# ULTIMATE SCIFI DOORS SYSTEM Documentation

Thanks for acquiring ULTIMATE SCIFI DOORS SYSTEM! In this Documentation you'll find all the info you need to get the door's system working and adapt it to your project.

The system is made in such a way that you don't need to write any code[1] and it can be adapted to many scenarios with ease. Just drop your preferred door prefab in your project or use your model with the empty template and you'll be ready to go. By default door will react with any collider that enters the sensor area.
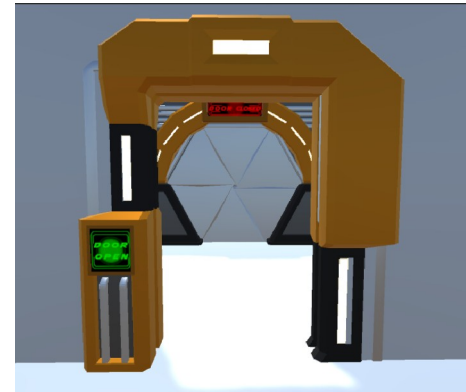
- But what If there is an object that I want to prevent from opening the doors?
Good question, see the [answer here](#)

[1] Just in the case you are using the new input system and want to open the doors with a button trigger, you'll need to call a method with code. Every other option can be controlled without writing any code.

Anyways the system is very flexible and brings you a lot of possibilities to personalize how the doors will work.

Door Master Control

You'll find this script on the parent object of the doors prefabs.
It's purpose is to allow you to define all the settings you need to modify the doors movements. It is divided in 5 settings groups and at the end you'll find one button to test doors in play mode, and two **buttons to reset** the settings to default.
There is one prefab called Iris door which has it's own reset mode.
The other prefabs will work with the first reset button "RESET... sliding door"
The "**info:**" area will show you which game object is trying to open the door and which one opened it.
If you check **show hidden vars,** you will be able to see all the serialized variables on the door Master Control script.
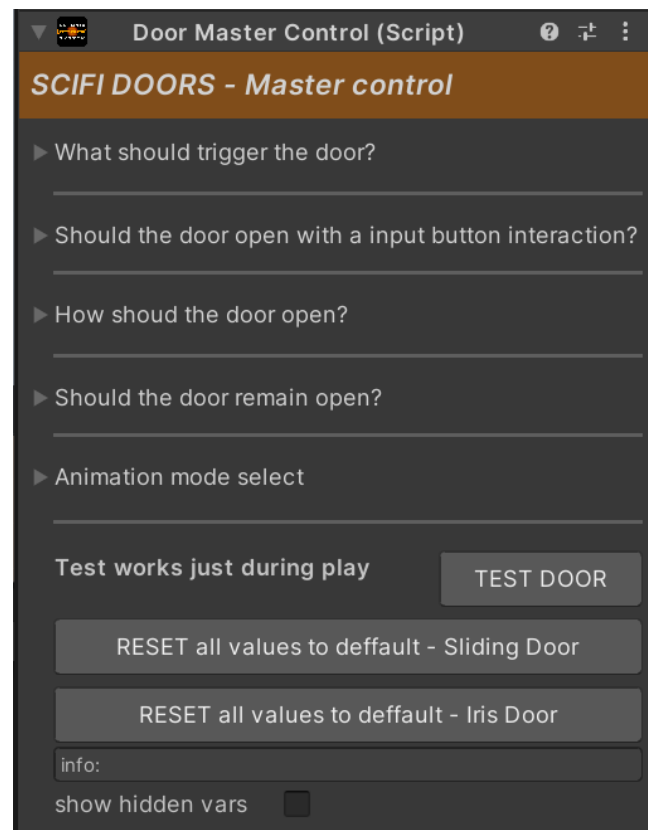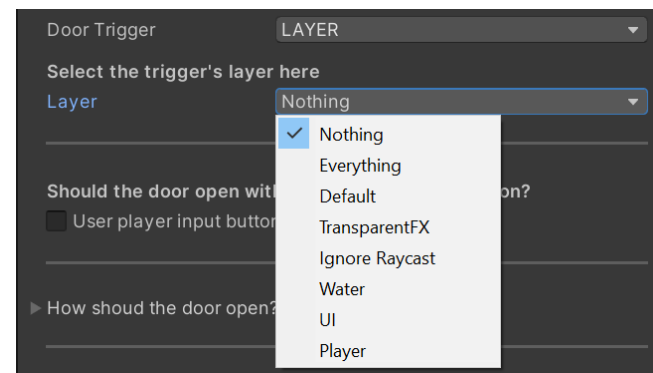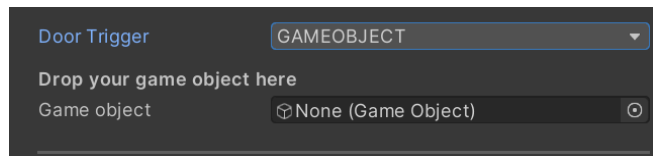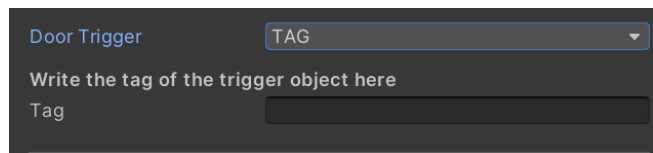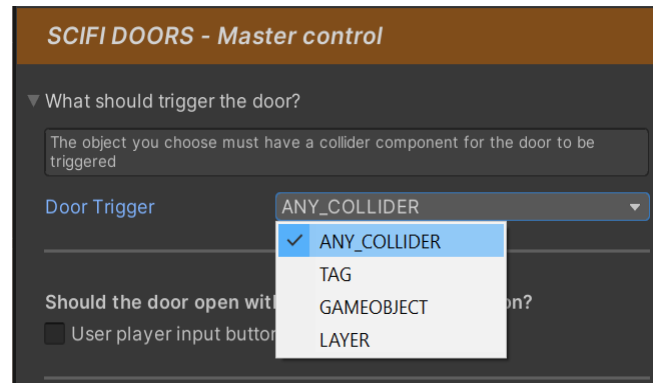
Door trigger options

here you'll be able to choose what will trigger the door sensors. In all cases the object(s) must have a collider as component to interact with the doors.

- Any collider: Any object that has a collider and enters the trigger

SCIFI DOORS - Master control

▼ What should trigger the door?

The object you choose must have a collider component for the door to be triggered

Door Trigger   ANY_COLLIDER ▼
                    ✓ ANY_COLLIDER
                      TAG
                      GAMEOBJECT
                      LAYER

Should the door open wit[...]on?
☐ User player input butto[...]

- Tag: All the objects with the tag you write on the text area

Door Trigger   TAG ▼
Write the tag of the trigger object here
Tag

- Game Object: choose any object to trigger the doors, for example a key-card (see an example in the ExampleScene).

Door Trigger   GAMEOBJECT ▼
Drop your game object here
Game object   ⊙ None (Game Object) ◎

- Layer: all the objects that belongs to the layer you choose.

Door Trigger   LAYER ▼
Select the trigger's layer here
Layer   Nothing ▼
                    ✓ Nothing
                      Everything
                      Default
                      TransparentFX
                      Ignore Raycast
                      Water
                      UI
                      Player

Should the door open wit[...]on?
☐ User player input butto[...]

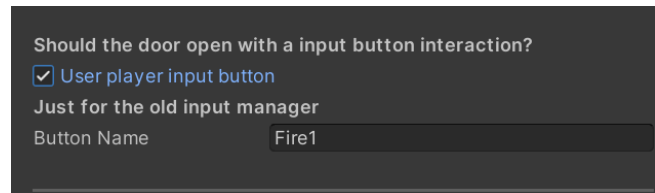▶ How shoud the door open?

Using a button input to open the door

Mark the "Use player input button" option to open the door with your selected button once the trigger Game Object is inside the sensor area.

For the old input system just write the corresponding button string in the text field.

For the new input system you can call the method "`openRequestFromOtherInput(bool)`" located on the "Sensor control" script in the door sensor.
Pass the parameter true when starting the button action, to request the door to open. Then pass false when the button action is canceled.

Should the door open with a input button interaction?
☑ User player input button
Just for the old input manager
Button Name   Fire1

Door opening options

The **Opening percentage** will control the final aperture amount. You can use lower values like 20% to simulate broken doors.
The **door's movement axis** controls the direction of the doors. ←↑→↓
The **door speed** controls the general speed of the complete movements.
Broken door will show in the doors screen a broken door message after an open attempt, if you use that material slot in the screen changer. (see "*Using the template*" for more info about the screen)

▼ How shoud the door open?
Opening percentage ————●——— 100
Door's movement Axis   ON_Y   ▼
Door speed   ————●———————— 1
Mark the door as broken?
☐ Broken door

Keep the doors open

Choose this option to leave the door open. You can set a timer that controls how many seconds the door will remain open and it will start as soon as the trigger object leaves the sensor area. Leave it at 0 for the door to remain open for the rest of the game.

Should the door remain open?
☑ Keep it open
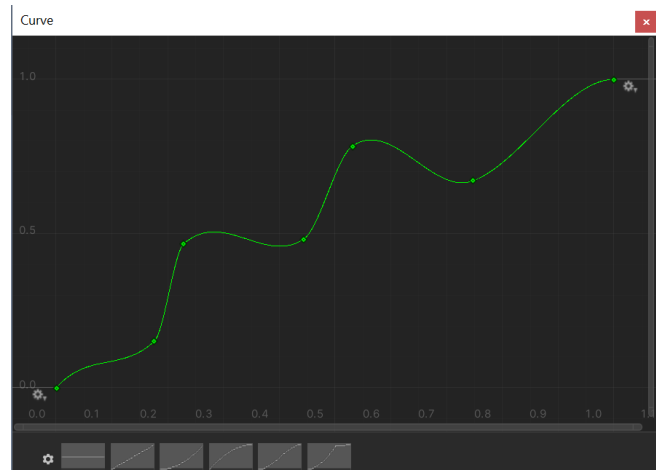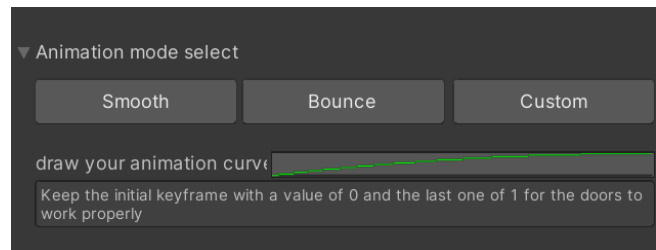Time to remain open   0
Use 0 for infinite
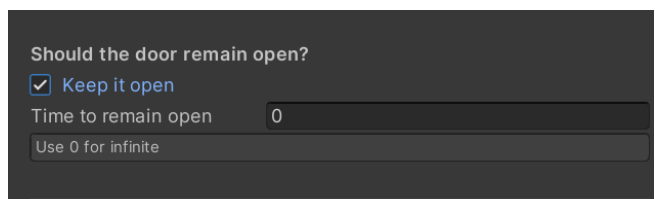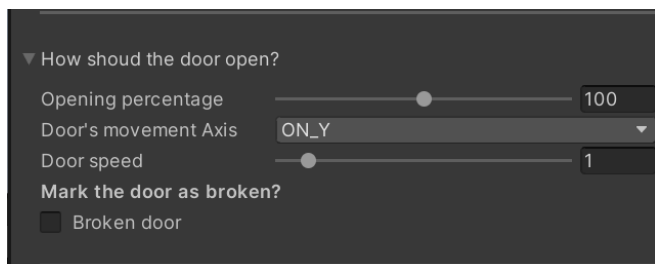
Animation Mode

In this section you can personalize the doors animations.

If you choose custom you can draw in the graph the door movements. Keep always the initial value at 0 and the last one at 1 for the system to work properly.
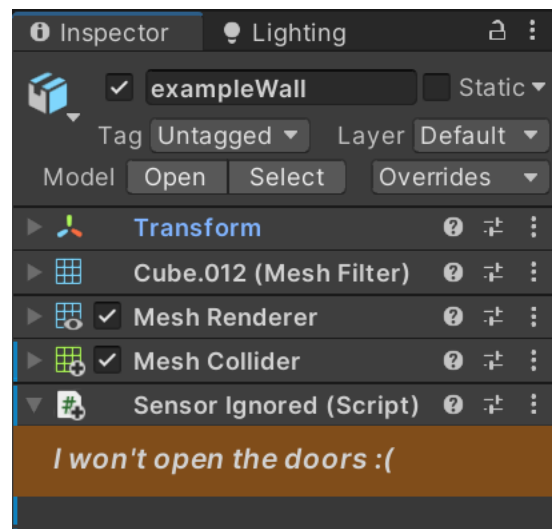
The first keyframe corresponds to the movements starting point and the last one to the end.

Prevent objects from opening the doors

Sometimes you'll have objects that shouldn't be able to open doors, like walls floors or some types of enemies.

Preventing it is very simple, just add the script "Sensor Ignored" as component and they won't open any door.

Using the template

The TemplateSlidingDoor prefab was made to simplify the use of your own door models. Once you understand this simple structure you'll be able to copy or create more complex doors systems

1 In the template prefab replace the object "FrameReplace" for your own door frame and add the script "Sensor Ignored" as component.

2 Replace the object "DoorReplace" for your own door and add the script "Sensor Ignored" as component.

3 of you want a door status screen , replace the object "ScreenReplace" for your own screen and add the component "ScreenChanger". There you can choose the material for any state you choose to show or leave it empty to not use that state.
The options are: **Ready, Open, Closed, Press to open, Key needed and Error for the doors marked as "broken".**
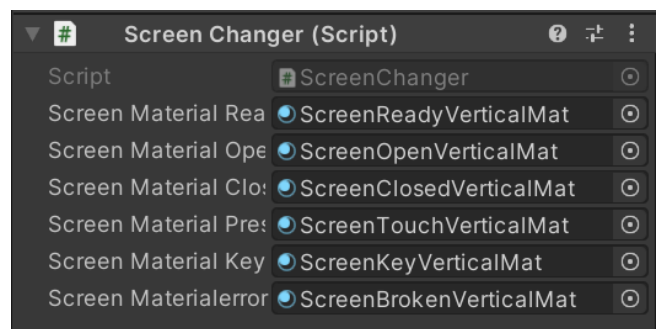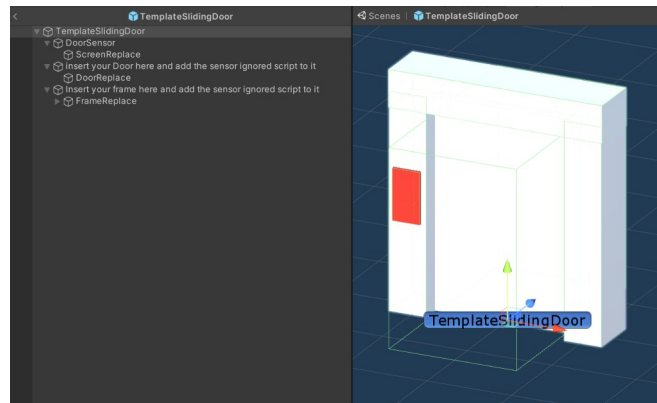
Adding sound

The main object which contains the DoorsMasterControl has an Audio Source cmponent were you can use your own audio clip for the respective door and make it sound great.
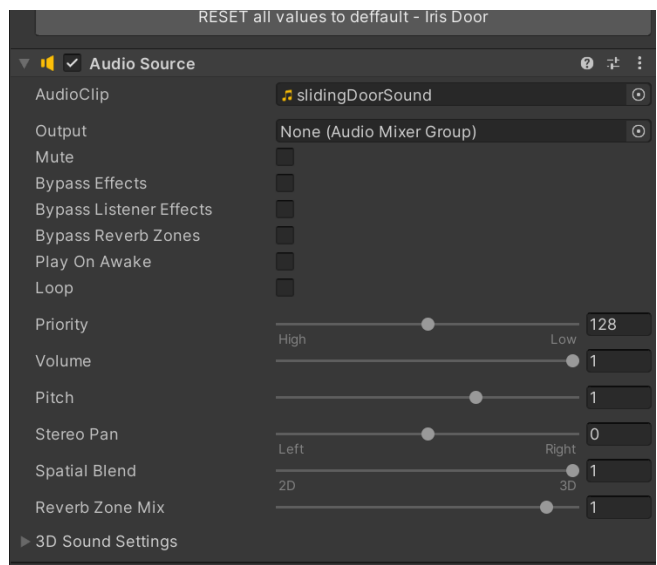
Terms of use
- you may use this asset and modify it to adapt it to your game projects.
- you may not sell this asset or modify it in any way to resell it as an asset.
- This asset was created to be used with the DoorMasterControl component and all it's functionalities are included in the customer support, as long as the code is not modified. Anyways the code is documented so intermediate and advanced users will be able to modify it with ease.