

ProjectDoors Installation Instruction Manual

This manual provides a step-by-step guide to install and set up the **ProjectDoors** package in Unity using the Package Manager.

1. Prerequisites

- Unity version 2021.3 or higher. (this package was created using Unity 6 LTS)
- Unity Input System package installed.
- Ai Navigation installed (only for Demo)
- TextMeshPro installed.

2. Importing the ProjectDoors Package

Via Unity Package Manager (UPM):

1. Open Unity Editor and load your project.
2. Go to **Window > Package Manager > My Assets**.
3. Select or search for `ProjectDoors` and press Download and Install your purchased package.

3. Project Setup After Import

Input System Configuration

- Ensure the New Input System package is enabled.
- Unity already defaults to the New Input system but if it isn't then Ensure the New Input System package is enabled.

Layer Setup

- For the demo to function correctly you need to ensure that all required tags and layers are properly configured, and for this we provided you with an automatic way to do so.
- To access the `UnityEditor.TagManager` preset, open the Unity Editor, go to the Inspector window, and click the Preset icon (middle icon at the top-right). Wait for the presets to initialize, then double-click `DoorsProject_TagsAndLayers.preset` to automatically load all required tags and layers into the current project. No manual configuration is needed.

4. Event Channels Configuration

- All necessary Event Channels are already present at Assets/Doors Project/Demo/EventChannels for all types of doors.
- Event Channels can also be created using the NEW button in the General Section of the Door menu in the Inspector when creating a **NEW** door.
- If needed you can also create the Event Channels using **Create > ProjectDoors > EventChannels:MovementControlEventChannel** – This event channel manages movement control events, providing a system for stopping and resuming movement in the project. It allows scripts such as ClickAgentController to subscribe to movement events, ensuring that player and agent movements are properly synchronized and controlled.
DoorEventChannel – This event channel handles door interaction events, providing a centralized way to open, close, and toggle doors through event-driven communication, ensuring all door operations are synchronized and easily managed across the project
InteractionEventChannel – This event channel manages player-object interaction events, ensuring that interactions such as using doors or levers are communicated between the player and the objects seamlessly
ProximityEventChannel – This event channel manages proximity-based events, such as detecting when a player or object enters or exits a specific range, enabling or disabling interactions based on proximity

5. Final Steps

- Save your scene and project.
- Build and deploy with fully integrated door management and interactions.