

# Class GSLight

## Description

This class is added to a game object which emits light to allow turning on and off.

It does this by:

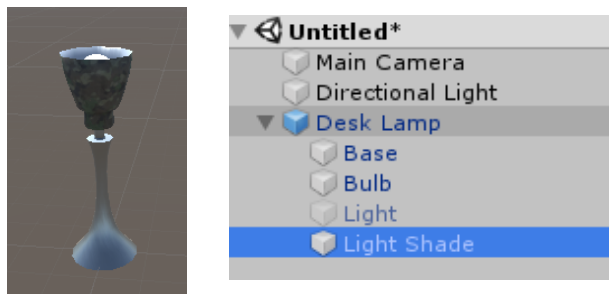
1. Turning on/off `UnityEngine.Light(s)` on the game object
2. Setting the emission of materials to make objects *glow* and emit light

## How to use

Below are the steps you need to take to add the GSLight class to your own light object as well as an example to show context

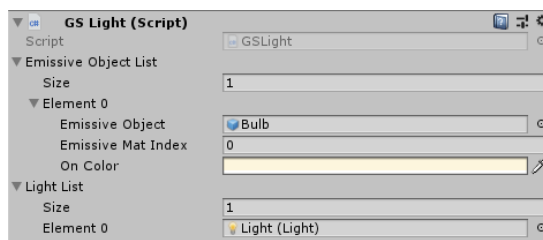
### Example

'Parent' Light game object called 'Desk Lamp'. The Parent has four children. The Base, Bulb and Light Shade each have a mesh and make the physical object. The Light game object is a `UnityEngine.Light`. Set the *Color* value appropriately.



To use this script:

1. Place the GSLight script as a component on your game object. This game object is a light such as a desk lamp, ceiling light, torch etc. This game object is referred to as the 'Parent game object' below



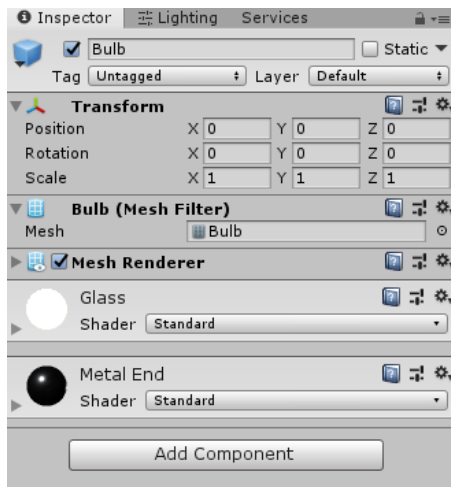
View of the Unity Inspector with the Desk Lamp selected in the Hierarchy

2. Set the GSLight properties in the Unity inspector on your parent game object
  - a. Emissive Object List (Size) - Set to the amount of emissive game object children within the parent game object
    - i. Add the object that you want to emit light to the emissive object.
    - ii. Set the Emissive Mat Index (emission material index) property to the material on the emissive object you wish to illuminate.

- iii. Set the *On Color* property to the desired emission color

#### Example

The Bulb object in this example has two materials assigned to it. Glass (for the bulb) and metal for the screw thread. Set the emission mat index property to the 0 – which is the first material for the bulb game object.



- b. Light List (Size) - Set to the amount of UnityEngine.Light objects you want to turn on/off
    - i. Drag the light from the Parent game object to the Element array
3. Use the public methods below to manipulate the state of the light (on or off)

#### Public Methods

The methods below are available.

```
public bool IsOn()
```

```
public void TurnOn()
```

```
public void TurnOff()
```

```
public void Toggle()
```