Easy Door System - User Guide

The **Easy Door System** asset provides an intuitive way to control door behaviors in Unity. This system allows you to set up door movement, door state previews, and transformations, all from within the Unity Editor. Here's a quick guide on how to use the asset.

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1. Overview

The Easy Door System script allows you to manage door states, door speed, and rotation positions easily. It also enables you to preview and save door positions (open and closed states) for seamless integration into your project.

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2. Asset Components

Inspector Panel

The Easy Door System script will show in the Inspector with the following sections:

- **Door Setup**

  - **Door Speed**: Controls how fast the door opens/closes. Set a value between 0 (slowest) to 1 (fastest).
  - **Save Transform States**: Allows you to save the positions and rotations for both closed and open states. Click "Save Closed State" and "Save Opened State" to capture the transform values.
- **Preview**

  - **Preview Open Door**: Click to preview the door in its open state.
  - **Preview Close Door**: Click to preview the door in its closed state.
- **Door State**

  - **Closed Position**: Shows the position of the door when it's closed.
  - **Closed Rotation**: Displays the door's rotation when it's in the closed state.
  - **Opened Position**: Shows the door's position when it's open.
  - **Opened Rotation**: Displays the rotation of the door when it's fully open.
- **Door Sounds**:

  - Here, you can assign sound effects for door opening and closing.

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3. Setting Up The Door

Step 1: Attach the Script

Drag the **Easy Door System** script onto the door object in your scene.

Step 2: Configure Door Speed

Adjust the **Door Speed** slider to control the speed at which the door opens and closes.

Step 3: Save Transform States

- Position and rotate the door to the desired **Closed** position.
- Click the **Save Closed State** button to save these values.
- Move and rotate the door to the desired **Open** position.
- Click the **Save Opened State** button to save these values.

Step 4: Previewing Door States

You can preview the open and closed states by clicking the **Preview Open Door** and **Preview Close Door** buttons, respectively.

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4. Door State Management

- **Door State (Closed)**: Displays the saved closed position and rotation of the door. You can view and edit these values directly in the inspector.
- **Door State (Opened)**: Displays the saved opened position and rotation of the door. You can view and edit these values directly in the inspector.

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5. Door Sounds

To add sound effects, assign an audio clip to the following fields:

- **Door Audio Open SFX**: Assign an audio clip for when the door opens.
- **Door Audio Close SFX**: Assign an audio clip for when the door closes.

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6. Additional Notes

- The system is designed to work with simple transform-based doors. For complex animations, consider using Unity's animation system.

- Ensure the door object is properly configured to match its closed and open positions.

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7. Troubleshooting

- **Door not moving**: Ensure the door's position is correctly set in the inspector and that the correct values are saved for the open/closed states.
- **Audio not playing**: Double-check that the correct audio clips are assigned to the door audio fields and that the audio source is set up correctly.

This concludes the setup and usage guide for the **Easy Door System**. Enjoy implementing doors in your Unity project with ease!

We'd Appreciate Your Review!

If you've had a chance to use the **Easy Door System**, we'd love to hear your thoughts! Your feedback helps us improve the asset and ensures we're delivering the best possible experience to our users. If you enjoy the asset, please consider leaving a review – it would mean a lot to us!

Thank you for using **Easy Door System**. We truly appreciate your support!