Indoor Model Asset Package Documentation

[001]

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Asset List

This asset package includes the following models (supports all rendering pipelines):

■ Air conditioner indoor and outdoor units, air conditioner remote control

■ Speakers, electric kettle, ceiling lamp, charging mobile phone

■ Backpack, books, suitcase

■ Bed, tables x2, bookshelf, wall-mounted shelf, curtains, door

■ Office desk, office chair, small stool, office lamp

■ Computer, monitor, mouse pad and mouse, keyboard, power strip

■ Book divider, cup, paper cup, pen holder

■ Clock, wall-mounted hooks

Includes effects (only supports Built-in Pipeline and URP):

■ Lights On / Lights Off

■ Air conditioner fan accelerates and starts rotating / gradually stops rotating / rotates at constant speed

■ Air conditioner wind particle effects

■ Pushable chairs and suitcase

■ Self-rotating clock

How to Use Models

Original Models without Effects

All original models are stored in the `Resources/Fries/Interior 01/Models/` folder. If you wish to use models without any special effects, you can directly drag the models from this folder into your scene.

Prefabs with Effects

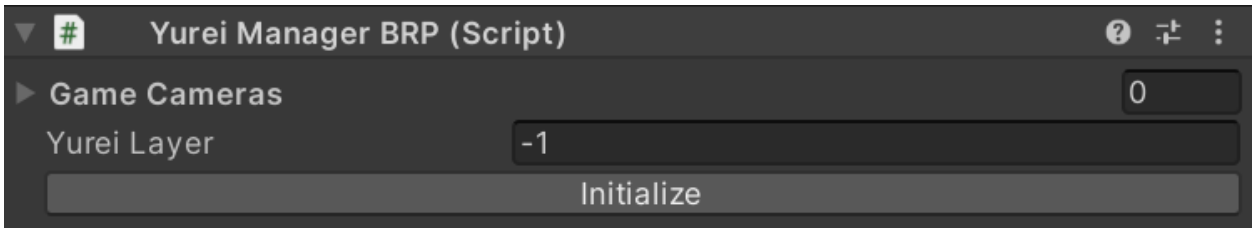
All prefabs are stored in the `Resources/Fries/Interior 01/Prefabs/` folder. All models here may contain custom effects, such as lights turning on and off.

Initialization Method

This initialization is responsible for implementing the glow effect of all lights. If you do not need the glow effect or wish to implement it yourself in your project, you can skip this step.

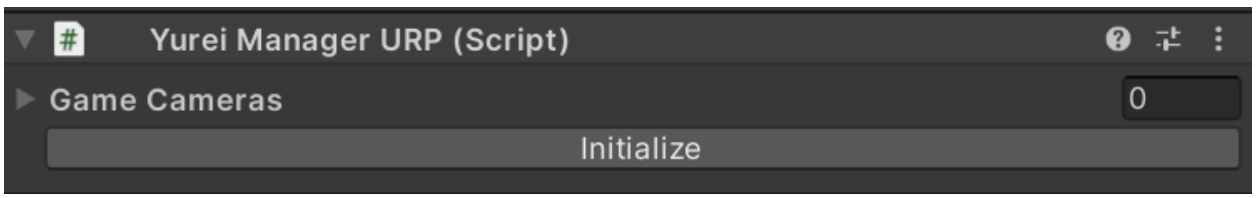
In the top menu bar of Unity, find the Tools / **Fries** option. Under it, there are two **Setup** options: **Built-in Render Pipeline** and **Universal Render Pipeline**. Please choose the corresponding Setup option. After clicking, the project will create a **Yurei Manager**. Find this GameObject in the Hierarchy.

Built-in Render Pipeline (BRP)



Drag the cameras in your game that will use the glow effect (lights) into **Game Cameras**. Create a new Layer and change the **Yurei Layer** to the index of this new Layer. Click **Initialize** to complete the initialization step.

Universal Render Pipeline (URP)



Drag the cameras in your game that will use the glow effect (lights) into **Game Cameras**. Click **Initialize** to complete the initialization step.

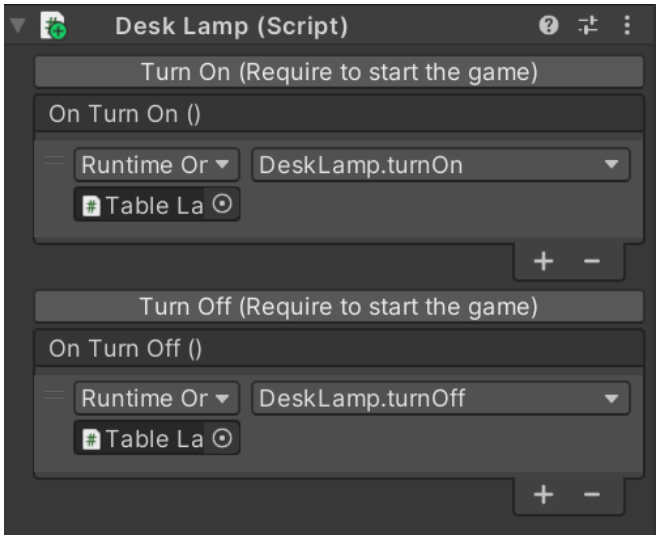
How to Use Effects and Scripts

Pushable Objects

Chairs and **suitcases** have this effect, implemented using Unity's **Wheel Collider**. On the GameObjects of chairs and suitcases, there are **Office Chair** and **Suitcase** classes, which manage all the child Wheel Collider instances.

Lights

All light GameObjects have their own **MonoBehaviour** scripts. These scripts have **Turn On** and **Turn Off** buttons. During editor runtime, you can click these buttons to debug and turn on the lights. Each button corresponds to a **UnityEvent** instance. In the editor, you can see which methods are called in these UnityEvents to make the lights turn on.



In scripts, you can turn the lights on or off by calling the corresponding methods, for example:

```
gameObject.GetComponent<DeskLamp>().turnOn();
```

Or invoke the UnityEvent instance to turn the lights on or off:

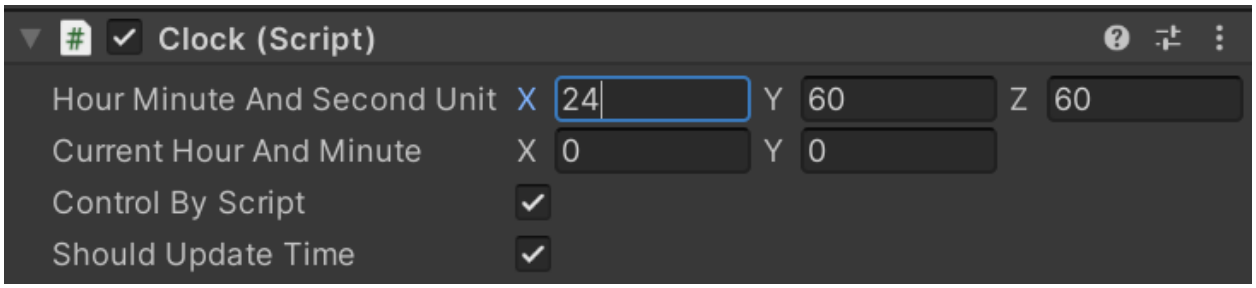
```
gameObject.GetComponent<DeskLamp>().onTurnOn.Invoke();
```

Air Conditioner

The air conditioner operates on the same principle as the lights.

Clock

The clock's GameObject has a **Clock** class, which manages the rotation of the clock hands.



Hour Minute and Second Unit is a `Vector3` that defines how many hours are in a day, minutes in an hour, and seconds in a minute.

Current Hour and Minute is a `Vector2` that defines the current hour and minute values of the clock.

Control By Script determines whether this script controls the rotation of the clock hands.

Should Update Time (SUT) controls whether the script automatically updates the time. The difference between it and **Control By Script (CBS)** is:

If CBS is **false**, the script will not rotate the clock hands at all. Otherwise, if CBS is **true** but SUT is **false**, the script generally won't rotate the clock hands, but if an external script changes the **Current Hour and Minute** values, the clock hands will still rotate.

Methods for Switching Rendering Pipelines

Different rendering pipelines mainly affect the **glow effects** and the **materials of all models**.

For glow effects, to switch rendering pipelines please refer to **Initialization Method** on **Pg. 3**.

To switch model materials, open the folder `Resources/Fries/Interior 01/Pipelines/`.

In this folder, there are: **Built-in Materials.unitypackage** and **URP Materials.unitypackage.**

Open and import the corresponding material package (`.unitypackage`) to complete the replacement of materials.