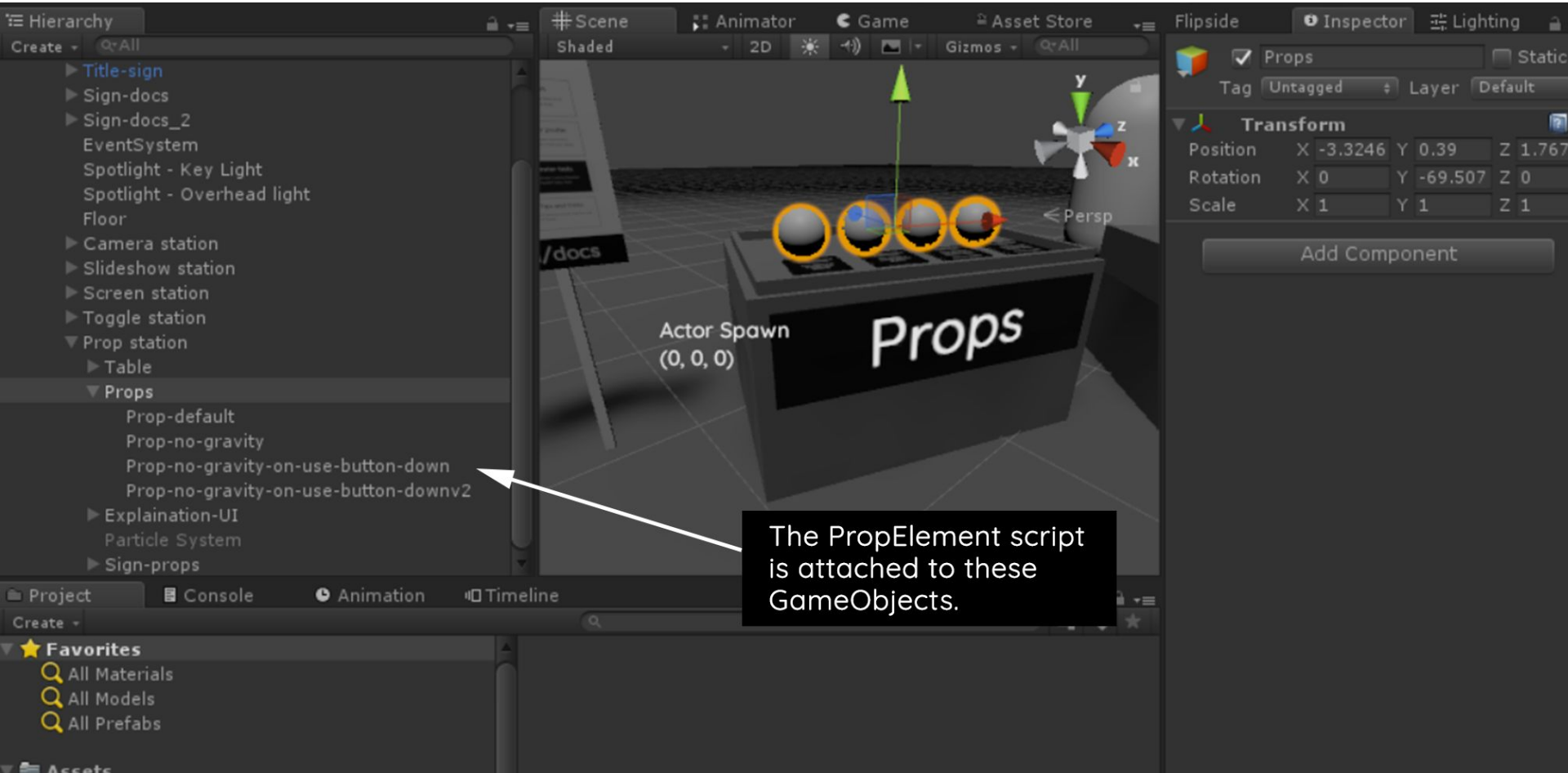
Visit <https://www.flipsidexr.com/docs/1.0/creator-tools> to see all our Creator Tools documentation online.

The scripts that are demonstrated in the Example set are:

- **PropElement.cs**
This script allows objects to be used as props.
- **ToggleElement.cs**
This script allows objects to act like a toggle or switch. The example provided turns on and off a point light.
- **ScreenElement.cs**
This script renders either the Slideshow to an object or the main camera output.
- **ColliderElement.cs**
This script triggers custom unity events when collisions occur between designated objects.
- **CameraElement.cs**
This script allows custom events to be custom events to be triggered when the camera is active or inactive. Additionally, when coupled with FlipsideActions() users can make a custom in-VR camera switcher.
- **FlipsideActions.cs**
This script allows the Creator Tools to talk to Flipside Studio to advance the slideshow, cut cameras, and switch skyboxes.
- **NavMeshModifier.cs**
This script is used to manage the walkable area (or NavMesh).v

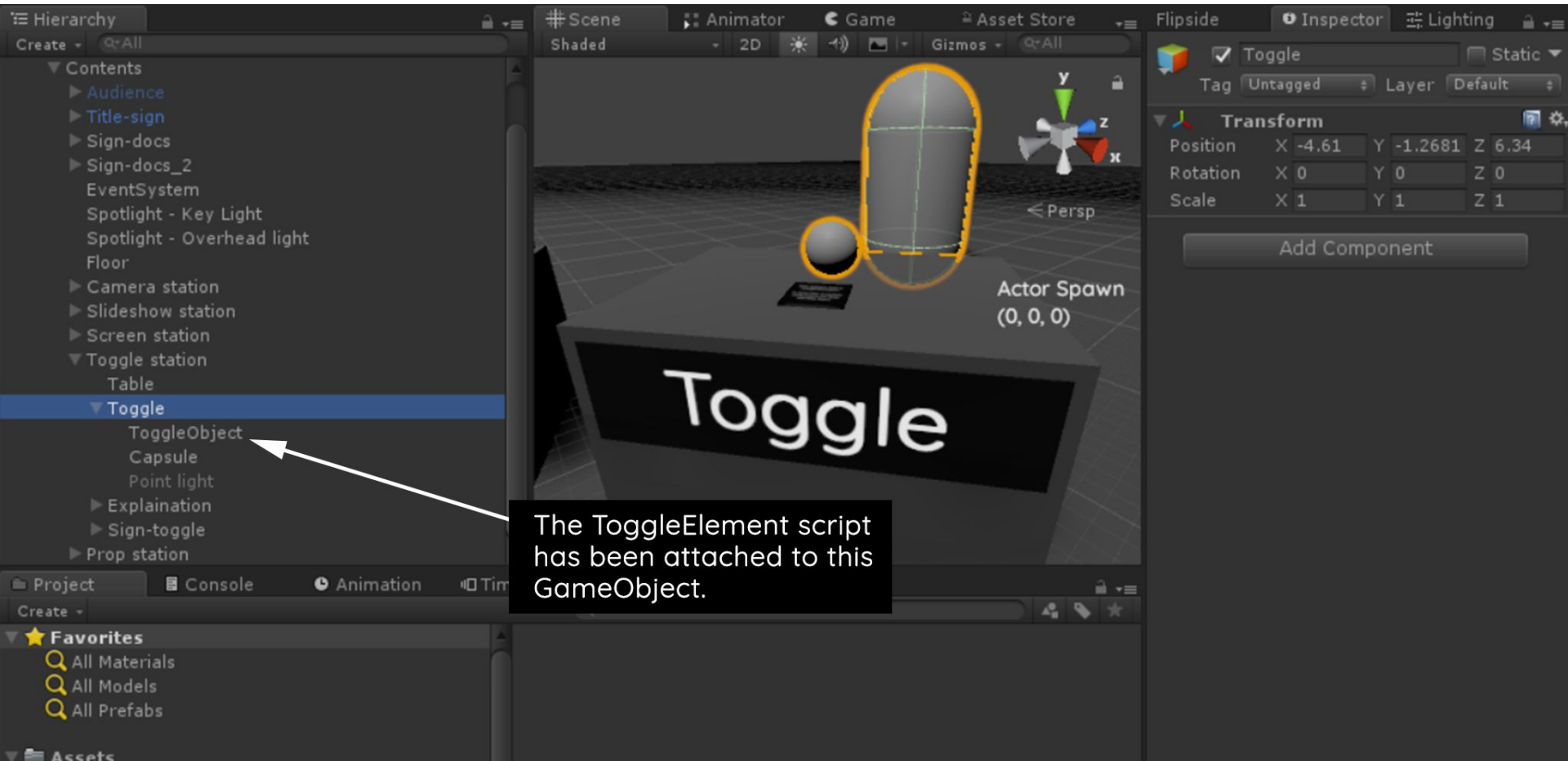
The Props station

The Props station demonstrates four ways props can be used in Flipside Studio.



The Toggle Station

Toggle a point light on and off by swiping through the sphere.



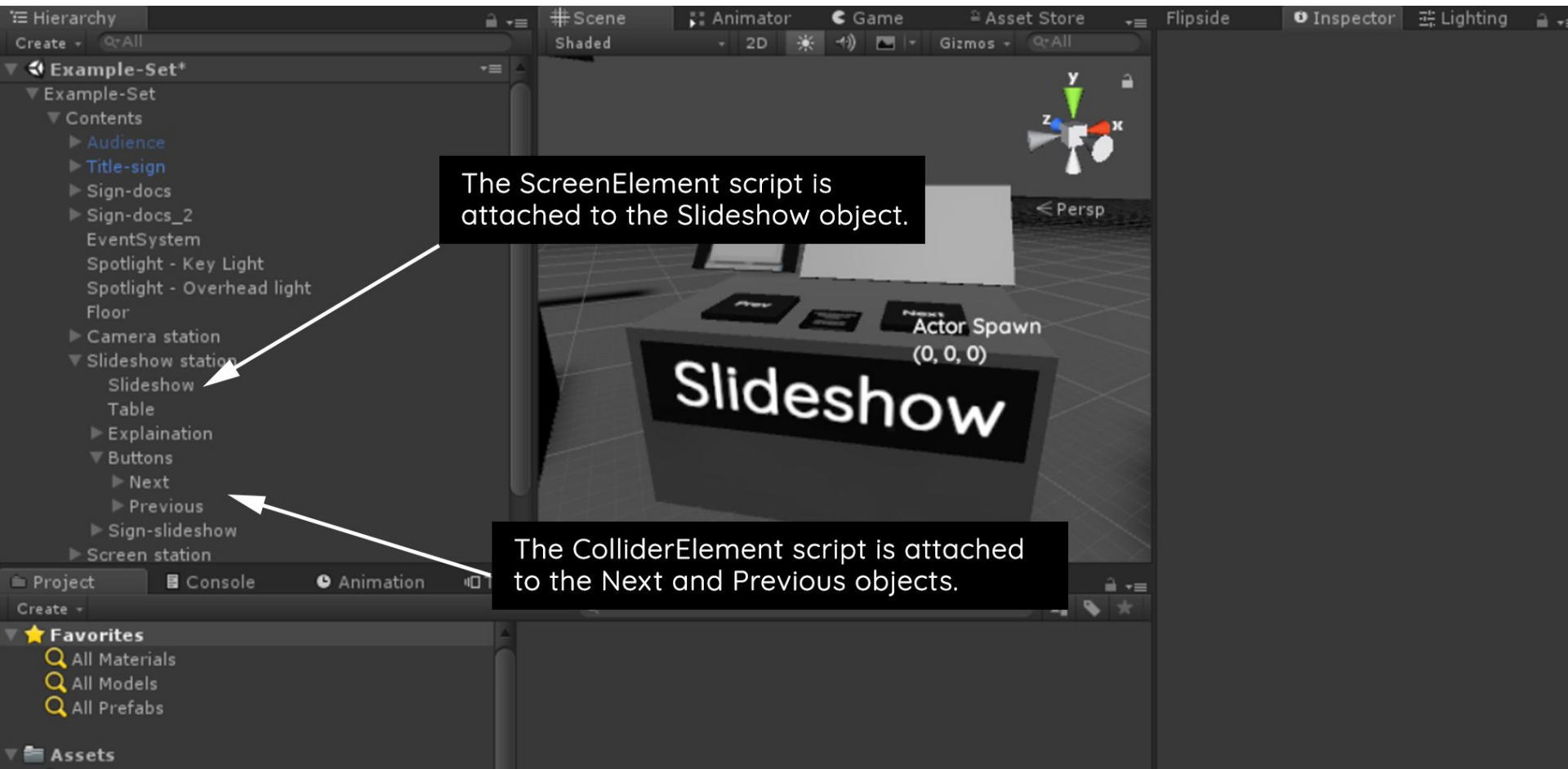
The Screens Station

There are three examples of how screens can be used in the creator tools.



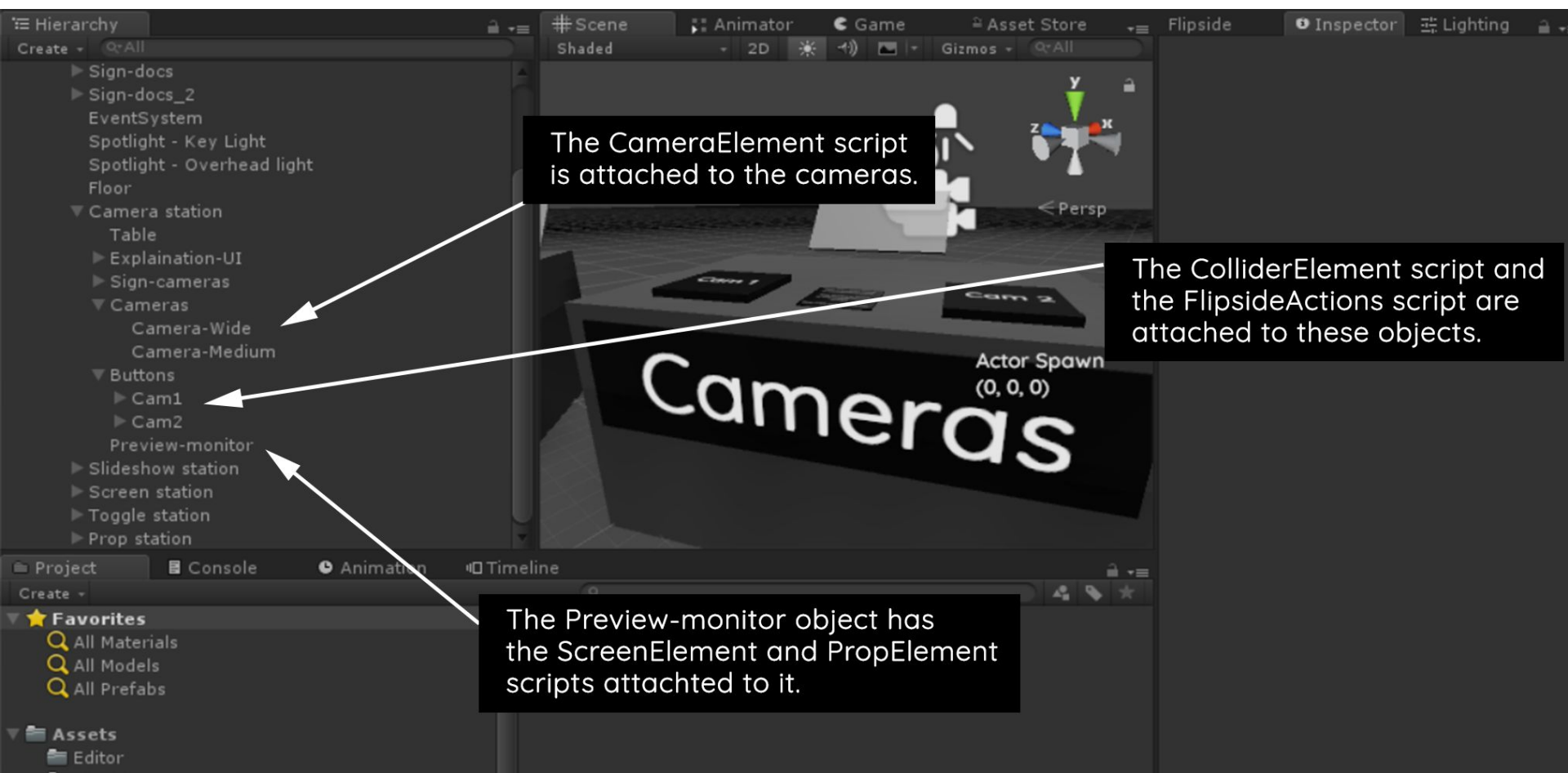
The Slideshow Station

Control a slideshow with your own buttons.



The Cameras Station

Switch cameras with a custom camera switcher built with the creator tools.



Scripts with Events

Many of the Creator Tool scripts allow you to trigger custom Unity events. The process is similar for each script. Here is what a Unity event looks like for the ColliderElement.cs script and you can transfer the knowledge to the other scripts that support events.

Collider Element (Script)

Script: ColliderElement

Trigger For: Hands

Custom Tag:

Object List

Size: 0

On Enter ()

Runtime Only: FlipsideActions.ShowNextSlide

Next (FlipsideActions)

On Exit ()

List is Empty

Fire Enter Event

Fire Exit Event

Flipside Actions (Script)

Script: FlipsideActions

Choosing hands on this script means that when a users hand collide with this GameObject the events below wil run.

When the hand enters the collider on this GameObject the actions inside run.

When the hand exits the collider on this GameObject the actions inside run. In this case nothing occurs.

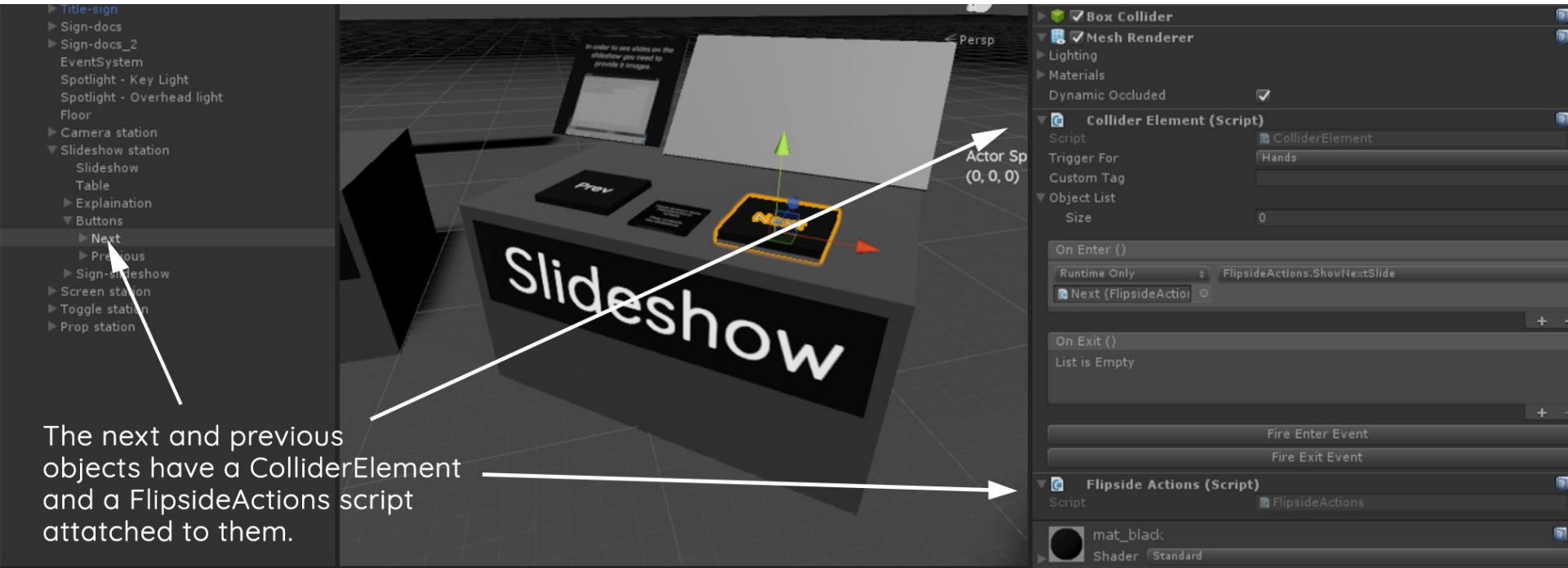
The following Creator Tool scripts allow for Unity events.

- ColliderElement.cs
- PropElement.cs
- ToggleElement.cs
- CameraElement.cs

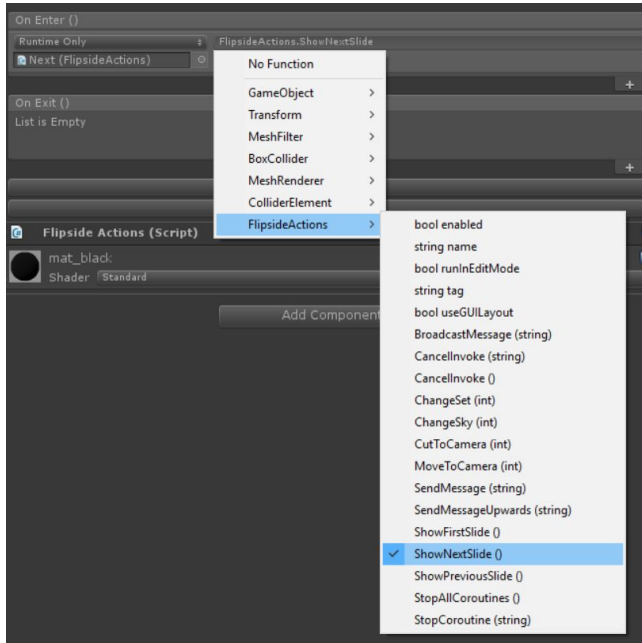
FlipsideActions and how they work

FlipsideActions.cs is a script that contains methods that can trigger events that are controlled by Flipside Studio. The methods within the FlipsideAction script are as follows:

- ShowNextSlide()
- ShowPreviousSlide()
- ShowFirstSlide()
- CutToCamera(num)
- MoveToCamera(num)
- ChangeSky(id)
- ChangeSet(id)



FlipsideActions (continued)



When you drag the "Next" GameObject into the OnEnter() event handler, a drop down menu of the FlipsideAction methods becomes available.

We want to advance the slide. Select FlipsideActions.ShowNextSlide in the dropdown menu.

The result is a "Next" button that advanced the slideshow to the next slide when a hand colliders with it.

More help

Please join our Discord server to connect with other users and our dev team to learn more about how you can use the Creator Tools to make interactive sets. Online documentation is also available online as well.

Discord server <https://discord.gg/XjVGWH>

Online documentation <https://www.flipsidexr.com/docs/1.0/creator-tools>