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For Support email to syazmedia@gmail.com

About Easy Interaction Pack

Targeted for the use of designers, architectural walkthrough creators, busy professionals and lazy people, Easy Interactions Pack is a set of prefabs and scripts that allows the user to quickly create simple proximity-sensor interactions just by dragging and dropping them into their scene.

For example, when the object or character gets into the Proximity Sensor - Open Website, it will automatically open up a website in a web browser.

This is very useful when the user does not have programming background or is too busy to spend time on small tasks. Using Easy Interaction Pack, the authors can concentrate on making the game/walkthrough look good instead of spending time scripting the simple interactions..

Easy Interaction Pack has these prefabs:

- Proximity Sensor - Open Website
- Proximity Sensor - Play Animation
- Proximity Sensor - Play Sound
- Proximity Sensor - PopupGUI
- Proximity Sensor - Load Level
- Proximity Sensor - Exit
- Click Sensor (Currently does not work for iPhones)
 - On Click - Open Website
 - On Click - Play Animation
 - On Click - Play Sound
 - On Click - PopupGUI
 - On Click - Load Level
 - On Click - Exit

Easy Interaction also comes with scripts that the user can apply to their own objects. Multiple scripts can be applied to the same objects making the object to play animation, sound and also open website in the same time.

Easy Interactions Pack has these scripts:

- EasyOnTriggerOpenWebsite.js
- EasyOnTriggerPlayAnimation.js
- EasyOnTriggerPlaySound.js
- EasyOnTriggerPopupGUI.js
- EasyOnTriggerLoadLevel.js
- EasyOnTriggerExit.js
- ClickSensor.js
- ClickSensorTransmit.js



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- ClickOpenWebsite.js
- ClickPlayAnimation.js
- ClickPlaySound.js
- ClickPopupGUI.js
- ClickLoadLevel.js
- ClickExit.js

.....



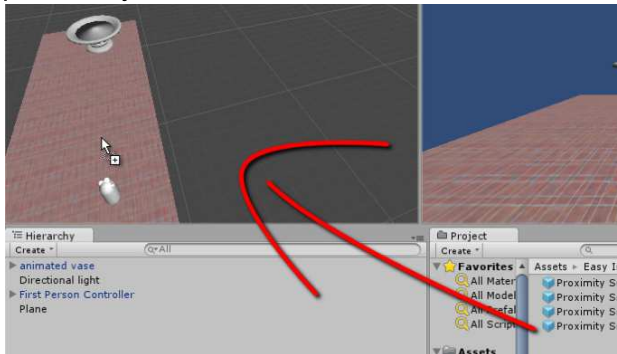
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You can also find the more detailed video version of the instructions from this Youtube Playlist:
<http://goo.gl/c5VH>

How to use Proximity Sensor - PopupGUI :

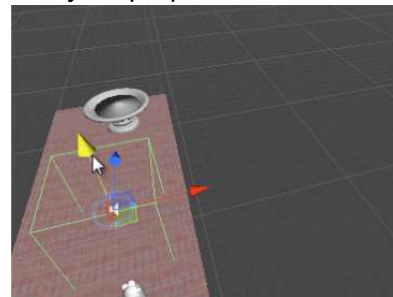
Step 1:

Drag and drop the Proximity Sensor PopupGUI prefab to your scene



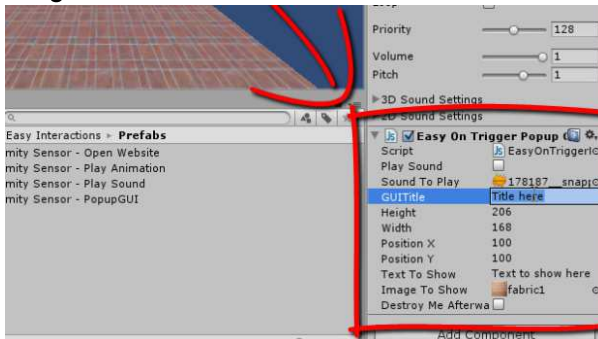
Step 2:

Move the Proximity Sensor- PopupGUI to the place you want it to be. You can rotate and scale it to fit your purpose



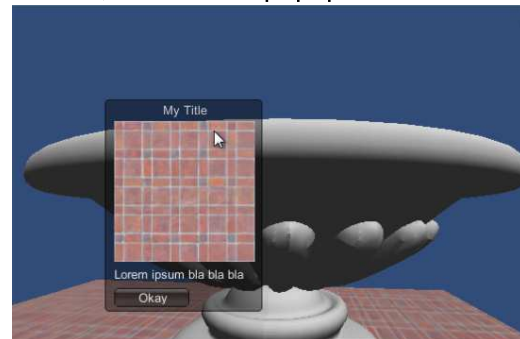
Step 3:

Adjust and customize the properties such as image, text and GUI size and position to your liking



Step 4:

Its Done! Press the Play button to test. When your Character collides with the Proximity Sensor, the GUI will popup



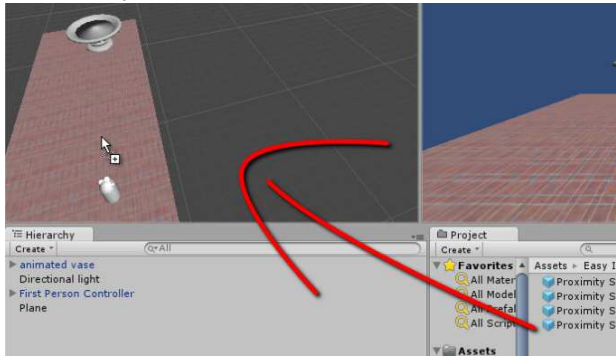


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How to use Proximity Sensor - Play Sound :

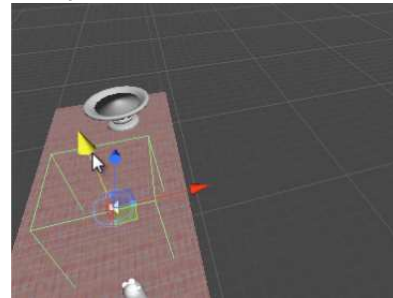
Step 1:

Drag and drop the Proximity Sensor Play Sound prefab to your scene



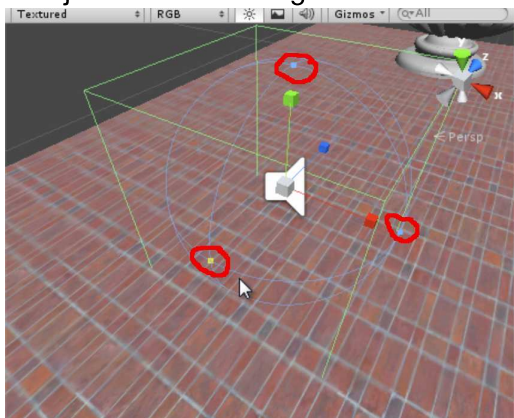
Step 2:

Move the Proximity Sensor- Play Sound to the place you want it to be. You can rotate and scale it to fit your purpose



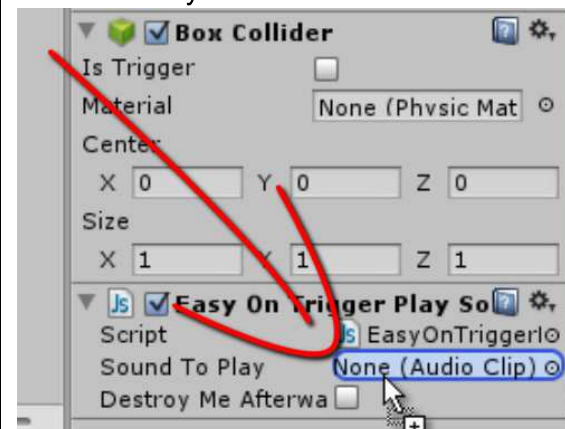
Step 3:

Click and Drag the blue dots (highlighted in red) to adjust the sound range



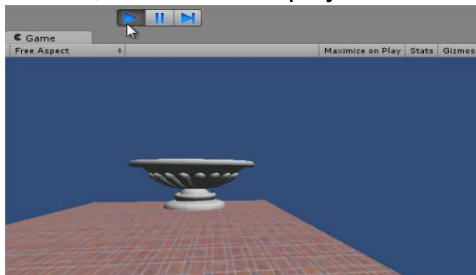
Step 4:

Drag and drop the sound you want to play to Sound To Play.



Step 5:

Its Done! Press the Play button to test. When your Character collides with the Proximity Sensor, the sound will play



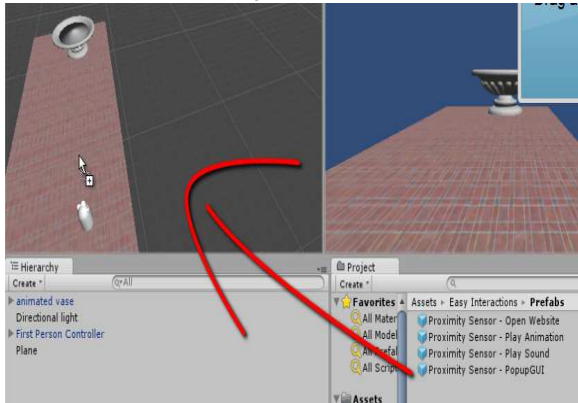


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How to use Proximity Sensor - Play Animation :

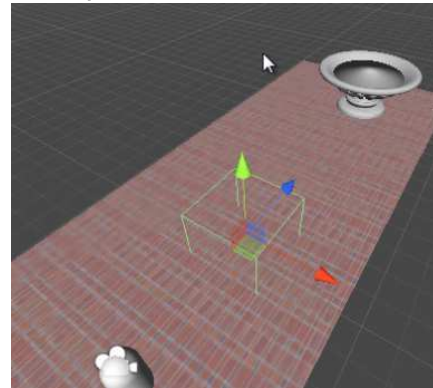
Step 1:

Drag and drop the Proximity Sensor Play Animation prefab to your scene



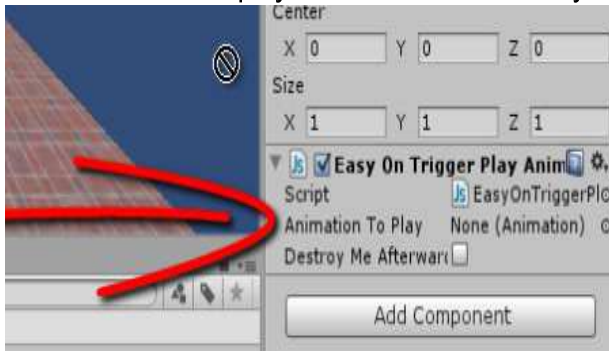
Step 2:

Move the Proximity Sensor- Play Animation to the place you want it to be. You can rotate and scale it to fit your purpose



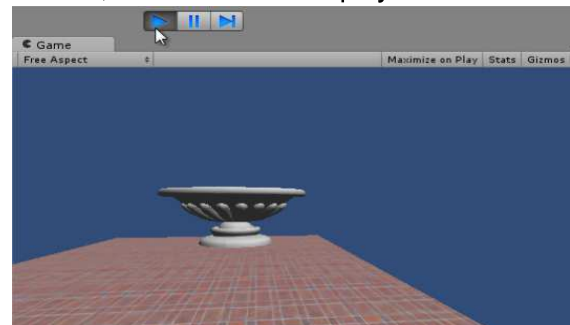
Step 3:

Drag and drop the animated model that you want its animation played to Animation To Play



Step 4:

Its Done! Press the Play button to test. When your Character collides with the Proximity Sensor, the animation will play



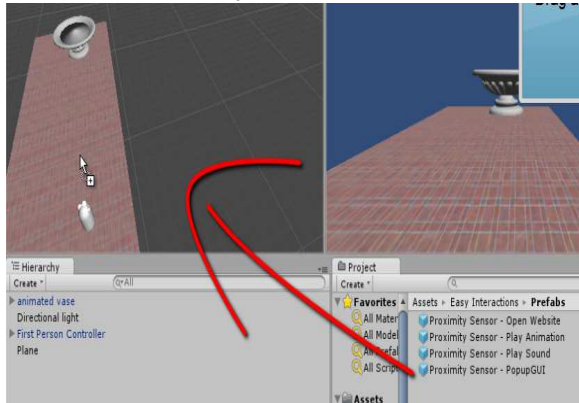


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How to use Proximity Sensor - Open Website :

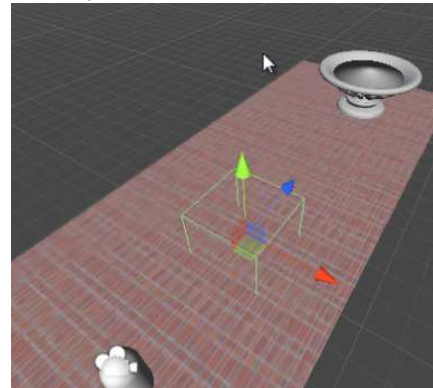
Step 1:

Drag and drop the Proximity Sensor Open Website prefab to your scene



Step 2:

Move the Proximity Sensor- Open Website to the place you want it to be. You can rotate and scale it to fit your purpose



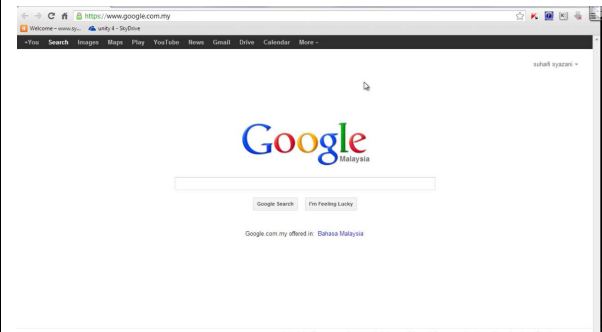
Step 3:

Type in the URL of the website you want to open in Website URL



Step 4:

Its Done! Press the Play button to test. When your Character collides with the Proximity Sensor, a browser window will appear.



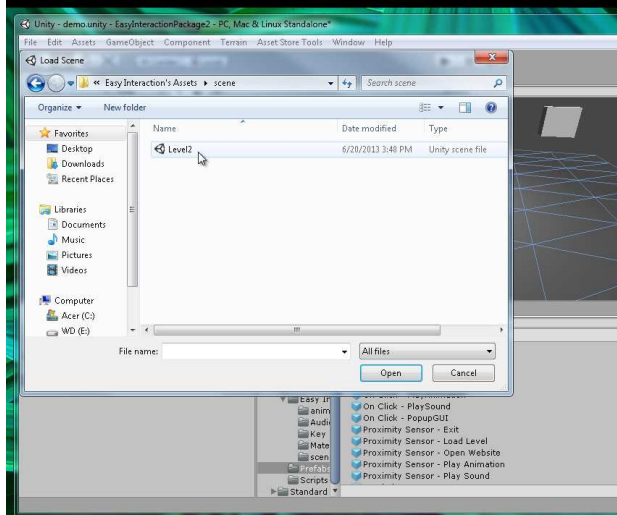


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How to use Proximity Sensor - Load Level :

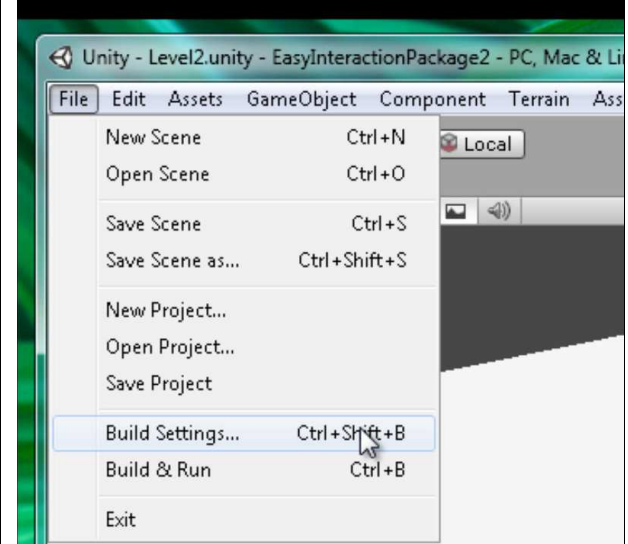
Step 1:

Open the scene that you want to load



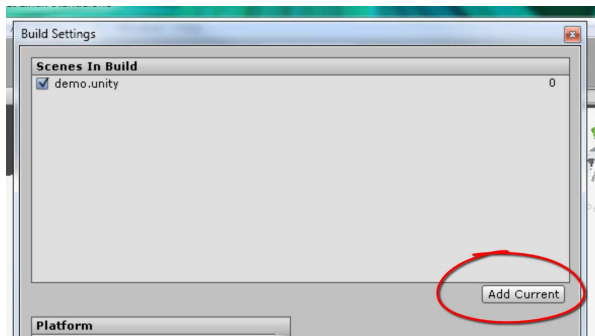
Step 2:

Go to *File > Build Settings*.



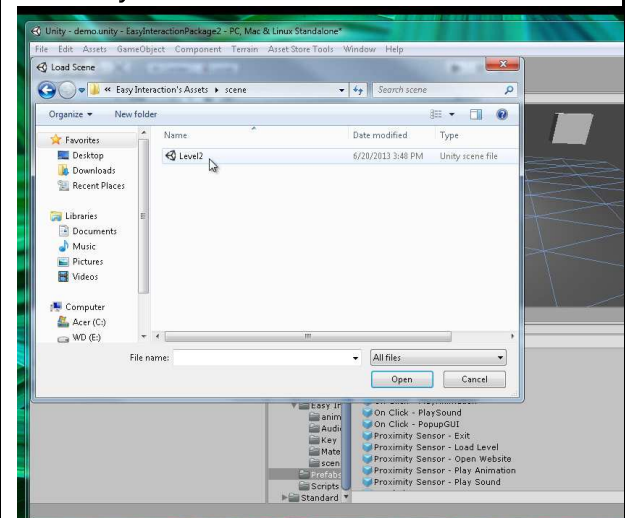
Step 3:

Click *Add Current* to add the current scene to the build



Step 4:

Open the scene that you want to apply the *Proximity Sensor - Load Level* to

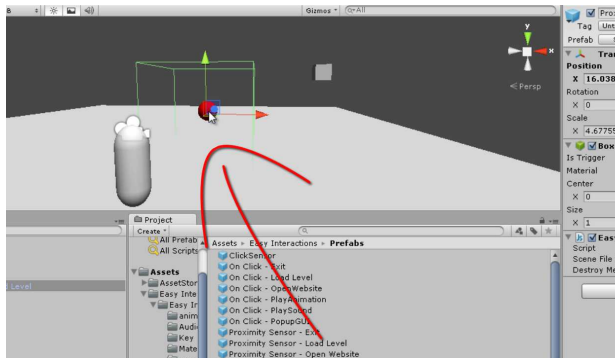




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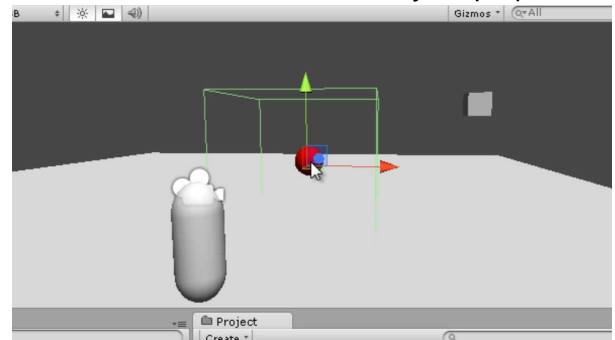
Step 5:

Drag and drop the *Proximity Sensor - Load Level* to the scene



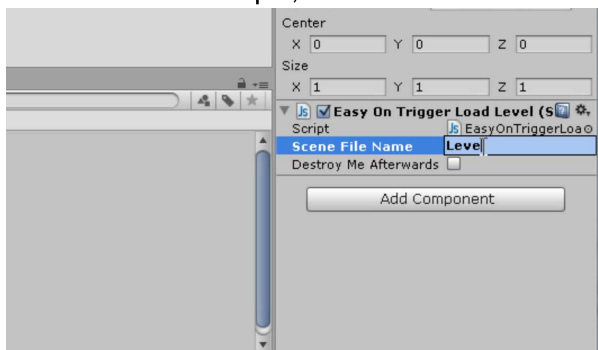
Step 6:

Move the sensor to the place you want it to be. You can rotate and scale it to fit your purpose



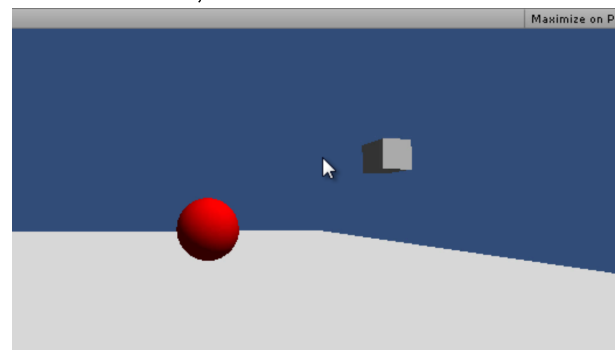
Step 7:

Type the name of the scene file you would like to load. In this example, it is *Level2*



Step 8:

Done! Press play to test. When the character hits the sensor, the level will load.



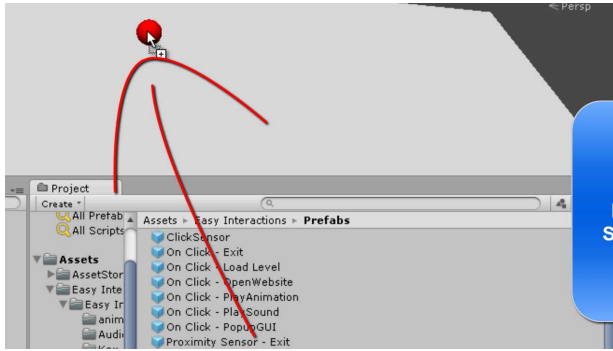


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How to use Proximity Sensor - Exit :

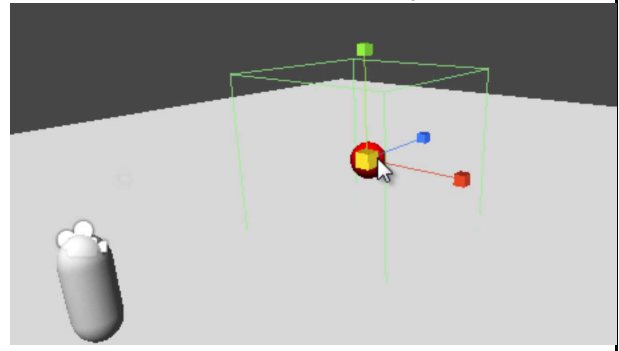
Step 1:

Drag and drop the *Proximity Sensor - Exit* to the scene



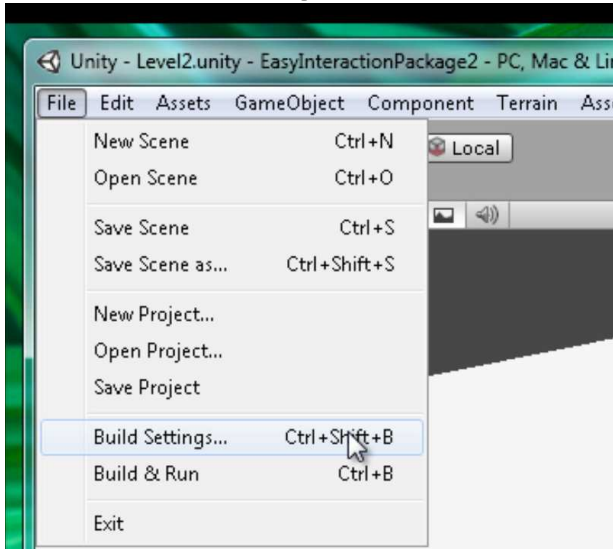
Step 2:

Move the sensor to the place you want it to be. You can rotate and scale it to fit your purpose



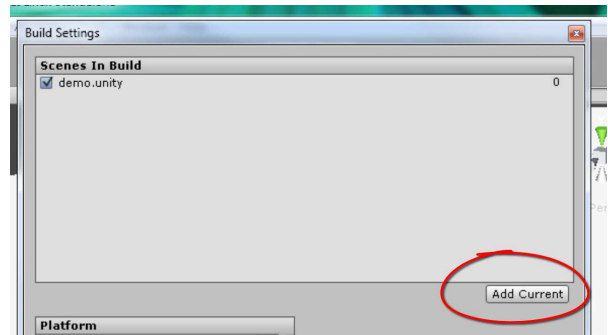
Step 3:

Go to *File > Build Settings*.



Step 4:

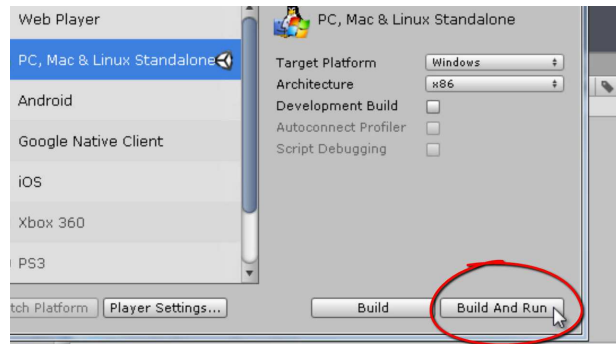
Click *Add Current* to add the current scene to the build



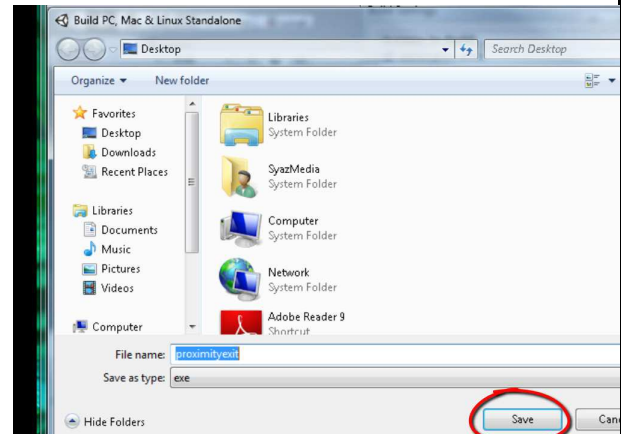


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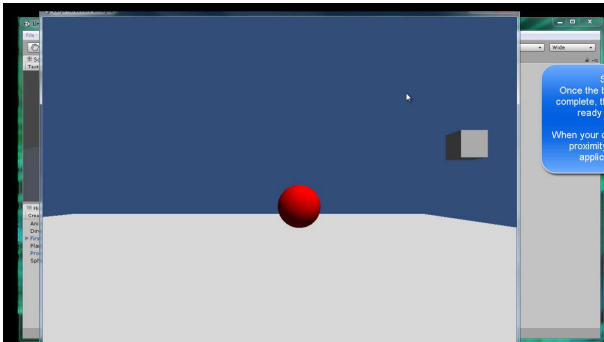
Step 5:
Click *Build And Run*



Step 6:
Choose the destination you want to save the file and click Save



Step 7:
Done! Press play to test. When the character hits the sensor, the application will exit.



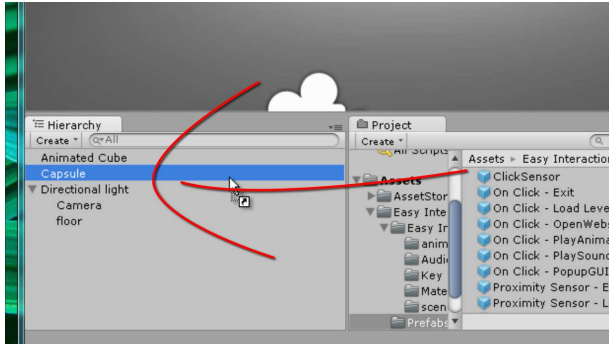


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How to use On Click - Play Animation :

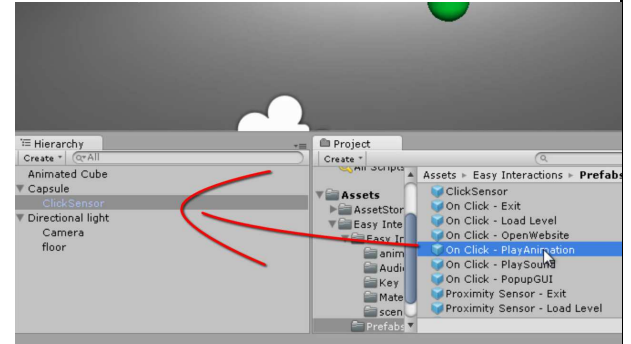
Step 1:

Drag and drop the *ClickSensor* to the 3D object of your choice.



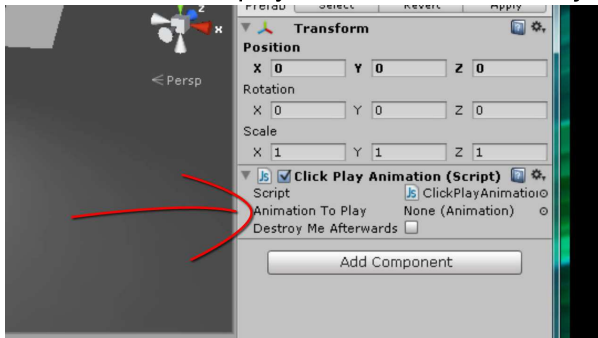
Step 2:

Drag and drop the *On Click - Play Animation* to the *ClickSensor*



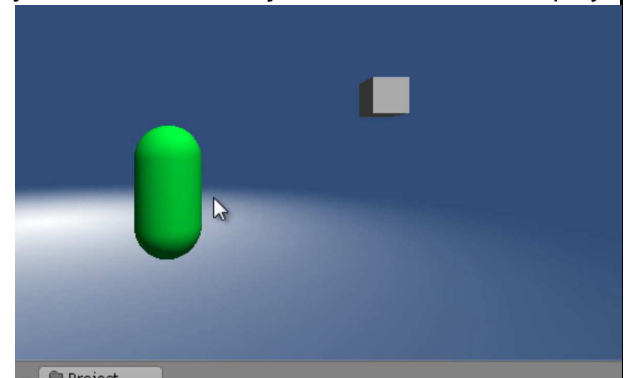
Step 3:

Drag and drop the animated model that you want its animation played to *Animation To Play*



Step 4:

Its Done! Press the Play button to test. When your click the 3D object, the animation will play



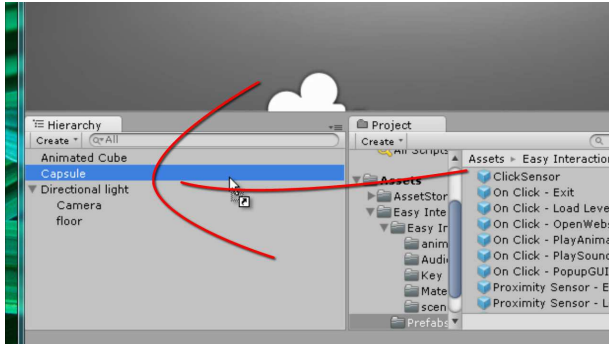


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How to use On Click - Popup GUI :

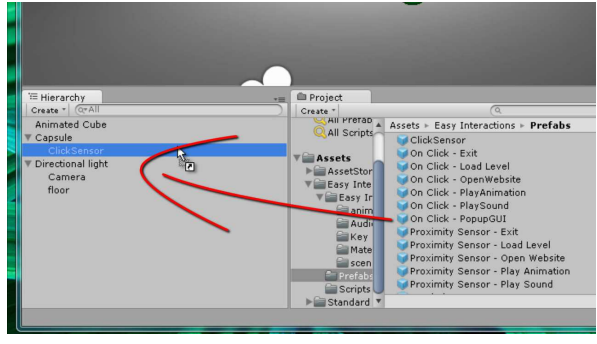
Step 1:

Drag and drop the *ClickSensor* to the 3D object of your choice.



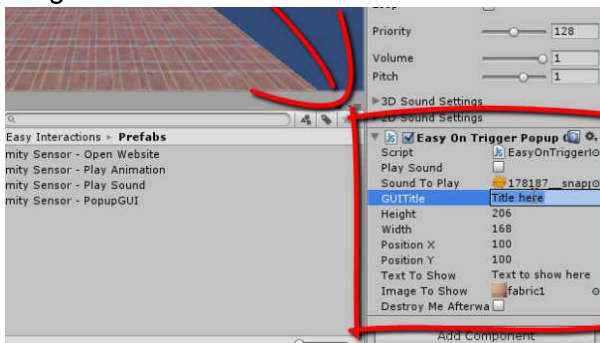
Step 2:

Drag and drop the *On Click - Popup GUI* to the *ClickSensor*



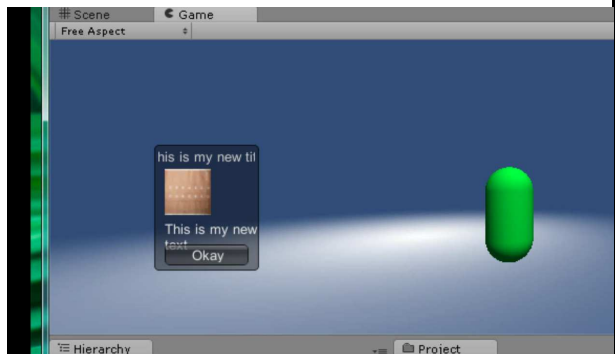
Step 3:

Adjust and customize the properties such as image, text and GUI size and position to your liking



Step 4:

Its Done! Press the Play button to test. When your click the 3D object, the GUI will popup



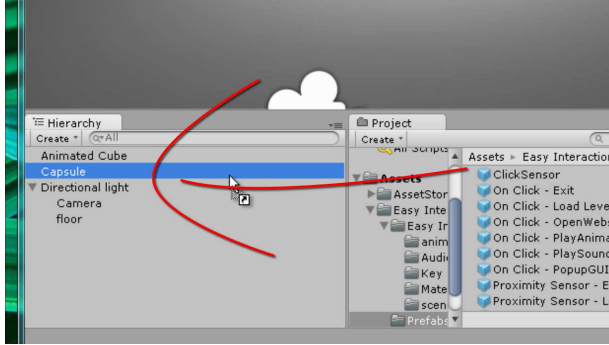


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How to use On Click - Play Sound :

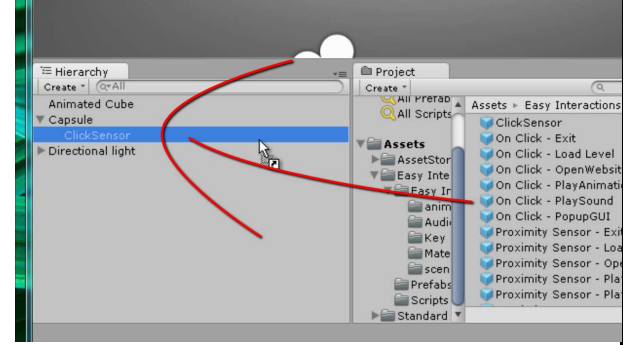
Step 1:

Drag and drop the *ClickSensor* to the 3D object of your choice.



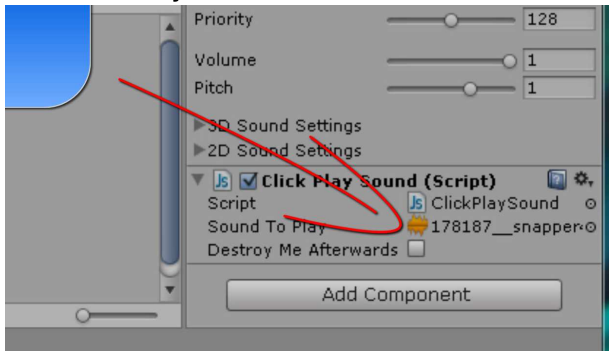
Step 2:

Drag and drop the *On Click - Play Sound* to the *ClickSensor*



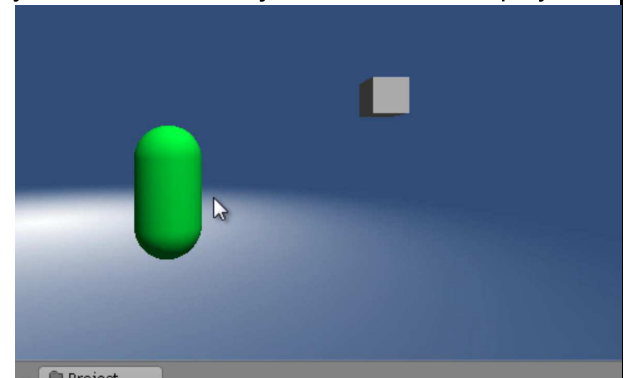
Step 3:

Drag and drop the sound you want to play to *Sound To Play*



Step 4:

Its Done! Press the Play button to test. When your click the 3D object, the sound will play.



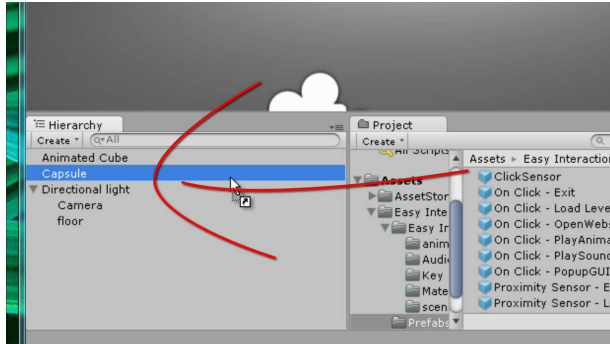


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How to use On Click - Open Website :

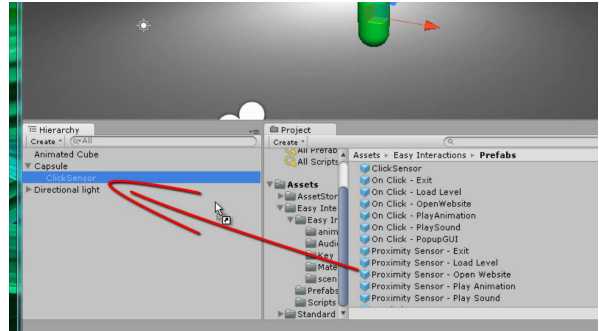
Step 1:

Drag and drop the *ClickSensor* to the 3D object of your choice.



Step 2:

Drag and drop the *On Click - Open Website* to the *ClickSensor*



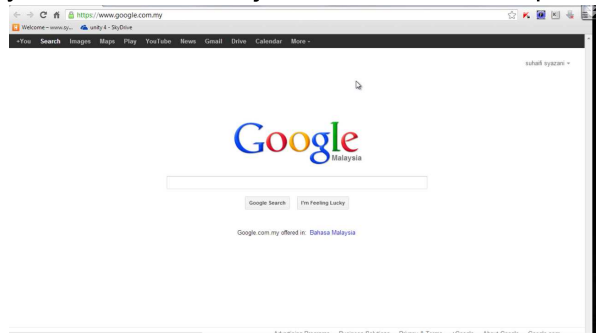
Step 3:

Type in the website URL



Step 4:

Its Done! Press the Play button to test. When your click the 3D object, the browser will open.



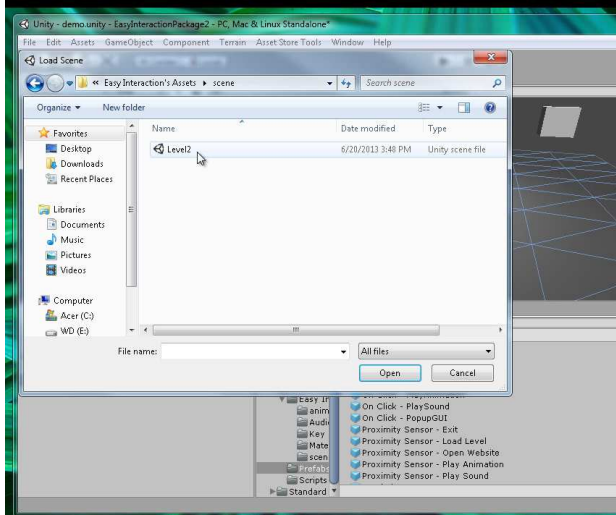


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How to use On Click - Load Level :

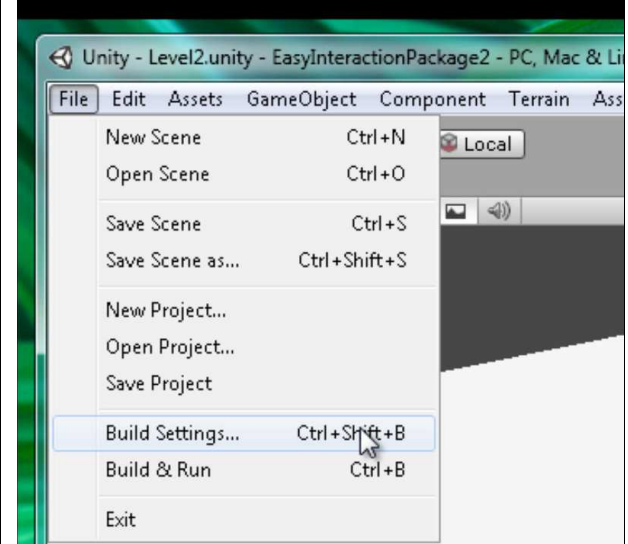
Step 1:

Open the scene that you want to load



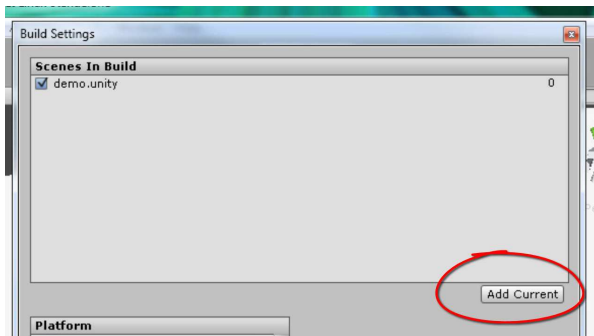
Step 2:

Go to *File > Build Settings*.



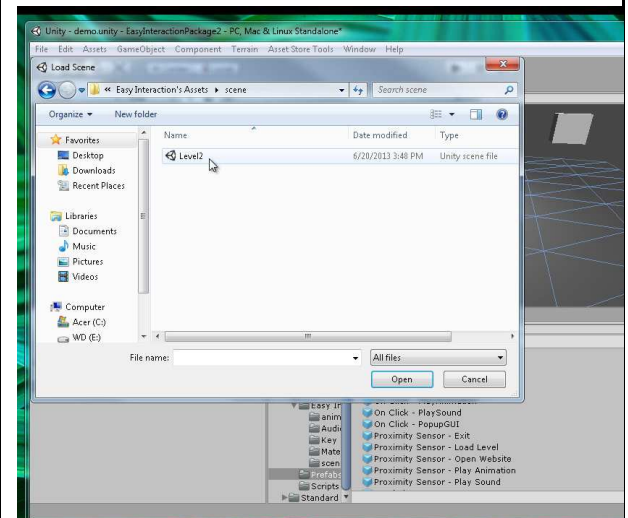
Step 3:

Click *Add Current* to add the current scene to the build



Step 4:

Open the scene that you want to apply the *On Click - Load Level* to

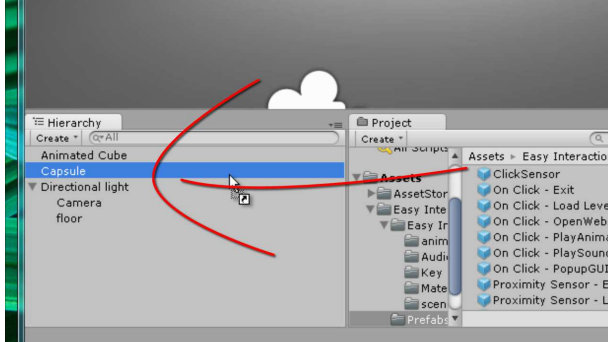




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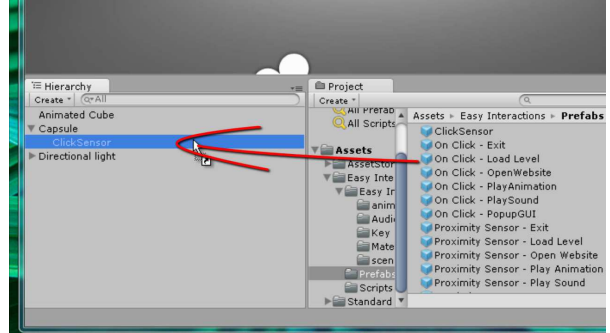
Step 5:

Drag and drop the *ClickSensor* to the 3D object of your choice.



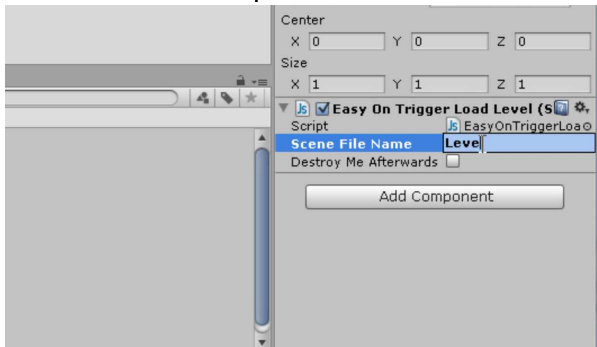
Step 6:

Drag and drop *On Click - Load Level* to *ClickSensor*



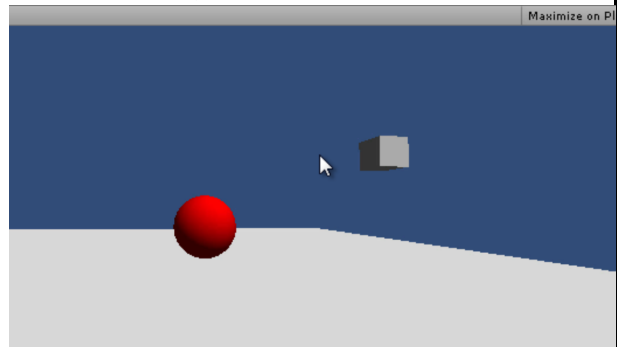
Step 7:

Type the *name of the scene file* you would like to load. In this example, it is *Level2*



Step 8:

Done! Press play to test. When the character hits the sensor, the level will load.



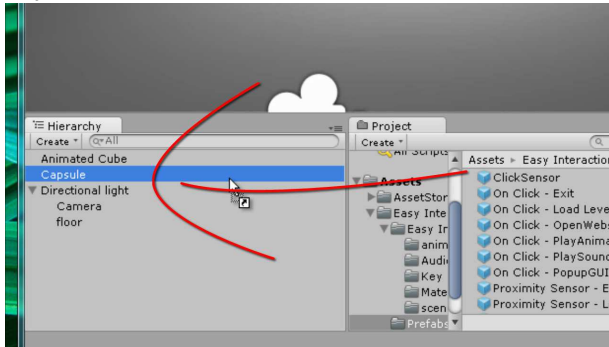


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How to use On Click - Exit :

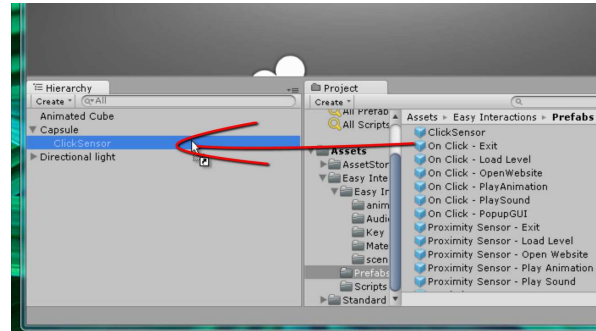
Step 1:

Drag and drop the *ClickSensor* to the 3D object of your choice.



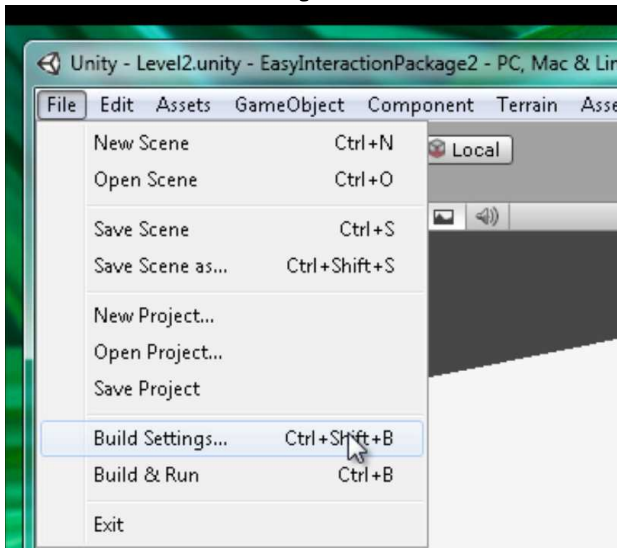
Step 2:

Drag and drop the *On Click - Exit* to the *ClickSensor*



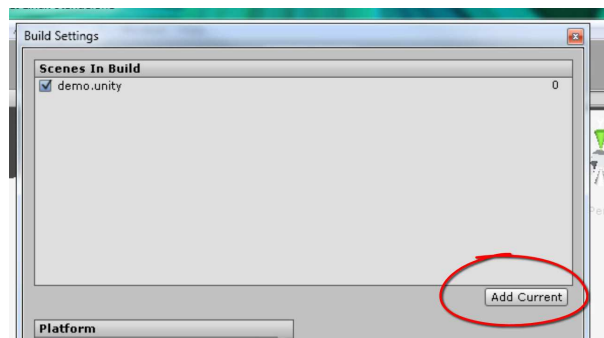
Step 3:

Go to *File > Build Settings*.



Step 4:

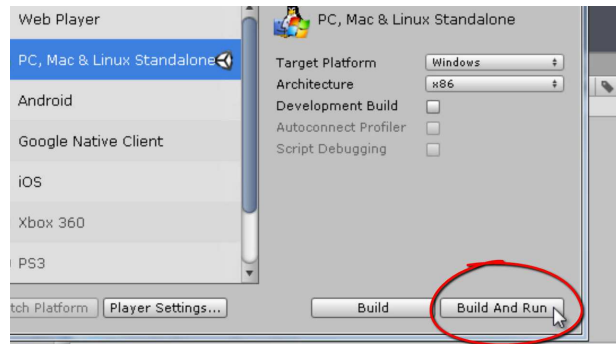
Click *Add Current* to add the current scene to the build



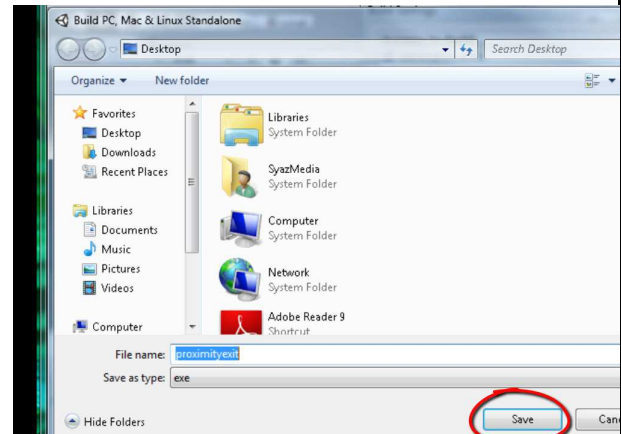


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Step 5:
Click *Build And Run*



Step 6:
Choose the destination you want to save the file and click Save



Step 7:
Done! Press play to test. When the character hits the sensor, the application will exit.

