

## Documentation Part 3:

### Table of contents:

<b>7-Window Tab w_ObjCreator (create Items, door, wardrobe, drawer...)</b>	<a href="#">link</a>
7.1.1 Text Item	<a href="#">link</a>
7.1.2 Item that the player can use in the adventure.	<a href="#">link</a>
<b>Common to Text Item and Item that the player can use in the adventure.</b>	<a href="#">link</a>
7.1.3 Add a voice over + subtitle	<a href="#">link</a>
 <b>7.2 Door, drawer and wardrobe</b>	
7.2.1 Door	<a href="#">link</a>
7.2.2 Drawer	<a href="#">link</a>
7.2.3 Wardrobe	<a href="#">link</a>
 <b>Common to door, drawer and wardrobe</b>	
7.2.4 Focus mode Setup	<a href="#">link</a>
7.2.5 Lock Options	<a href="#">link</a>
7.2.6 Unlock Options	<a href="#">link</a>
7.2.7 Common problems	<a href="#">link</a>
 <b>7.3 Action Trigger and spawn Trigger</b>	
7.3.1 Spawn First	<a href="#">link</a>
7.3.2 Teleporter	<a href="#">link</a>
7.3.3 Respawn	<a href="#">link</a>
7.3.4 End of the game + Screen	<a href="#">link</a>
7.3.5 Trigger Play a Voice	<a href="#">link</a>
7.3.6 Trigger: Custom Method	<a href="#">link</a>
 <b>7.4 Setup a UI Text</b>	
 <b>7.5 Reset Object</b>	
 <b>7.5 ObjIsActivated</b>	
 <b>7.6 Focus Info</b>	
7.6.1>Create a Focus Info Object	<a href="#">link</a>
7.6.2-Setup Focus Info position	<a href="#">link</a>

7.6.3-Change The white circle UI icon position [link](#)

7.7-Create a lamp that can be turned On and Off [link](#)

**8-Debugger** [link](#)

**9-Character and Character Controller.** [link](#)

9.1-Character: Short Overview [link](#)

9.2-Footstep Customization [link](#)

## 7-Window Tab w\_ObjCreator (create Items, door, wardrobe, drawer...)

### 7.1.1 Text Item

#### How it works:

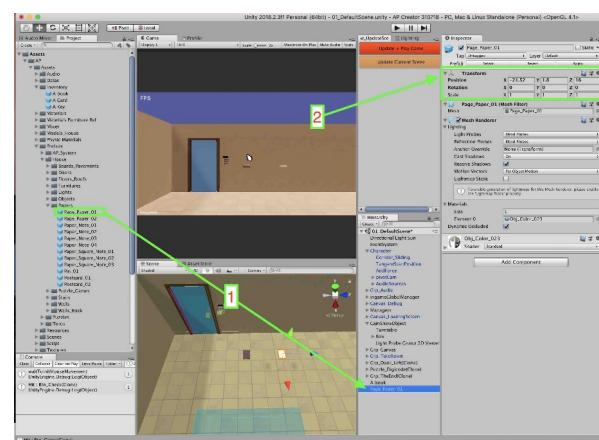
When the player clicks on an object setup as a Text Item:  
-The text viewer is displayed on screen.

-The text corresponding to the Text item is displayed on the Text Viewer.



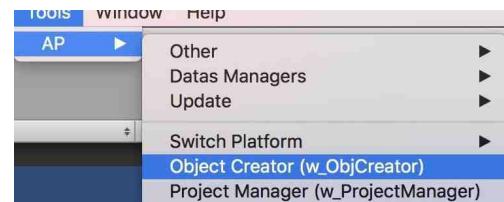
#### Step 1:

-From the Project Tab, drag and drop an object to the Hierarchy (spot 1).



#### Step 2: Setup Object

-Go to Tools → AP → Object Creator (w\_ObjCreator)



-Select 03 Items (Text viewer) in the dropdown menu (spot 1)

If the text need to be available in the Diary:

-Check the box Diary (spot 2)

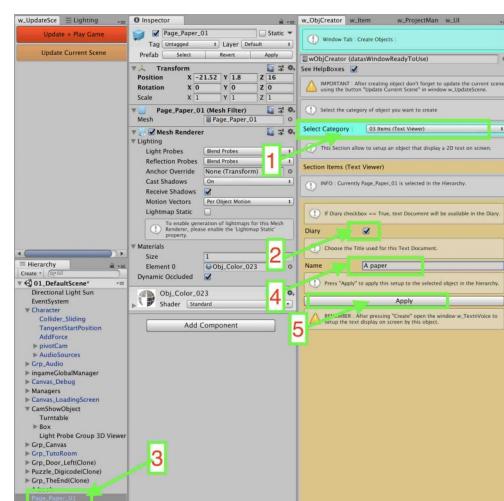
If the text do not need to be available in the Diary:

-Uncheck the box Diary (spot 2)

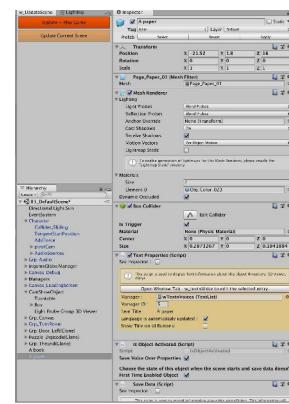
-Select the object to be setup in the Hierarchy (spot 3)

-Write a title for the object inside the field Name (spot 4). *This text is used as a title in the inventory.*

-Click Apply (spot 5).



**Info:** In the Hierarchy the object is renamed using the Name field. New scripts are automatically added to the object.

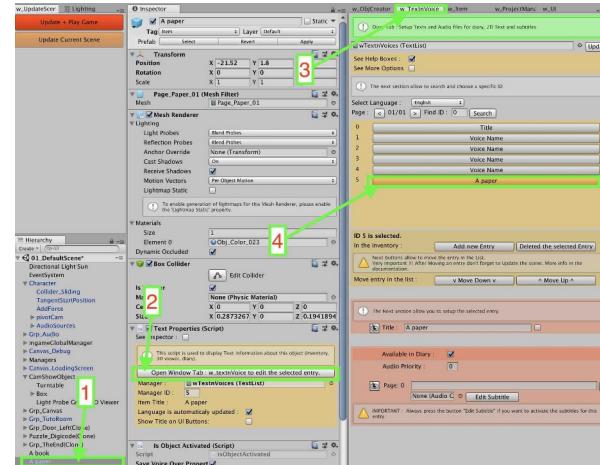


### Step 3: Setup text displayed in the Diary

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

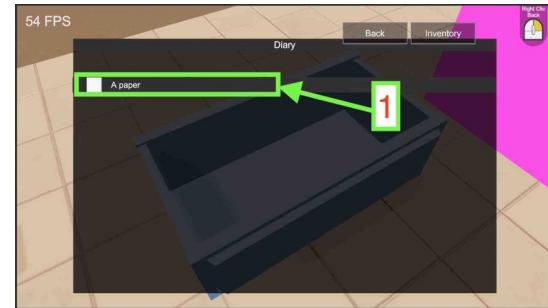
-Press button **Open Window Tab : w\_TextnVoice** to edit the selected entry (spot 2).

A new window appears (spot 3) and the entry corresponding to your object is automatically selected in the window (spot 4). The button is yellow.



**Info:** For each object in the diary it is possible to display:

-A title (spot 1)

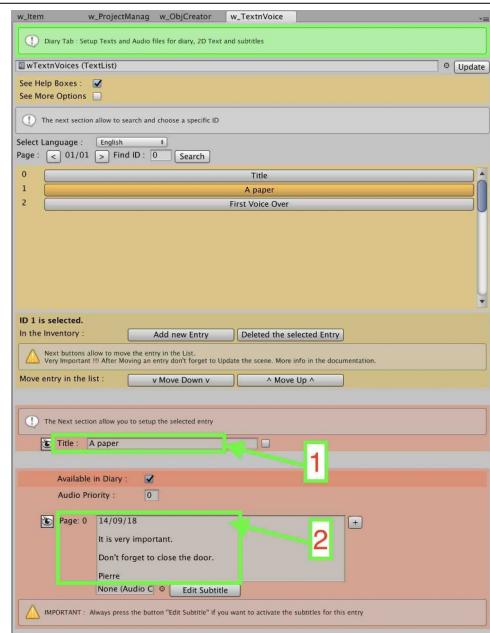


-A Text (spot 2)



-In **w\_TextnVoice** window choose the Text Title in the **Title** section (spot 1)

-In the section **Page 0** write the content of the page (spot 2).



#### Step 4: Create multipage text

-Press the button **+** to add a new page to the text (spot 1).



#### Troubleshooting:

If **+** button doesn't appear in the window:  
Close the window and re-open the window. You should see the **+** button.

#### IMPORTANT:

The **AudioClip** field and **edit subtitle** button doesn't work for Text Item.



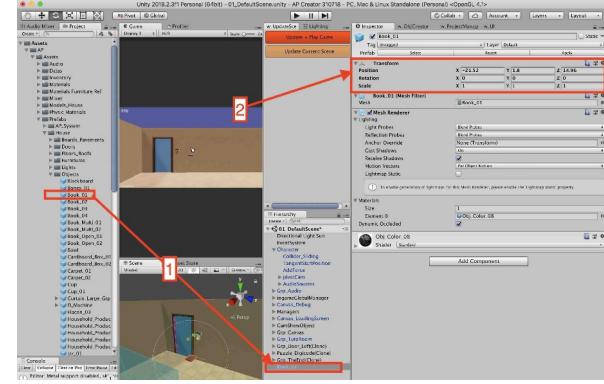
## 7.1.2 Item that the player can use in the adventure.

During the game the player can:

- Take object
- Add object to the inventory
- Show object in the 3D viewer

### Step 1: Setup the Object

-From the Project Tab, drag and drop an object to the Hierarchy (spot 1).



-Go to Tools → AP → Object Creator (w\_ObjCreator)

-Select 02 Items (3D viewer) in the dropdown menu (spot 1)

-Select the object in the Hierarchy (spot 2)

If the object need to be added to the inventory and shown in the 3D viewer

-Check the box Inventory (spot 3)

If the object need to be only shown in the 3D viewer.

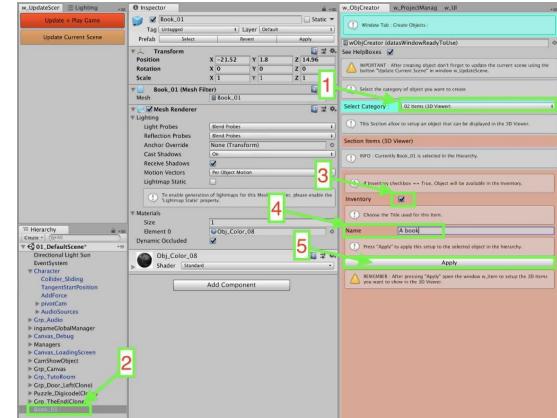
-Uncheck the box Inventory (spot 3)

The player can't add this object to the inventory. The player can't use this object to unlock something.

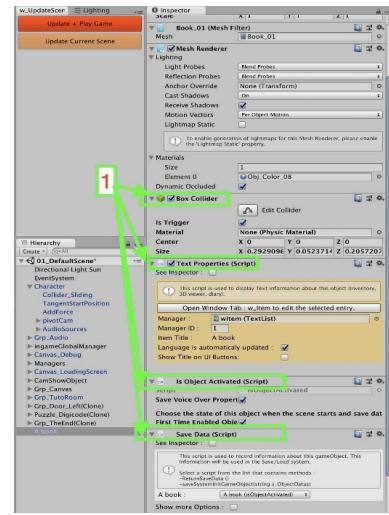
-Choose the object name (spot 4).

This name is used as a title in the inventory.

-Click Apply (spot 5).



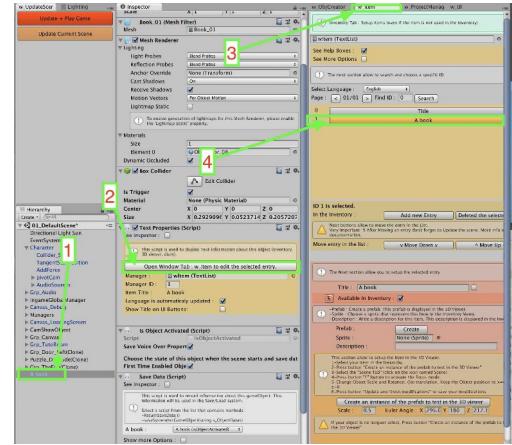
**Info:** The object is renamed using the title. New scripts are automatically added to the object (spot 1).



## Step 2: Setup text displayed in the inventory

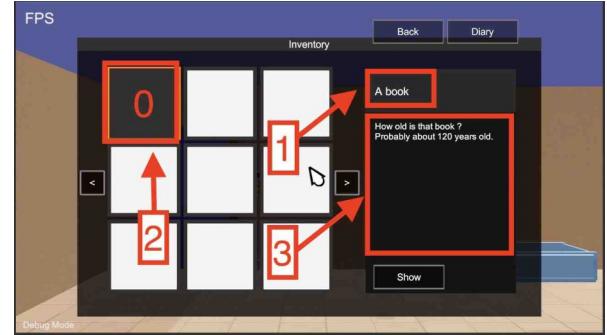
-Press button Open Window Tab : w\_Item to edit the selected entry (spot 2).

**Caution:** Go directly to **step 4** if you want to use an object shown in the 3D Viewer but not added to the inventory.



For each object in the inventory it is possible to display:

- A title (spot 1)
- A sprite (spot 2)
- An object description (spot 3)



-Select the object in the **Hierarchy**

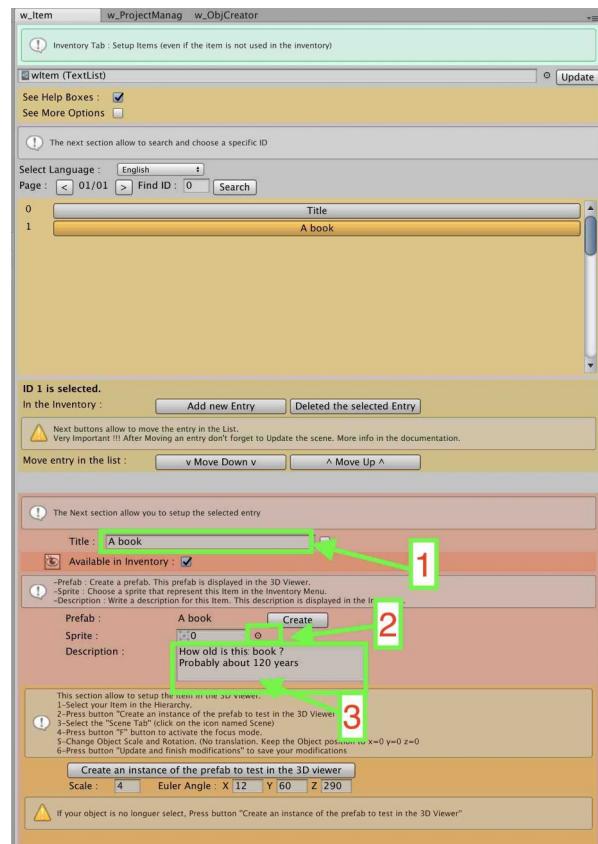
-In **w\_Item** window write the item Title in the **Title** section (spot 1)

-Press the **small circle** on the right to the **sprite field** (spot 2).

A new window appears. Select a sprite.

**Important:** Use 256x256px or 512x512px sprite. Other sprites size can create issues

-In the section **object description** write the object description (spot 3).



### Step 3: Setup 3D Object displayed in the 3D viewer

-Select the object in the **Hierarchy**.

In **w\_Item** window tab (opened in step 2)

-Press **Create** (spot 1)



### IMPORTANT:

-A new prefab is generated in the Project Tab.  
The new prefab is saved in the folder  
Assets → AP → Assets → Inventory.

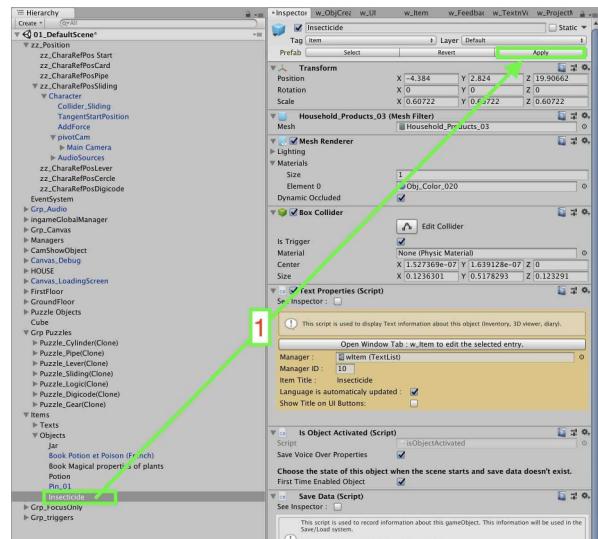
-The new prefab replaces the current object.

If you want to modify the new prefab directly in the Hierarchy:

-Select the prefab in the Hierarchy

-Add your modifications.

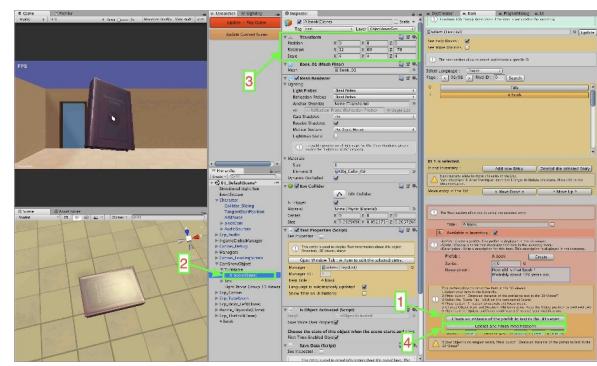
-Press the button **Apply** in the Inspector to save the modification (spot 1)



### Step 3.1: Modify Object scale in the 3D viewer

-In w\_Item window tab opened in step 3, press the button **Create an instance of the prefab to test in the 3D viewer** (spot 1).

**Info:** An Object is created in the Hierarchy to test the scale and the rotation of the object when it is displayed in the 3D viewer (spot 2)



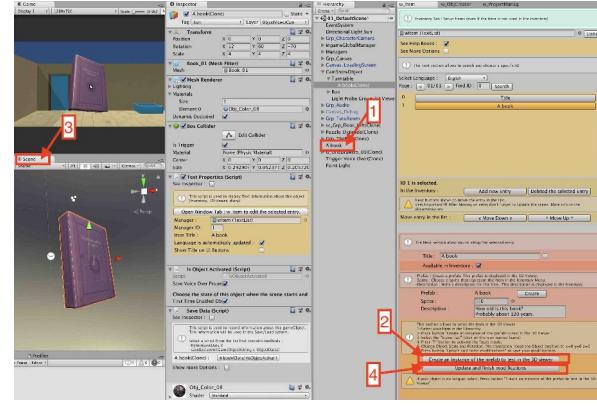
-Select your item in the Hierarchy (spot 1).

-Press button **Create an instance of the prefab to test in the 3D viewer**.

-Select the **Scene** tab (click on the icon named Scene) (spot 2).

-Press **F** to activate the focus mode.

-Change object scale and rotation (no translation). Keep the object position to x=0 y=0 z=0.



-Press button **Update and finish modifications** to save your modifications (spot 4).

**Info:** Object created for the test is automatically destroyed.

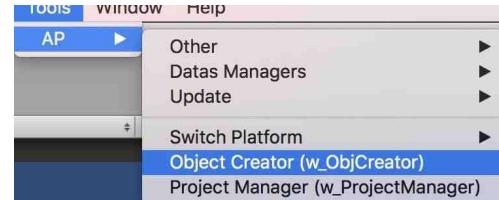
**Common to Text Item and Item that the player can use in the adventure.**

### 7.1.3 Add a voice over + subtitle

It is possible to add a voice over when the text or the 3d Item are selected by the player.

#### Step 1: Setup the voice over

-Go to Tools → AP → Object Creator (w\_ObjCreator)



The window w\_ObjCreator is now open (spot 1).

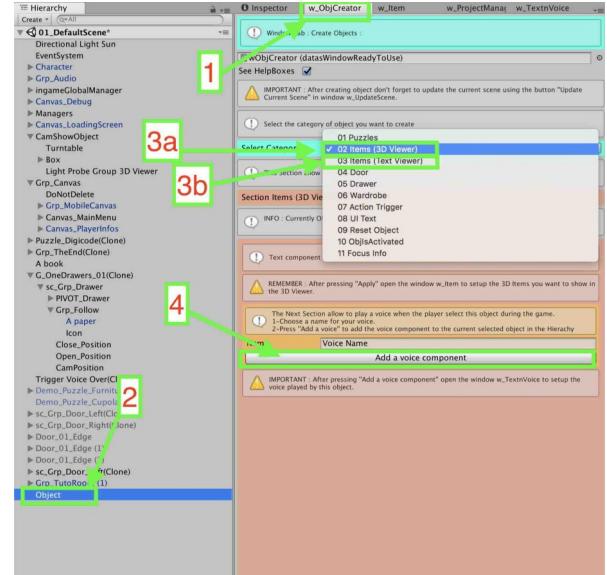
-Select the object to use in the Hierarchy (spot 2).

-If the object is used to display a 3D item select 03 Items (3D Viewer) in the dropdown list (spot 3a).

or

-If the object is used to display a text select 02 Item (Text Viewer) in the dropdown list (spot 3b).

-Press Add a voice component (spot 4).

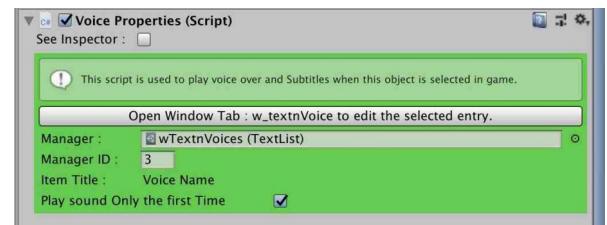


**Info:** New script are automatically added to the selected object.

-Select the object in the Hierarchy.

**Info:** If Play sound Only the first time is checked: the voice over is played only one time.

-Press button Open Window Tab : w\_textnVoice to edit the selected entry.

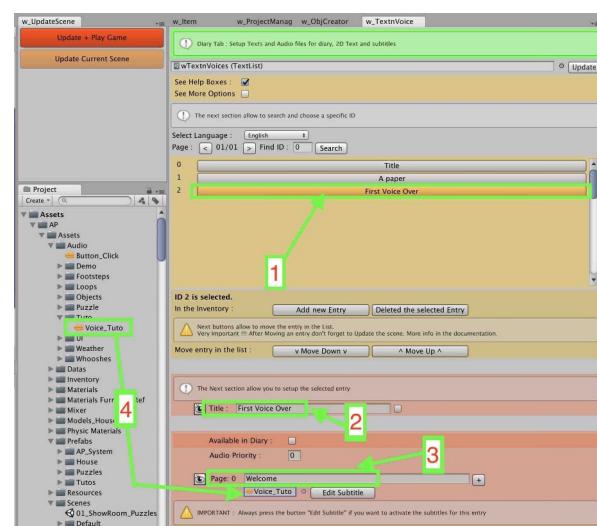


A new window appears and the entry corresponding to your object is automatically selected in the window. The button is yellow (spot 1).

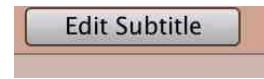
-Choose the **Title** for the voice. (spot 2)

-Choose the text use for subtitle. (spot 3)

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

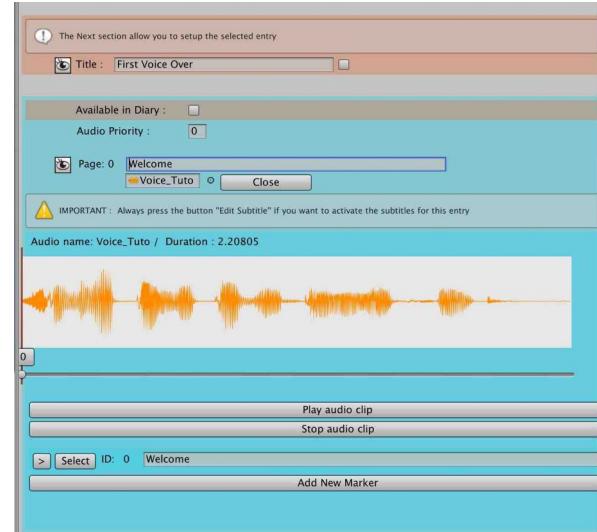


-Press button **Edit Subtitle** to activate subtitle.



A new section appears to setup the subtitle.

To learn more about how to setup subtitles in the voice over editor ([more info in Doc Part 5: section 12-Create Subtitle\(Step by step\)](#))



## 7.2 Door, drawer and wardrobe

### 7.2.1 Door

#### Info:

There are two types of door:

- Door using rotation
- Door using translation.

#### Step 1: Create a door

-Go to Tools → AP → Object Creator  
(w\_ObjCreator)

-Select 04 Door in the dropdown menu (spot 1)

-Click the button Rotation or Translation to select the door type (spot 2).

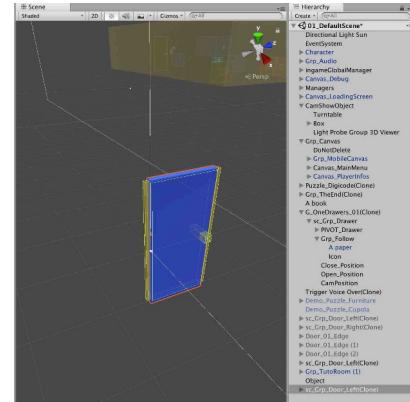
-Select the door to create (spot 3)

-Click Create to create the door in the Hierarchy (spot 4).

*Info: The new door is automatically selected in the Hierarchy.*

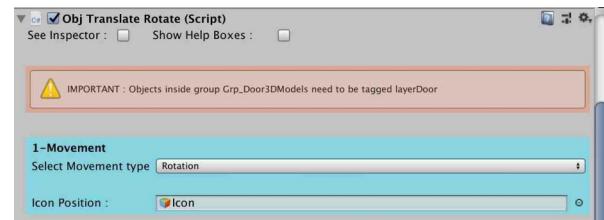
#### Step 2a: Customize door: Rotation type

-Select the door in the Hierarchy



-Go to the Inspector.

**1-Movement** is auto setup. Nothing to modify in this section.



## 2-Rotation parameters:

**Pivot:** the Object that represents the pivot door.

**Group Follow:** All the objects that need to move with door need to be added inside this object.

**Pivot Left:** if true the pivot door is on the left of the door. **Do not change this parameters.**

**Inward:** Choose if the door opens inward or outward.

Buttons **Set Position:** Set the door to its closed or opened position.

**Open Pos (0 to 150):** Choose the max angle for the door (from 0 to 150).

**Force and Velocity:** These parameters change the speed to open or close the door.



## 3-Audio parameters:

**Open:** play a sound and choose its volume when a door opens.

**Close:** play a sound and choose its volume when a door closes.



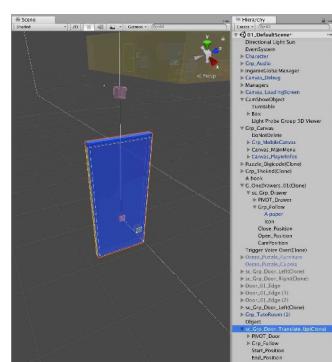
## Info:

Section **5-Lock Options** and **6-Unlock section** are common to door, drawer and wardrobe.

[\(more info\)](#)

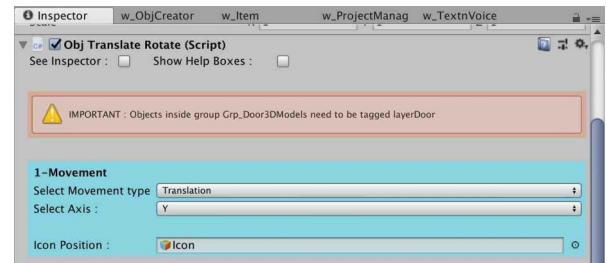
## Step 2a: Customize door: Translation type

-Select the door in the Hierarchy



-Go to the **Inspector**.

**1-Movement** is auto setup. Nothing to modify in this section.



## 2-Translation parameters:

**Pivot:** the Object that represents the pivot door.

**Group Follow:** All the objects that need to move with door need to be added inside this object

**Buttons Set Position:** Set the door to its closed or opened position.

**Close Position:** Represent the final position when the door opens.

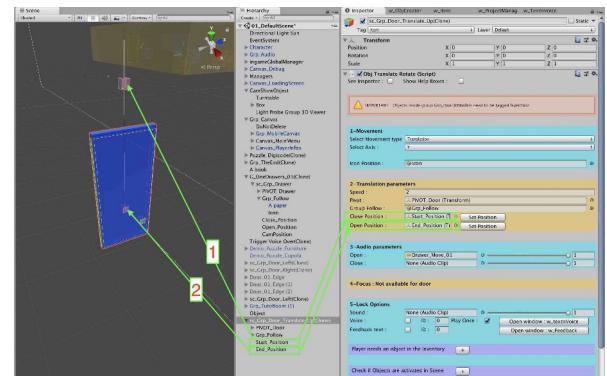
**Open Position:** Represent the final position when the door closes.

To change the door position when the door is open:

-Move the object **Start\_Position** in the Scene View (spot 1).

To change the door position when the door is close:

-Move the object **End\_Position** in the Scene View (spot 2).



## 3-Audio parameters:

**Open:** play a sound and choose its volume when a door opens.

**Close:** play a sound and choose its volume when a door closes.



## Info:

Section **5-Lock Options** and **6-Unlock** section are common to door, drawer and wardrobe.

[\(more info\)](#)

### Step 3: Change 3D models of the door

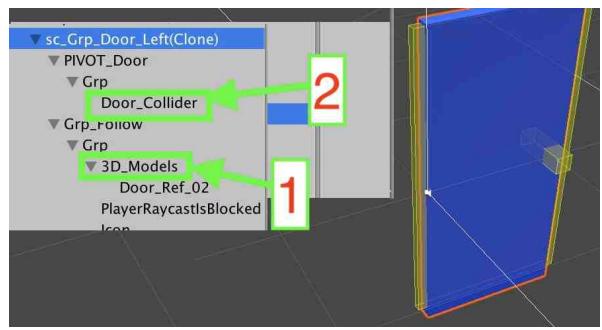
In each door prefab there is an object named **3D\_Models**.

-Put your models inside this object (spot 1).

**IMPORTANT:**

Remove all the collider on your 3D object.

To change the door collider, modify the object **Door\_Collider** that can be find in each door prefab (spot 2).



### Step 4: Object that follow the door when the door opens.

In each door prefab there is an object named **Grp\_Follow → Grp**.

-Put your models inside object **Grp**.

**IMPORTANT:**

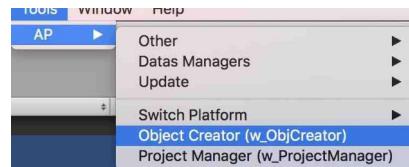
Remove all the collider on your 3D object.



## 7.2.2 Drawer

### Step 1: Create a drawer

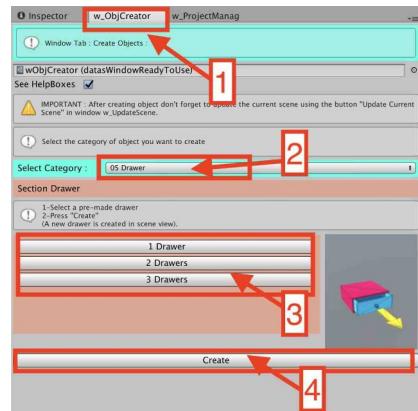
-Go to Tools → AP → Object Creator (w\_ObjCreator)



In window Tab w\_ObjCreator (spot 1):

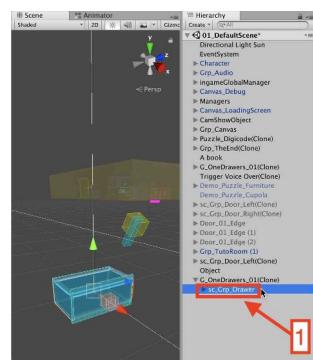
- Select 05 Drawer in the dropdown menu (spot 2)
- Select the drawer to create (spot 3)
- Click Create to create the drawer (spot 4).

**Info:** The new door is automatically created and selected in the Hierarchy.



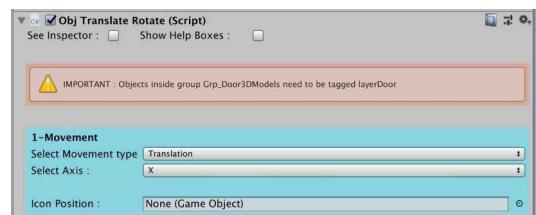
### Step 2: Customize drawer

-Select the sc\_Grp\_Drawer in the Hierarchy. This object contained the script that manage drawer.



-Go to the Inspector.

**1-Movement** is auto setup. Nothing to modify in this section.



### 2-Rotation parameters:

**Speed:** the speed to open and close the drawer.

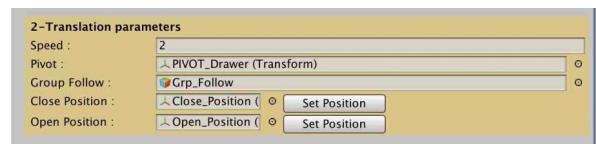
**Pivot:** the Object that represents the pivot drawer.

**Group Follow:** All the object that need to move with drawer need to be added inside this object

**Buttons Set Position:** Set the drawer to its closed or opened position.

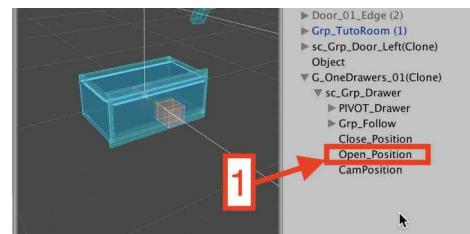
**Close Position:** Represent the final position when the drawer opens.

**Open Position:** Represent the final position when the drawer closes.



To change the drawer position when the drawer is open:

-Move the object **Open\_Position** in the Scene View (spot 1).



### 3-Audio parameters:

**Open:** play a sound and choose its volume when a drawer opens.

**Close:** play a sound and choose its volume when a drawer closes.

**Info:** Section **4-Focus Mode parameters** are common to drawer and wardrobe. [\(more info\)](#)

Section **5-Lock Options** and **6-Unlock section** are common to door, drawer and wardrobe. [\(more info\)](#)

### Step 3: Change 3D models of the drawer

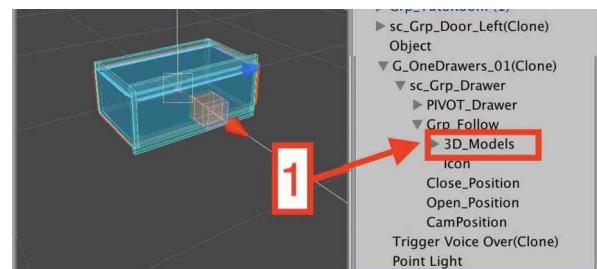
In each drawer prefab there is an object named **3D\_Models**.

-Put your models inside this object (spot 1).

#### IMPORTANT:

Remove all the collider on your 3D object.

To fit the drawer collider to your models read the next section **Step 3**.



### Step 4: Modify the drawer colliders

In each drawer prefab there is an object named **Grp\_Collider** (spot 1). All the drawer colliders are contain in this object.

There are 5 colliders for each drawer:

One for the front of the drawer

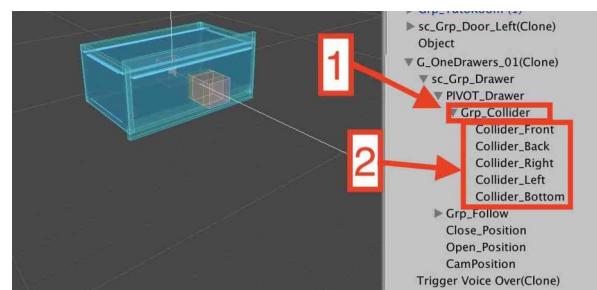
One for the back of the drawer

One for the right side of the drawer

One for the left side of the drawer

One for the Bottom of the drawer

Move them and scale them to fit your own drawer model.



### 7.2.3 Wardrobe

#### Info:

There are two types of Wardrobe door:  
-Wardrobe door using rotation  
-Wardrobe door using translation.

#### Step 1: Create a wardrobe

-Go to Tools → AP → Object Creator (w\_ObjCreator)

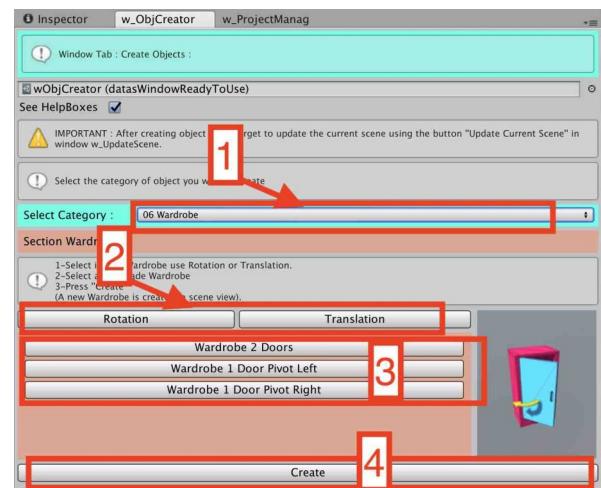
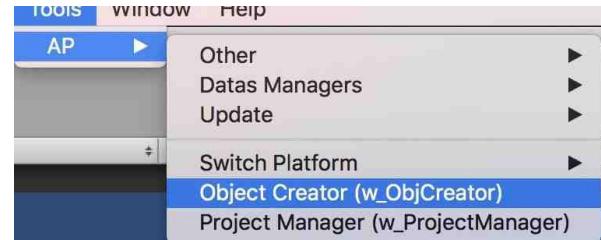
-Select 06 Wardrobe in the dropdown menu (spot 1)

-Click the button Rotation or Translation to select the wardrobe type (spot 2).

-Select the wardrobe to create (spot 3)

-Click Create to create the wardrobe (spot 4).

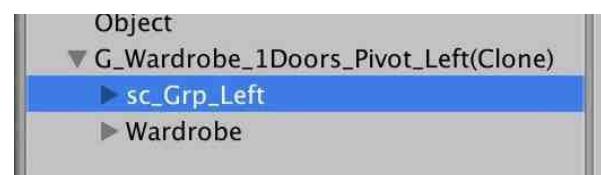
**Info:** The new wardrobe is automatically created and selected in the Hierarchy.



#### Step 2a: Customize wardrobe: Rotation type

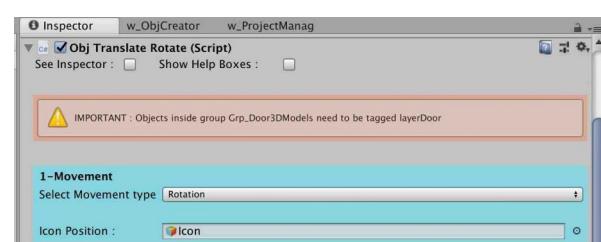
-In the Hierarchy select the object that contains sc\_Grp\_ in its name.

This object contained the script that manage wardrobe.



-Go to the Inspector.

**1-Movement** is auto setup. Nothing to modify in this section.



## 2-Rotation parameters:

**Pivot:** the Object that represents the pivot wardrobe.

**Group Follow:** All the object that need to move with wardrobe need to be added inside this object

**Pivot Left:** if true the pivot wardrobe is on the left of the wardrobe. **Do not change this parameters.**

**Inward:** Choose if the wardrobe opens inward or outward

Buttons **Set Position:** Set the wardrobe to its closed or opened position.

**Open Pos (0 to 150):** Choose the max angle for the wardrobe (from 0 to 150).

**Force and Velocity:** This parameters change the speed to open or close the wardrobe doors.



## 3-Audio parameters:



**Open:** play a sound and choose its volume when a wardrobe opens.

**Close:** play a sound and choose its volume when a wardrobe closes.

### Info:

Section **4-Focus Mode parameters** are common to drawer and wardrobe. ([more info](#))

Section **5-Lock Options** and **6-Unlock section** are common to door, drawer and wardrobe.

[\(more info\)](#)

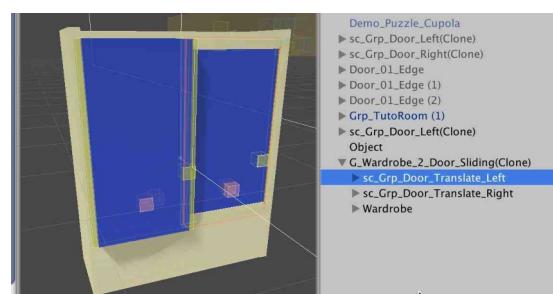
## Step 2a: Customize wardrobe: Translation type

-In the **Hierarchy** select the object that contains **sc\_Grp\_** in its name.

*This object contained the script that manage wardrobe door.*

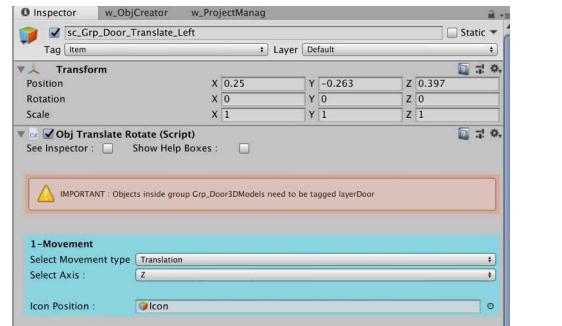
**sc\_Grp\_Door\_Translate\_Left** manage the left door of the wardrobe.

**sc\_Grp\_Door\_Translate\_Right** manage the right door of the wardrobe.



-Go to the **Inspector**.

**1-Movement** is auto setup. Nothing to modify in this section.



## 2-Translation parameters:

**Pivot:** the Object that represents the pivot door.

**Group Follow:** All the object that need to move with door need to be added inside this object

**Buttons Set Position:** Set the door to its closed or opened position.

**Close Position:** Represent the final position when the door opens.

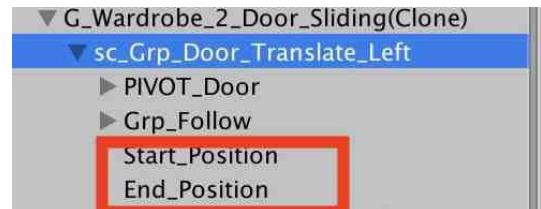
**Open Position:** Represent the final position when the door closes.

To change the door position when the door is open:

-Move the object **Start\_Position** (spot 1) in the **Hierarchy**.

To change the door position when the door is close:

-Move the object **End\_Position** (spot 2) in the **Hierarchy**.



## 3-Audio parameters:

**Open:** play a sound and choose its volume when a door opens.



**Close:** play a sound and choose its volume when a door closes.

## Info:

Section **4-Focus Mode parameters** are common to drawer and wardrobe. ([more info](#))

Section **5-Lock Options** and **6-Unlock** section are common to door, drawer and wardrobe. ([more info](#))

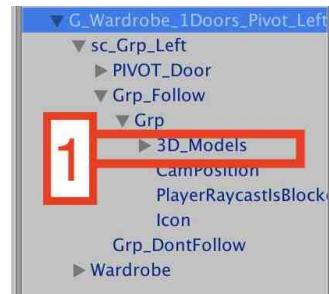
### Step 3: Change 3D models of the wardrobe door

In each wardrobe prefab there is an object named **3D\_Models**.

-Put your models inside this object (spot 1).

#### IMPORTANT:

Remove all the collider on your 3D object.



To change the door collider, modify the object **Door\_Collider** that can be find in each door prefab (spot 2).



### Step 4: Object that follow the wardrobe door when the door opens.

In each wardrobe prefab there is an object named **Grp\_Follow → Grp**.

-Put your models inside this object **Grp** (spot 1).

#### IMPORTANT:

Remove all the collider on your 3D object.



—

## Common to door, drawer and wardrobe

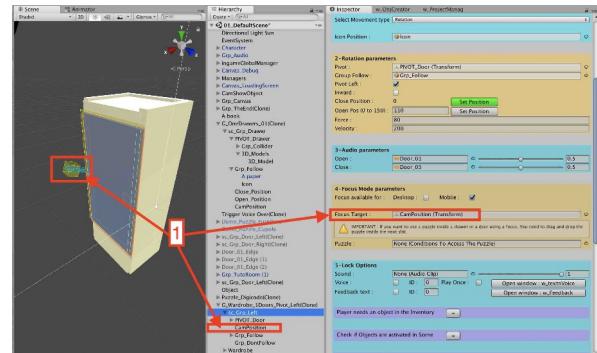
### 7.2.4 Focus mode Setup

#### Important:

Focus Mode is only available for drawer and wardrobe.

#### How it works:

If Focus is activated on a drawer or a wardrobe the player camera move to the **focus Target** (spot 1) when the player open the drawer or the wardrobe.



#### Step 1: Activate Focus Mode

By default Focus Mode is deactivated for desktop and activated for Mobile (spot 1)

Check box next to Desktop to activate the Focus on desktop device.

Check box next to Mobile to activate the Focus on mobile device.

#### Step 2: Setup Focus Target Position

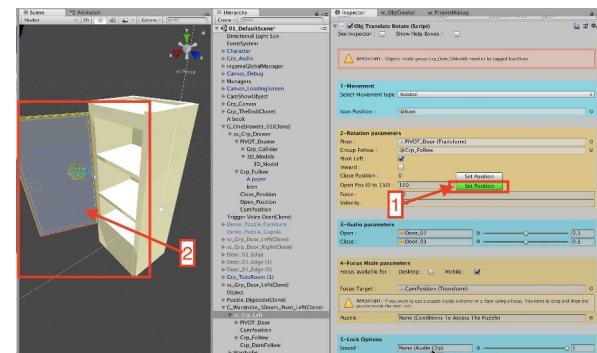
-Select the drawer or the wardrobe door in the **Hierarchy** that contains the script **ObjTranslateRotate.cs**.

**Info:** In each drawer and wardrobe door, there is an object whose name starts with **sc\_**. This Object contains the script **ObjTranslateRotate.cs**.

-In the **Inspector** go to section:  
2-Rotation parameters (wardrobe)  
or 2-Translation parameters (wardrobe or drawer)

-Click on **Set Position** on the right to parameter **Open Pos (0 to 150)** (spot 1)

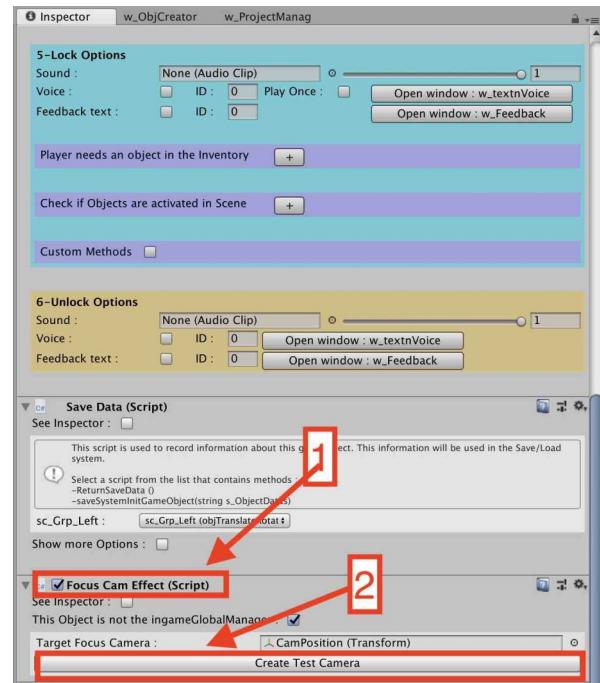
The door opens in the scene view (spot 2)



-In the Inspector go to script Focus Cam Effect (spot 1)

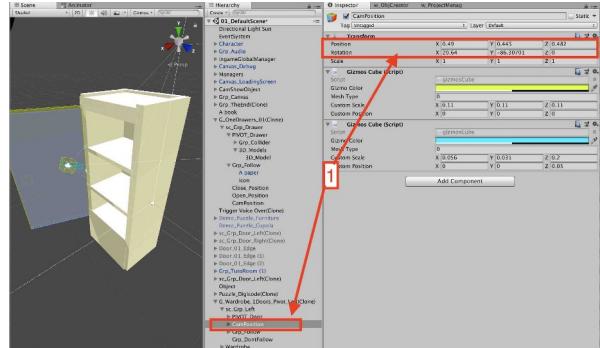
-Click on Create Test Camera (spot 2).

A camera to test the final position of the focus is created in the scene view.



Object **CamPosition** is auto-selected in the door group (spot 1).

-In scene view **Move and rotate** the object **CamPosition**.



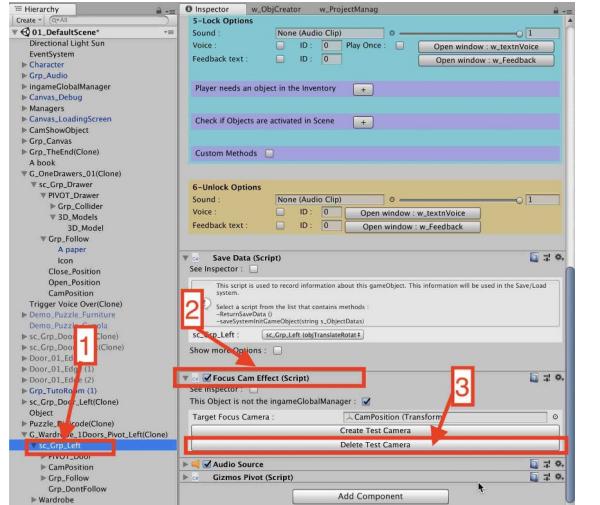
### IMPORTANT:

After choosing the final position of the door:

-Select the door in the **Hierarchy**. The name starts with **sc\_**(spot 1).

-In the **Inspector** go to script **Focus Cam Effect** (spot 2)

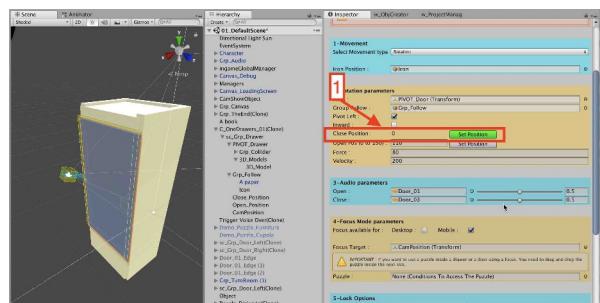
-Click on **Delete Test Camera** (spot 3).



-In the **Inspector** go to section:  
2-Rotation parameters

-Click on **Set Position** on the right to parameter **Close Position** (spot 1)

*The door closes in the scene view*



### Step 3: How to choose if a door is close or open when game start.

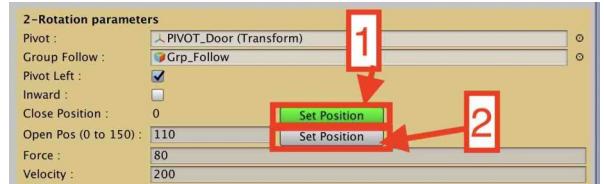
-Select the door in the **Hierarchy**. The name starts with **sc\_**.



-In the **Inspector** go to section **2-Rotation parameters**.

If the door needs to be close when game starts:

-Click on **Set Position** on the right to parameter **Close Position** (spot 1)



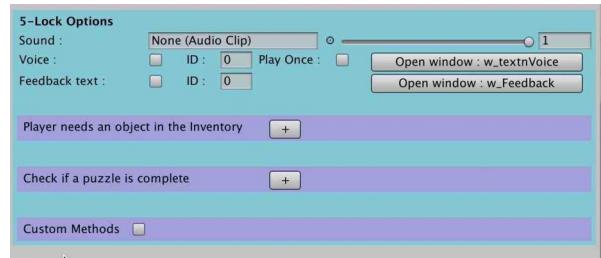
If the door needs to be open when game starts:

-Click on **Set Position** on the right to parameter **Open Pos (0 to 150)** (spot 2)

### 7.2.5 Lock Options

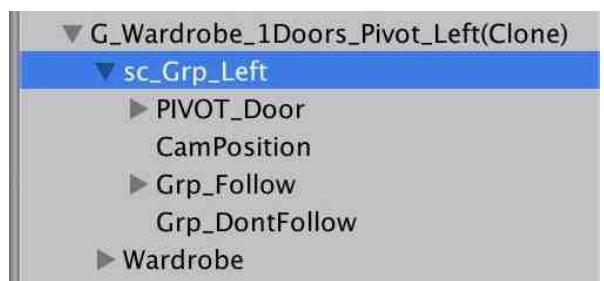
#### How it works:

Lock options allows to add conditions to lock a door, a drawer or wardrobe door.



#### Step 1: Lock Options Parameters

-Select the door in the **Hierarchy**. The name starts with **sc\_**.



Play a sound and choose its volume when the door is locked.



**Checkbox Voice:** If the box is checked a voice over is played if the door is locked.

Voice :  ID : 0 Play Once :  Open window : w\_textnVoice

**ID:** The voice ID number.

**Play Once:** If the box is checked the voice is played only one time.

**Open window: w\_textnVoice :** Click the button to open the window tab **w\_textnVoice**.

**Checkbox Feedback Text:** If the box is checked a feedback text is displayed on screen.

Feedback text :  ID : 0 Open window : w\_Feedback

**ID:** feedback text ID number.

**Open window : w\_feedback:** Click the button to open the window tab **w\_feedback**.

**Player needs an object in the inventory.**

This section allows to select an object that must be in the player inventory.

[\(More info in Step 2\)](#)

Player needs an object in the Inventory

**Check if a puzzle is complete.**

This section allows to select object that must be activated in the scene.

[\(More info in Step 3\)](#)

Check if a puzzle is complete

**Custom Methods**

Use a custom methods to lock the door

[\(More info in Step 4\)](#)

Custom Methods

## Step 2: Lock Options: Player needs an object in the inventory.

**For example:** the player needs a key to open a door.

Use this section to setup this condition.

-Click button **+**

Player needs an object in the Inventory  1

-Write the **ID** number corresponding to the Item that needed to be used.

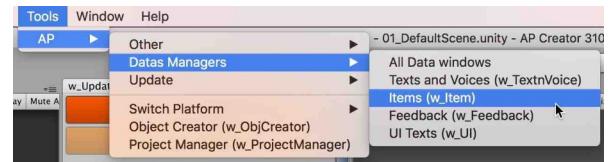
Player needs an object in the Inventory  
Object ID : 0 1

**INFO:** It is possible to find the **ID** number of an Item:

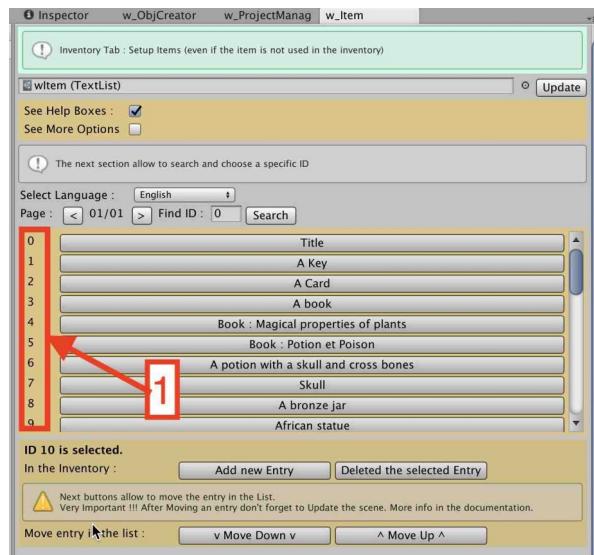
## First possibility:

In the window Tab: **w\_Item**

Tools → AP → Data Managers → Items (w\_Item)



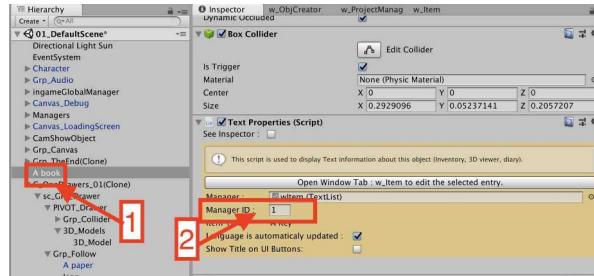
The ID number is indicated on the left of each ID button (spot 1)



## Second possibility:

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

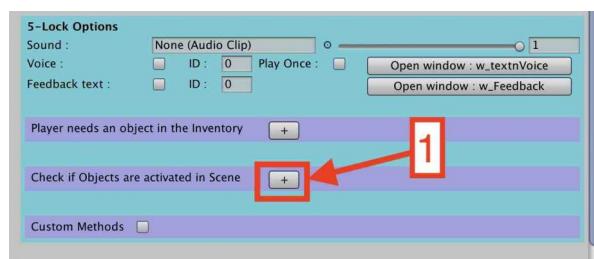
-In the **Inspector**, go to **Manager ID** to find the Item ID number(spot 2).



## Step 3: Lock Options: Check if a puzzle is complete

A door, a drawer or a wardrobe door can be locked until a puzzle is complete.

-Click on + (spot 1).



-Open your puzzle in the Hierarchy (spot 1)  
-Drag and drop **ObjActivated** in the empty slot (spot 2).

#### Step 4: Lock Options: Custom Methods

This section is used to add a custom method.

**Important:** Only boolean methods are allowed (methods that return true or false). The other type of methods are ignored.

**In this Example:** The door is locked until the object name **cube** is deactivate.

This object need to setup as a **IsObjectActivated** object.

[\(more info here\)](#)

-Check Custom methods box (spot 1)

-Click on + (spot 2).



**Info:** In this example we are going to use method **Bool\_returnIfObjectIsActivated** contains in the script **IsObjectActivated**

-Drag and drop the object named **cube** in the field new empty field (spot 2).

-Select script **IsObjectActivated** in the dropdown menu (spot 3).

-Select the **boolean** method **Bool\_returnIfObjectIsActivated** in the dropdown menu (spot 4).

## 7.2.6 Unlock Options

### How it works:

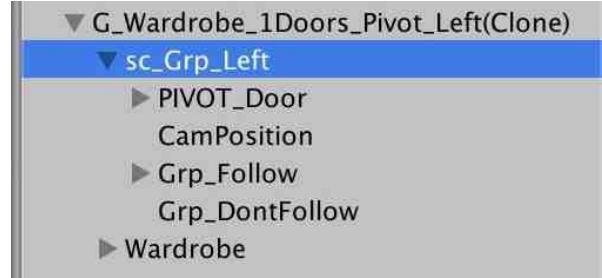
Unlock options allows:

- To play a sound
  - To play a voice over
  - Add a feedback text
- when the a door, a drawer or wardrobe door are unlock.



### Step 1: Unlock Options Parameters

-Select the door in the [Hierarchy](#). The name starts with **sc\_**.



Play a sound and choose its volume when the door is unlocked.



**Checkbox Voice:** If the box is checked a voice over is played when the door is unlocked.

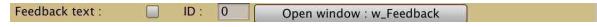


**ID:** voice ID number.

**Play Once:** If the box is checked the voice is played only one time.

**Open window: w\_textnVoice:** Click the button to open the window tab [w\\_textnVoice](#).

**Checkbox Feedback Text:** If the box is checked a feedback text is displayed on screen when the door is unlocked.



**ID:** Feedback text ID number.

**Open window: w\_feedback:** Click the button to open the window tab [w\\_feedback](#).

### 7.2.7 Common problems:

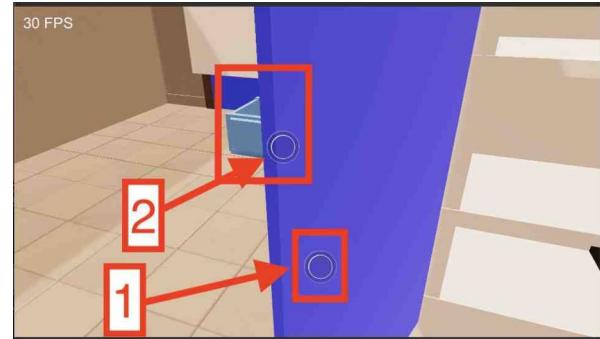
**UI Icon visible through an other door, wardrobe or drawer.**

On the example on the right:

- There is UI Icon for the door (spot 1)
- The drawer UI Icon is visible through the door (spot 2).

To solve this problem there is an order in layer system.

If needed it is possible to choose a different order in layer for each door, drawer or wardrobe door.



#### IMPORTANT:

-If you need to setup a door or a wardrobe door you need to do **Step 1a** and **Step 1b**

-If you need to setup a drawer you need to do **Step 2a**

#### For the example we are going to do:

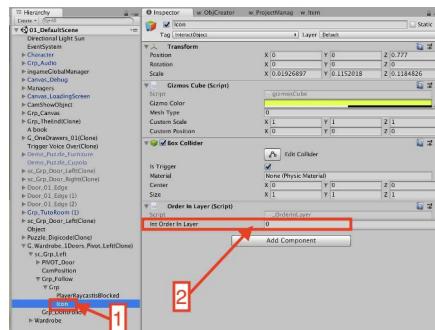
- Step 1a and Step 1b for the door.
- Step 2a for the drawer.

#### Step 1a:

-Select the object **Icon** in the door (spot 1)

*The Door Object → Grp\_Follow → Grp → Icon*

-In the **Inspector** go to **Order In Layer** script and set the parameters **IntOrderInLayer** to 0.



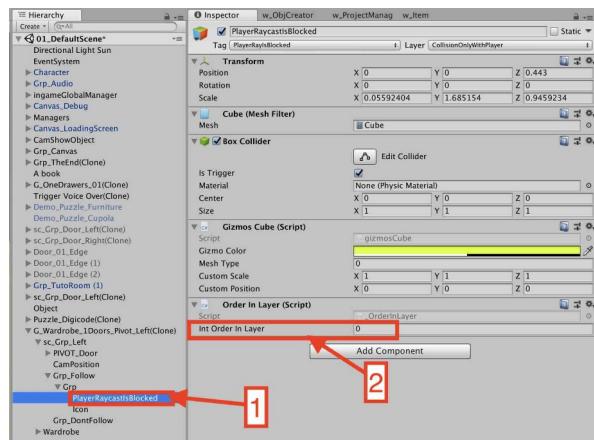
#### Step 1b:

-Select the object **PlayerRaycastIsBlocked** in the door (spot 1)

*The Door Object → Grp\_Follow → Grp → PlayerRaycastIsBlocked*

-In the **Inspector** go to **Order In Layer** script and set the parameters **IntOrderInLayer** to 0 (spot 2).

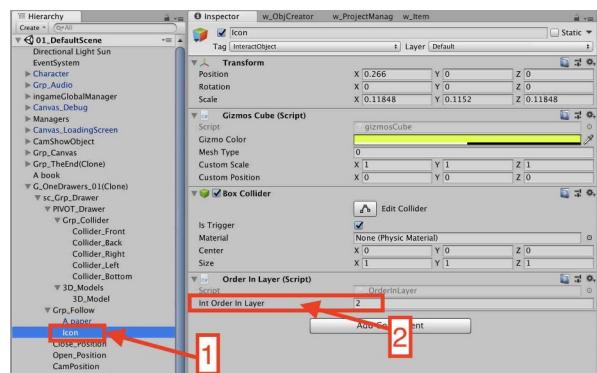
(It is very **IMPORTANT** to choose **the same value** as **Step 1a**)



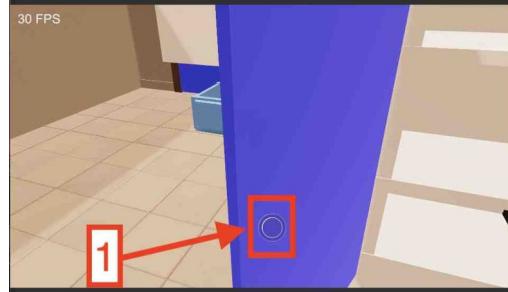
## Step 2a:

- Select the object **Icon** in the drawer (spot 1)  
*The drawer Object → Grp\_Follow → Icon*

- In the **Inspector** go to **Order In Layer** script and set the parameters **IntOrderInLayer** to **1**.



Now the UI Icon for the drawer doesn't appear anymore.



## 7.3 Action Trigger and spawn Trigger

### Overview:

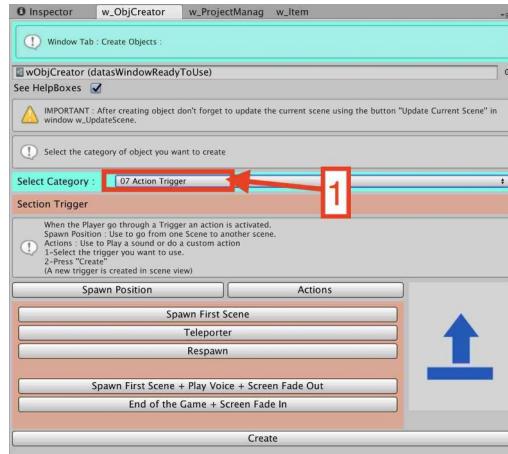
- Go to **Tools → AP → Object Creator (w\_ObjCreator)**



- Select **07 Action Trigger** in the dropdown menu (spot 1)

- Select the trigger type.

- Click on button **Create**.



## Spawn Position tab overview

**Spawn First Position:** This trigger is only use in the first scene with gameplay.

Hierarchy → Managers → Grp\_SpawnPos → PlayerSpawnPosition.

By default an Object Spawn First Position already exist on the first gameplay scene (01\_Default\_Scene). You don't have to create one.



**Teleporter:** When the player enter this trigger a new scene is loaded. The player respawn on this new scene at a respawn position.

Hierarchy → Managers → Grp\_SpawnPos → Teleporter.

By default an Object teleporter already exist in gameplay scene.

**Respawn:** Respawn position.

Hierarchy → Managers → Grp\_SpawnPos → Spawn\_0.

By default an Object Respawn already exist in gameplay scene.

**Spawn First Scene + Play Voice + Screen Fade Out:** This trigger is only use in the first gameplay scene to create a narrative introduction. It is a custom version of **Spawn First Position**

**End of the Game + Screen fade In:** When the player enter this trigger a text is displayed on screen and when the player press a button the Main Menu scene is automatically loaded.

## Actions tab overview

**Trigger: Play a voice:** When the player enter this trigger a voice over is played.

**Trigger: Custom Method:** When the player enter this trigger a custom method is activated.

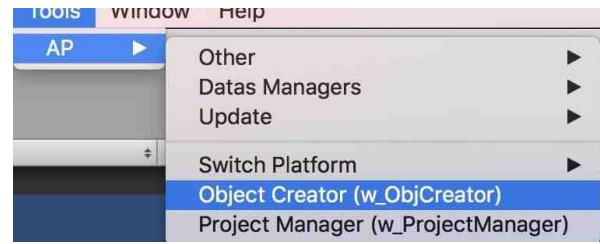


### 7.3.1 Spawn First Position

By default an Object Spawn First Position already exist on the first gameplay scene (01\_Default\_Scene). You don't have to create one.

#### How to create Spawn First Position

-Go to Tools → AP → Object Creator (w\_ObjCreator)



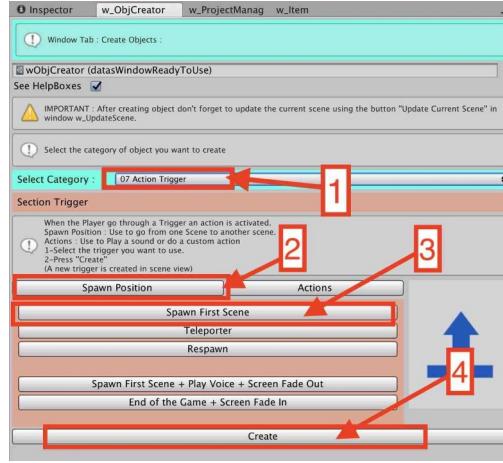
-Select 07 Action Trigger in the dropdown menu (spot 1)

- Click on button **Spawn Position** (spot 2).

- Click on button **Spawn First Position** (spot 3).

-Click on button **Create**.

**Info:** A new gameObject named **PlayerSpawnPosition(Clone)** is created and auto selected in the Hierarchy.

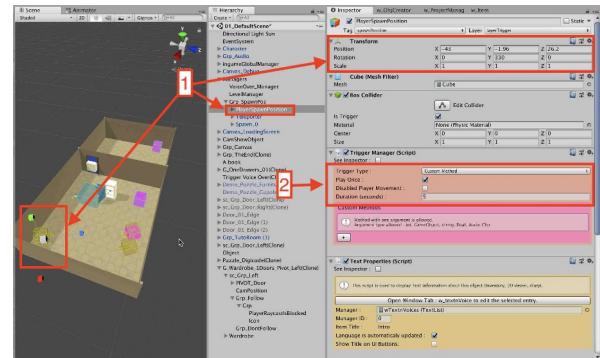


#### Spawn First Position parameters

**Spawn First Position:** This trigger is only use in the first scene with gameplay.

When the first scene is loaded and no save exist: the player spawn on **Spawn First Position**.

To change the position of **Spawn First Position**: Select and move **Spawn First Position** in the scene (spot 1). This Object is already on the scene. Hierarchy → Managers → Grp\_SpawnPos → PlayerSpawnPosition.



**Spawn First Position** has a **Trigger Manager** attached to it. This script allows to deactivate the player movement for a specific duration (spot 2).

**IMPORTANT:** You must have only ONE **Spawn First Position** in your first gameplay scene.

## 7.3.2 Teleporter

By default an Object teleporter already exist in gameplay scene.

### How to create a Teleporter

-Go to Tools → AP → Object Creator (w\_ObjCreator)

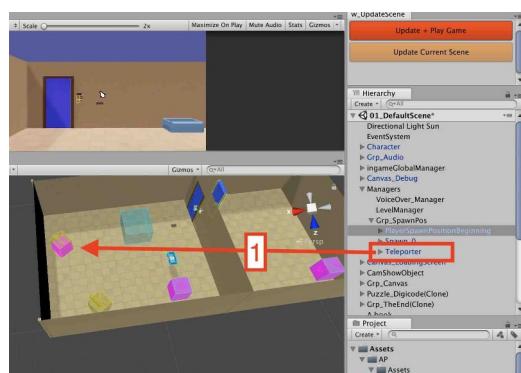
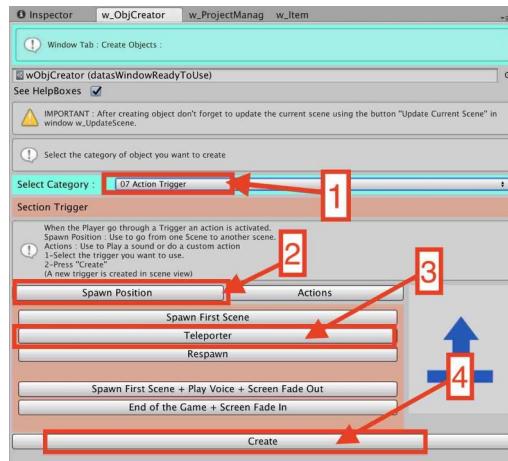
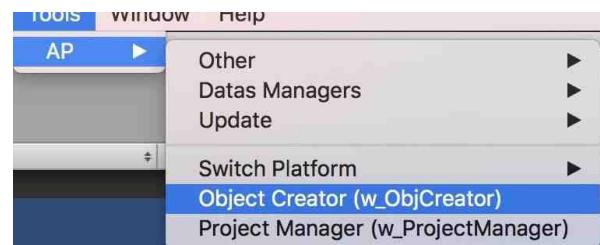
-Select 07 Action Trigger in the dropdown menu (spot 1)

- Click on button **Spawn Position** (spot 2).

- Click on button **Teleporter** (spot 3).

-Click on button **Create** (spot 4).

**Info:** A new gameObject named **Teleporter(Clone)** is created and auto selected in the Hierarchy.



### Teleporter parameters

**Teleporter:** When the player enter this trigger a new scene is loaded. The player respawn on this new scene at a respawn position.

Hierarchy → Managers → Grp\_SpawnPos → Teleporter.

By default, there is an object named **Teleporter** in each gameplay scene (spot 1)

Hierarchy → Managers → Grp\_SpawnPos → Teleporter

### Set the **Teleporter** parameters.

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

Hierarchy → Managers → Grp\_SpawnPos → Teleporter

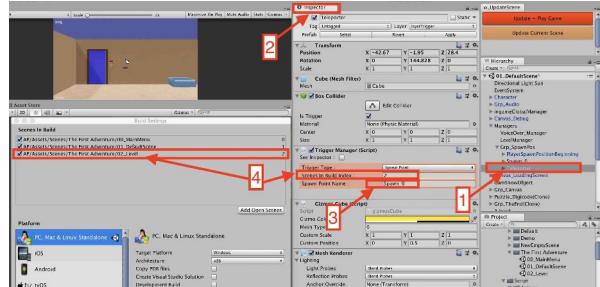
In the Inspector go to script **Trigger Manager** (spot 2).

### Choose the respawn position:

-In the Inspector write the name of the object use 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**

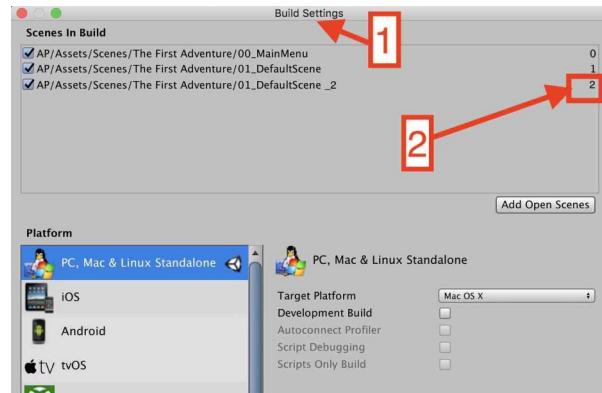


## Choose the scene to load:

-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**.



### 7.3.3 Respawn

By default an Object Respawn already exist in gameplay scene.

#### How to create a Respawn

-Go to Tools → AP → Object Creator (w\_ObjCreator)

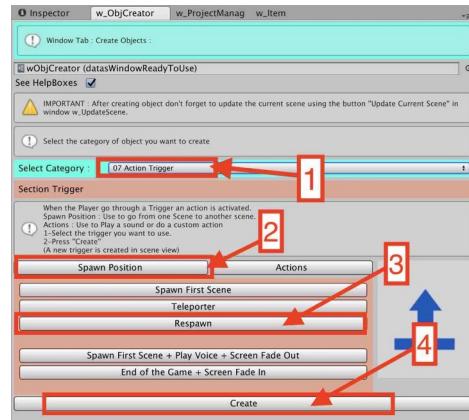
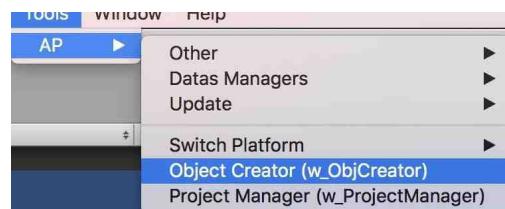
-Select 07 Action Trigger in the dropdown menu (spot 1)

- Click on button **Spawn Position** (spot 2).

- Click on button **Respawn** (spot 3).

-Click on button **Create** (spot 4).

**Info:** A new gameObject named **Respawn(Clone)** is created and auto selected in the Hierarchy.



#### Respawn parameters

**Respawn:** Player respawn position

By default, there is a **Respawn** object named **Spawn\_0** in each gameplay scene.

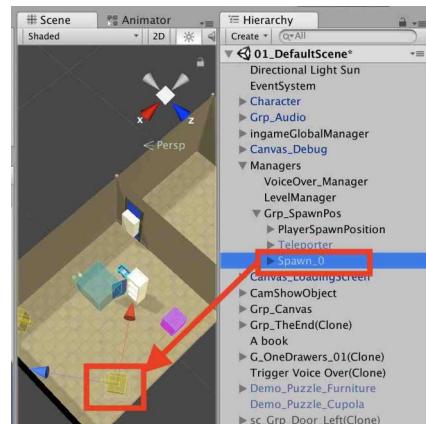
Hierarchy → Managers → Grp\_SpawnPos → Spawn\_0

If multiple **Respawn** object are needed:

-Create a new **Respawn** Object.

-Rename it

-Use **Respawn** name in the **Teleporter**.  
[\(More info about teleporter\)](#)

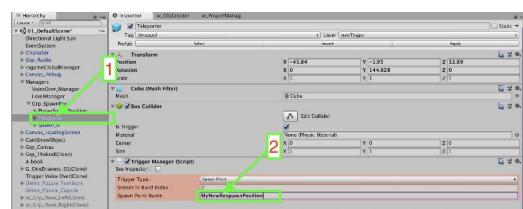


#### For example:

1-Rename the **Respawn** Object **MyNewRespawnPosition** (spot 1)



2-Set in your **Teleporter** (spot 1) the name of your **Respawn** Object (spot 2)



### 7.3.4 End of the game + Screen Fade IN

**Info:** When the player enter the trigger **End of the Game**, the player movement and inputs are deactivated. By default the text "The end" is displayed on screen. When the player press any button the **Main Menu Scene** is loading.

#### How to create End of the game + Screen Fade IN

-Go to Tools → AP → Object Creator (w\_ObjCreator)

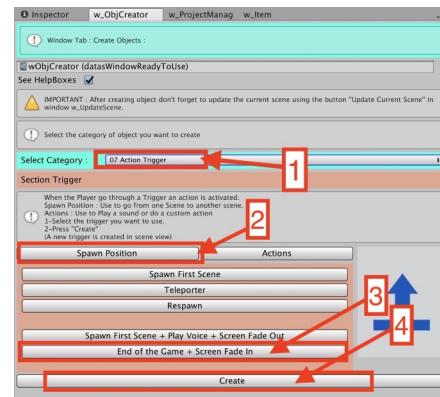
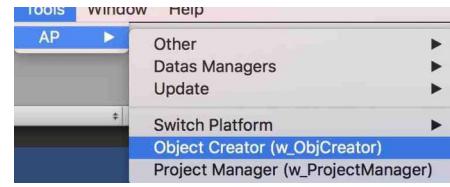
-Select **07 Action Trigger** in the dropdown menu (spot 1)

- Click on button **Spawn Position** (spot 2).

- Click on button **End of the Game + Scene Fade In** (spot 3).

-Click on button **Create** (spot 4).

**Info:** A new gameObject named **Grp\_TheEnd(Clone)** is created and auto selected in the Hierarchy.

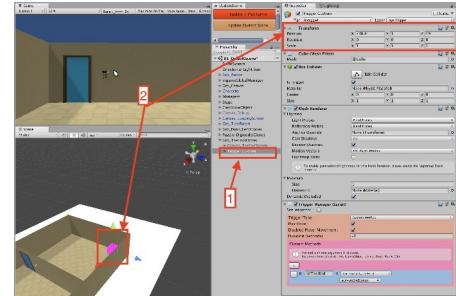


#### How to change the position of the trigger End of the game + Screen Fade IN

-Select **Trigger Custom** in the **Hierarchy**.

**Hierarchy** → **Grp\_TheEnd(Clone)** → **Trigger Custom**

-Move the object on scene view.



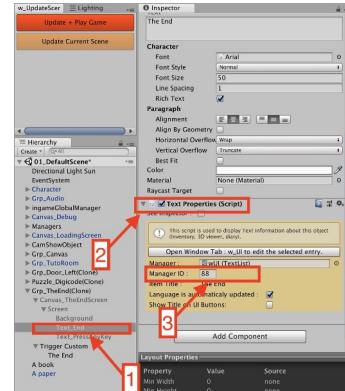
#### Replace the text The End with an other Text

-Select **Text\_End** in the **Hierarchy** (spot 1)

**Grp\_TheEnd(Clone)** → **Canvas\_TheEndScreen** → **Screen** → **Text\_End**

-In the **Inspector** go to **TextProperties** script (spot 2)

-Click on button **Open Window Tab : w\_UI** to edit the selected entry (spot 3).

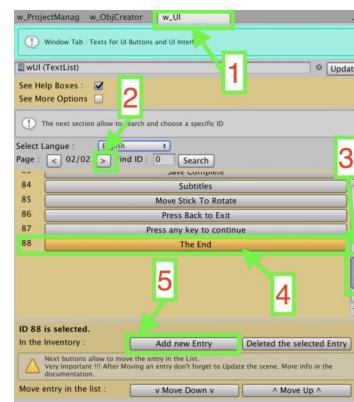


The window w\_UI is displayed on screen (spot 1).  
This window allow to edit and create new Text for UI Text object.

### Step 11.1: Create a new text Entry:

For selecting the last entry:

- Click on button > to go to the last page (spot 2).
- Use the vertical bar to go to the last entry (spot 3).
- Click on button the last entry (spot 4).
- Click on Add new Entry (spot 5).

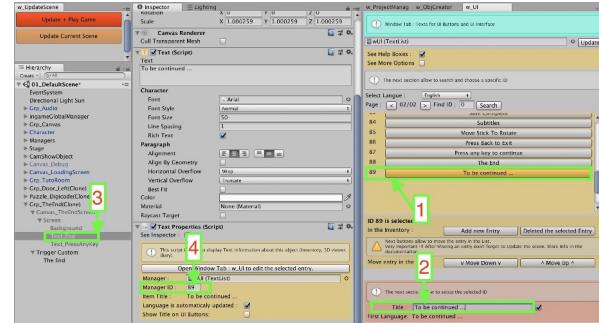


-Write To be continued... in field Title (spot 2).

-Select Text\_End in the Hierarchy.

Grp\_TheEnd(Clone) → Canvas\_TheEndScreen → Screen → Text\_End

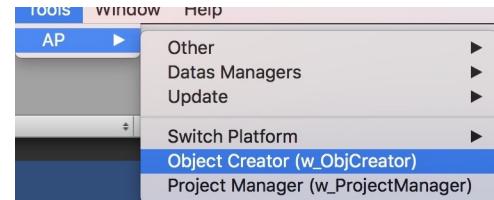
-Write the ID number corresponding to the entry inside the Manager ID filed in the Inspector (spot 3).



### 7.3.5 Trigger Play a Voice

**Info:** When the player enter this trigger a voice over is played.

-Go to Tools → AP → Object Creator (w\_ObjCreator)

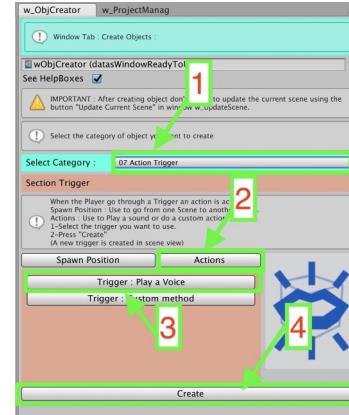


-Select 07 Action Trigger in the dropdown menu (spot 1)

-Click the button Actions (spot 2).

-Click the button Trigger : Play a Voice (spot 3).

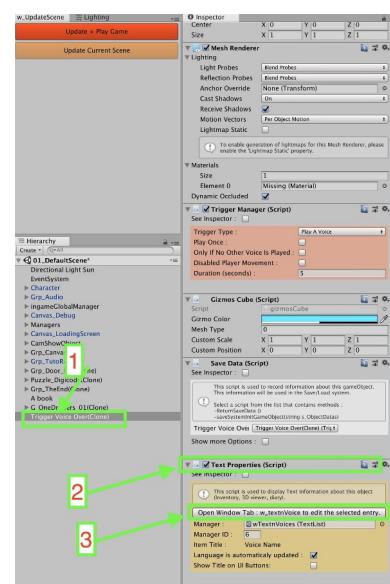
-Click Create to create the trigger in the Hierarchy (spot 4).



-Select Trigger Voice Over(Clone) in the Hierarchy (spot 1).

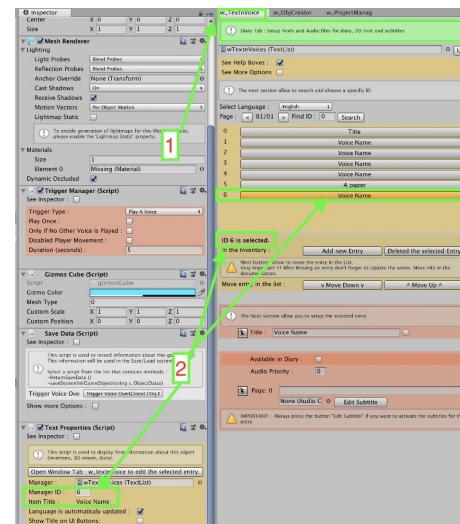
-In the Inspector go to script Text Properties (spot 2)

-Click on button Open Window Tab : w\_TextnVoice to edit the select entry. (spot 3)



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

The voice corresponding to the object Trigger Voice Over (Clone) is automatically selected (spot 2). The button is yellow



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

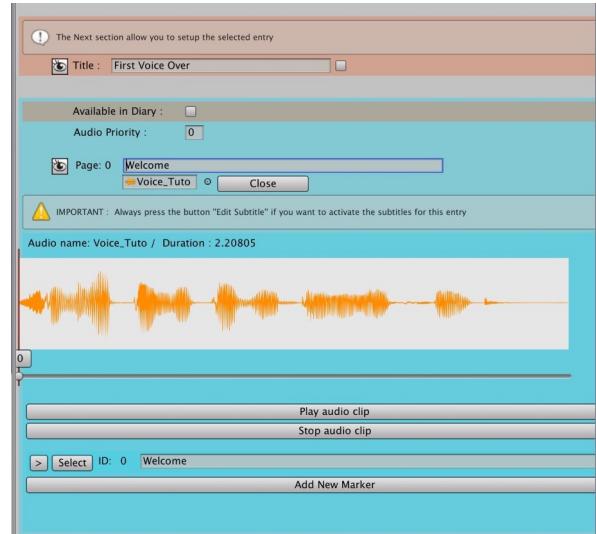
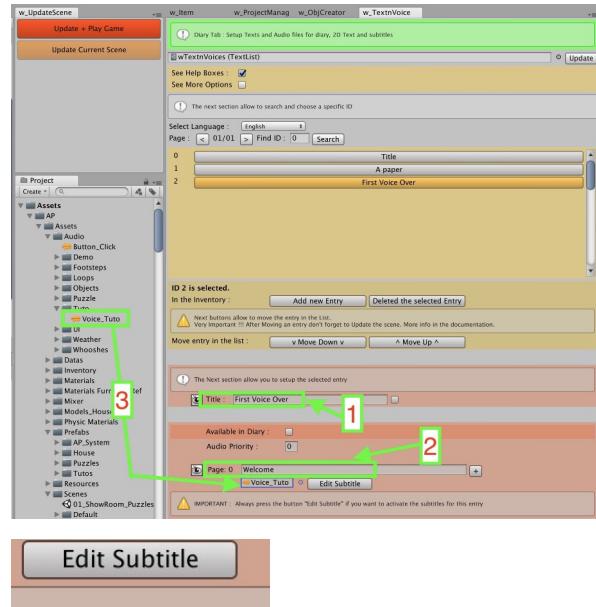
-Choose the text use for subtitle. (spot 2)

-From **Project Tab** drag and drop an **Audio file** into the slot on the left to button **Edit Subtitle** (spot 3)

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

A new section appears to setup the subtitle.

(More info about Voice over Editor in Doc Part 5  
section: 12-Create Subtitle (Step by Step))



### 7.3.6 Trigger: Custom Method

**INFO:** When the player enter this trigger a custom method can be used.

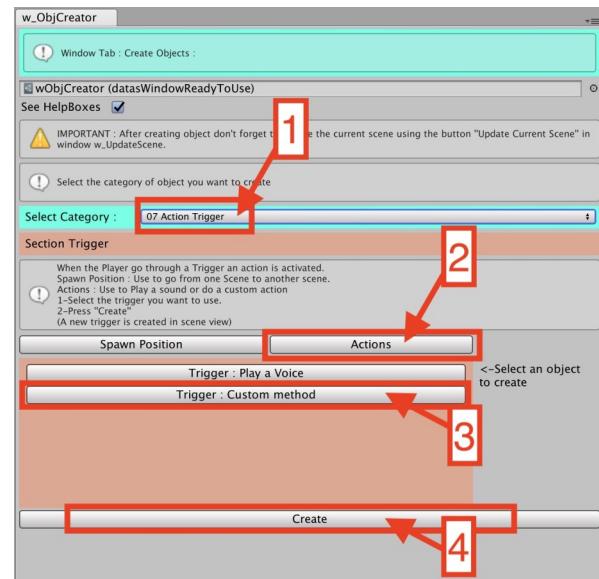
#### How to create Trigger : Custom Method

-Select **07 Action Trigger** in the dropdown menu (spot 1)

-Click the button **Actions** (spot 2).

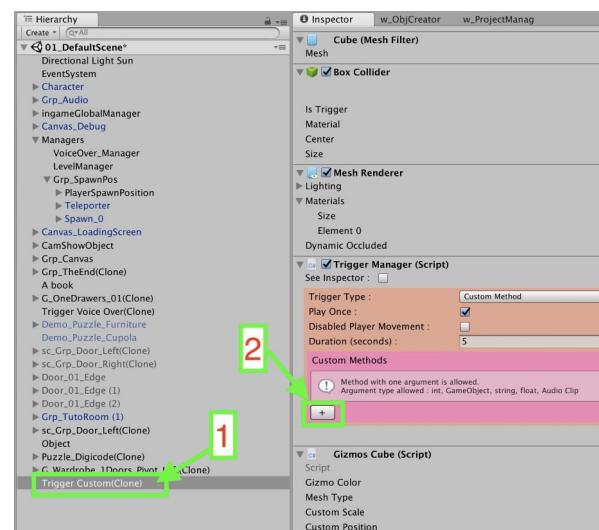
-Click the button **Trigger : Custom** (spot 3).

-Click **Create** to create the trigger in the **Hierarchy** (spot 4).

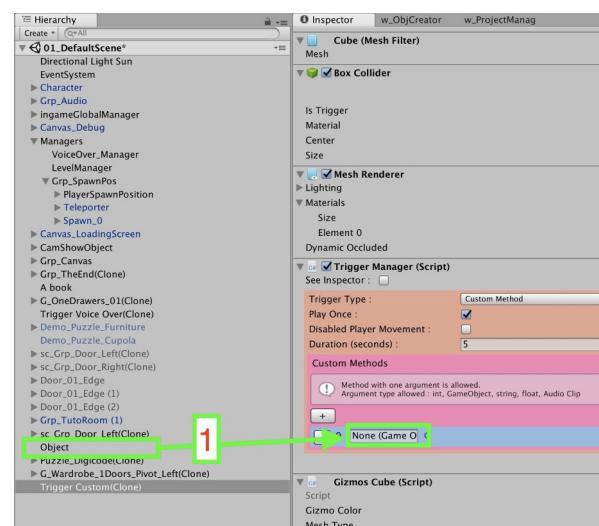


-Select The **Trigger Custom(Clone)** in the **Hierarchy** (spot 1).

-In the **Inspector** click on button **+** to add a new custom method.

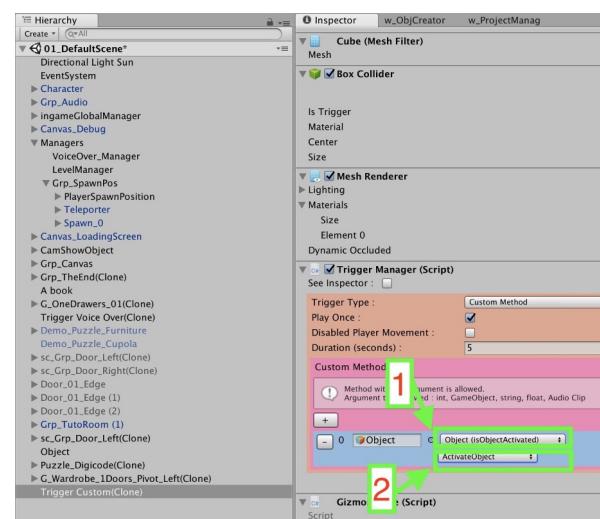


-Drag and drop inside the **new empty field** the object that contains the methods to use (spot 1).



-Choose the script to use (spot 1)

-Choose the method to use (spot 2)



## 7.4 Setup a UI Text

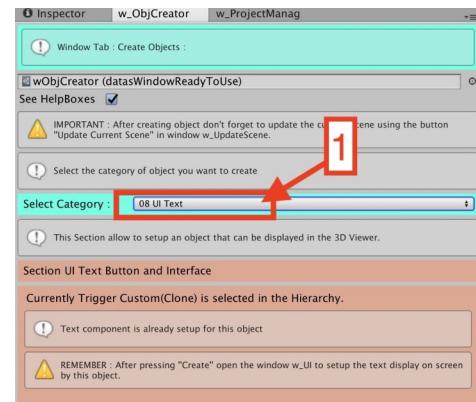
In case you use localization. The language used by the UI matches the player's language choice.

**For example:** the button Back displayed the text:  
**Back** in english  
**Retour** in french

-Go to Tools → AP → Object Creator (w\_ObjCreator)



-Select 08 UI Text in the dropdown menu (spot 1)

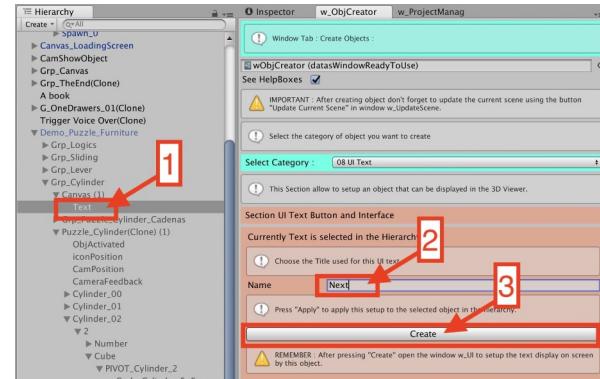


-Select the UI Text in the Hierarchy (spot1)

The object needs to have a Text(script) component attached to it.

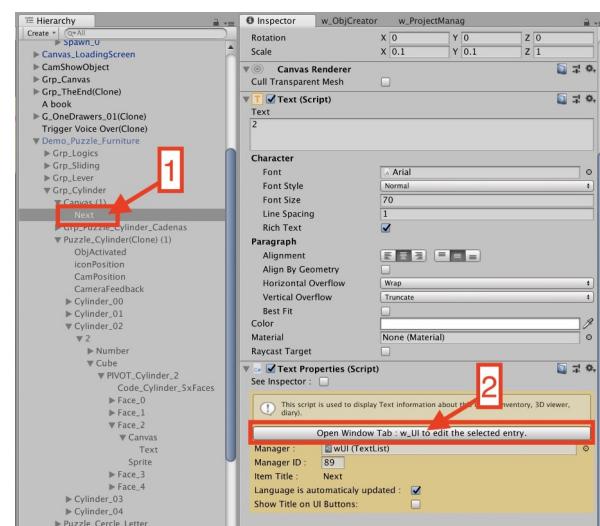
-Write your text (spot 2).

-Click on button Create (spot 3).



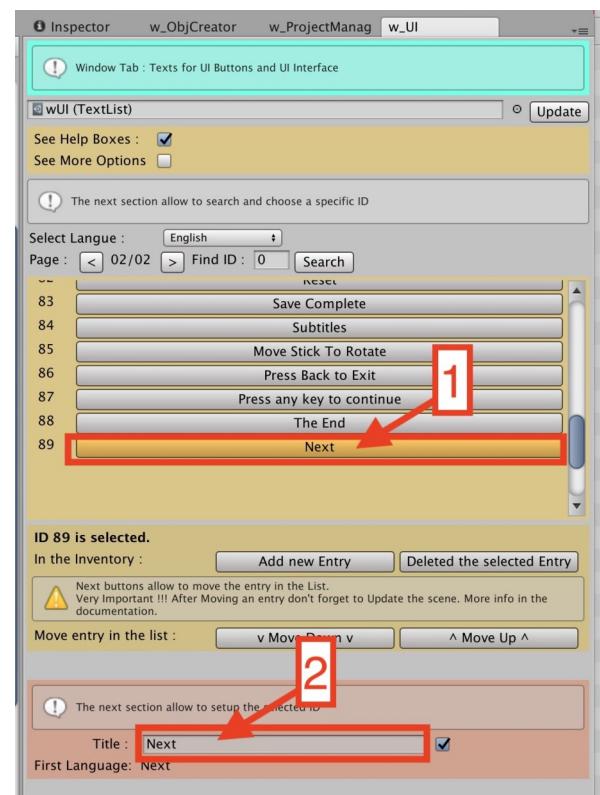
-Select the UI Text to setup in the Hierarchy (spot1)

-In the Inspector, click on Open window : w\_UI to edit the selected entry (spot 2)



The window tab **w\_UI** appears on screen. The text is automatically selected (spot 1).

-Change the text if needed (spot 2).



## 7.5 Reset Object tool

Useful to quickly delete and clean objects

**Info:** *Reset Object* allows to delete:

- Box Collider,
  - TextProperties (script),
  - VoiceProperties (script)
  - SaveData (scripts)
- for the selected object in the Hierarchy.

-Go to Tools → AP → Object Creator (w\_ObjCreator)



-Select 09 Reset Object in the dropdown menu (spot 1)

-Select an object in the Hierarchy.

-Select the options needed.

Delete the box Collider

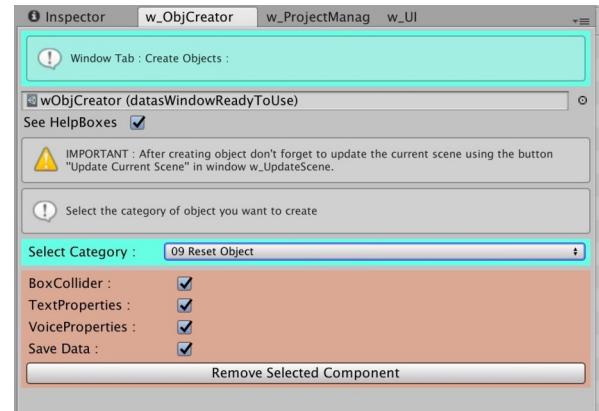
Delete the script TextProperties

Delete the script VoiceProperties

Delete the script SaveData

-Click on Remove Selected Component

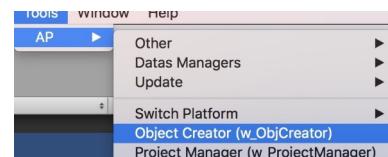
If those components are attached to the selected Object in the Hierarchy, those components will be removed.



## 7.5 ObjIsActivated

Use to save the state of an object (activated or deactivate when a scene is loaded).

-Go to Tools → AP → Object Creator (w\_ObjCreator)

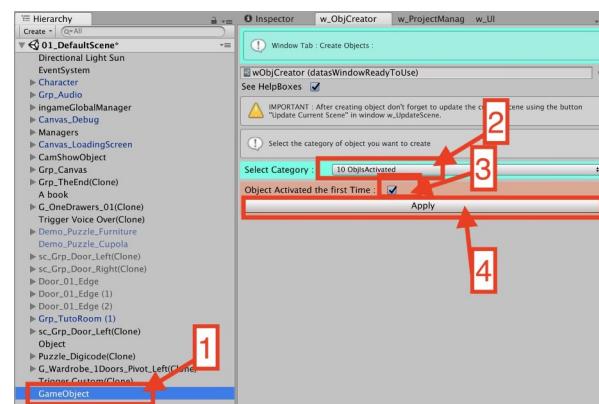


-Select an object in the Hierarchy (spot 1).

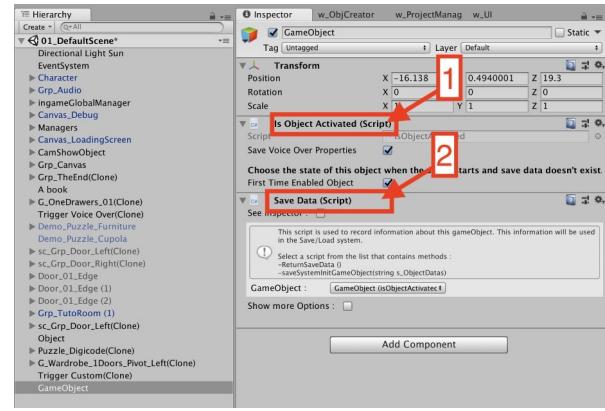
-In W\_ObjCreator select category 10 ObjIsActivated (spot 2).

-Choose if the object is activated or deactivated the first time the object is loaded in a scene (spot 3).

-Click Apply (spot 4)

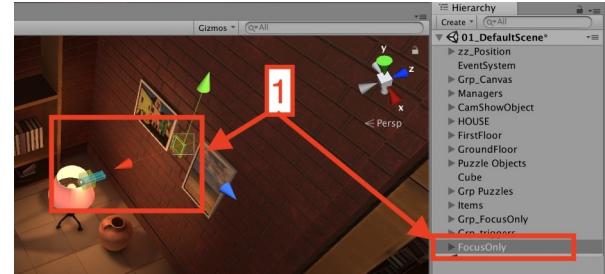


In the Inspector **IsObjectActivated** (spot 1) and **SaveData** (spot 2) have been added.



## 7.6 Focus Info

**Focus Info** allows to Zoom In on a target.



When the player is near the **Focus Info** Object, a white circle appears on screen.



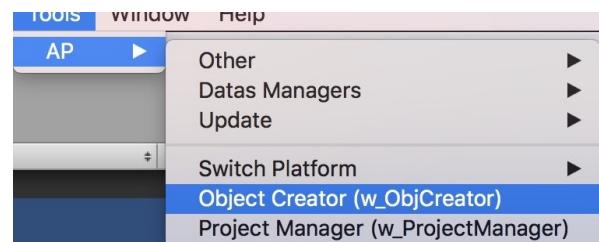
When the player click on the white circle the zoom starts.

A feedback text (spot 1) can be displayed.  
A voice over + subtitle (spot 2) can be played.



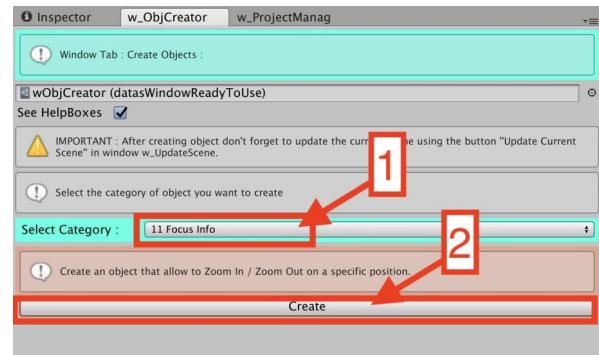
### 7.6.1-Create a Focus Info Object

-Go to Tools → AP → Object Creator (w\_ObjCreator)

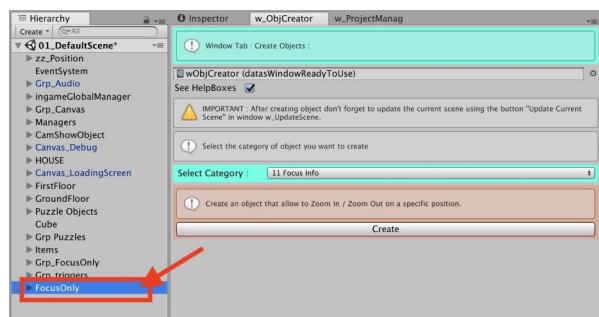


-In W\_ObjCreator select category  
11 Focus Info (spot 1).

-Click Create (spot 2)



A new object is created and auto-selected in the Hierarchy



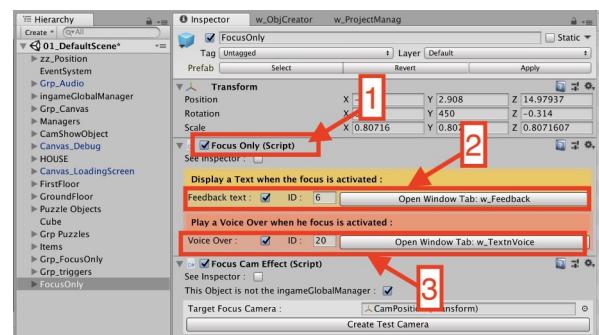
In the Inspector.

Go to the script Focus Only (spot 1)

-Check the box Feedback text

-Choose the text to display on screen using its ID number(spot 2).

To find the ID number corresponding to the text you want to use click on Open Window tab : w\_Feedback.



-Check the box Voice Over

-Choose the text to display on screen using its ID number(spot 3).

To find the ID number corresponding to the text you want to use click on Open Window tab : w\_TextnVoice.

## 7.6.2-Setup Focus Info position

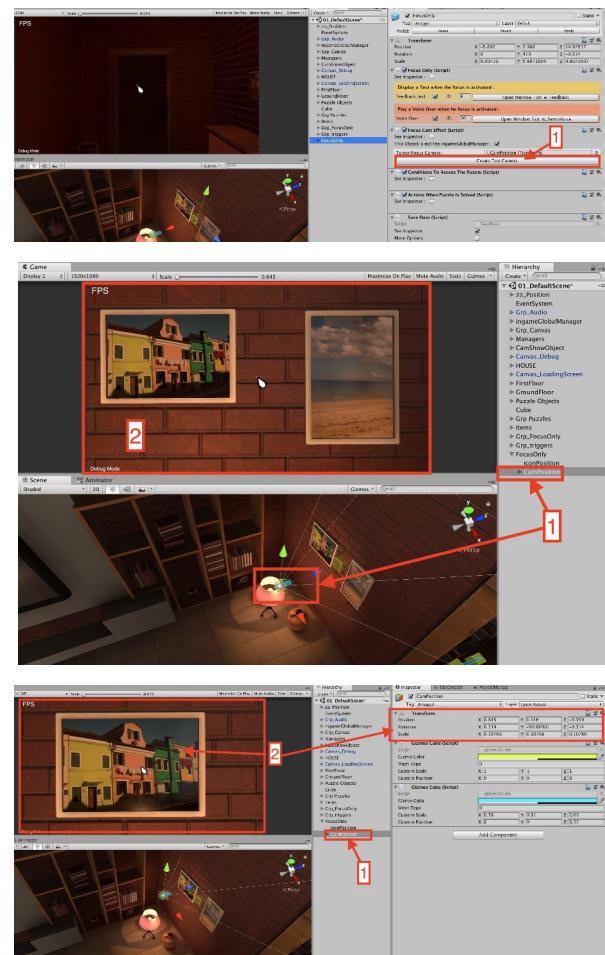
-Select the Focus Info Object in the Hierarchy.

-In the Inspector, click on Create Test Camera (spot1).

**Info:**

A new camera is created to test the focus position (spot 1).

In Game view you show the focus position (spot 2).



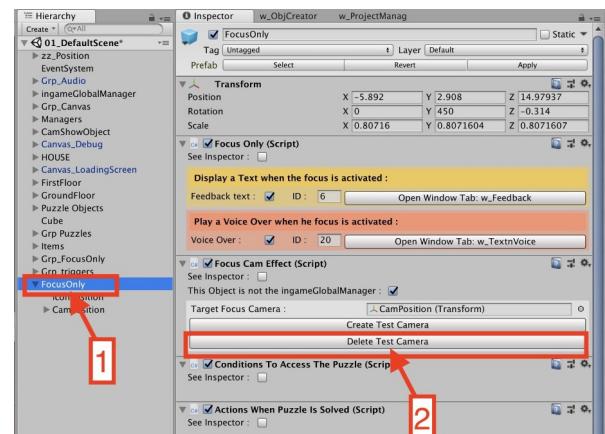
-Select CamPosition in the Hierarchy (spot 1).

-Move the object CamPosition (spot 2).

### IMPORTANT:

-Select the Focus Info Object in the Hierarchy (spot 1).

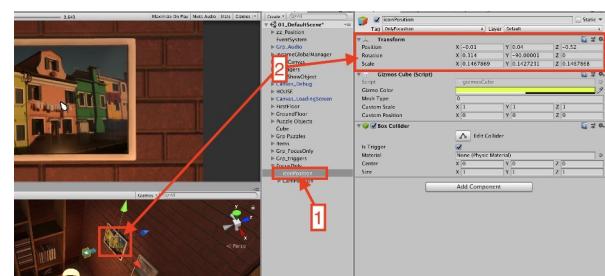
-In the Inspector, click on Delete Test Camera (spot 2).



## 7.6.3-Change The white circle UI icon position

-Select IconPosition in the Hierarchy (spot 1). It is the position where the white circle is displayed during the game.

-Move the object IconPosition where you want (spot 2).



## 7.7 Create a lamp that can be turned On and Off

What we are going to:

**Step 1:** Turned On and Off the light

**Step 2:** Change the lamp emission depending its state (On or Off)

**Step 3:** Play a sound when the lamp is turned On or Off

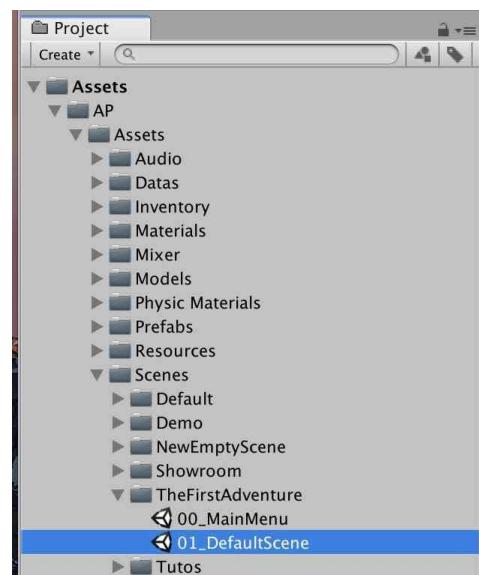
**Step 4:** Save the lamp State (On or Off)

### Step1: Turned On and Off the light

*Info: For the example we are going to use the default scene created for the Tuto 01 in the documentation. However you can use another scene if you wish.*

-Open scene 01\_DefaultScene

(Assets → AP → Assets → Scenes → The First Adventure → 01\_DefaultScene)



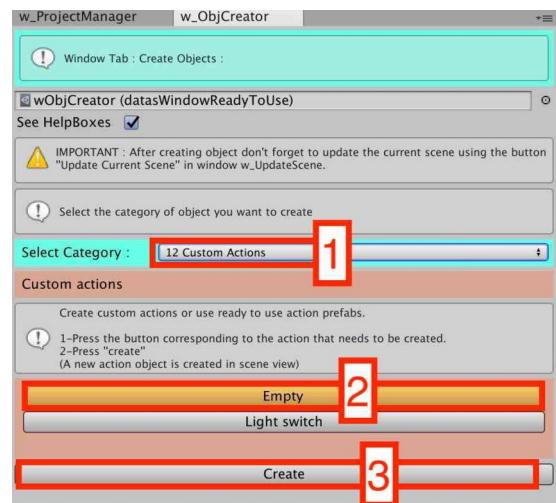
-Go to Tools → AP → Object Creator to open the window w\_ObjCreator.



-Select Category 12 Custom Actions (spot 1)

-Click on Empty button (spot 2)

-Click on Create Button (Spot 3)



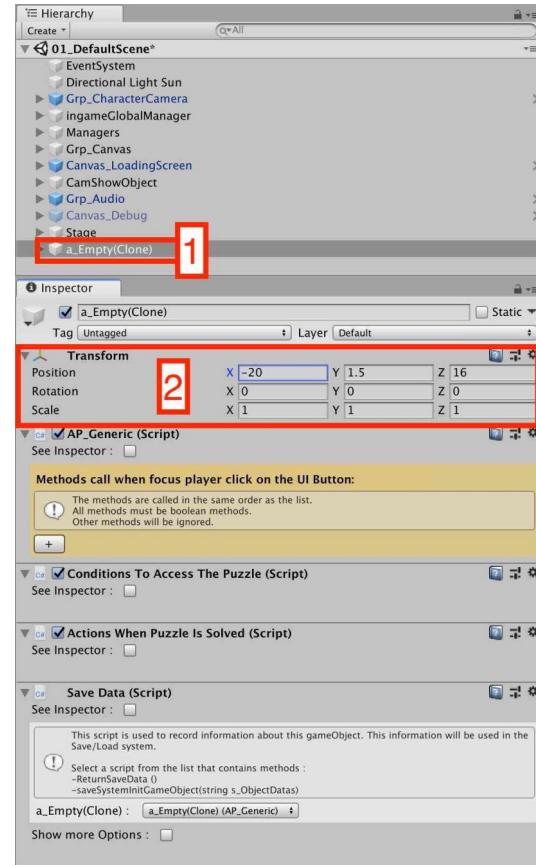
Info: a\_EEmpty(Clone) is created and auto selected on the Hierarchy (spot1)

Change its transform position to (spot 2):

X = -20

Y = 1.5

Z = 16



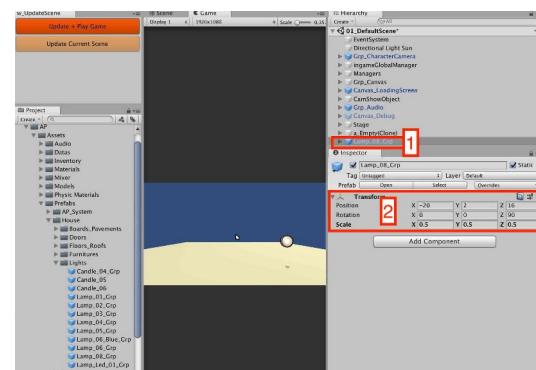
-Drag and drop Lamp\_08\_Grp on the Hierarchy root (spot 1)

-Change the transform to (spot 2):

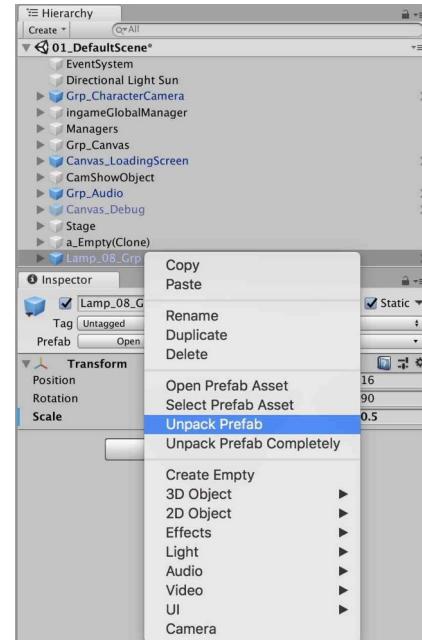
Position: X = -20 Y = 2 Z = 16;

Rotation: X = 0 Y = 0 Z = 90

Scale: X = 0.5 Y = 0.5 Z = 0.5



-In the Hierarchy Right click on Lamp\_08\_Grp. Select Unlock Prefab in the dropdown menu.



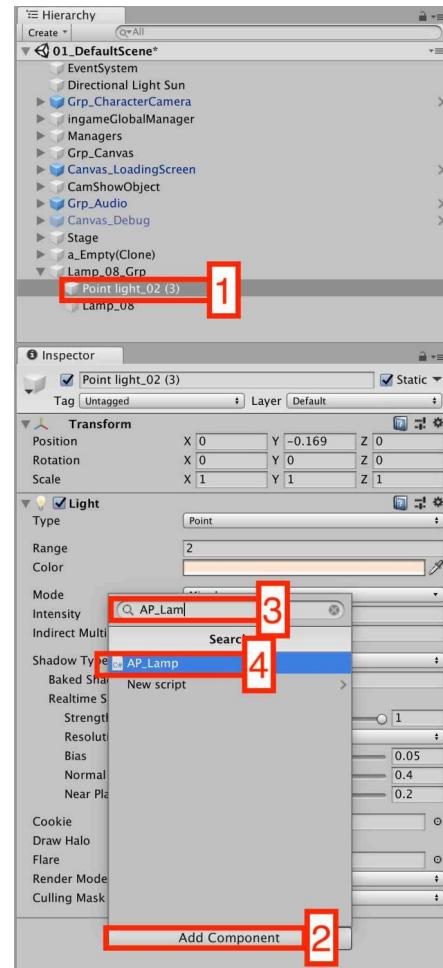
-In the Hierarchy select **Point Light\_02 (3)** (spot 1)  
(Hierarchy – Lamp\_08\_Grp → )

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

-Search the script **AP\_Lamp** (spot 3)

-Click on script **AP\_Lamp** to add the script to the object (spot 4)

*Info: AP\_Lamp.cs script contains ready to use methods that allows to enable or disable a light*



-Select **a\_Empty(Clone)** in the Hierarchy (spot 1)

-In the Inspector Click on button **+** (spot 2)

**Important Info:** This section allows you to call methods one by one. This allows to wait for the end of one method before calling the next one.

**These methods must be boolean methods.** The other methods are ignored.

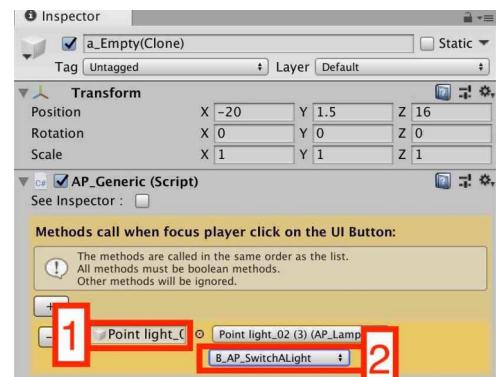
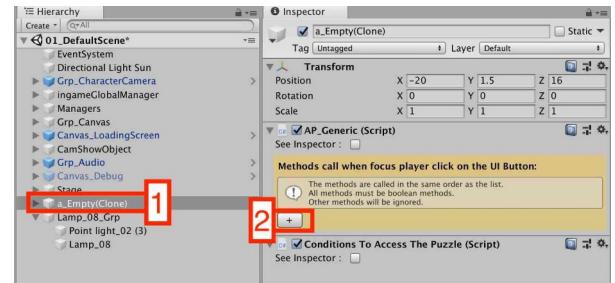
Ready to use Boolean methods starts there name with **B\_** or **Bool\_**

(More about boolean methods in Doc Part 5  
Section: 18-Scripting)

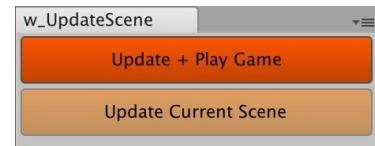
-Drag and drop the object **Point light\_02 (3)** in the empty slot (spot 1)

-Select the method **B\_AP\_SwitchALight**  
(spot 2)

*Info: This boolean method allows to enable or disable the light.*



-Click on **update + Play Game** to start and update the game with the new lamp



-Go next to the **cube**.

-Click on the **UI Button**

-The light turn Off and On.

-Press **Esc** to have access to the mouse

-Press button **Play** to stop the game



## Step 2: Change the lamp emission depending its state (On or Off)

*Info: Now we are going to change the Lamp emission when the lamp is turned On or Off*

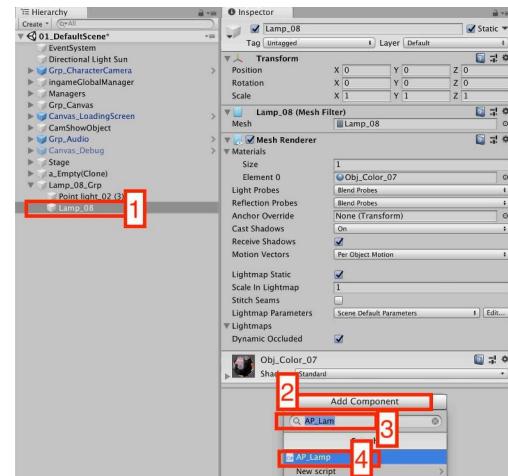
-In the Hierarchy select **Lamp\_08** (spot 1)  
(Hierarchy – Lamp\_08\_Grp → )

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

-Search the script **AP\_Lamp** (spot 3)

-Click on script **AP\_Lamp** to add the script to the object (spot 4)

*Info: AP\_Lamp.cs script contains ready to use methods that allows to modify the object emission*



-Select **a\_Empty(Clone)** in the Hierarchy (spot 1)

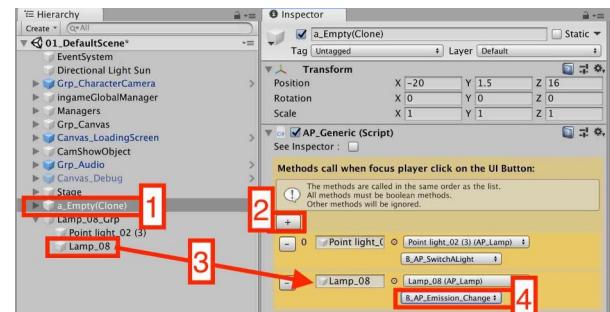
-In the Inspector Click on button **+** (spot 2)

-Drag and drop the object **Lamp\_08** in the empty slot (spot 3)

-Select the method **B\_AP\_Emission\_Change** (spot 4)

*Info: This boolean method allows to change object emission*

-Click on **update + Play Game** to start and update the game with the new lamp



-Go next to the **cube**.

-Click on the **UI Button**

-The light turn Off and On and the lamp emission change too.

-Press **Esc** to have access to the mouse

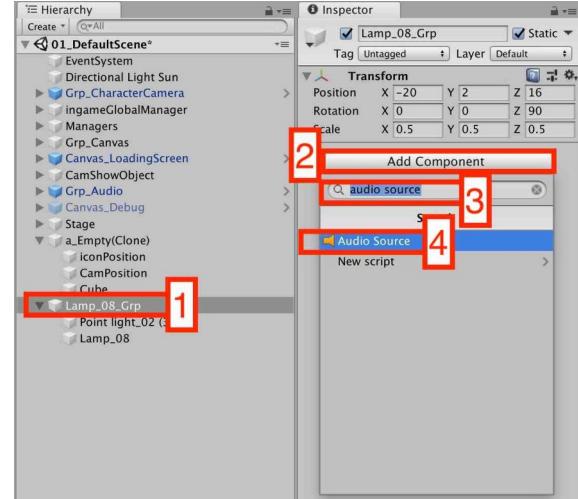
-Press button **Play** to stop the game



### Step 3: Play a sound when the lamp is turned On or Off

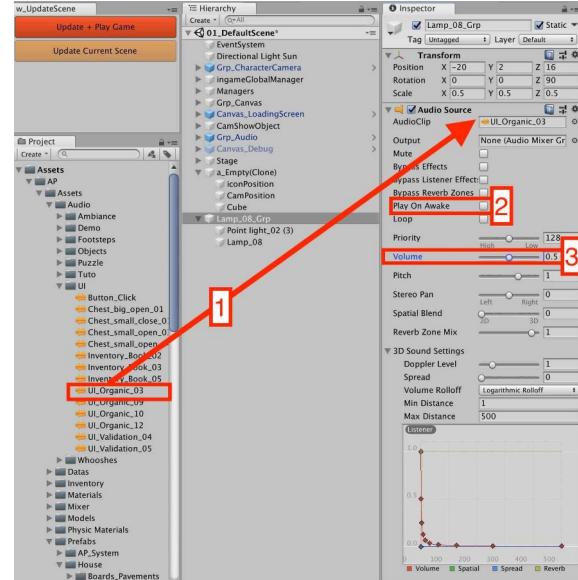
*Info: Now we are going to play a sound when the lamp is turned On or Off or On*

- In the Hierarchy select **Lamp\_08\_Grp** (spot 1)
- In the Inspector click on **Add Component** (spot 2)
- Search **audio source** (spot 3)
- Click on **Audio Source** (spot 4)

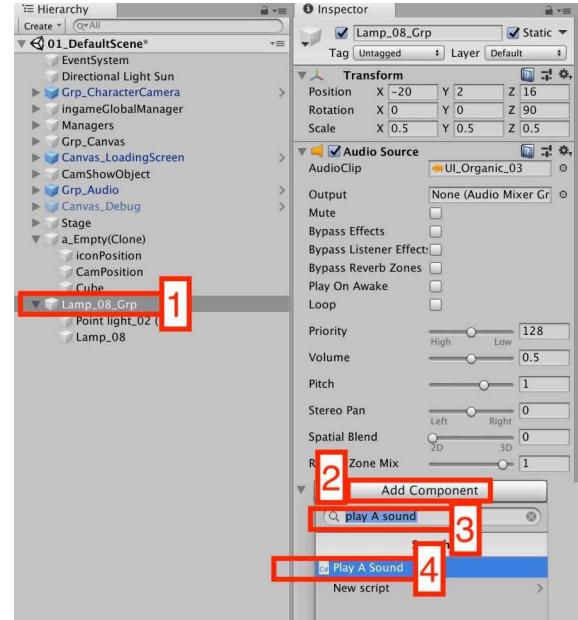


- In the Inspector drag and drop the audioClip **UI\_Organic\_03** in the audioClip slot (spot 1)  
(Assets → AP → Assets → Audio → UI → )

- Uncheck **PlayOnAwake** (spot 2)
- Change the **Volume** to **0.5** (spot 3)



- In the Hierarchy select **Lamp\_08\_Grp** (spot 1)
- In the Inspector click on **Add Component** (spot 2)
- Search **play a sound** (spot 3)
- Click on **Play A Sound** (spot 4)



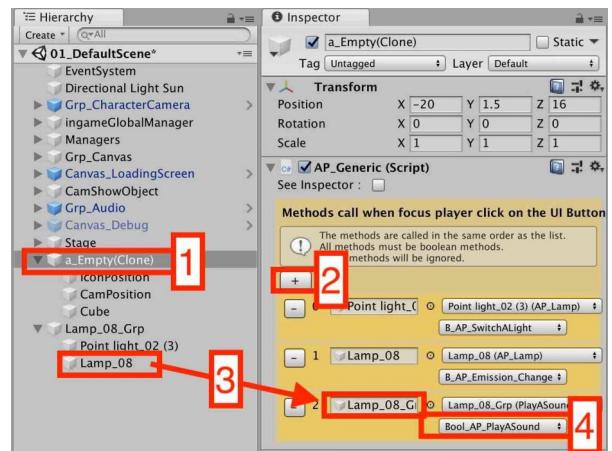
-Select **a\_Empty(Clone)** in the Hierarchy (spot 1)

-In the Inspector Click on button + (spot 2)

-Drag and drop the object **Lamp\_08\_Grp** in the empty slot (spot 3)

-Select the method **Bool\_AP\_PlayASound** (spot 4)

*Info: This boolean method allows to play the audioClip select in the AudioSource component*



-Click on **update + Play Game** to start and update the game with the new lamp

-Go next to the **cube**.

-Click on the **UI Button**

-The light turn Off and On, the lamp emission change and a sound is played too.

-Press **Esc** to have access to the mouse

-Press button **Play** to stop the game



#### Step 4: Save the lamp State (On or Off)

##### How it Works:

To save the state of the lamp (on or off), we will use the **isObjActivated** module which allows to save if an object is activated or deactivated in the scene.

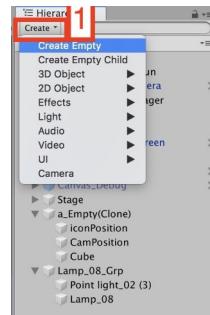
For this:

1-We will create an empty object that will be activated if the lamp is On and deactivated if the lamp is Off.

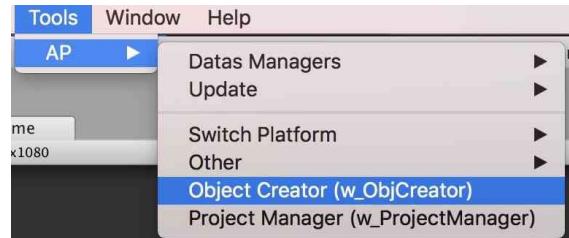
2-We will use the **isObjActivated** module to save if the empty object is activated or deactivated in the scene.

3-Finally, after loading the scene, if the empty object is activated, the lamp will turned On. If the empty object is deactivated, the lamp will turned Off.

-In the Hierarchy click on **Create** (spot 1) and choose **Create Empty** in the list.



-Go to **Tools → AP → Object Creator** to open the window **w\_ObjCreator**.

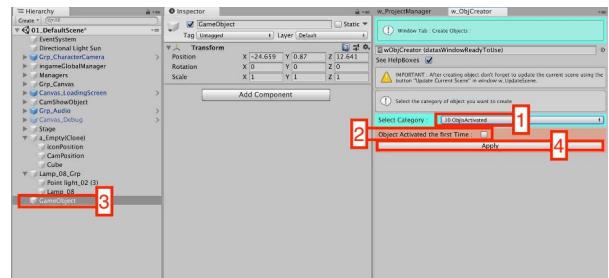


-Select Category **10 ObjIsActivated** (spot 1)

-Uncheck the box **Object Activated the first time** (spot 2) *This option means that **GameObject** will be deactivated when the game starts.*

-Select **GameObject** in the Hierarchy (spot 3)

-Click on **Create** Button (spot 4)



New script are created on **GameObject**.

### Infos:

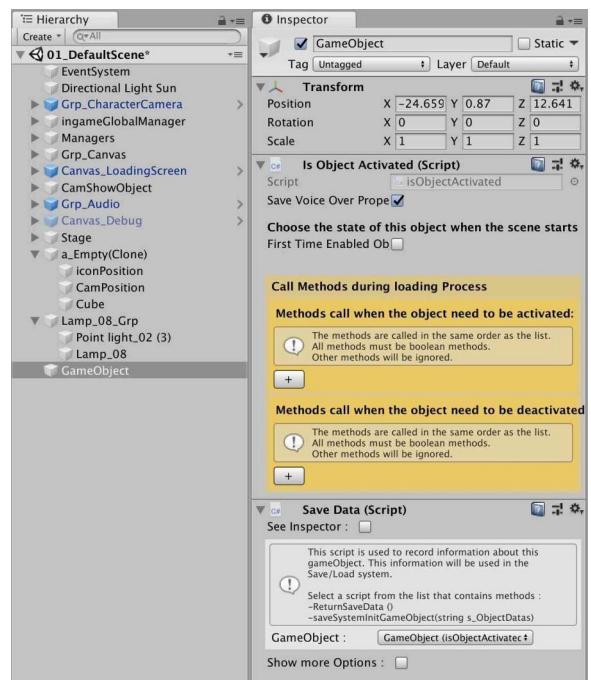
The section **Call methods during loading Process** allows to call methods just after the loading process.

If after the loading process the object is activated in the Hierarchy methods in section **Methods call when the object need to be activated** are called.

If after the loading process the object is deactivated in the Hierarchy methods in section **Methods call when the object need to be deactivated** are called.

All the methods are called one by one. These methods must be boolean methods. The other methods are ignored.

Ready to use Boolean methods starts there name with **B\_** or **Bool\_** (More about boolean methods in Doc Part 5 Section: 18-Scripting)



-In the Inspector click two times on button + in section Methods call when the object need to be activated (spot 1).

-Drag and drop Point light\_02 (3) in the first slot (spot 2)

-Select the methods B\_AP\_Light On

*This method allows to turned On a light.*

-Drag and drop Lamp\_08 in the second slot (spot 3)

-Select the methods B\_AP\_Emission\_On

*This method allows to choose a color for the emission.*

-In the Inspector click two times on button + in section Methods call when the object need to be deactivated (spot 4).

-Drag and drop Point light\_02 (3) in the first slot (spot 5)

-Select the methods B\_AP\_Light Off

*This method allows to turned Off a light.*

-Drag and drop Lamp\_08 in the second slot (spot 6)

-Select the methods B\_AP\_Emission\_Off

*This method allows to choose a color for the emission.*

**Info:** Now after the loading process:

-If the empty object is activated, the light will turned On and the lamp model emission changed.

-If the empty object is deactivated, the light will turned Off and the lamp model emission changed.

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

### How it works:

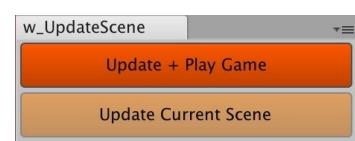
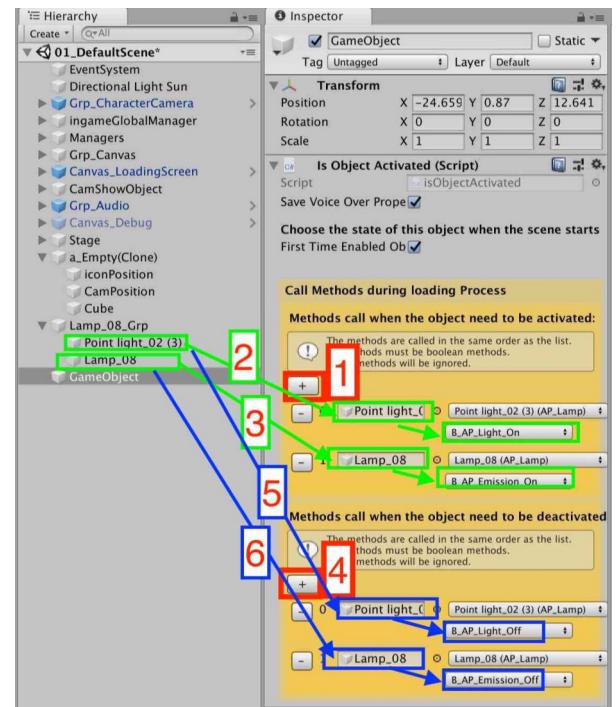
**First Time enabled Object** is unchecked by default so the empty object is automatically deactivated when the scene start (spot 1).

The consequence is the lamp is turned Off when the scene starts.

If you want the light turned On when the scene starts:

-Check the box **First Time enabled Object**.

-Press button **Play** to stop the game



**Conclusion:**

1-**Custom Actions** allows you to use your custom **boolean** methods to create your own actions when the player click on a UI Action Icon during the game.

2-It is possible to use the module **IsObjActivated** to save and load the state of your custom action.

## 8-Debugger

### Info:

1-The debugger allows to finish a puzzle without solving it.

2-The debugger allows to bypass conditions to open a door, a drawer, a wardrobe or enter into a puzzle.

### How to use the debugger:

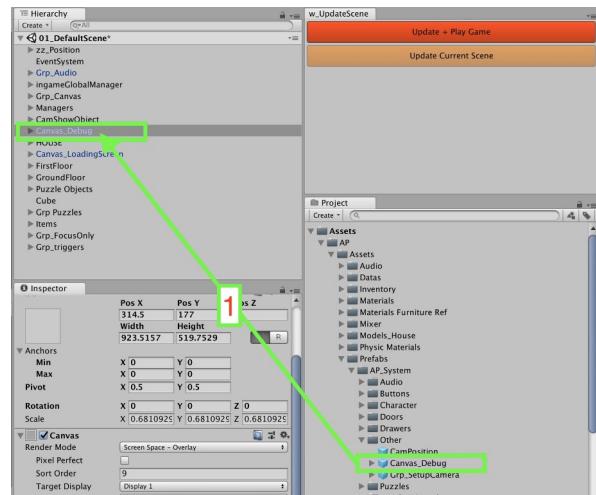
-Drag and drop into your scene the prefab **Canvas\_Debug** (spot 1)

Project tab : Assets → AP → Assets → Prefabs → AP\_System → Other → *Canvas\_Debug*

By default when scene is in Play Mode:

-Press **F** to finish a puzzle without solving it.  
-Press **F** a second time to cancel the debugger action.

-Press **G** to bypass conditions to open a door, a drawer, a wardrobe or enter into a puzzle.  
-Press **G** a second time to cancel the debugger action.

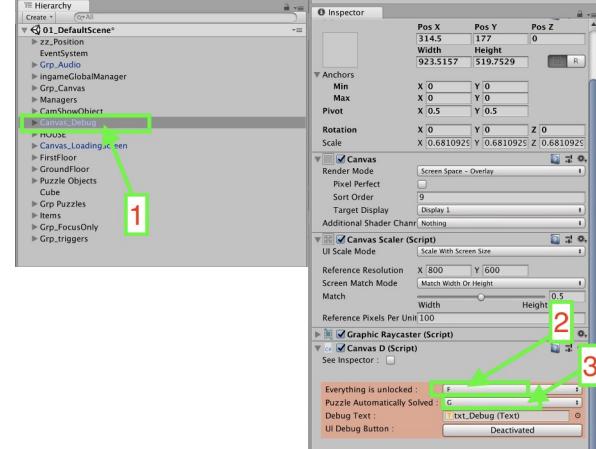


### Customize debugger parameters:

-Select **Canvas\_Debug** in the **Hierarchy** (spot 1).

-Select the input in the dropdown list to bypass conditions to open a door, a drawer, a wardrobe or enter into a puzzle (spot 2).

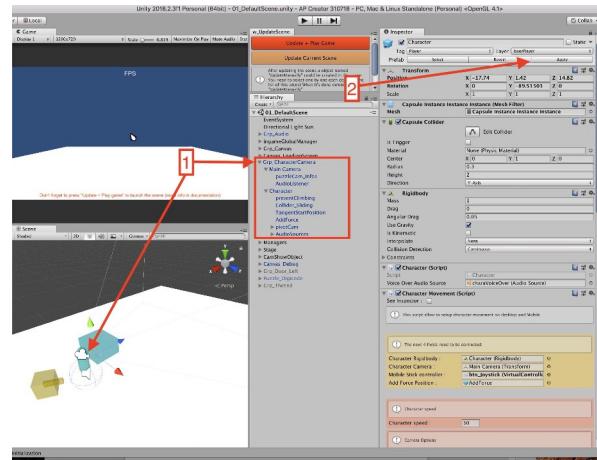
-Select the input in the dropdown list to finish a puzzle without solving it (spot 3).



## 9-Character controller

**Info 1:** In every scene except the **Main Menu** Scene a **Character** is already setup in the **Hierarchy**. (spot 1)

**Info 2:** If you need to apply modification for the entire project press the **Apply** button in the Inspector (spot 2).



### 9.1-Character: Short Overview

**Grp\_CharacterCamera** (spot 1):

Contains the character controller and the camera that follow the player.

**Main Camera** (spot 2):

**PuzzleCam\_Infos** (spot 3):

This camera is used to display UI feedback info when the player tries to solve a puzzle.

**AudioListener** (spot 4)

**Character** (spot 5):

Setup Character movement and footsteps.

**PreventClimbing** (spot 6):

Allows to prevent the character to climb on wall.

**Collider\_Sliding** (spot 7):

Allows to prevent the character to be stuck on 3D objects.

**TangentStartPosition** (spot 8):

Use to know the direction to apply force to the character.

**AddForce** (spot 9):

The position where force is apply to the character.

**pivotCam** (spot 10):

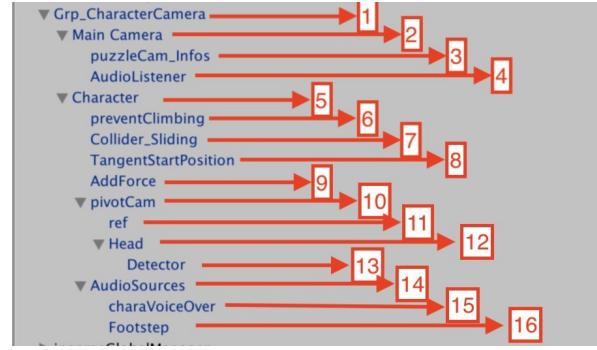
**Ref** (spot 11):

Use to know the position of the head during focus

**Head** (spot 12):

The camera follow the head

**Detector** (spot 13):



It is a trigger that detect interactive objects in the scene.

#### Audiosource (spot 14):

#### CharaVoiceOver (spot 15):

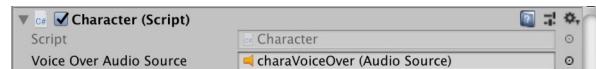
Represent the AudioSource where voice Over sounds are played.

#### Footstep (spot 16):

Represent the AudioSource where footsteps sounds are played.

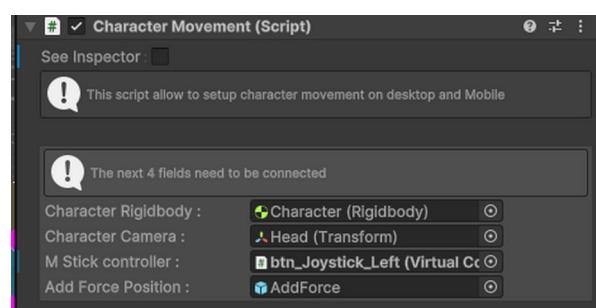
#### Character Customization:

-Audio Source that play the voice over.



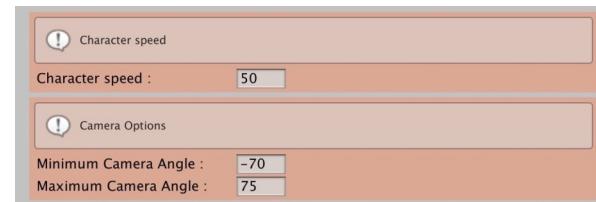
(Nothing to do here)

-These are objects necessary to properly operate the character.



-Choose the character speed.

-Choose the maximum and minimum angle for the player camera.



-Choose mouse sensibility and which button are use for keyboard + Mouse case.



-Choose Joystick sensibility and which button are use for keyboard + Mouse case.

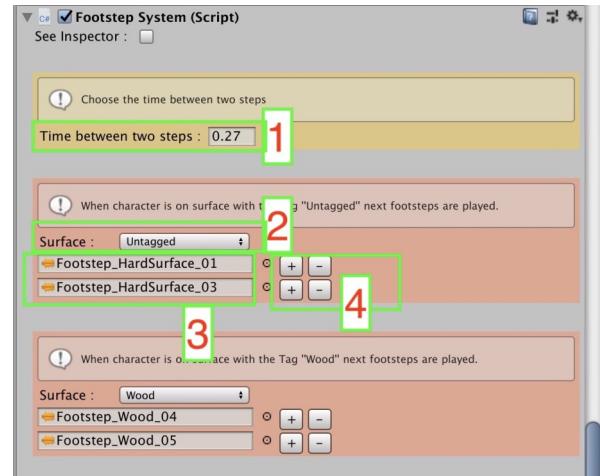


## 9.2-Footstep Customization:

### Info:

A raycast system allows to know the tag of the ground which is under the feet of the player.  
It is possible to choose a different sound depending on the surface of the floor.

- Duration between two footprint sounds (spot 1).
- Tag corresponding to each surface (spot 2).
- Sounds you want for each surface (spot 3)
- Add or delete a sound (spot 4)



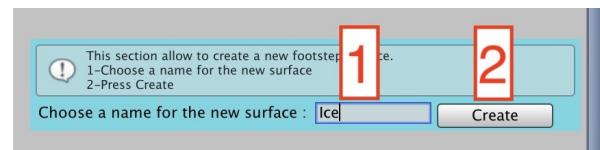
### How to create a new surface:

- Name your new surface (spot 1).

- Click on **Create** (spot 2)

*A new Tag is created.*

- Add sounds to use for this surface.



- Select a floor in the Hierarchy (spot 1)

- In the Inspector chose the tag **Ice** (spot 2)

*Now Ice footsteps are played when the player walk on this floor.*

