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DOOR SCRIPT – FREE

DOCUMENTATION

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1. INTRODUCTION

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Hey, this is the documentation file for the 'Door Script – FREE' Unity3D asset.

I hope all of your questions get answered in here, if you have any further questions,

Contact me by using one of the methods listed below (see 4. COPYRIGHT AND CONTACT)

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2. SETUP GUIDE

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2.1. WHAT'S IN THE BOX (AND WHAT'S NOT)

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Included in this asset:

- An example scene to show you what the asset is able to do
- A test scene for you to experiment with the asset
- A 'Detection' script to detect moveable objects in your game
- A 'Door' script to move the detected objects
- A 'MouseLook' and 'PlayerMovement' script
- A debugging tool

Not included in this asset (you need this):

- A character that is able to move/look around in the game world
- 3D objects in your scene that you want to use as doors/windows

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2.2. STEP-BY-STEP GUIDE

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1) Import the asset

2) Create and assign the tag ‘Door’ to all of the objects you want to use as doors in your scene.

→ You can create a new tag by clicking on the door, going to the tag menu and clicking 'Add tag ...' on the drop-down menu

→ If you want to use another tag to identify doors, you can set this in the 'Detection’ script

3) Name your character ‘Player’, you can change this in the ‘Door’ script on line 197

```
// Access InReach variable from raycasting script.
GameObject Player = GameObject.Find("Player");
Detection detection = Player.GetComponent<Detection>();
```

→ Change ‘Player’ with whatever you like

4) Click and drag the ‘Detection’ script onto your character

5) Click and drag the 'Door' script onto ALL of your doors

6) Have fun with the settings!

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2.3. TROUBLESHOOTING AND KNOWN BUGS

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The only known ‘bug’ is that when a door rotates, it will always pick the shortest way between StartAngle and EndAngle, and this might not always be what you would expect.

Also make sure your door has a collider component attached to it, otherwise the script won’t be able to detect the presence of a door.

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3. OVERVIEW SCRIPT

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3.1. DETECTION SCRIPT

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3.1.1. DETECTION SETTINGS

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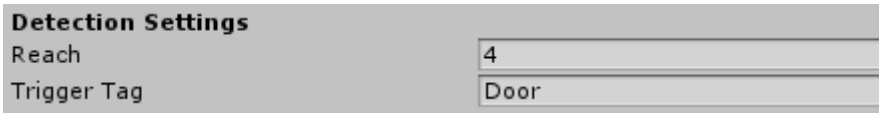
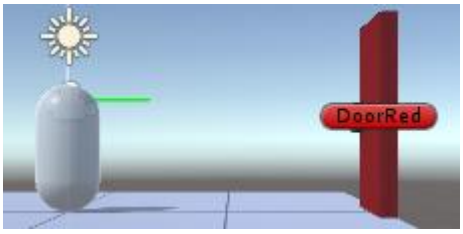
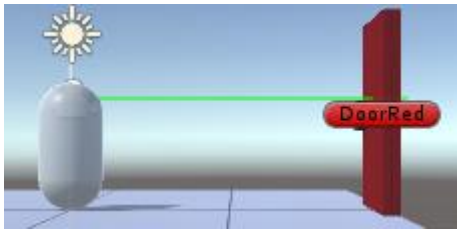


Reach	Within this radius is the player able to open the door/window. Equals the length of the raycast.
Trigger Tag	The tag that triggers the door/window to be openable. All the objects with the tag 'Door' in your game will be openable/closeable by the script.

Example Reach:

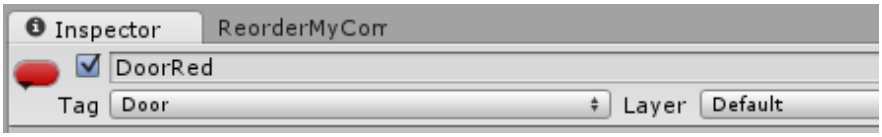


Reach = 1



Reach = 5

Example Trigger Tag:



→ 'DoorRed' is detected by the 'Detection' script as openable/closeable

Because the tag is the same as the 'TriggerTag' variable.

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3.1.2. DEBUG SETTINGS

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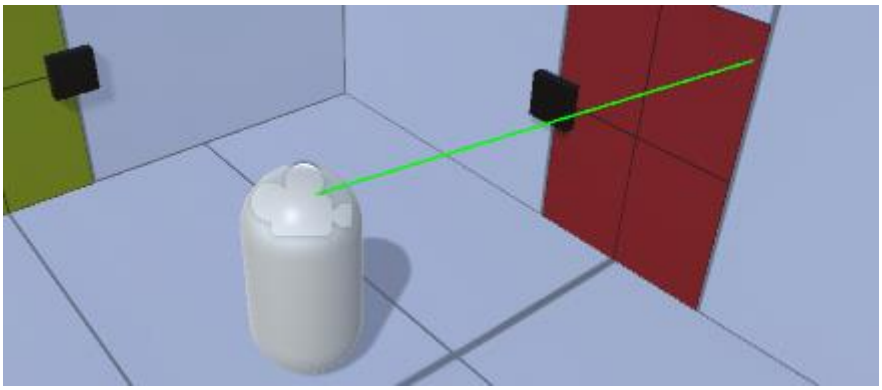
Debug Ray Color	The color of the ray that visually represents the raycast in the scene view. (Debugging purposes)



In Game Debugger: Toggle for an in-game debugging GUI

(See 3.3.DEBUGGER)

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3.2. DOOR SCRIPT

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3.2.1. DOOR SETTINGS

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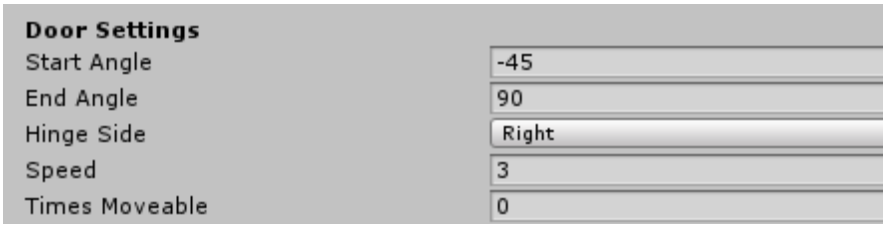
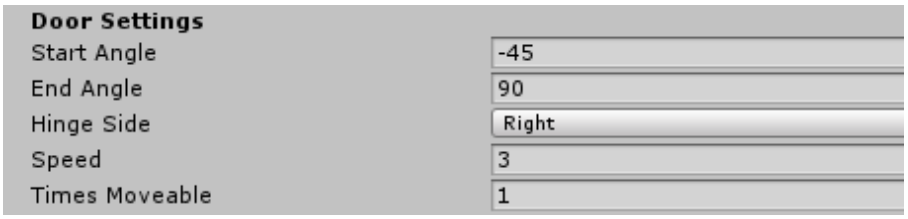
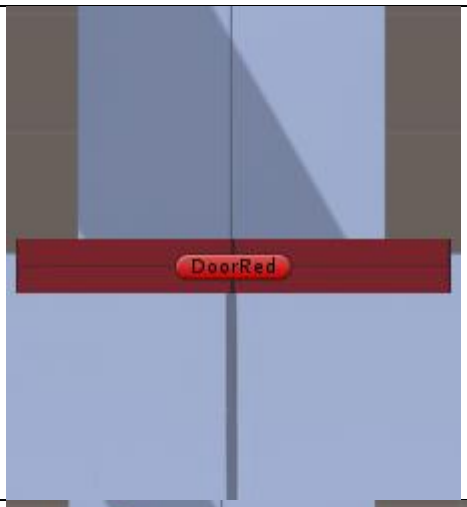
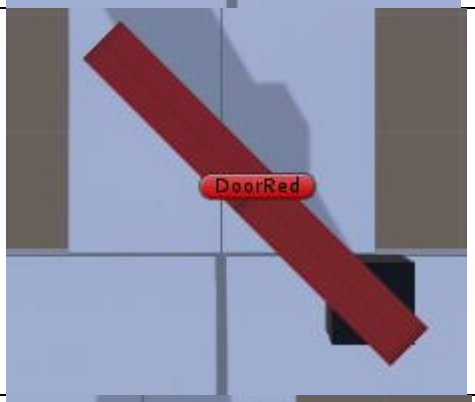
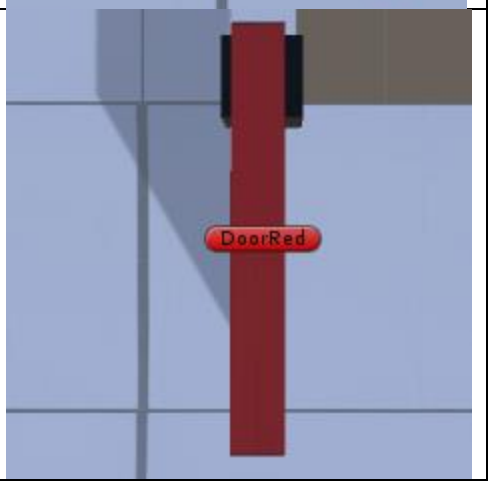


Start Angle	The start angle of the door, is based on the original position of the door before you click 'play'.
End Angle	The end angle of the door, is based on the original position of the door before you click 'play'.
Hinge Side	The hinge side determines around which side of the door/window the door/window opens, left or right.
Speed	Determines how fast the door opens/closes.
Times Moveable	Determines how many times the player is able to move the door, if set to zero, the player will be able to open the door an infinite number of times.

Example:

Door Settings



Before I clicked 'play'	
After I clicked 'play', before I opened the door (the hinge, positioned right, rotated -45 degrees, based on the original 0 degrees rotation)	
After I opened the door (the hinge, positioned right, rotated +90 degrees, based on the original 0 degrees rotation)	

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3.3. DEBUGGER

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The debugging tool created by Viktor Yurov is a great way to get more information about the doors in your scene. When toggled under the 'Detection' script

there will be a GUI visible in-game when you hit play.

This panel will show tons of variables whenever the 'Detection' script detects an openable door.

You can also check all the debugging info by doing this:

Window>Debug Panel

Check the 'ReadMe' pdf file found in the 'Debugger' folder included in the asset.

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4. COPYRIGHT AND CONTACT

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Copyright:

All the scripts, scenes, 3D objects, textures and materials in this asset are created by me

except for these:

- The 'MouseLook' script
- The 'PlayerMovement' script
- The 'Debug Panel' tool

The first two scripts are from this website:

http://wiki.unity3d.com/index.php/Scripts

The contents of this website are available

under 'Creative Commons Attribution Share Alike'.

The debugging script is a great tool developed by developer Yurov Viktor:

https://www.assetstore.unity3d.com/en/#!/content/30739

https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:11008

These scripts are included in the asset for example purposes only. Thanks to the developers!

You are free to use this script in any free/paid game that you want, but it would be awesome if

you notify me when you published a game that uses my asset!

Contact:

For assistance, feedback, suggestions, comments and other stuff:

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