[IvyMoon](#)

Door + Gate - Open and Close it!

Enjoy! Here are the steps :

1. OpenUnity
2. Import the asset
3. Open DoorExample scene in IvyMoon>Scenes
4. Import Unity FPSController to the scene:
   Assets>ImportPackage>Characters
5. Run the Scene and check out the different setups.You did it!

Script Explained:

Door:

- **Player:** a player distance check is made using this, attach this to the player

Type:

- **Swipe** - will slide the door open in a direction and slide back when closed
- **Hinge** - doors rotate using the models rotation, center the models axis in a 3d modeling program to be over the hinge position of your door
- set the hinge distance at most to 175 - higher than this may miss the code - 180 and up will not work - hinges cannot do a 360 degree turn because they check a distance value that only goes to 180
- **MoveToWaypoint** - Door will move to the transform of a game object you choose to be the waypoint

- **Waypoint:** set the object that will be the waypoint. A yellow sphere will appear in the scene at its transform.
- **Activate Target:** if using a different gameobject as the activation target place it here, this is helpful for centering a hinge gate's activation range
- **Distance Trigger:** if true the script will check player distance to control the opening and closing of doors. If set to false the door will need to be opened by a trigger
- setting openNow = true will open the door. This is how to communicate to this script from somewhere else
- **Show Open Range**: show range (red) in scene window
- **Open Range:** set the size of the door opening trigger

- **Show Close Range:** show range (blue) in scene window
- **Close Range:** if close range is set to 0 then the door will not close. any other value will have the door close based on player distance from trigger
- **Swipe Distance:** set how far the door will move when using a swipe door
- **Movement Speed:** set how fast the door will move
- **Hinge Distance:** pick within this range for hinged door open angle
- **Sway Buffer:** how much the hinge door will move when settling in to its open and closed position
- **Open Sounds:** set of sounds to be picked from to play the door moving sound

Thank you for your support!

If you have any questions or comments please contact ivymoongames@gmail.com