

Advanced Building System - nDev Studios

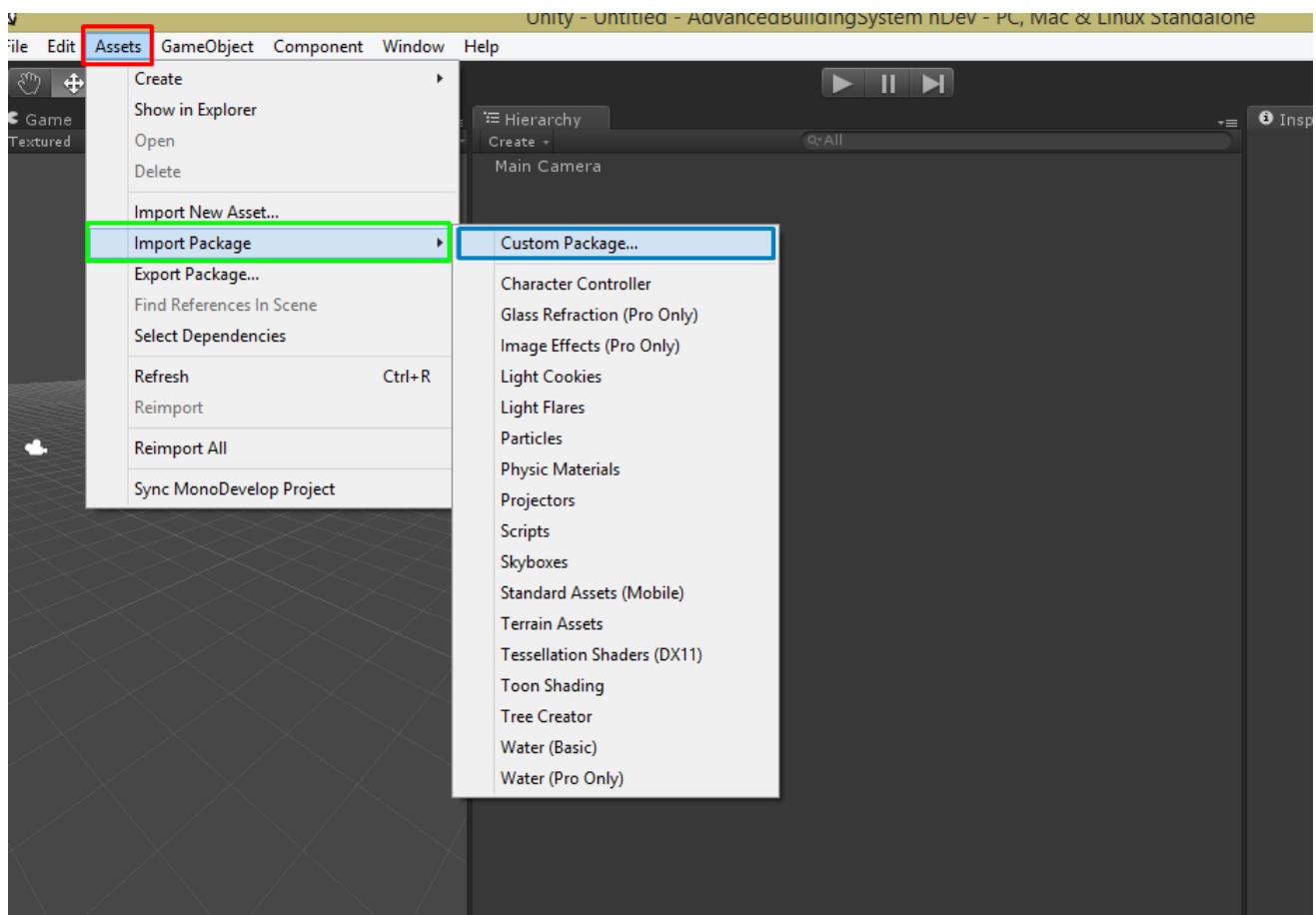
Welcome to Advanced Building System documentation.

Developers : nDev Studios

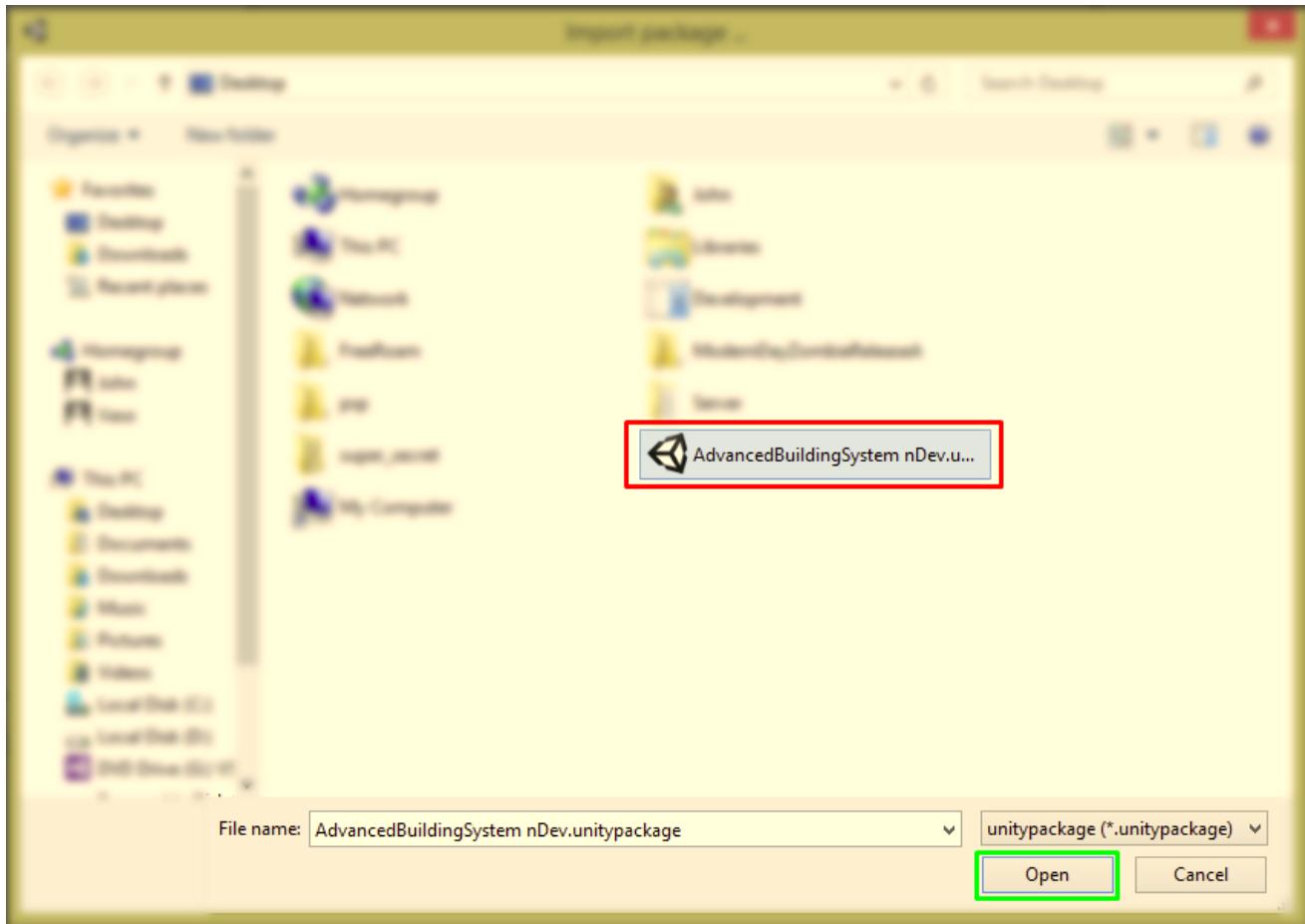
Version : 1.1

Documentation is based on Unity 3D 4.3.3 version.

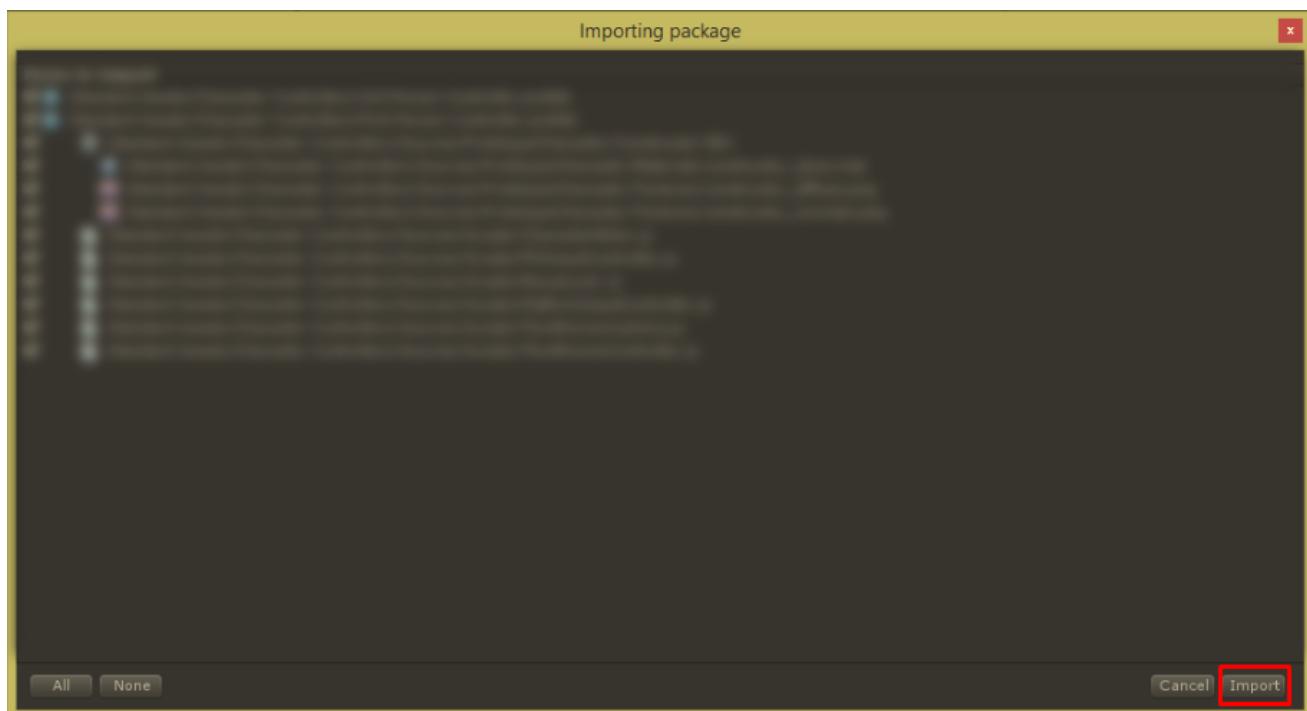
1. How to import Advanced Building System in Unity 3D



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



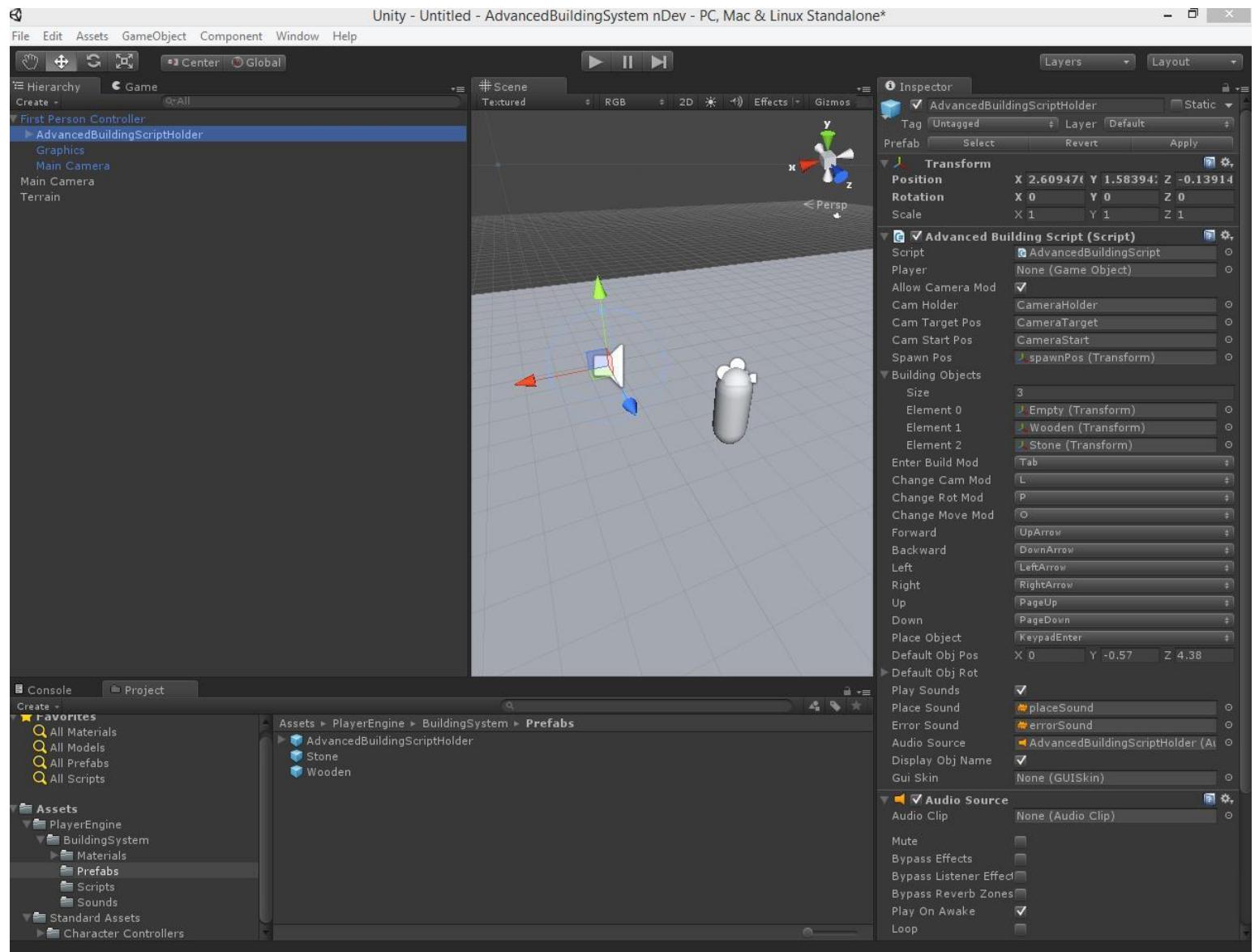
Select the package [Red] and then click Open [Green]



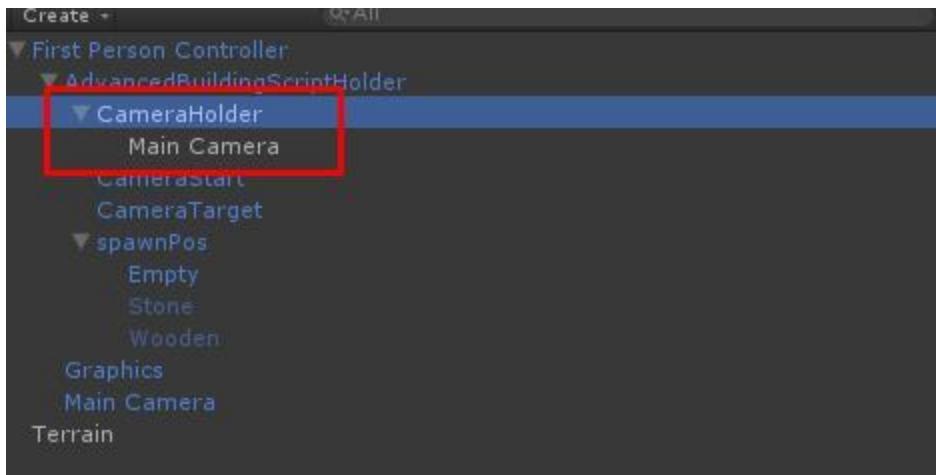
Click Import [Red]

2. How to set up Advanced Building System

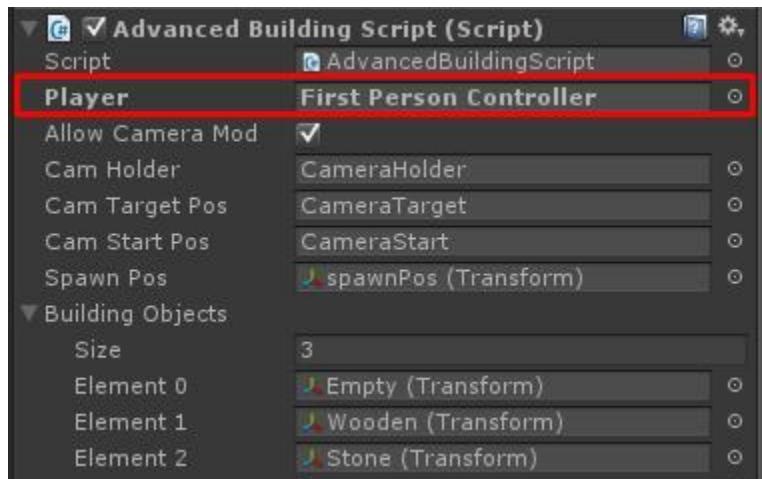
Create a new Scene. Then add your player, in our example we will add the default First Person Controller. Now go GameObject >> Create Other >> Terrain to make your terrain. Now place your First Person Controller where ever you like on the terrain. Now attach the AdvancedBuildingScriptHolder prefab in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



Now attach your MainCamera to the CameraHolder GameObject located at AdvancedBuildingSystemHolder (Click 'Yes' to the pop up dialog).

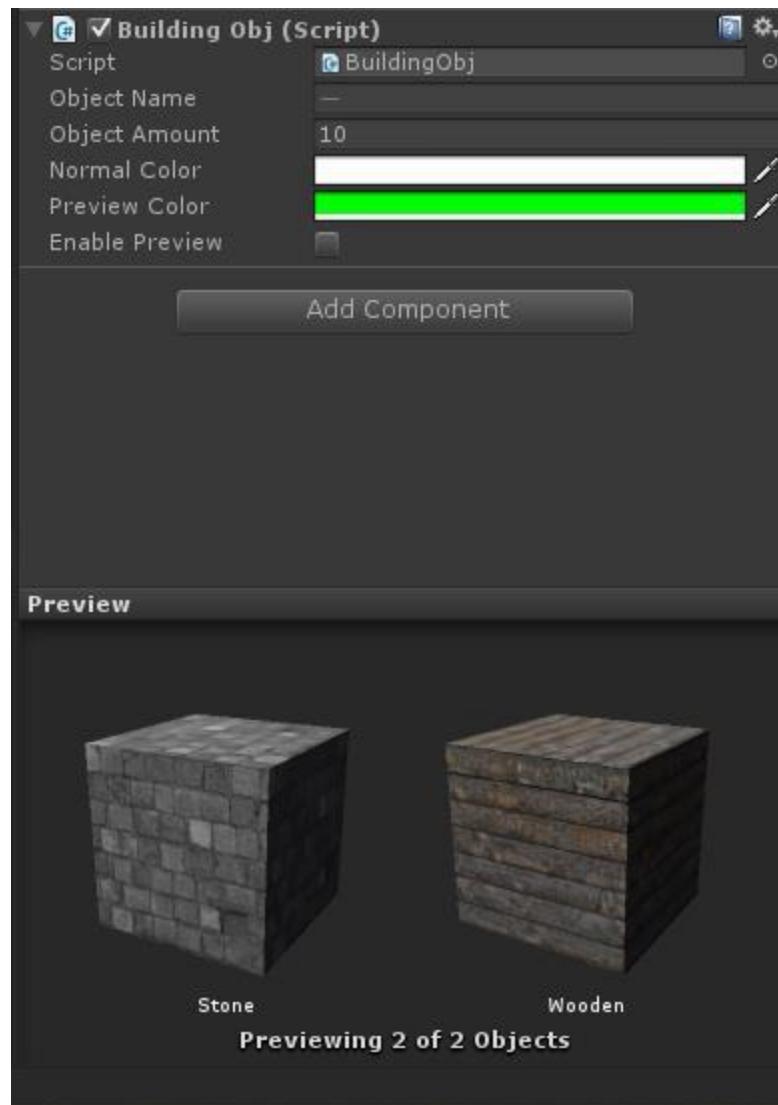


Now go to AdvancedBuildingSystemHolder and attach your player, in our example First Person Controller



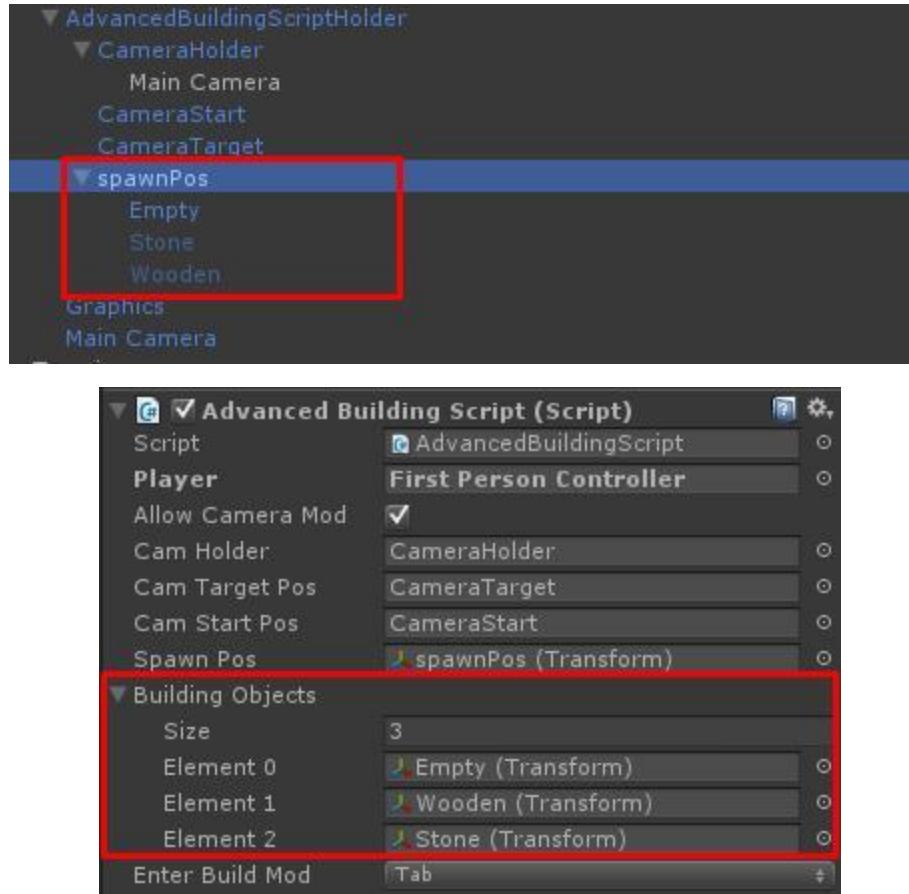
Now, in order to add more gameobject as building object in your system,you have to attach your models/prefabs to the spawnPos GameObject, then on every model you added, click add component and attach the Building Obj script on it.

If you did everything correct then you will have to see something like this



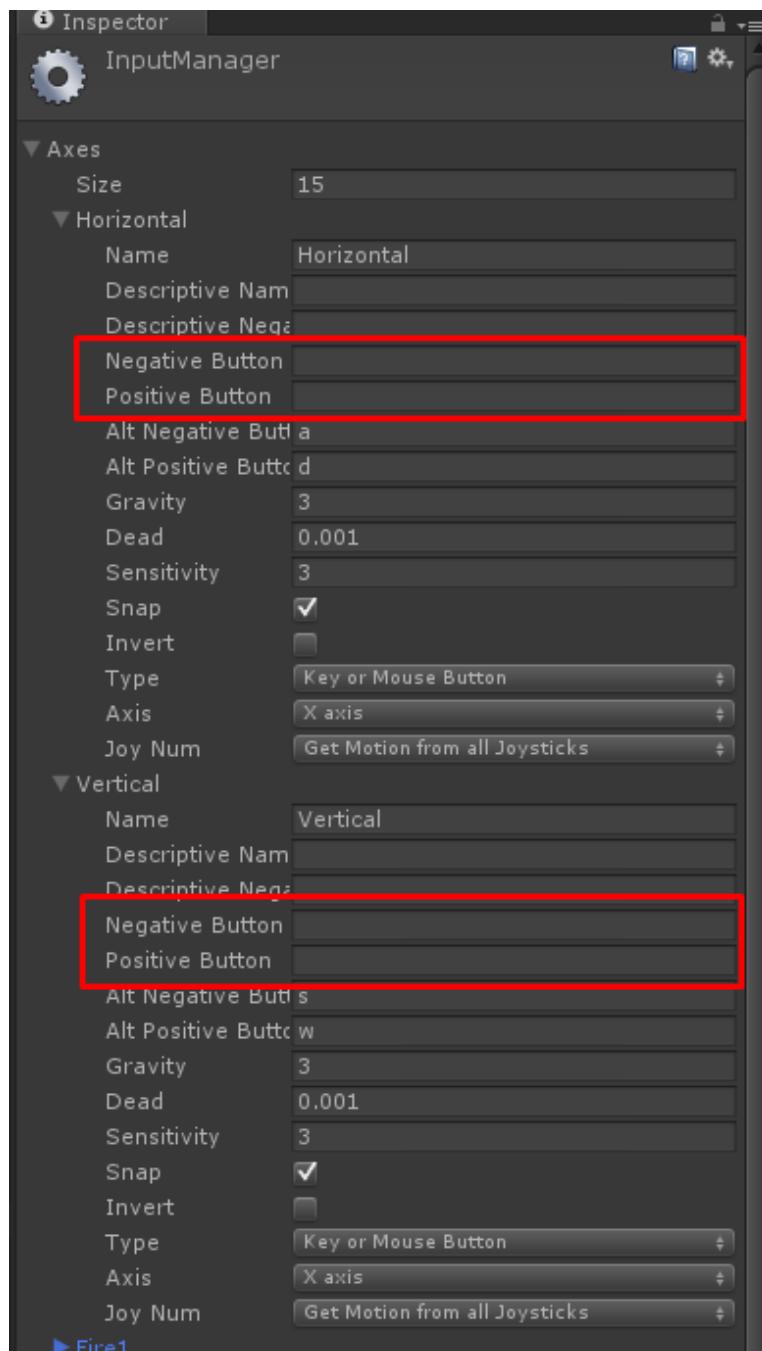
As you can see the BuildingObj script has an Object Name variable and an Object Amount, there you can type the name of the current object and how many the player has, note that you can change the amount at runtime though a script (there is an example script for it (ExampleObjectTaker.cs)). Also as you can see there are two color pickers, the Normal color is what color the material of the object have normally and is default at White, then the preview color is what color the material of the object would have when you are going to place it for preview, the default on it is green.

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 GameObject at AdvancedBuildingSystem script REMEMBER to leave the Empty GameObject at Element0 as you can see to the images bellow :



As you can see that 2 objects are there from default, you can remove them and add your own just like i said before.

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 :



Finally, take a look at the full inspector, as you can see you can customize your controls, the default object spawn position/rotation, the sounds and the gui skin.



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 functionality.

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.