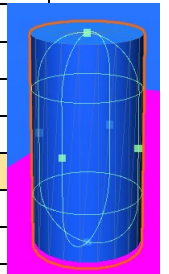
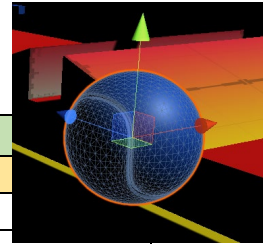
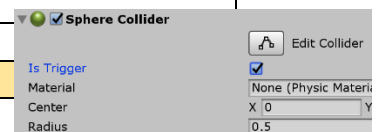
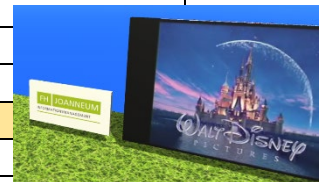


DMT C# Snippet Overview

Unity C# “ready to use” code examples



Main Scene



	Snippet Name (class Name)	Short description
A	Move/Reset GameObjects	
1	DMTGoBack.cs	Back when “ball” falls down
2	DMTGoBackZero.cs	Back and set all velocities to zero
3	DMTRotateMe.cs	Rotate the GO X/Y/Z
4	DMTKeyGoXYZ.cs	On Key go to a position set by another GO
5	DMTKeyGoPosGO.cs	On Key go to a GO Position & Rotation (eg. Cam)
B	Interaction: e.g. Click on GO	
1	DMTCamRotMouse.cs	Rotate Cam with mouse movement (on Cam!)
2	DMTCamRotMouseButton.cs	Rotate Cam only when button is clicked
3	DMTClickHide.cs	Hide GO when GO is clicked (away for ever)
4	DMTClickHideOther.cs	Hide GO when another GO is clicked
5	DMTClickHideToggle.cs	Toggle view state of GO when other GO is clicked
6	DMTKeyToggleActive	With a Key set GO Active or inactive
C	Menü & Szenen	
1	DMTKeyQuit.cs	Quit App when ESC is pressed (Input.GetKey)
2	DMTButtonQuit.cs	Quit App when GUI Button is pressed
3	DMTClickQuit.cs	Quit App when (3D) GO is clicked (OnMouseDown)
4	DMTClickScene.cs	Click on (3D) GO to change scene by name
5	DMTButtonScene.cs	Scripts for UI-Button Interaction (go Scene or Quit)
6	DMTKeyGoScene.cs	On Key go to another Scene
7	DMTDontDestroy.cs	Do not destroy GO in new Scene
D	Multimedia onClick on GO	
1	DMTPlayAudio.cs	Play Audio (Toggle)
2	DMTPlayAudioGO.cs	Play Audio with another GO click
3	DMTPlayVideo.cs	Play Video (Toggle)
4	DMTPlayVideoGO.cs	Play Video with another GO click
E	Trigger Events	
1	DMTTriggerScene.cs	Change Scene when trigger is fired
2	DMTTriggerAudio.cs	Play Audio when trigger is fired
3	DMTTriggerVideo.cs	Play Video when trigger is fired or pause when exit
4	DMTTriggerHide.cs	Hide when trigger (with collider) is fired
5	DMTTriggerShowToggle.cs	Show & Hide when trigger (with collider) is fired
6	DMTTriggerTime.cs	Shows round time and clock time for racing games
7	DMTTriggerCollectText.cs	Hide and Count and show Text (TPro) when trigger for ballgame (with freecam und rollerball prefab)
F	Info/Debug/Helper	
1	DMTConsoleLog.cs	Write Text into the console
2	DMTCursorOnOff.cs	Show or hide mouse cursor and lock/unlock it.