

Documentation Part 5:

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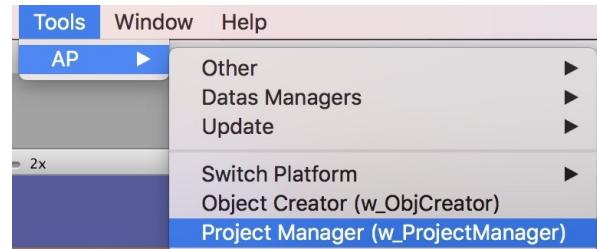
11-Multiple Scenes

11.1-Add a new scene to the project.

It is possible to have more than one gameplay scene. The player can go from one scene to other scene. Everything are saved from one scene to an other scene.

Step 1:

- Go to
Tools → AP → Project Manager (w_ObjCreator)



A new window appears on screen (spot 1).

- Select in the dropdown list the current project (spot 2).

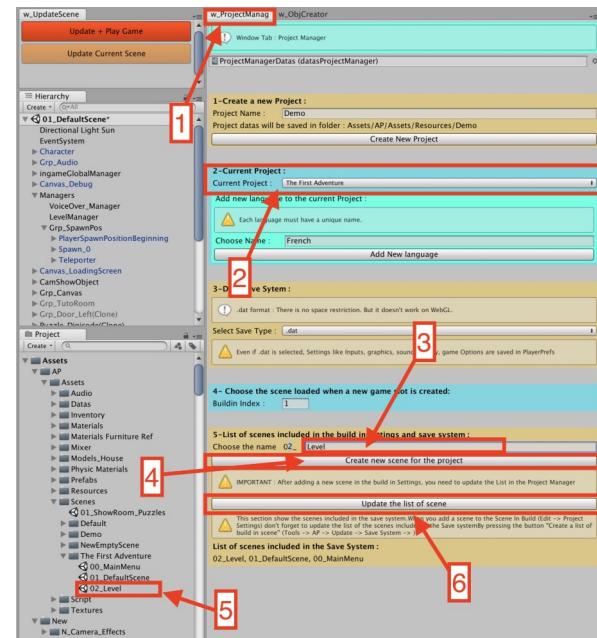
- Choose the name of your scene (spot 3).

- Click on Create new scene for this project (spot 4).

The new scene is created in the Project tab (spot 5).

Very Important:

- Click on button Update the list of scene (spot 6).



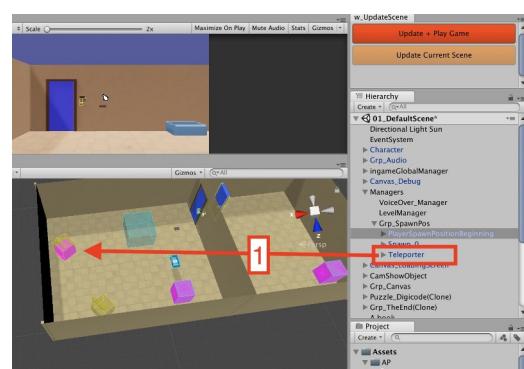
11.2-How the player can move from one scene to another scene.

How it works:

By default, there is an object named **Teleporter** in each gameplay scene.

Hierarchy → Managers → Grp_SpawnPos → Teleporter

When the player enter inside this object a new scene is loaded using the parameters setup in **Teleporter**.



-Select **Teleporter** in the **Hierarchy** (Spot 1).
Hierarchy → Managers → Grp_SpawnPos → Teleporter

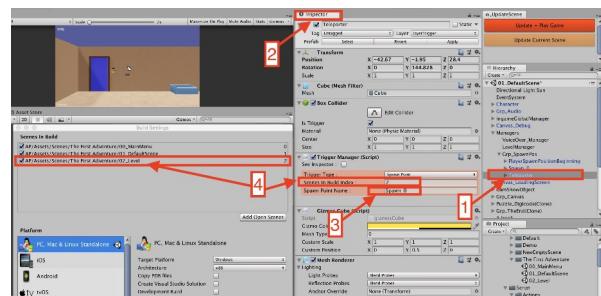
-In the **Inspector** go to script **Trigger Manager** (spot 2).

1-Choose the respawn position:

-In the **Inspector** write the name of the object used for the respawn in field **Spawn Position Name** (spot 3). The player will spawn on the center of this object.

*By default the player will spawn on object **Spawn_0**.*

*Hierarchy → Managers → Grp_SpawnPos → Teleporter → **Spawn_0***

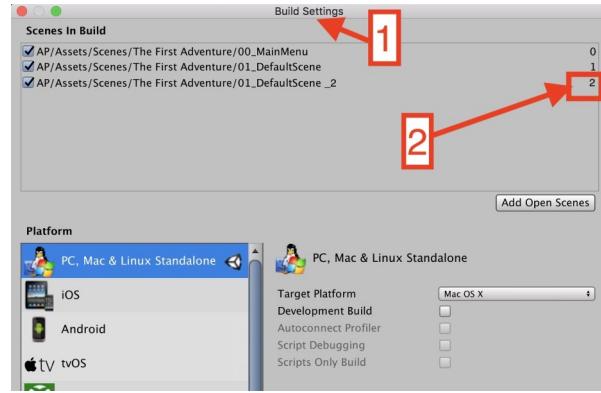


Choose the scene to load:

-Open **build Settings** (spot 1)

File → Build Settings

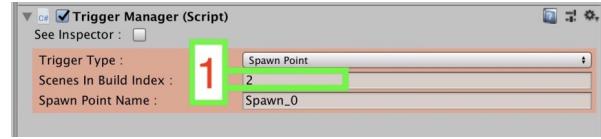
-Find the number corresponding to the scene that need be loaded (spot 2)



-Write the **scene index** corresponding to the **scene** to be loaded (spot 1).

*For example, if you want to load the scene corresponding to the scene 2 in the **Scene in build**:*

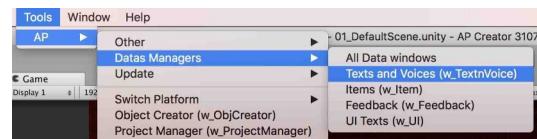
*Write **2** in **Scenes In Build Index**.*



12-Create Subtitle (Step by step)

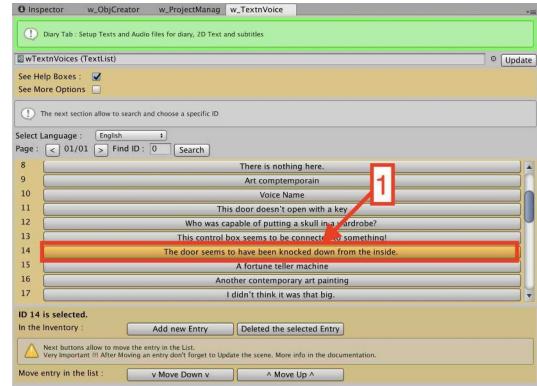
Step 1:

Go to Tools → AP → Datas Managers → Texts and Voices (w_TextnVoice)



Info: A new window appears on screen (spot 1).

-Select your entry in the list (spot 1)



-Choose the Title for the voice. In the Example write First Voice Over. (spot 1)

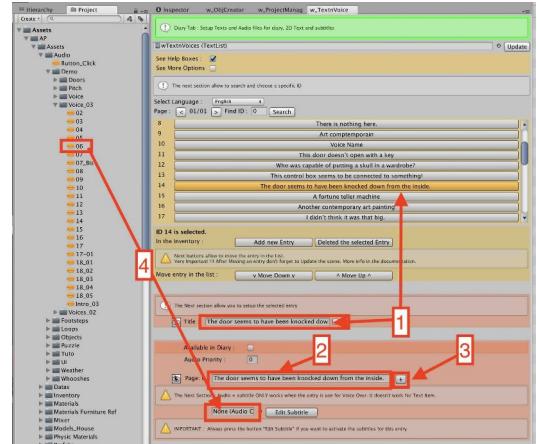
Info: The Title is not use during the game but useful to find the entry in the list.

-Choose the text use for subtitle. (spot 2)

IMPORTANT: Voice over multipage are not allowed.

So don't click on button + (spot 3).

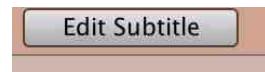
Multipage are only allowed for Diary text.



-From Project Tab drag and drop your Audio file into the slot on the left to button Edit Subtitle (spot 4)

-Press button Edit Subtitle to activate subtitle for this Voice Entry.

A new section appears to setup the subtitles.

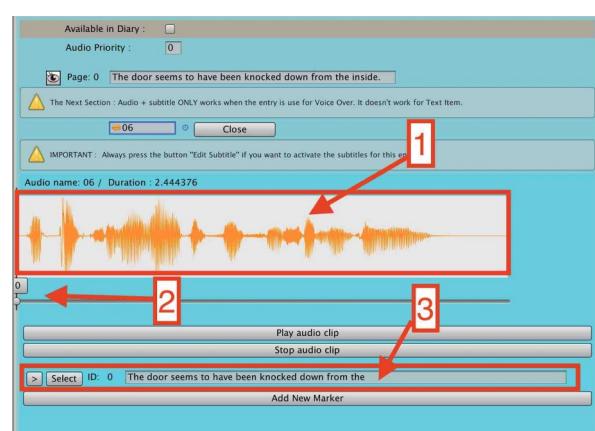


There are 3 sections in the Editor:

The Audio Waveform (spot 1): This section represents the audio file. It is possible to click on the waveform to play the audio file.

The marker Timeline (spot 2): This section is used to choose the position of each part of the subtitle. Each marker can be moved along the timeline.

IMPORTANT: Marker 0 must start before Marker 1 etc...



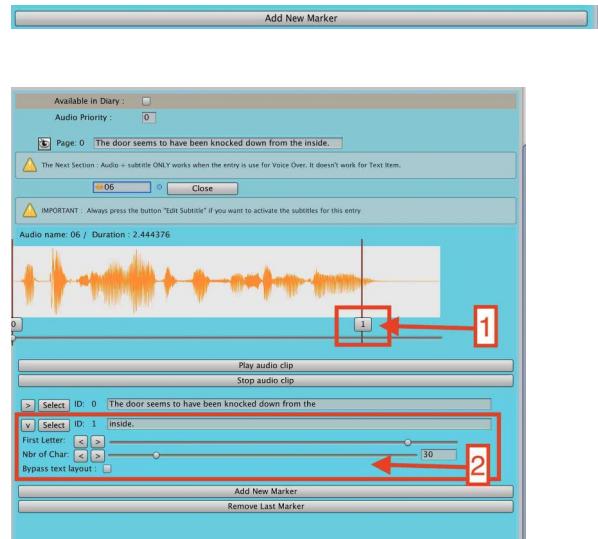
The Text Editor for each Marker (spot 3)

Create a new marker

Click on button **Add new marker**.

A new marker is created on the timeline section (spot 1)

A new zone is create to edit the text in the Text Editor section (spot 2)



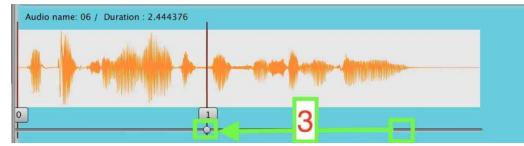
How to move a marker on the Timeline

-Click the marker to move.

In this example marker 1 (spot1).

A spot is display below the marker (spot 2).

-Drag and drop the spot on the timeline (spot 3).



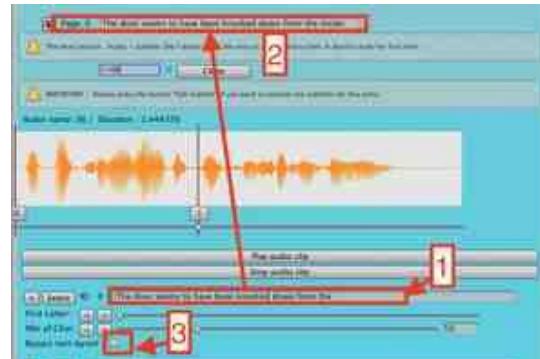
How to edit a subtitle

-To access or close a subtitle click on button > (spot 1)



By default a subtitle (spot 1) use the text write on **Page 0** field (spot 2).

Info: Click on button **Bypass Text Layout** (spot 3) to not use the text in **Page 0** field.



First letter: Move the **slide bar** (spot 1) or use < and > to change where the subtitle starts in the text in **Page 0** field.



Example: The text is:

The door seems to have been locked.

If **First letter** = 0 the text displayed will be:

The door seems to have been locked.

If **First letter** = 9 the text displayed will be:

seems to have been locked.

Nbr of Char: Choose the number of characters displayed on screen from the first Letter of the subtitle (spot 1).



Example: The text is:

The door seems to have been locked.

If **Nbr of Char** = 7 the text displayed will be:

The Door

If **Nbr of Char** = 24 the text displayed will be:

The door seems to have

13-Localization: Add a new language

Info: It is possible to add a new language for localization.

We suggest you to add localization when the project is finish for the default language.

VERY IMPORTANT: For safety: We suggest you to create a copy of your project before adding a new language.

-Go to Tools → AP → Project Manager (w_ProjectManager)

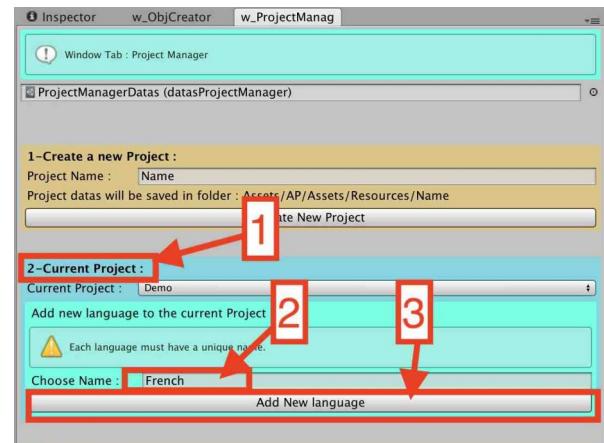


-In window tab w_ProjectManager go to section 2-Current Project (spot 1).

-Choose the name of the new language (spot 2).

IMPORTANT: This name is used during the game when the player go to the options Menu and choose a language.

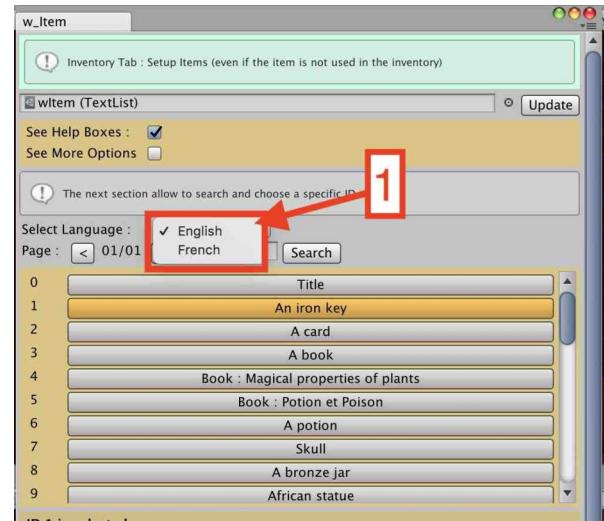
-Click Add New language (spot 3).



Info:

Now when windows w_TextnVoice, w_Items, w_UI, w_Feedback are opened it is possible to edit the second language (spot 1).

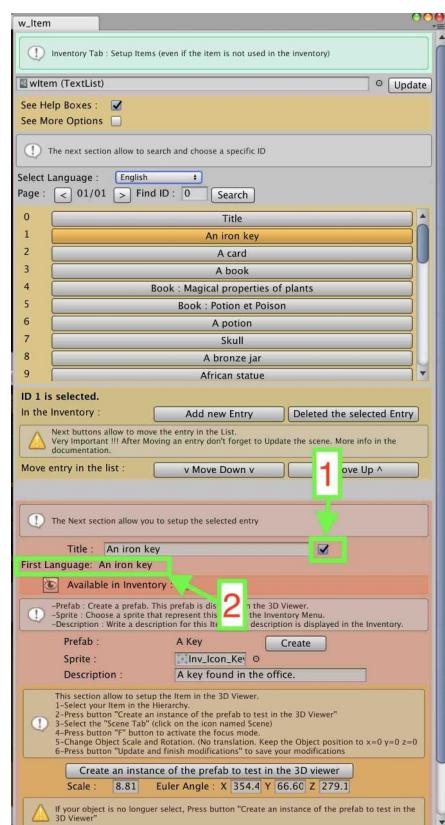
When a new language is created the default language is duplicate to the new one.



Info: It is possible to show the default language text for each entry.

-Click on the **checkbox** next to the **Title** (spot 1)

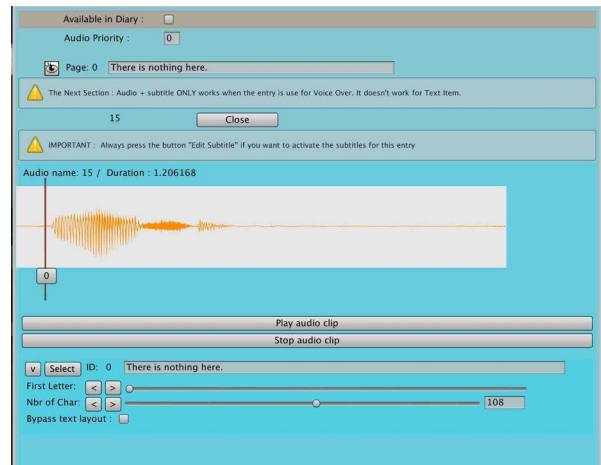
The default text is display below the title (spot 2).



Info: For Voice Over and subtitles:

It is **not** possible to use a different Audio File for each language.

It is **not** possible to change the number of markers for each language. The default language determines the number of marker for all the language.



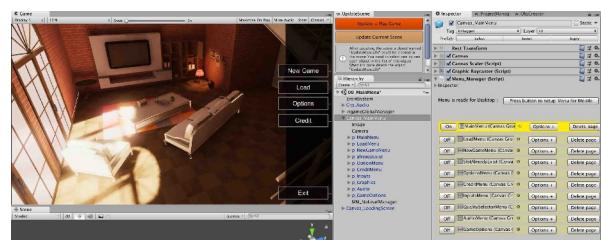
14-Menus (Customization)

14.1-Main Scene: Menus (00_MainMenu)

By default the scene is named 00_MainMenu

All the menu page are on:

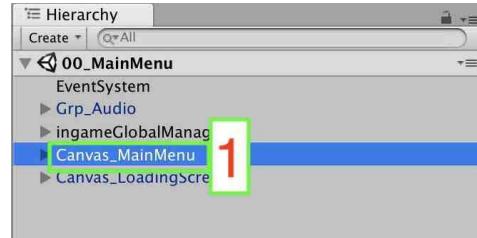
- Canvas_MainMenu in the Hierarchy.
- Canvas_LoadingScreen in the Hierarchy.



Case 1: Canvas_MainMenu:

If you want to customize sprites and texts in *Canvas_MainMenu*

Step 1: Select in the Hierarchy *Canvas_Main_Menu* (spot 1).

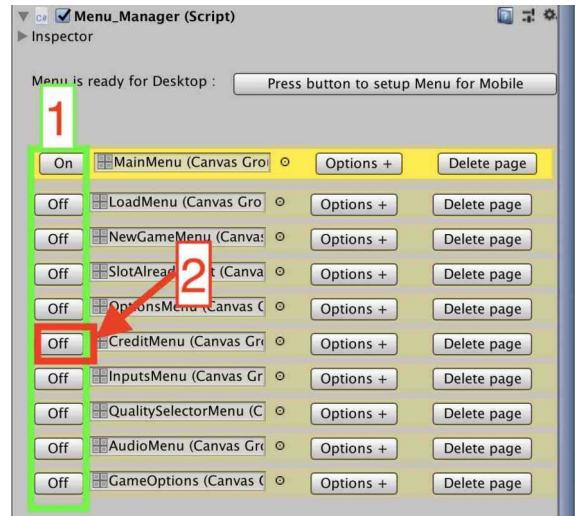


Step 2: In the Inspector go to *Menu_Manager*.

-Click the button on the left of the menu that needs to be modified (spot 1).

For example: if *CreditMenu* needs to be modified click on button On/Off next to *CreditMenu* field (spot 2)

-Then select the sprite or texts that needs to be modified in the scene view.



Case 2 Canvas_LoadingScreen:

If you want to customize sprites and texts in *Canvas_LoadingScreen*

Step 1: Select in the Hierarchy *Canvas_LoadingScreen* (spot 1).

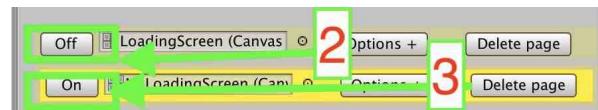


Step 2: In the Inspector go to *Menu_Manager*.

-To modify the *LoadingScreen* click on button On/Off next to *LoadingScreen* field (spot 2)

-Then select the sprite or texts to modify in the scene view.

Step 3 IMPORTANT: Don't forget to click on button On/Off next to *NoLoadingScreen* field after your modifications (spot 3).





Hub



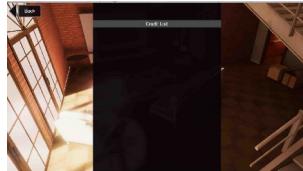
Load



Save



Slot current exit



Credit



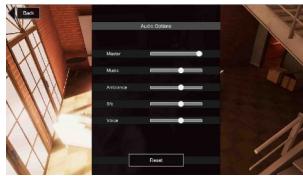
Options



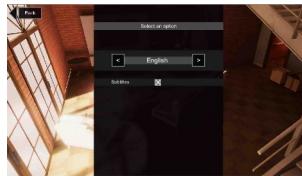
Options → inputs



Options → Quality



Options → Audio



Options → Language



Loading

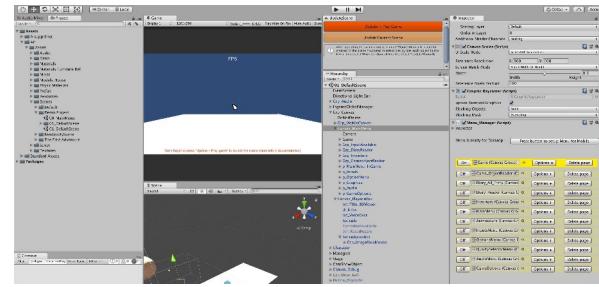
14.2-Gameplay Scenes:

Info: We call gameplay scene, a scene with the object `Grp_CharacterCamera` Inside.

By default the first gameplay scene is named `01_DefaultScene`

All the menu page are on:

- `Canvas_MainMenu`
- `Canvas_LoadingScreen`
- `Grp_MobileCanvas`
- `Canvas_PlayerInfos`



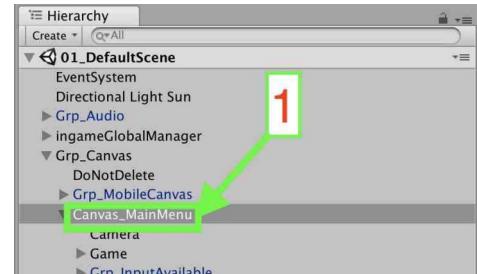
Case 1: `Canvas_MainMenu`:

Customize sprites and texts in `Canvas_MainMenu`

Step 1: Select in the Hierarchy

`Canvas_Main_Menu` (spot 1).

Hierarchy → `Grp_Canvas` → `Canvas_Main_Menu`

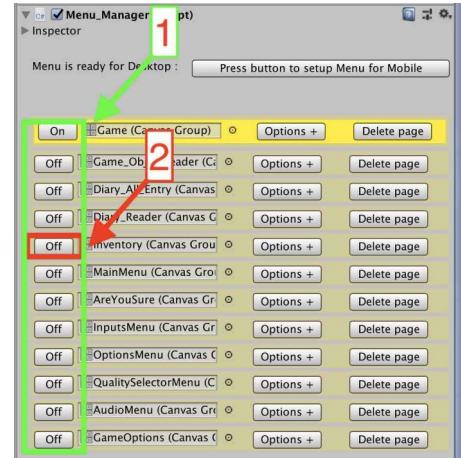


Step 2: In the Inspector go to `Menu_Manager`.

-Click the button on the left of the menu that needs to be modified (spot 1).

For example: if `Inventory` needs to be modified click on button next to `Inventory` field (spot 2)

-Then select the sprite or texts that needs to be modified in the scene view.

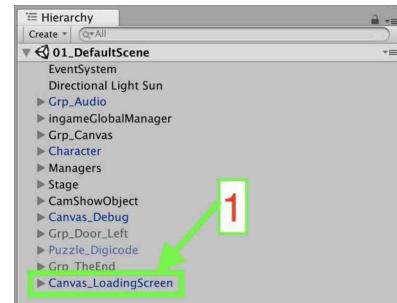


Case 2: `Canvas_LoadingScreen`:

Customize sprites and texts in `Canvas_LoadingScreen`

Step 1: Select in the Hierarchy

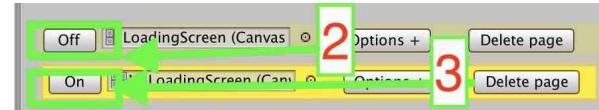
`Canvas_LoadingScreen` (spot 1).



Step 2: In the Inspector go to `Menu_Manager`.

-To modify the `LoadingScreen` click on button On/Off next to `LoadingScreen` field (spot 2)

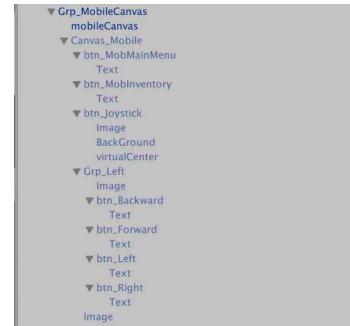
-Then select the sprite or texts that needs to be modified in the scene view.



Step 3 IMPORTANT: Don't forget to click on button On/Off next to `NoLoadingScreen` field after your modifications (spot 3).

Case 3: Grp_MobileCanvas:

Customize sprites and texts in **Grp_MobileCanvas**



Step 1: Select in the Hierarchy **Canvas_Mobile** (spot 1).

Hierarchy → **Grp_Canvas** → **Grp_MobileCanvas** → **Canvas_Mobile**

Step 2: Activate **Canvas_Mobile** in the Inspector (spot 2).

-Then select the sprite or texts that needs to be modified in the scene view.

After the modifications: Deactivate **Canvas_Mobile** in the Inspector (spot 1).



Case 4: Canvas_PlayerInfos:

Customize sprites and texts in **Canvas_PlayerInfos**

-Select the sprite or texts that needs to be modified in the scene view.

Grp_Canvas → **Canvas_PlayerInfos**

Gameplay Scenes Menus (Thumbnails)



Main Menu



Quit



Options



Inputs



Quality



Sound



Language



Ui Info



3D Viewer



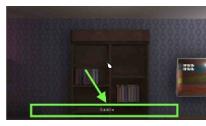
Inventory



Text Viewer



Diary



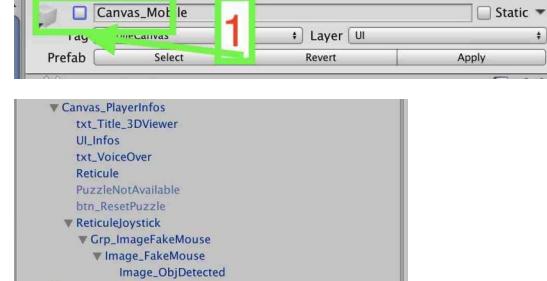
Subtitle



Loading



Mobile inputs



14.3-How to apply the changes to all the scenes at once?

If you change something in a menu and you have more than one gameplay scenes:

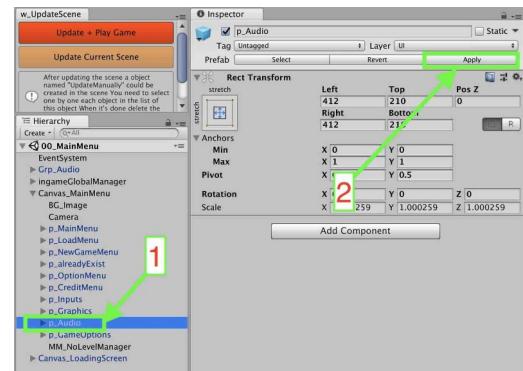
You must apply the modifications to all the gameplay scenes.

For example after changing the menu p_Audio:

-Select p_Audio in the Hierarchy (spot 1)

-Click Apply in the Inspector. (spot 2)

IMPORTANT: After Pressing Apply it is not possible to use Undo. For safety make a copy of your entire project before doing this action.



15-Inputs

15.1-How to change the default Inputs

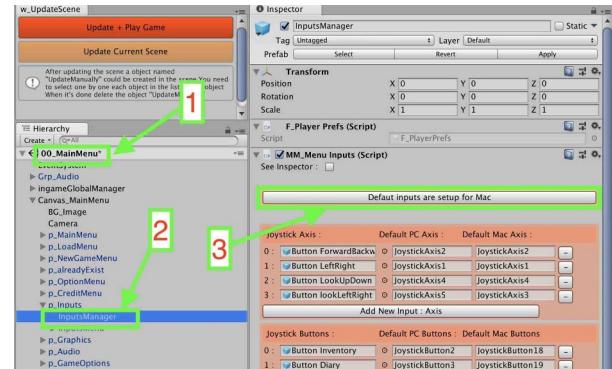
Step 1: Choose if the default value

-Open your 00_MainMenu scene (spot 1)

-Select in the Hierarchy InputsManager (spot 2)

Hierarchy → Canvas_MainMenu → p_Inputs → InputsManager

-Click on button Default inputs are setup for PC or Default inputs are setup for Mac (spot 3).



Step 2: Change Joystick Axis default input.

-Open your 00_MainMenu scene (spot 1)

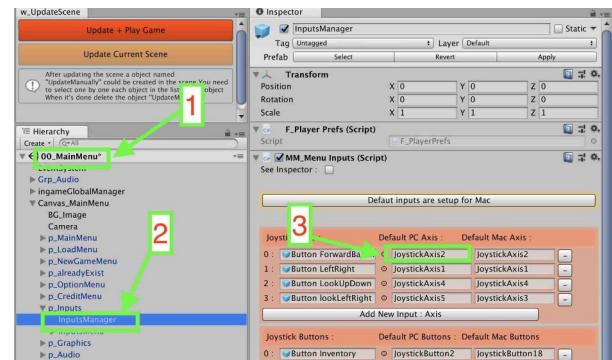
-Select in the Hierarchy InputsManager (spot 2)

Hierarchy → Canvas_MainMenu → p_Inputs → InputsManager

-Replace the string value by the new one (spot 3).

Info: It is possible choose between:

JoystickAxis1, JoystickAxis2, JoystickAxis3, JoystickAxis4, JoystickAxis5, JoystickAxis6, JoystickAxis7, JoystickAxis8, JoystickAxis9, JoystickAxis10.



Step 3: Change Joystick Button default input.

-Open your 00_MainMenu scene (spot 1)

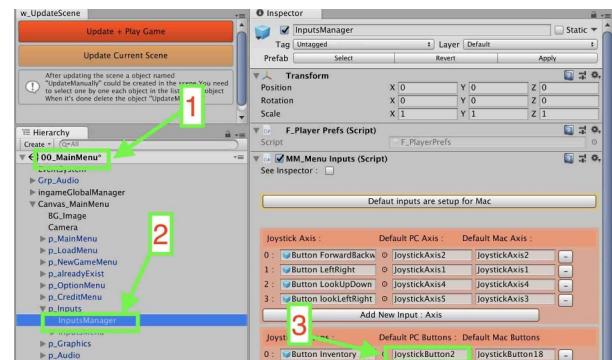
-Select in the Hierarchy InputsManager (spot 2)

Hierarchy → Canvas_MainMenu → p_Inputs → InputsManager

-Replace the string value by the new one (spot 3).

Info: It is possible choose between:

JoystickButton0 to JoystickButton19



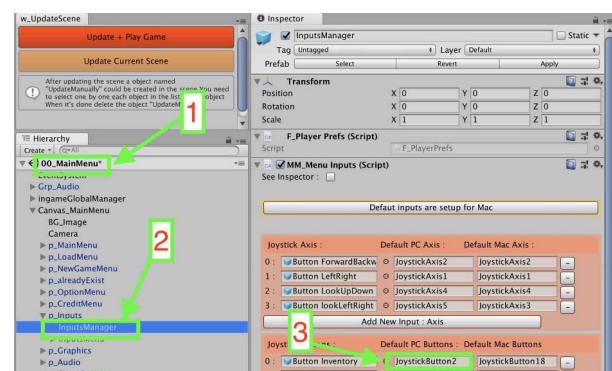
Step 4: Change Keyboard default input.

-Open your 00_MainMenu scene (spot 1)

-Select in the Hierarchy InputsManager (spot 2)

Hierarchy → Canvas_MainMenu → p_Inputs → InputsManager

-Replace the string value by the new one (spot 3).



15.2-Inputs: How to create a new Inputs

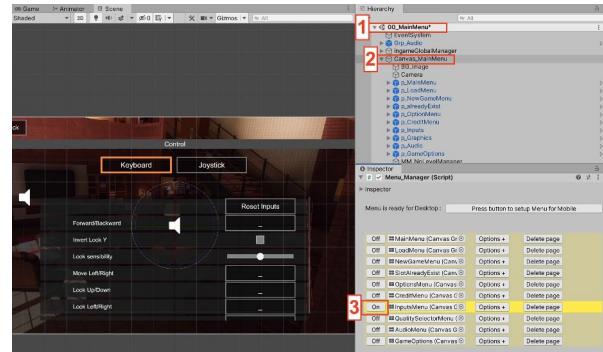
Step 1: Create a new Input

Info: In this example we are going to create a new keyboard button. It is the same process for the other button Types (Axis button, Toggle and slider).

-Open your **00_MainMenu** scene (spot 1)

-In the Hierarchy select **Canvas_MainMenu** (spot 2).

-Click on the button **On** next to **InputsMenu** (spot 3). The input UI is displayed on game view

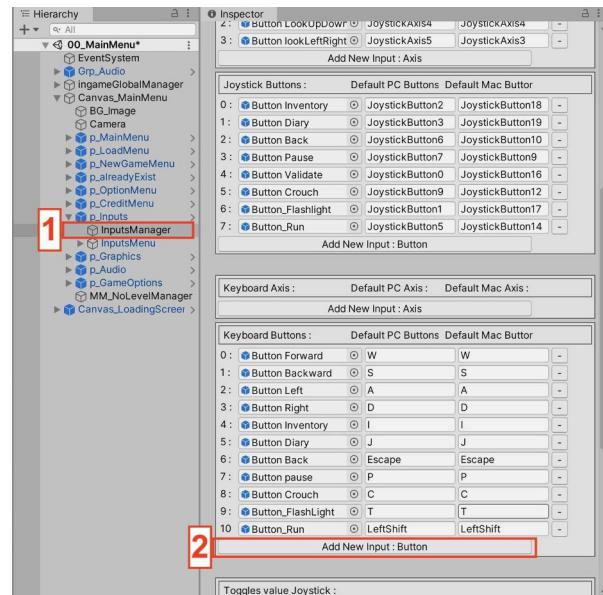


-Select in the Hierarchy **InputsManager** (spot 1)

Hierarchy → **Canvas_MainMenu** → **p_Inputs** → **InputsManager**

-In the Inspector click the button

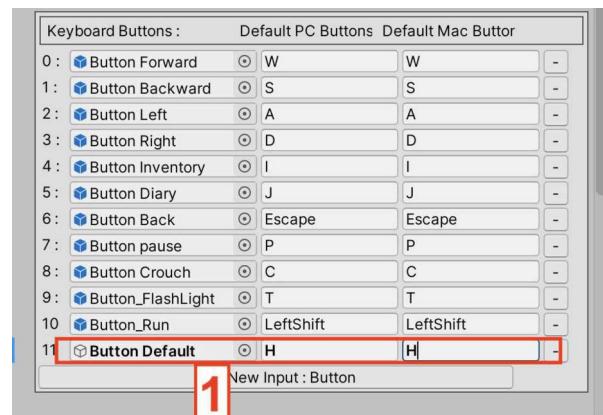
Add New Input: Button in the Keyboard section (spot 2)



Step 2: Choose your Inputs

A new Input is created (spot 1)

-Choose the default Inputs for both PC and MAC (spot 2)

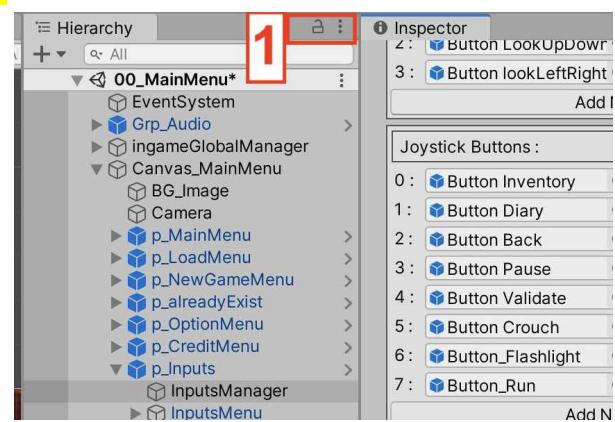


Go to: Tools → AP → Other → Delete All PlayerPrefs



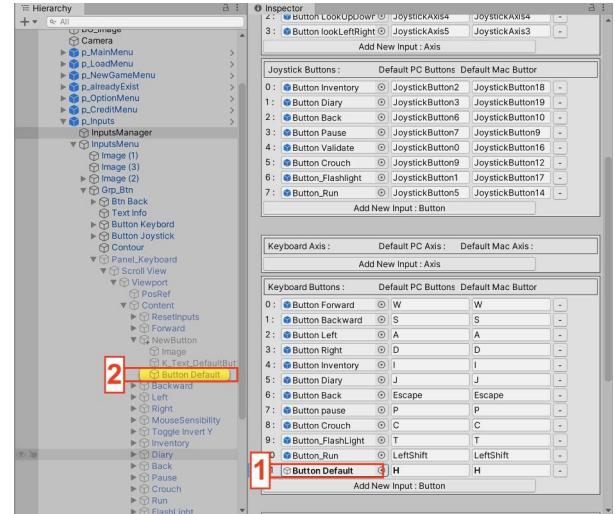
Step 3: Setup the remap button in the UI

-In the Hierarchy check if the padlock is open (spot 1). If not click on the padlock.



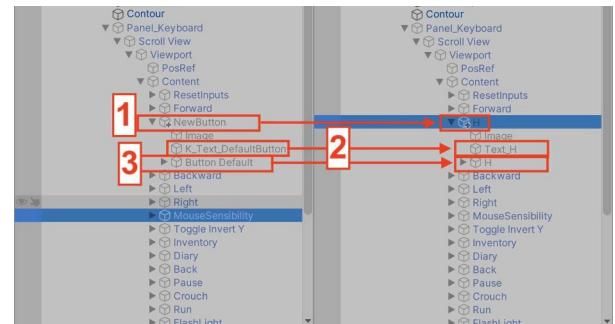
-Click on button Default field (spot 1)

This action open the Hierarchy and show the object in the Hierarchy (spot 2)



Rename the new input in the Hierarchy
(This step is optional):

- Select object **Button Default** and rename it **Button_H** (spot 1)
- Select object **NewButton** and rename it **H** (spot 2)
- Select **K_Text_DefaultButton** and rename it **Text_H** (spot 3)

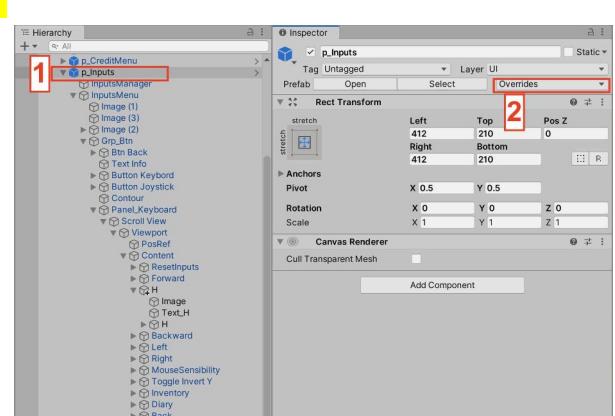


Step 4: Choose the Input name

Inputs are displayed in a scroll view. It is possible to choose the position of the input in the list.

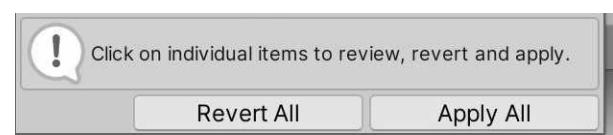
IMPORTANT: You must put a new input after **Forward** input. Otherwise you will have issues.

- Select **p_Inputs** in the Hierarchy (spot 1).
- Press button **Overrides** (spot 2).

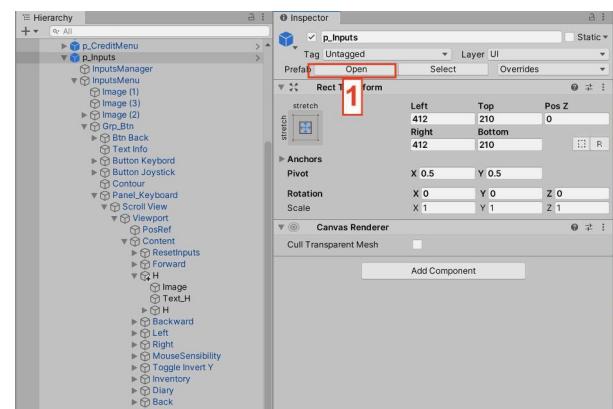


A new window appears.

- Press **Apply All**



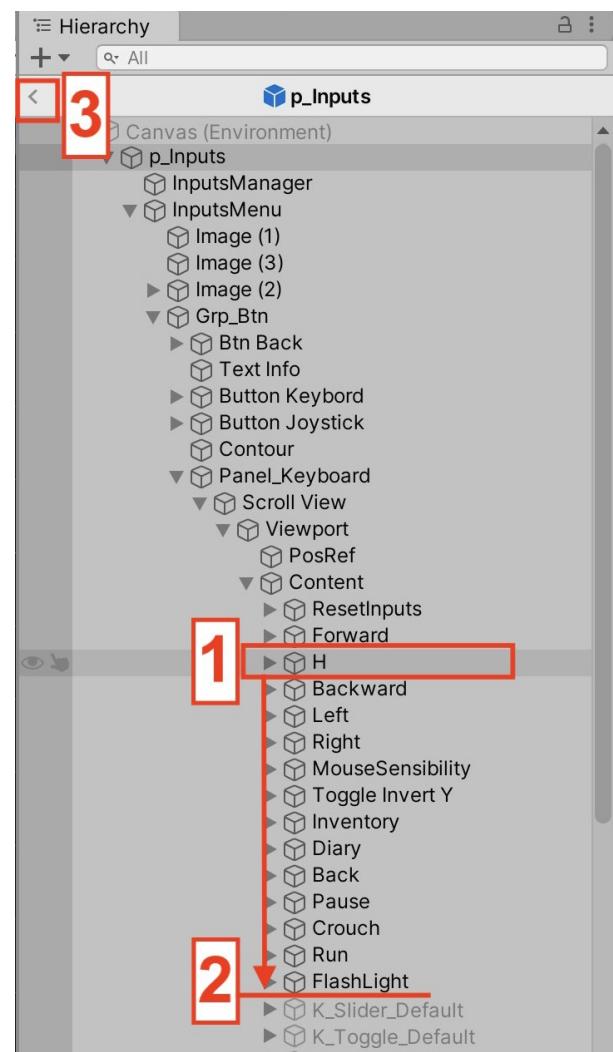
- Press Button **Open** (Spot 1)



- Select object **H** (spot 1)

- Move the object in the Hierarchy after **FlashLight** (spot 2)

- Press < to close the prefab (spot 3)



Step 6: Navigation

Navigation is automatic.

IMPORTANT:

You must put a new input after **Forward** input.
Otherwise you will have issues.

15.3-Inputs: How to access Inputs in a script?

Info: Script on the right can be find on: Project Tab → AP → Assets → Script → Inputs → AccessInputs

1-Write this line of code to access the inputs in your script (spot 1):

```
ingameGlobalManager gManager = ingameGlobalManager.instance;
```

2-Then call the input type (spot 2):

Access the 1st Gamepad Float

```
float newF = gManager.inputListOfFloatGamepadButton[0];
```

Access the 1st Keyboard Float

```
newF = gManager.inputListOfFloatKeyboardButton[0];
```

Access the 1st Gamepad boolean

```
bool newB = gManager.inputListOfBoolGamepadButton[0];
```

Access the 1st Keyboard boolean

```
newB = gManager.inputListOfBoolKeyboardButton[0];
```

Access the 1st Gamepad Axis

```
if(Input.GetKeyDown(gManager.inputListOfStringGamepadAxis[0])){}
```

Access the 1st Keyboard Axis

```
if (Input.GetKeyDown(gManager.inputListOfStringKeyboardAxis[0])){}
```

Access the 1st Gamepad Button

```
if (Input.GetKeyDown(gManager.inputListOfStringGamepadButton[0]))
{}
```

Access the 1st Keyboard Button

```
if (Input.GetKeyDown(gManager.inputListOfStringKeyboardButton[0])
{}
```

3-Choose the input number (spot 3):

Replace 0 by the number of the input you want to use.

To find the number of the inputs look at the number on the left in the **InputsManager** (spot 1)

Hierarchy → Canvas_MainMenu → p_Inputs → InputsManager

```

ingameGlobalManager gManager = ingameGlobalManager.instance; // 1

// Access the 1st Gamepad Float
float newF = gManager.inputListOfFloatGamepadButton[0];
// Access the 1st Keyboard Axis
newF = gManager.inputListOfFloatKeyboardButton[0]; // 2

// Access the 1st Gamepad Axis
if(Input.GetKeyDown(gManager.inputListOfStringGamepadAxis[0])){
}

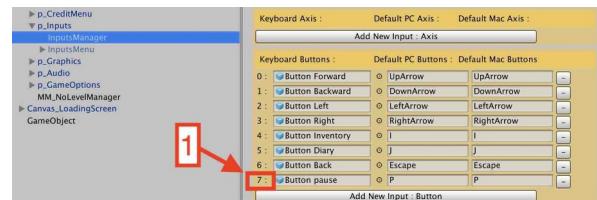
// Access the 1st Keyboard Axis
if (Input.GetKeyDown(gManager.inputListOfStringKeyboardAxis[0])){
}

// Access the 1st Gamepad Button
if (Input.GetKeyDown(gManager.inputListOfStringGamepadButton[0])){

}

// Access the 1st Keyboard Button
if (Input.GetKeyDown(gManager.inputListOfStringKeyboardButton[0])){ // 3
}

```



16-Audio

16.1- Choose Audio Group (Ambiance, Music, Fx, Voice Over)

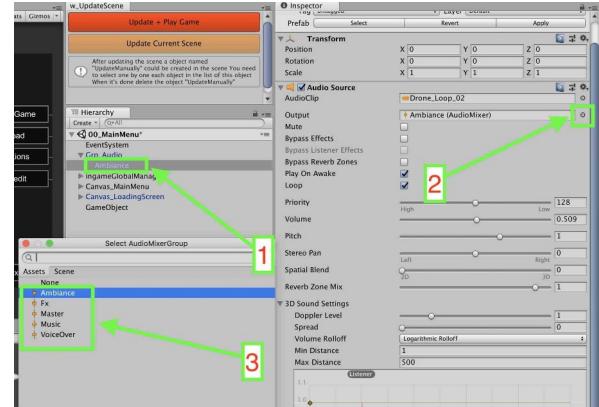
Step 1:

-Select an object in the Hierarchy with an AudioSource attached to it (spot 1).

-Click on the small circle on the right of the variable Output (spot 2)

-In window Select AudioMixerGroup:

-Choose the group you want to use (spot 3)



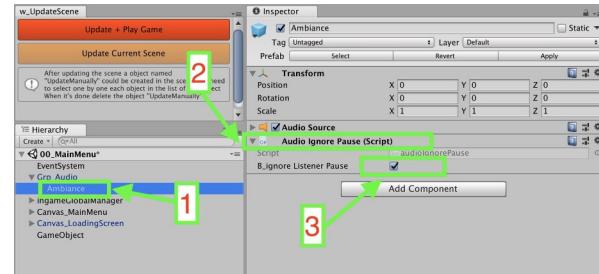
16.2-Ignore Pause (sound is played even if Pause Mode is activated)

-Select an object in the Hierarchy with an AudioSource attached to it (spot 1).

-Add the script audiognorePause.cs (spot 2)

Project tab → Assets → AP → Assets → Script Audio → audiognorePause.cs

-Check toggle b_IgnoreListenerPause (spot 3)



17-Troubleshooting

1-The scene doesn't work / There is an error in the console

[link](#)

2-Unity crash without reason

3-UI Icon visible through an other door, wardrobe or drawer

4-How to find an object ID number

5-Subtitle are updated in game

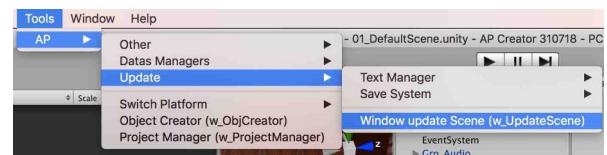
7-Character climb on wall

8-Invalid editor window

1-The scene doesn't work / There is an error in the console tab

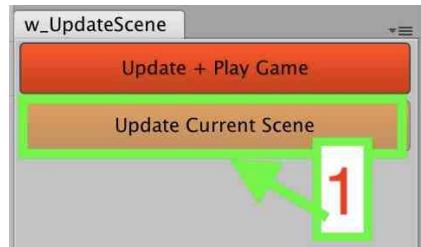
1a-Update the scene

-Go to: Tools → Update → window update Scene(w_UpdateScene)



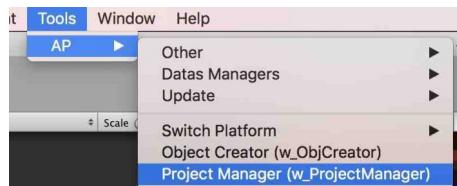
A new window appears.

-Click on button button **Update Current Scene** (spot 1)



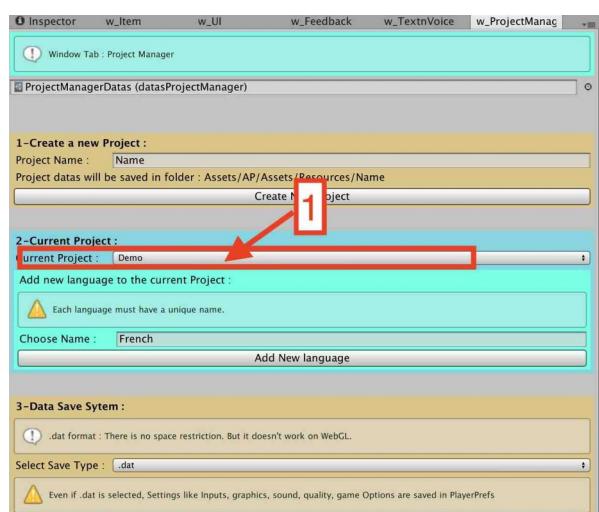
1b-Check if you work on the good project.

-Go to: Tools → Update → Project Manager (w_ProjectManager)



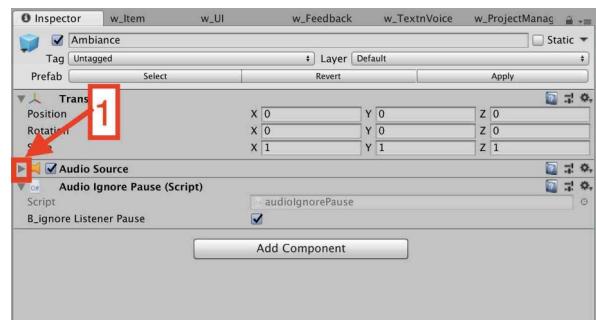
A new window appears.

-In the **w_ProjectManager** tab check if the current project is the project that you are working on (spot 1)



2-Unity crash without reason

-Try to close the audioSource script in the Inspector by pressing the small triangle (spot 1)



3-UI Icon visible through an other door, wardrobe or drawer.

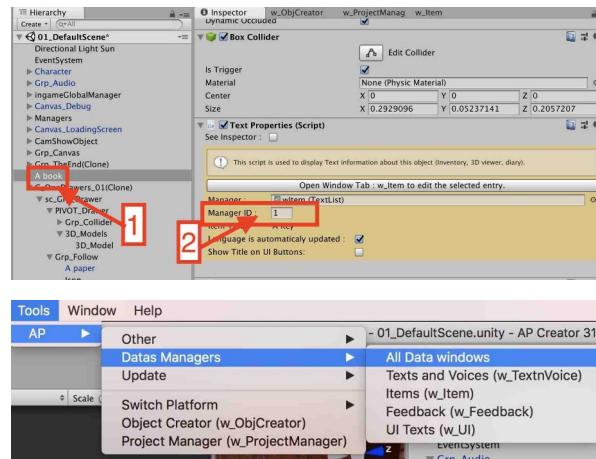
Read section 7.2.7 (more info on Doc Part 3)

4-How to find an object ID number

4a First possibility

-Select the object in the Hierarchy (spot 1).

-In the Inspector, go to Manager ID to find the Object ID number(spot 2).



4b-Second possibility

-Open the window tab corresponding to the text for which you want to find the ID number.

Text and Voices: In that window you find all the texts for **text Item** and **voice over**

Items: In that window you find all the texts for **3D Item**

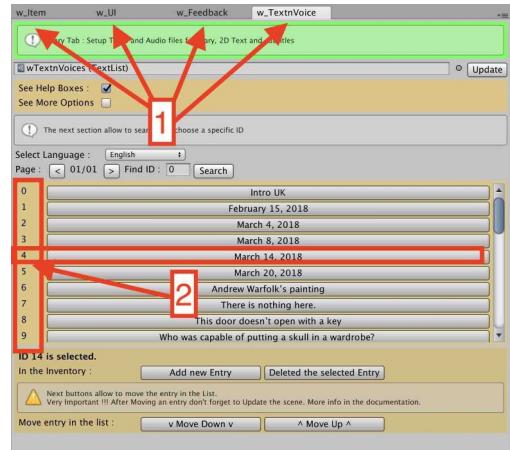
Items: In that window you find all the texts for **feedback**

UI: In that window you find all the texts for **UI Text**

In each window tab (spot 1):

it is possible to find the **ID Number** of a text in text list (spot 2)

For example: march 14, 2018 ID number is 4
(spot 2)



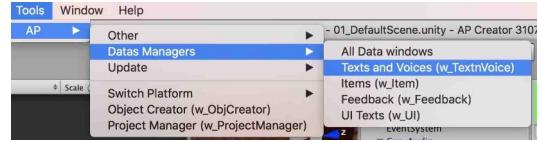
5-How to change puzzle scale

- Select the puzzle group.
- Scale the entire puzzle.

6-Subtitle are not updated in game

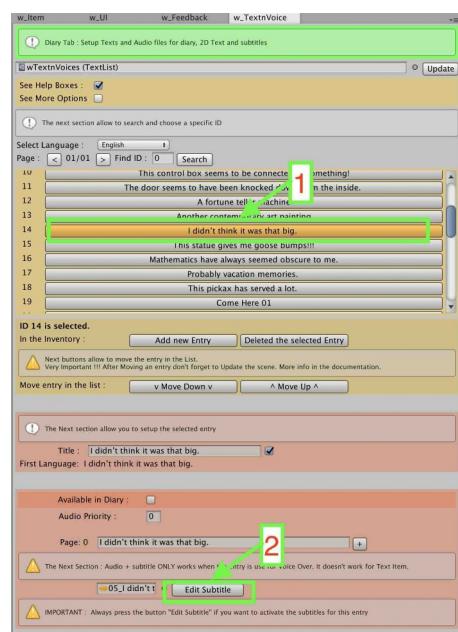
-Open the **w_TextnVoice** tab

Tools → AP → Data Managers → Text and Voices(w_TextnVoice)

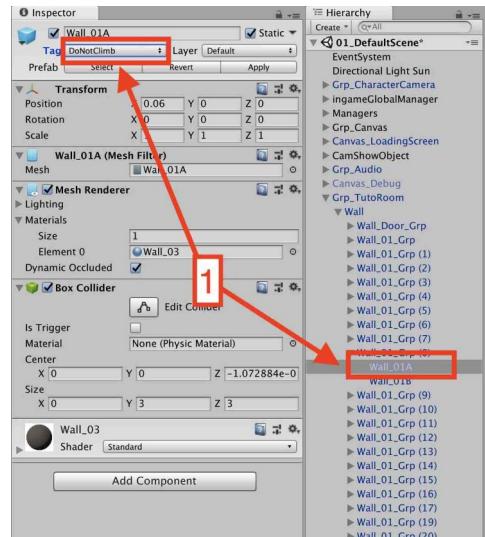


In **w_TextnVoice**:

- Select the entry you need to update (spot 1)
- Press button **Edit Subtitle** (spot 2)

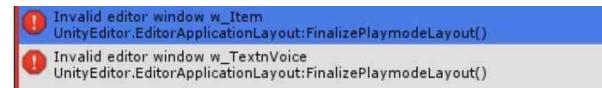


7-Character climb on wall



8-Invalid editor window

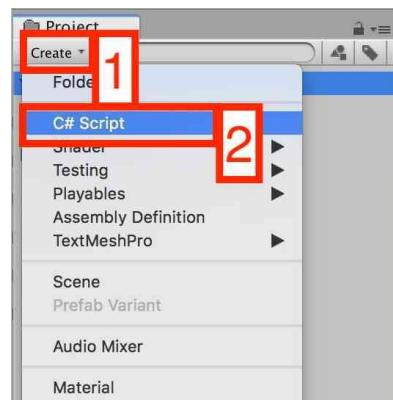
Close Unity.
Reopen Unity.



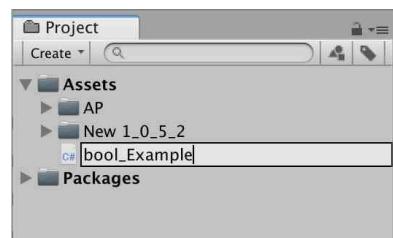
18-1 How to create a boolean method

-On project tab click on **Create** button (spot 1)

-On the dropdown menu choose **C# script** (spot 2)

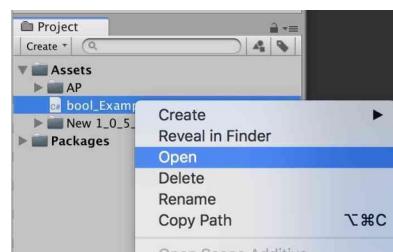


Rename the script **bool_Example**

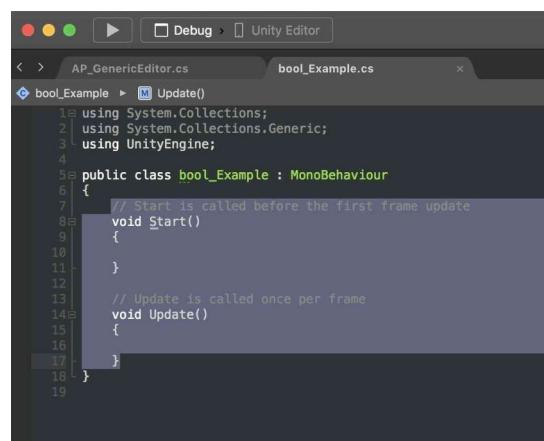


-Right click on script **bool_Example**.

-On the dropdown menu choose **Open**.



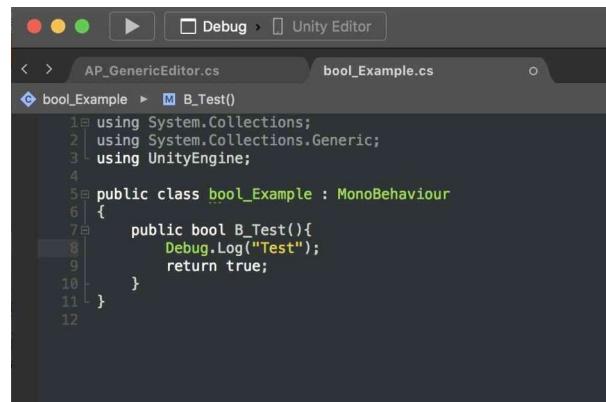
-Select and delete line **7** to **17** (method start and Update).



```
18 using System.Collections;
19 using System.Collections.Generic;
20 using UnityEngine;
21
22 public class bool_Example : MonoBehaviour
23 {
24     // Start is called before the first frame update
25     void Start()
26     {
27     }
28
29     // Update is called once per frame
30     void Update()
31     {
32     }
33 }
```

Write this:

```
public bool B_Test(){
    Debug.Log("Test");
    return true;
}
```



```
18 using System.Collections;
19 using System.Collections.Generic;
20 using UnityEngine;
21
22 public class bool_Example : MonoBehaviour
23 {
24     public bool B_Test(){
25         Debug.Log("Test");
26         return true;
27     }
28 }
```

How it works:

public (spot 1):

Allows to access this method outside this script.

bool (spot 2):

Define that it is a boolean method.

B_Test (spot 3):

It is the name of the method.

Debug.Log (spot 4):

In this example we write **Test** in the console when the method is call. Write your code here.

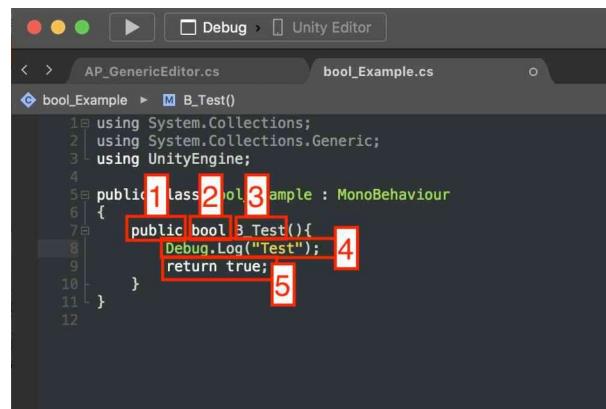
Return true; (spot 5):

A boolean method return True or False

In our case the method must return True at the end of the method.

This allows the modules contained in the asset to know that the method is complete.

In the asset it is possible to call a list of boolean methods. These methods are called one after the other. When the first method is finished its returns True. With that information it is possible to call the following method and so on.



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 public class 5 bool 6 {
7 public 8 B_Test() {
9 Debug.Log("Test");
10 }
11 }
12 }
```

18-2 How to use a boolean method

-In the example we are using the script **Bool_Example** created in the section [How to create a boolean method](#).

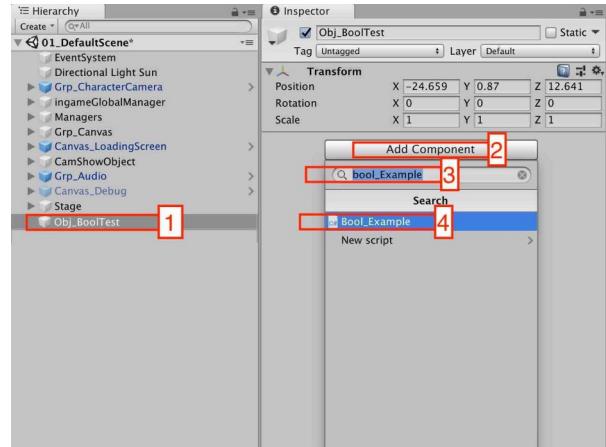
-Create an **Empty Object** in the Hierarchy and rename it **Obj_BoolTest**

-Select **Obj_BoolTest** in the Hierarchy (spot 1)

-In the Inspector click on **Add Component** (spot 2)

-Search **Bool_Example** (spot 3)

-Click on **Bool_Example** (spot 4)



Info: It is possible to use Boolean methods in different modules of the assets. For the example, we will use the custom action module.

-Go to Tools → AP → Object Creator to open the window w_ObjCreator.



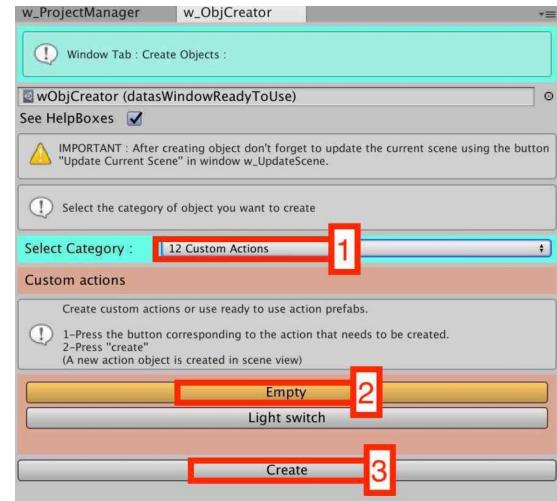
-Select Category 12 Custom Actions (spot 1)

-Click on Empty button (spot 2)

-Click on Create Button (spot 3)

Info: a_Empty(Clone) is created and auto selected on the Hierarchy (spot1)

-Move a_Empty(Clone) not to far from the character.

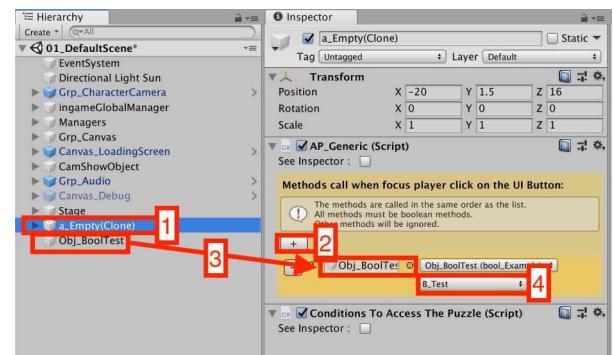


In the Hierarchy select a_Empty(Clone) (spot 1)

-Click on button + (spot 2)

-Drag and drop Obj_BoolTest in the empty slot (spot 3)

-Select the method B_Test (spot 4)



-Click on update + Play Game to start and update the game



-Go next to the cube.

-Click on the UI Button

-The text Test is displayed in the console tab (spot 1)

-Press Esc to have access to the mouse

-Press button Play to stop the game

