Advanced Building System - nDev Studios

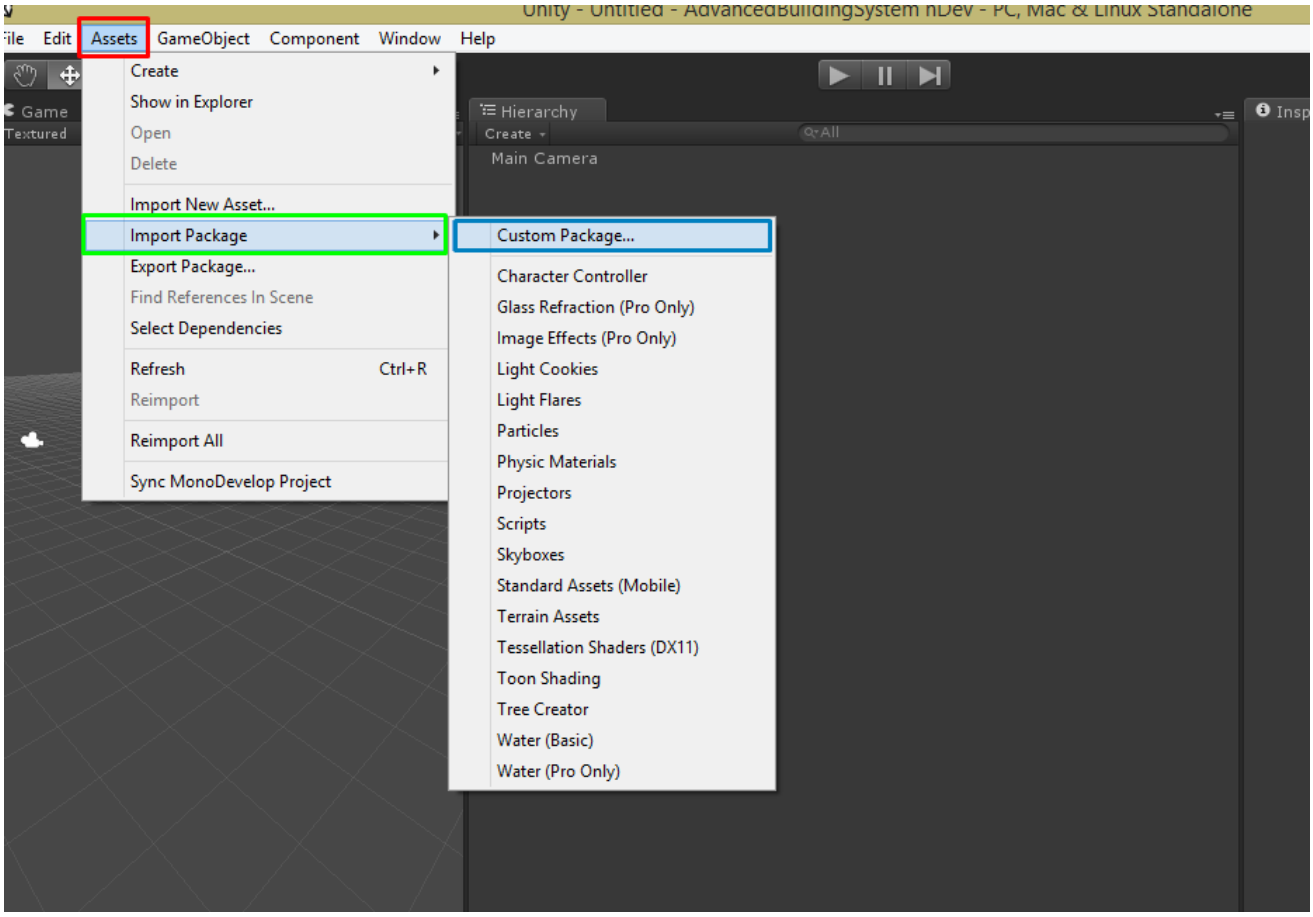
Welcome to Advanced Building System documentation.

Developers : nDev Studios

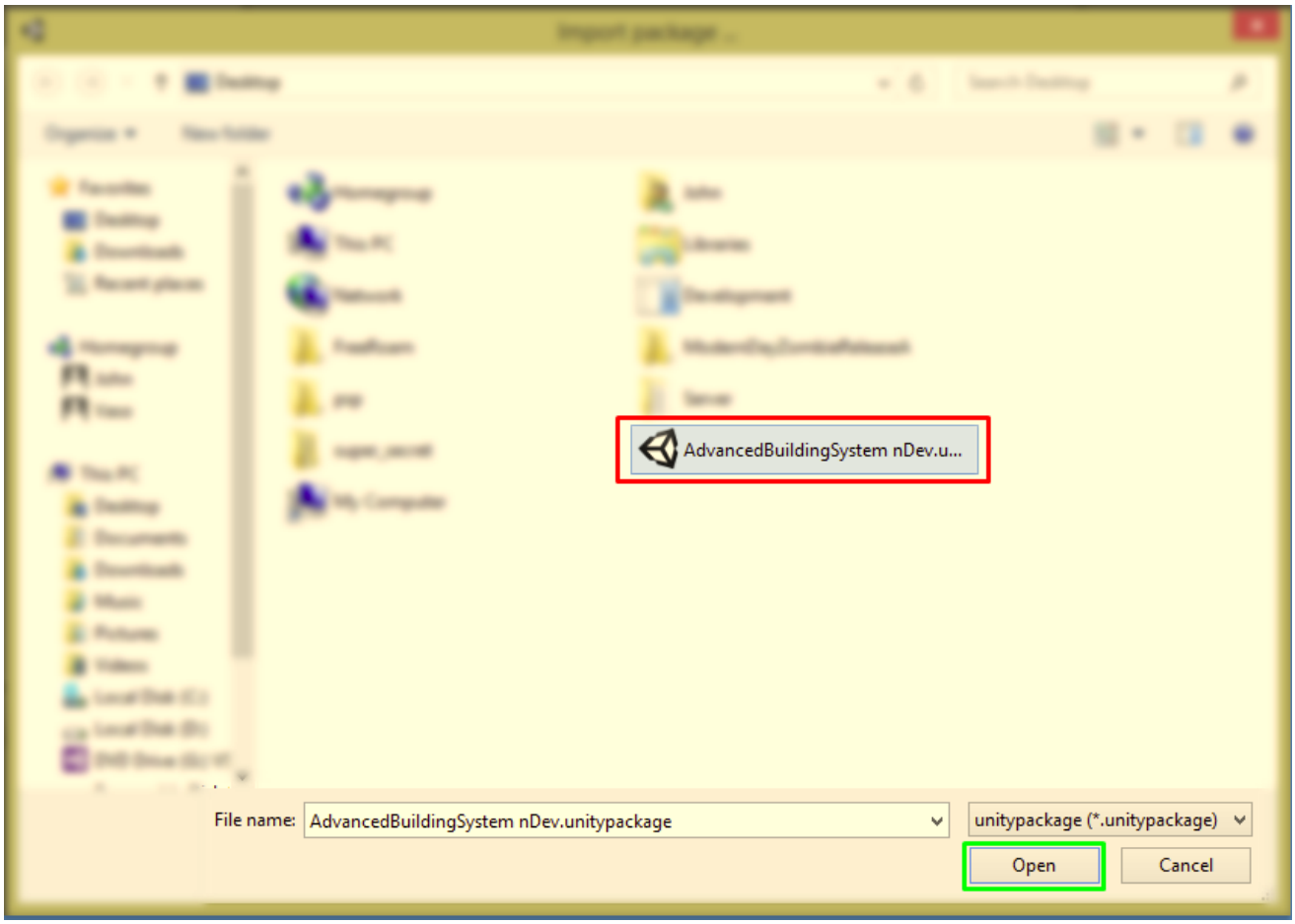
Version : 1.0 Alpha.

Documentation is based on Unity 3D 4.3.3 version.

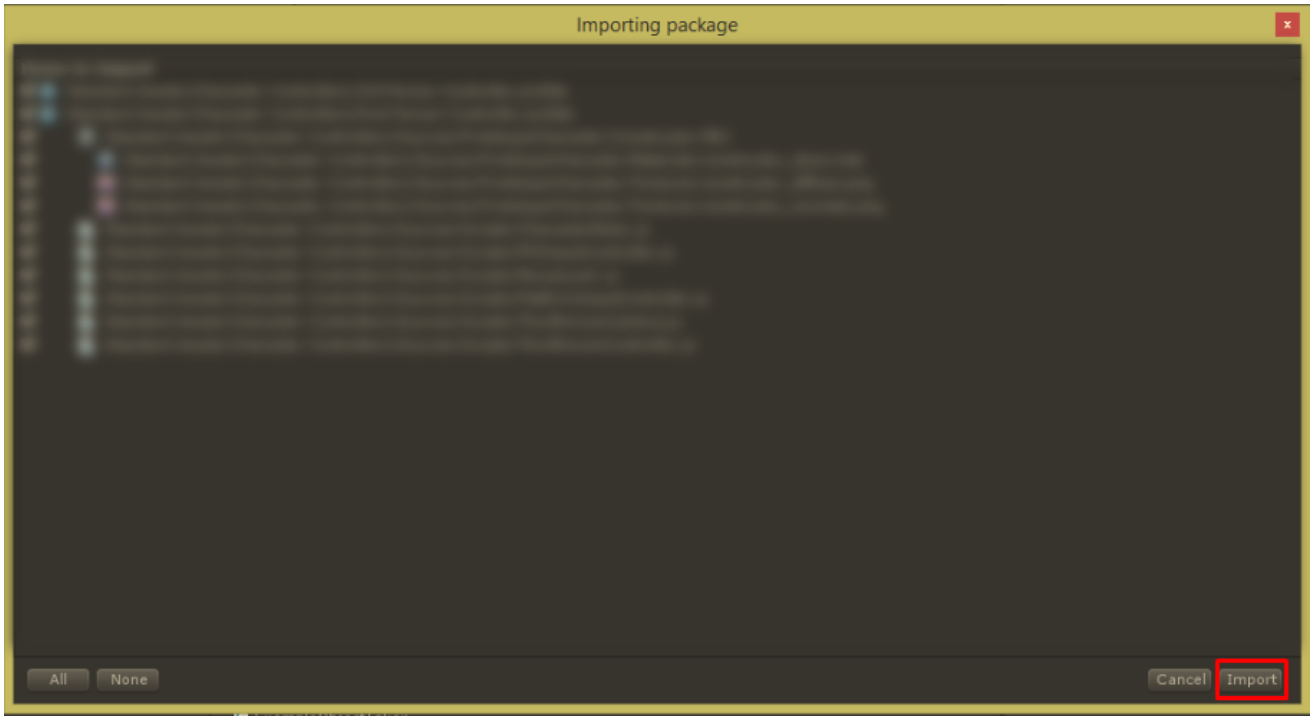
1. How to import Adcanced Building System in Unity 3D



Click Assets [Red] >> Import Package [Green] >> Custom Package [Blue]



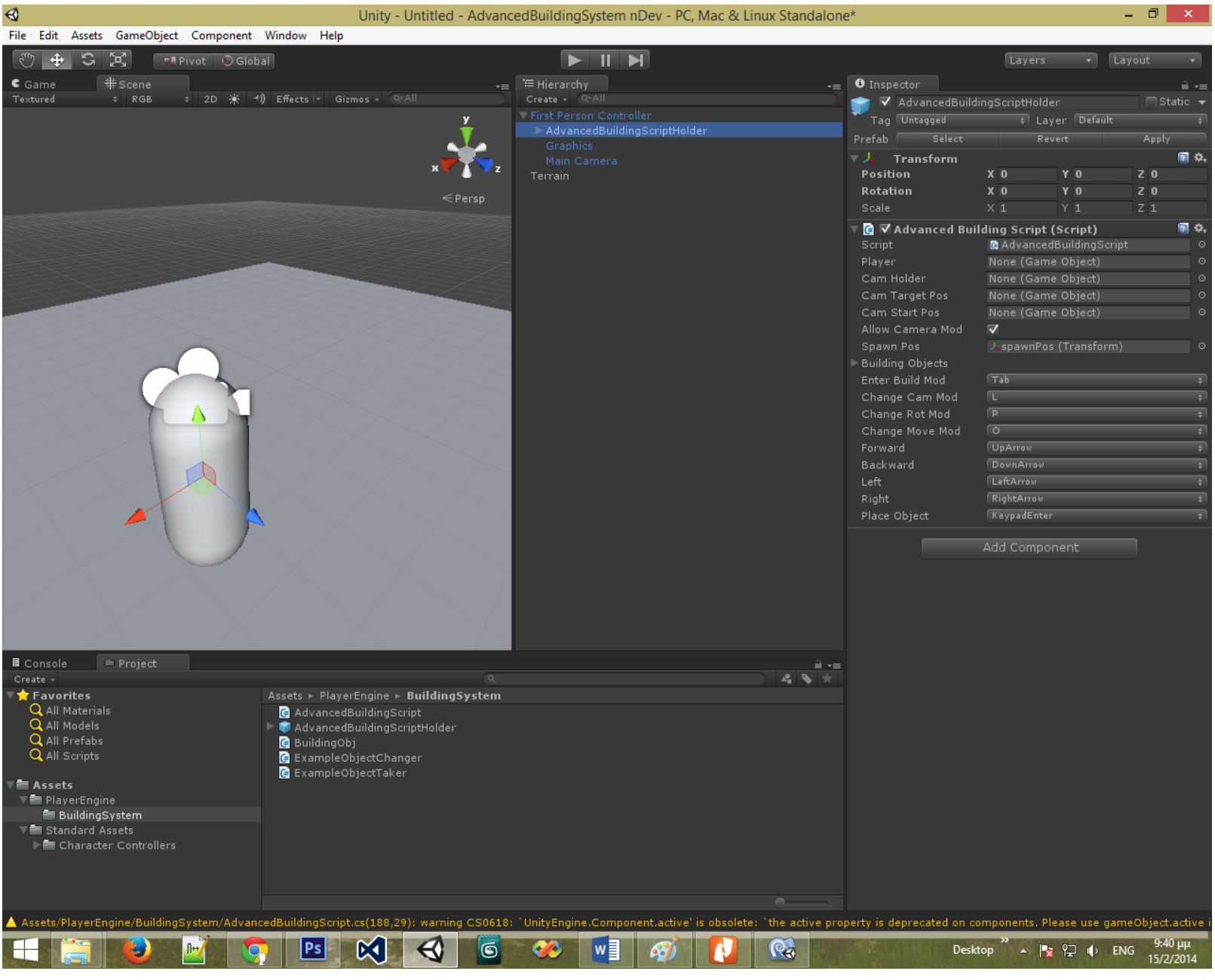
Select the package [Red] and then click Open [Green]



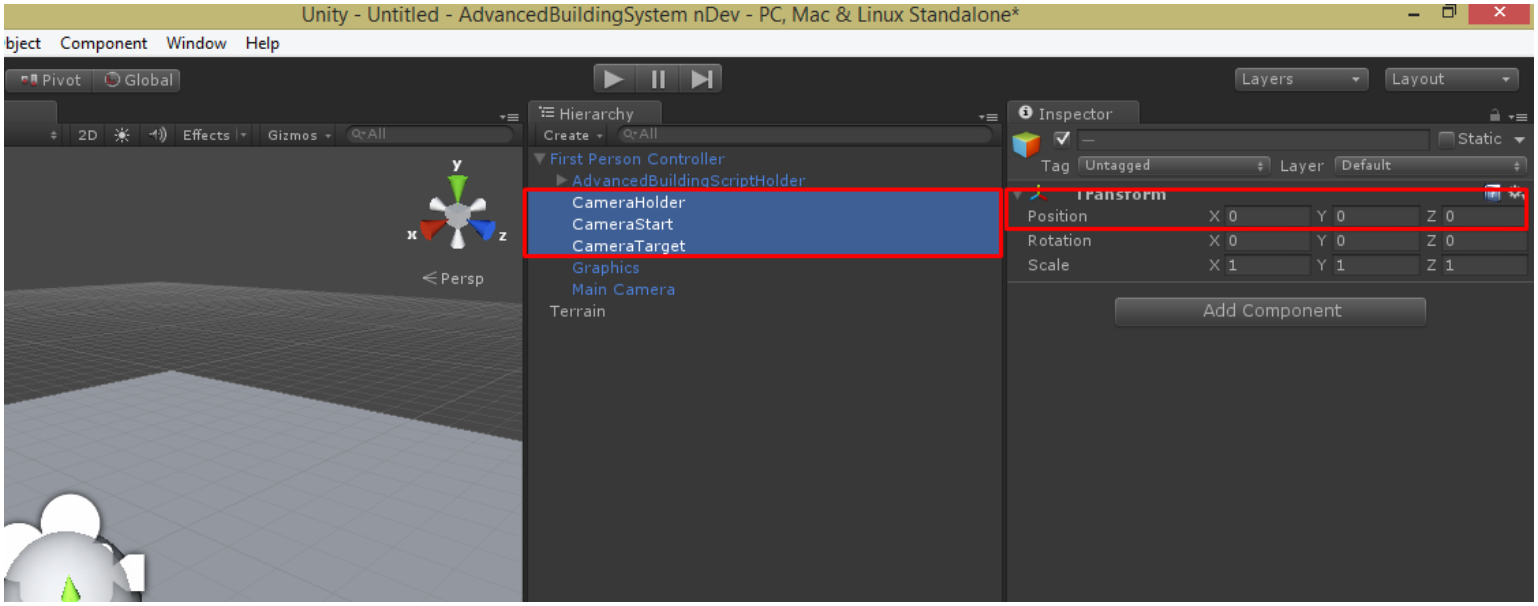
Click Import [Red]

2. How to set up Advanced Building System

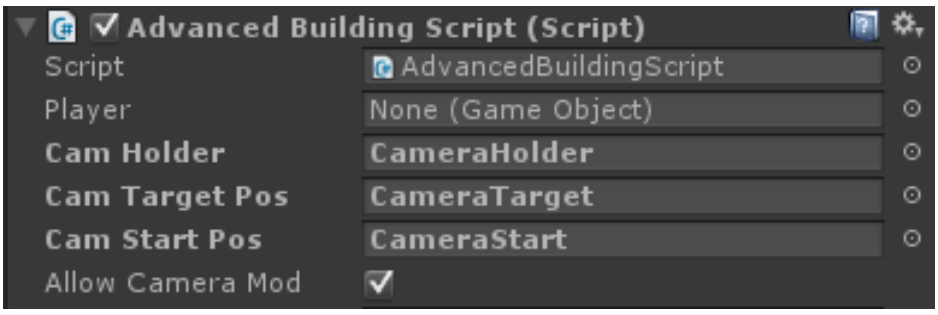
Create a new Scene. Then add your player, in our example we will add the default First Person Controller. Now go GameObject >> Create Other >> Terrain to make your terrain. Now place your First Person Controller where ever you like on the terrain. Now attach the AdvancedBuildingScriptHolder prefab in First Person Controller or to your player. If you did everything correct then you have to see something like this.



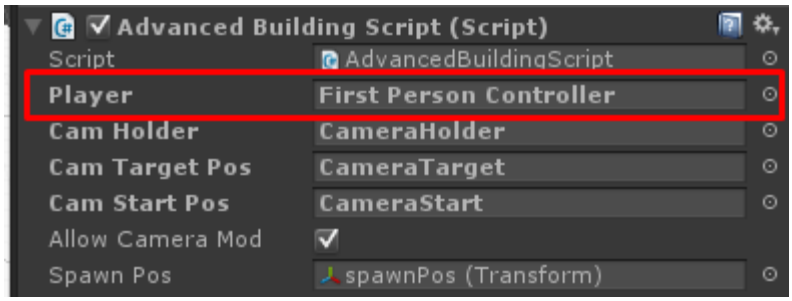
Now , if you want to allow your player to enter 'Camera Mod' (When the selected key is pressed the camera moves upwards and rotate itself enough to be able to see better in order to build) then create 3 new empty GameObjects (GameObject >> Create Empty). Rename the first GameObject as "CameraHolder", the second as "Camera Start" and the other one as "CameraTarget". Now attach all that 3 GameObjects in your player, in our case to the First Person Controller, then change the position (X,Y,Z) all to 0. If you did everything you have to see the following result :



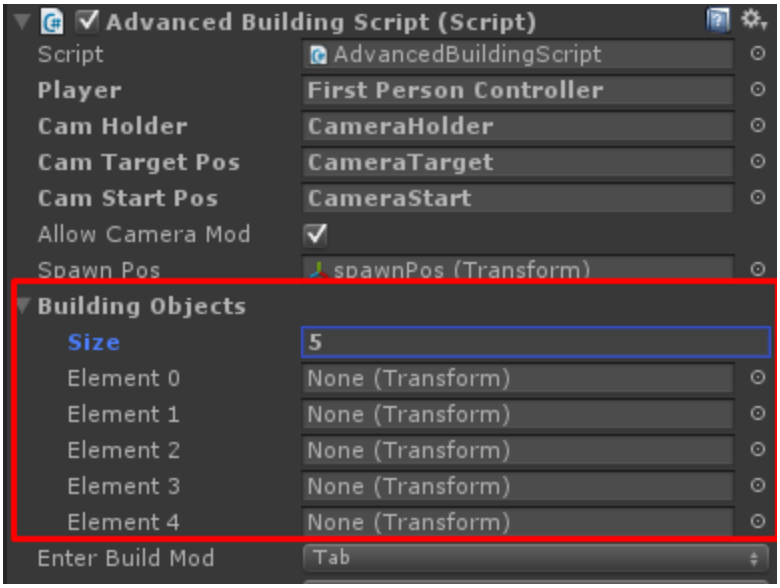
Now attach your MainCamera to the CameraHolder GameObject (Click 'Yes' to the pop up dialog). Then select CameraStart GameObject and change the Y Position to " 15 " and the X Rotation to " 25 ", note that you can modify the value for your needs. Last but not least, go to AdvancedBuildingScriptHolder and attach the 3 GameObject we create as you can see bellow :



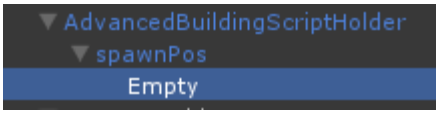
Now go again to AdvancedBuildingScriptHolder and attach your player in our example is the First Person Controller.



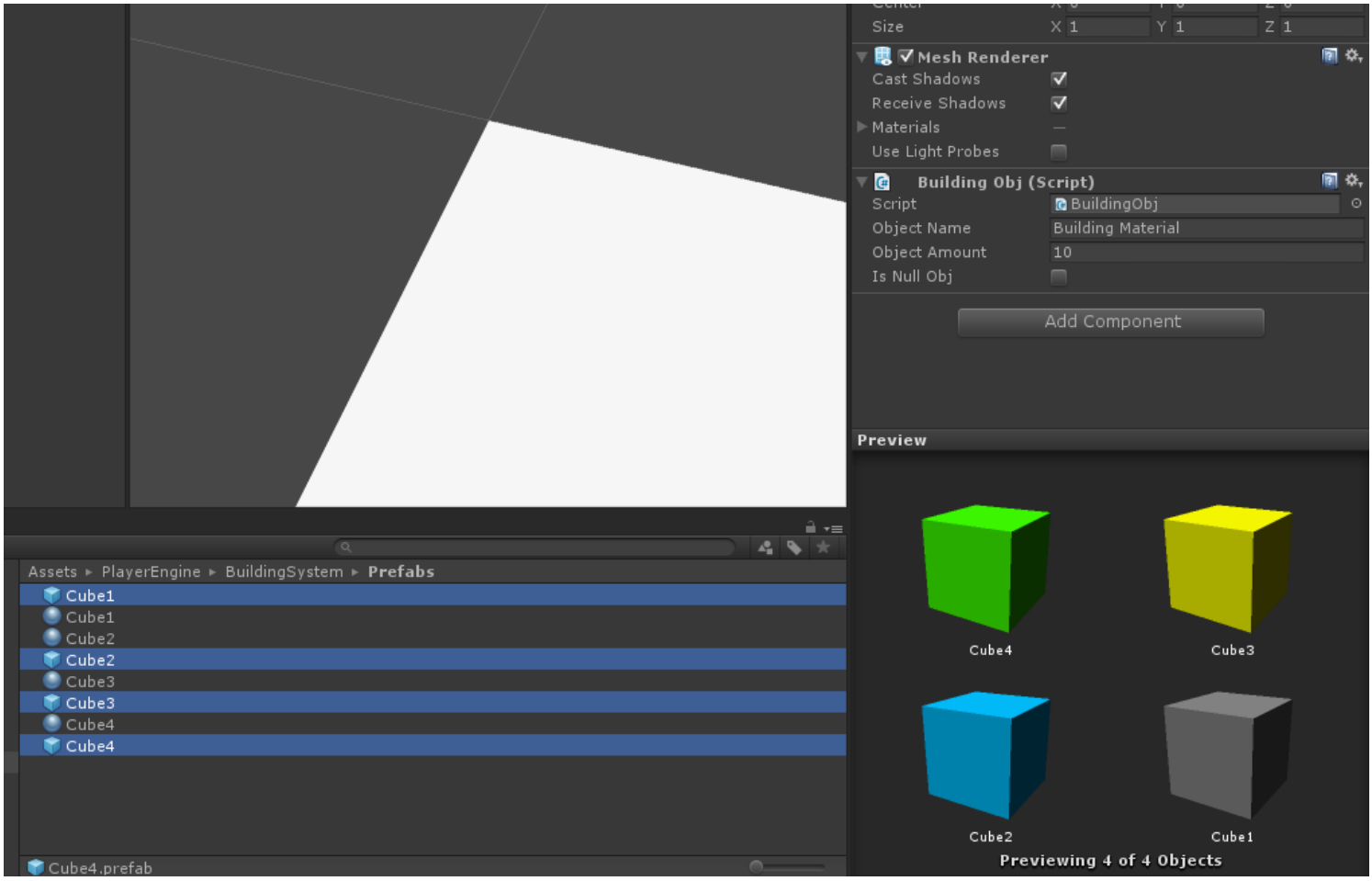
Lets now add our objects we want the user to have in order to build.
Go to AdvancedBuildingScriptHolder and then click to Building Objects arrow in order to unfold it. Now type in the textbox as many objects as you want, in our example i will use 4. So REMEMBER on the text box type ALWAYS one more, i want to have 4, so i will type 5.



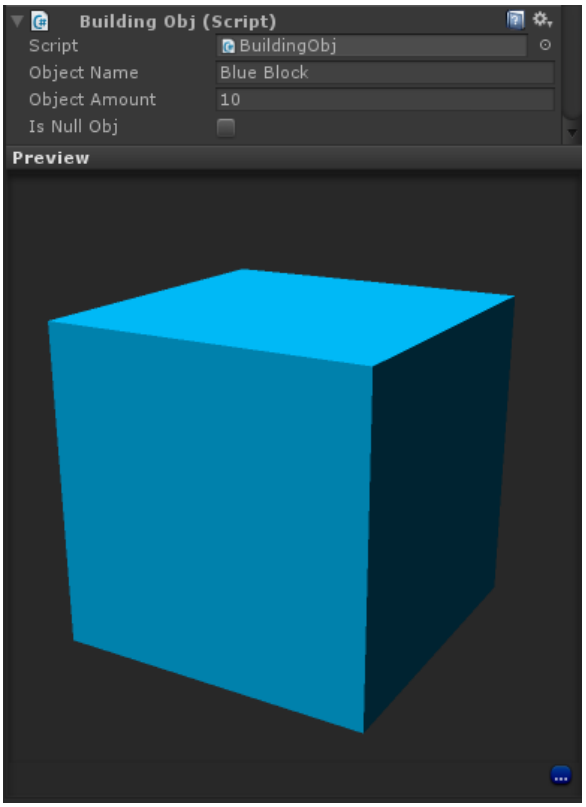
Now create an empty GameObject (GameObject >> Create New) and rename it as Empty and attach it to the spawnPos GameObject located at AdvancedBuildingScriptHolder.



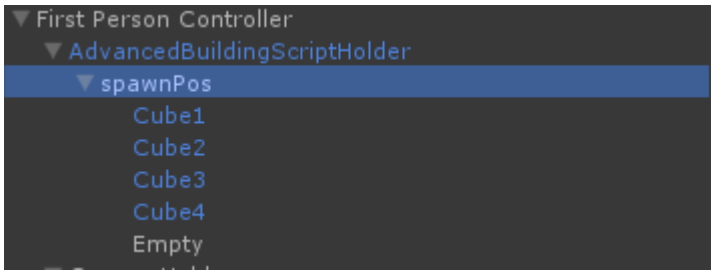
Now make 4 (or what you typed) prefabs with your models and attach the BuildingObj script on them. For this example i will use cubes as modesl.



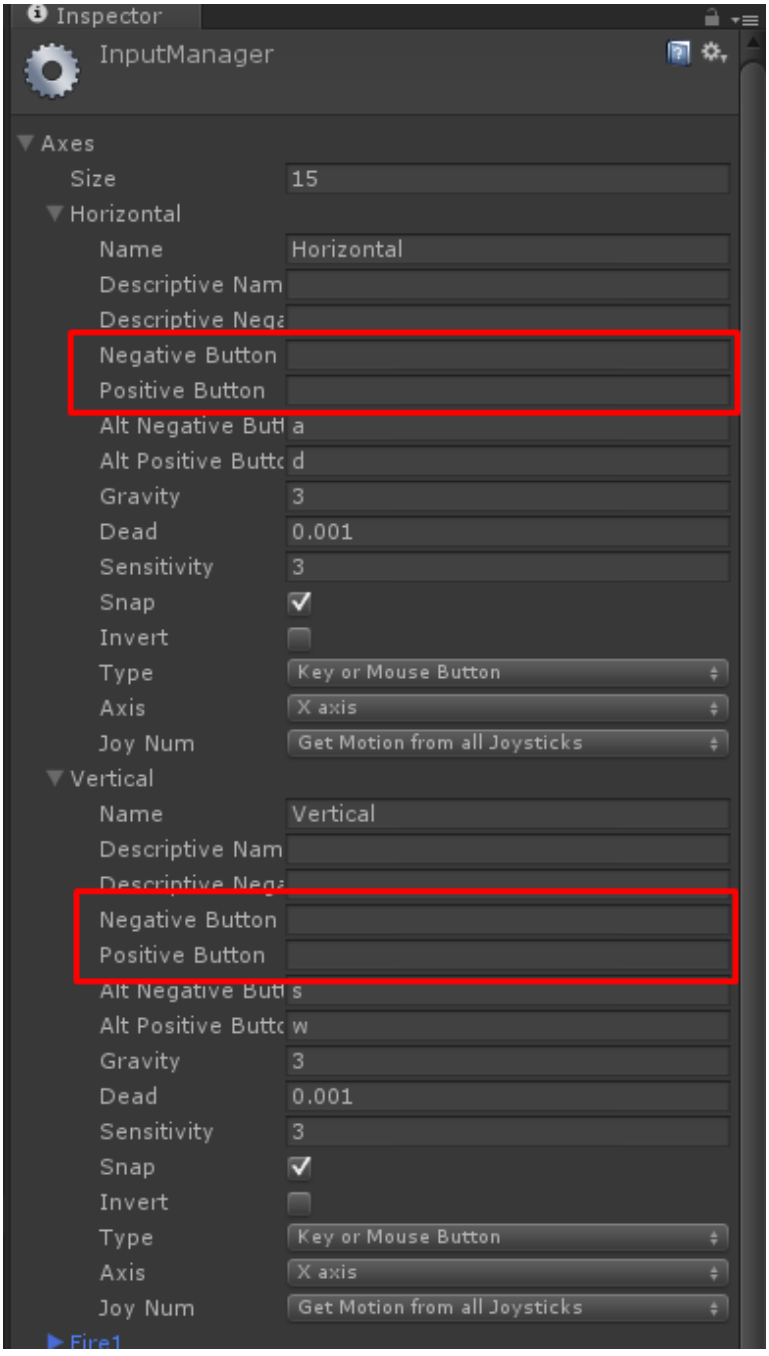
As you can see the BuildingObj script has an Object Name variable and an Object Amount, there you can type the name of the current object and how many the player has, note that you can change the amount at runtime though a script (there is an example script for it (ExampleObjectTaker.cs)). Note that the name is not used currently but it would be used in the next update.



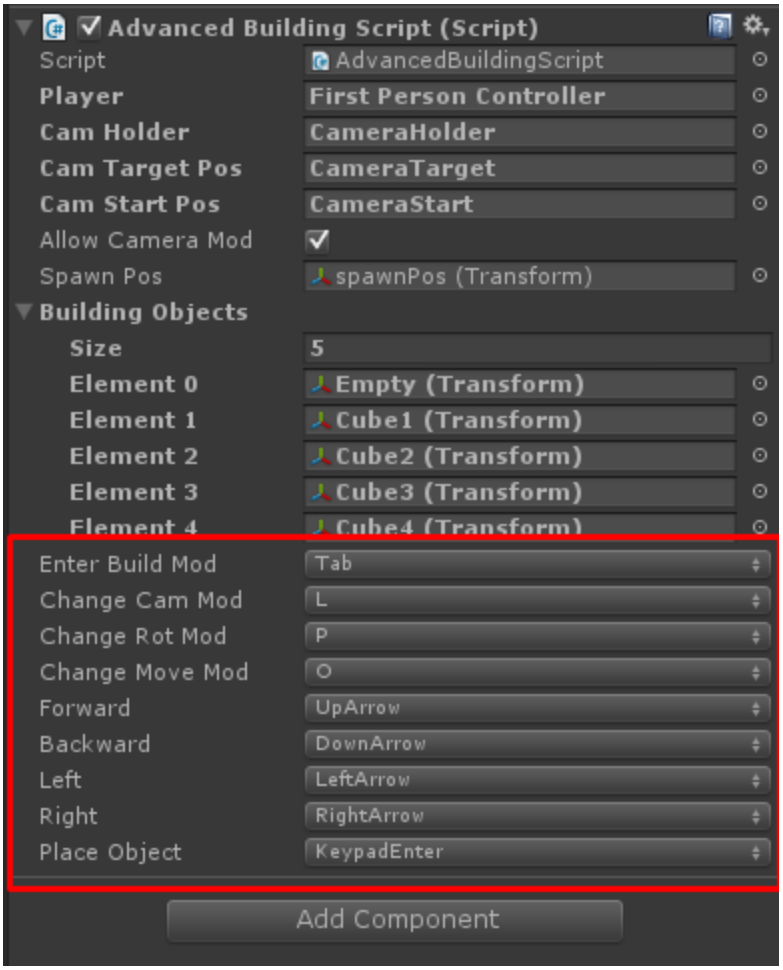
Now you have to attach all your prefabs you made in the spawnPos which is located at AdvancedBuildingScriptHolder GameObject. Then select AdvancedBuildingScriptHolder GameObject and attach your GameObjects which are located to spawnPos in the BuildingObjects located at AdvancedBuildingScriptHolder GameoObject at AdvancedBuildingSystem script REMEMBER to assign the Empty GameObject at Element0 as you can see to the images bellow :



Now Select The spawnPos GameObject and change the Z position to '3.5' or to whatever you like. Moreover, if you now test it you probably face a problem when you try to move your building object the player is moving too, in order to fix it, go to Edit >> Project Settings >> Input and then click the arrow to Axis in order to unfold, then unfold the Horizontal and find Negative Button, it is now left, change it to a or whatever you like,do the same for the Positive Button, then unfold the Vertical and do the exact same thing as you can see bellow :



Finaly, take a look on the controls of our system, and as you can see you can modify everything you like.



Actually, everything you need to do in order to make the system work is done, now i will show you, how to change the selected object and also how to make your player "collect" the items. As you can see, for both functions we made 2 example scripts, with NO GUI, just for showing the funtionality.

Create an empty GameObject and attach to it both example scripts, the ExampleObjectChanger and the ExampleObjectTaker.
In order to "collect" more object you can use the following keys F1 F2 F3 F4 F5 F6 F7 F8 F9 , all of them would add 5 on the first second third fourth fifth sixth seventh eighth ninth respectively.
So that script works only for 9 objects because its just an example.
In order to make one that add for all your objects just make a script and where ever you want call this :

```
buildingSystemHolder.GetComponent<AdvancedBuildingScript>().AddObjectAmount (objectIndex,addNumber);
```

And at 'ObjectIndex' type the number of the element that corresponds to the object you like. And at 'addNumber' type the amount you want to add.
And in order to change between the objects you have you can use the numbers from 1 to 9, as before working for 9 objects only, in order to make your own script and call them call this :

```
buildingSystemHolder.GetComponent<AdvancedBuildingScript> ().ResetObjects ();
AdvancedBuildingScript.CurrentObj = indexToSelect;
```

And at indexToSelect type the int from 1 to +infinity and it will select the element that corresponds to that int.

And thats all, thanks for reading and for using our Advanced Building System. For any question please make sure that is not answered in this documentation and then email at ndevstudios@gmail.com

Best regards, nDev Studios.