

DOOR INTERACTION KIT V1.2
DOCUMENTATION

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Introduction

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Pack includes: The Door Interaction Kit is a starter for door interactions, it allows you to open and close doors with a single button press, set the angle, speed of opening and custom sounds effects. You can choose to lock, apply planks and collect keys to open them. You can open Doors, Lockers and Drawers. You can even spawn objects within drawers!

IF YOU NEED HELP: Refer to my tutorials here (<https://speedtutoruk.gitbook.io/door-interaction-kit-doc/>) or feel free to send an email!

Email: speedtutoruk@gmail.com

Website: <http://www.speed-tutor.com>

CHECK OUT THE ONLINE DOCUMENTATION FOR SETUP HERE: <https://speedtutoruk.gitbook.io/door-interaction-kit-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 “**Door Interaction Kit**”.

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 “**Door Interaction Kit - DemoScene**” to see the vitals system in action, or use this scene as your initial base of your project.

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!

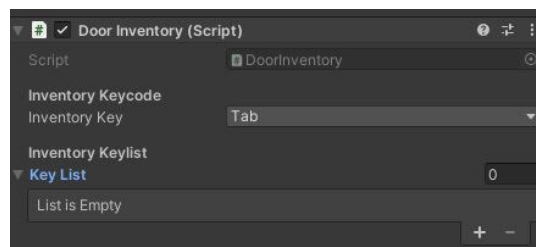
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Getting Started - Setup

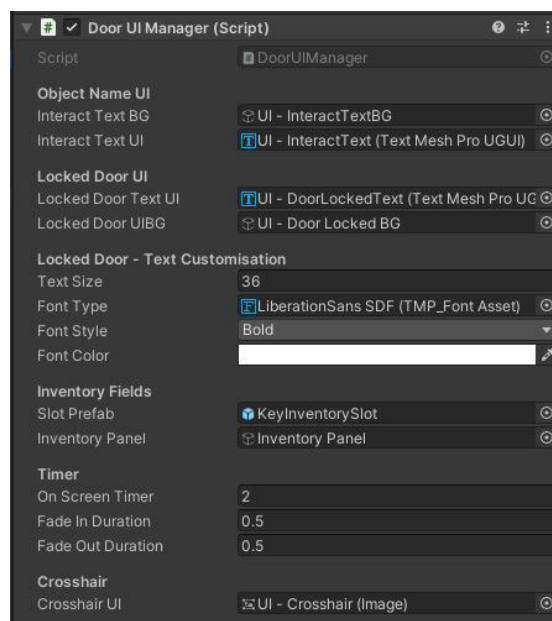
Up to date setup on the **ONLINE DOCUMENTATION HERE:** <https://speedtutoruk.gitbook.io/door-interaction-kit-doc/>

BEFORE YOU START: You could add the “1- DoorInteractionKit_Full_DemoScene” prefab to your scene if you want a really quick start!

1. Add the **FPSController** object from the prefabs folder into your scene and make sure the **DoorInteractor** script is attached.
 - a. RayLength can be 5
2. Add the:
 - a. DoorInventory (The input for opening the inventory)



- b. DoorUIManager (All the elements to the UIs)



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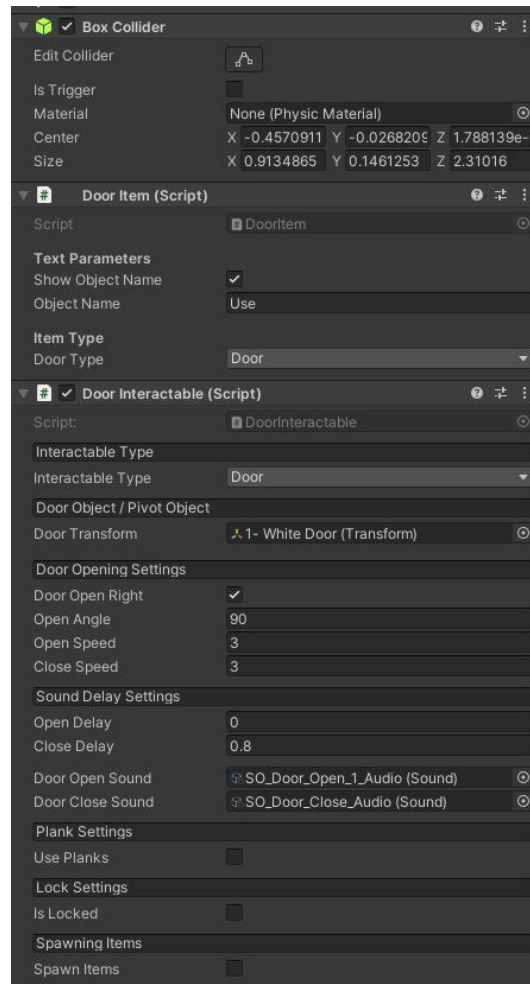
- c. DoorAudioManager (Which has all sound scriptables in the array)



- d. All these managers can be seen with usage in the online documentation

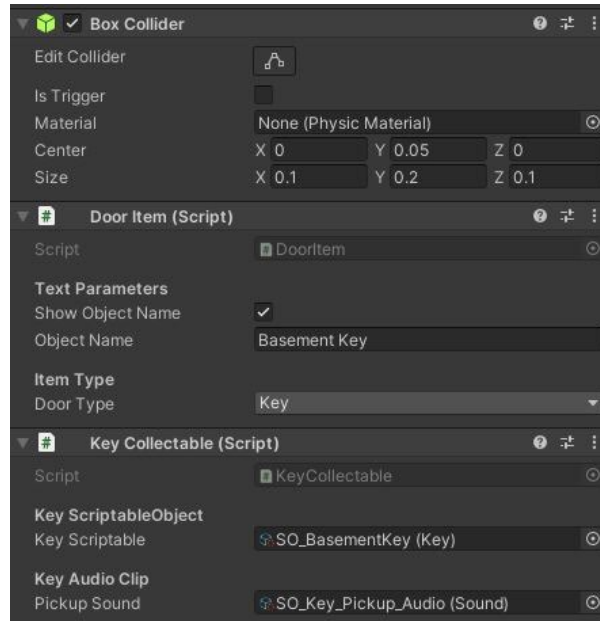
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3. You can add a door to your scene and make sure it is setup as such
 - a. Box Collider
 - b. Door Item script
 - c. Door Interactable script



4. You can add Keys to your scene by adding a prefab and these will have scripts:
 - a. Box Collider
 - b. DoorItem script
 - c. Key Collectable

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5. Add the Canvases: Crosshair Canvas, Door Text Prompts Canvas, Door Inventory Canvas
6. If you want to learn how to add planks to block the door and spawning objects, please checkout the online documentation here: <https://speedtutoruk.gitbook.io/door-interaction-kit-doc/>

Patch Notes

V1.3 - April 2024 (IN DEVELOPMENT)

- Added brand new chest example with upper rotating lid
- Added brand new chest of drawer example with sliding drawers
- New UI prompt when key is collected and name is displayed
- Added a new UI prompt when the door is unlocked
- Added a brand new queue system for notifications that appear together, meaning they won't be missed if they overlay
- Added the ability to select X, Y or Z axis for opening doors
- New Sound Effects
 - Added 3 new chest effects for opening and closing
 - Added 10 new wooden drawer effects for opening and closing
- UI Updates:
 - Added Horizontal layout group to Interaction Prompt UI, so you can show and hide parts that might be useful for your game
 - You can now fade the inventory opening and closing
 - Reordered Text Prompt canvas to render on top of the inventory panel
- DoorUIManager
 - Optimised ShowInteraction options method to remove if-else logic
 - Added new ShowIcon, show prompt and show interaction name method for connection to DoorItem update
 - You can control the speed at which the inventory fades from this script
 - Renamed lockeddoortext to notification to be more generic
 - Added new pooling logic for inventory slots to avoid instantiating and destroying continuously
 - Refined fading logic to make sure the code is reused across inventory opening and notifications appearing
- DoorItem
 - You can disable the Icon, Key Prompt Text and interaction name separately
 - Renamed enum to Door or Drawer to make it more easily understood
- DoorInteractable:
 - Added a brand new variable to select what angle you want to rotate the door around, giving more flexibility
 - Split the code to make it more readable by creating sperate methods for HandleDoorRotation and HandleDrawerMovement, to keep it away from the update method
 - Refined the update method to have a smaller switch/case statement for readability
 - Added a new method for RotateTowards to optimise double usage of Slerp and make it more readable
 - Split the HandleDrawerMovement and MoveTowards for drawer movement for splitting the logic

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V1.1 - June 2023

- Created new DoorInteractor script for raycasting
- Removed ButtonRaycastDoorScript and merged into DoorController
- Added 3 brand new PBR doors to the scene
- Added a Set of PBR keys to the scene
- Added PBR drawers and lockers
- Added new DoorAudioManager script
 - Created a delay method for delaying audio effects
- Created a new DoorItem script to manage all doors
- Created a new UI manager to maintain all UI elements
- Refactored the DoorInteractable
 - Added new scriptableobjects for sounds
 - Refined functionality with less code
 - Created a brand new custom inspector for this script
 - Added code to open & close the door with interpolation rather than animations
 - Added custom functionality for unlocking doors with keys
 - Added functionality for planks to block usage of a door
- Created an Inventory System for collecting keys
 - Created set of icons for collected keys
 - Added custom inventory UI for visuals
 - Created prefab for inventory slots for easy usability
 - Created ScriptableObjects for Keys
 - Added UI for removing keys
- Added new functionality for locking of the door
 - Added custom sound effects when it is locked
 - Added custom UI text for UI locking with fades
- Created a KeyCollectable script for collecting keys
 - Added key pickup sound effects
- Added a locker example to the scene
 - Lockers act like normal doors and can be locked
 - Added new sound effects for opening locker doors
- Added custom drawer functionality
 - You can now spawn objects within drawers with the provided event
 - Added PBR drawers to the scene
 - Can now open and close these drawers
 - Lock drawer functionality
 - Added sound effects for opening drawers

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Contact

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If you have any problems with the pack or have some ideas for new models you'd be interested in, please feel free to contact me.

Email: speedtutoruk@gmail.com

Website: <http://www.speed-tutor.com>

YouTube: <http://www.youtube.com/user/speedtutor>

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