

## ■■ Required Setup – New Input System

Important: Before using the Game Tools demo scenes or any components supporting both input systems, you must:

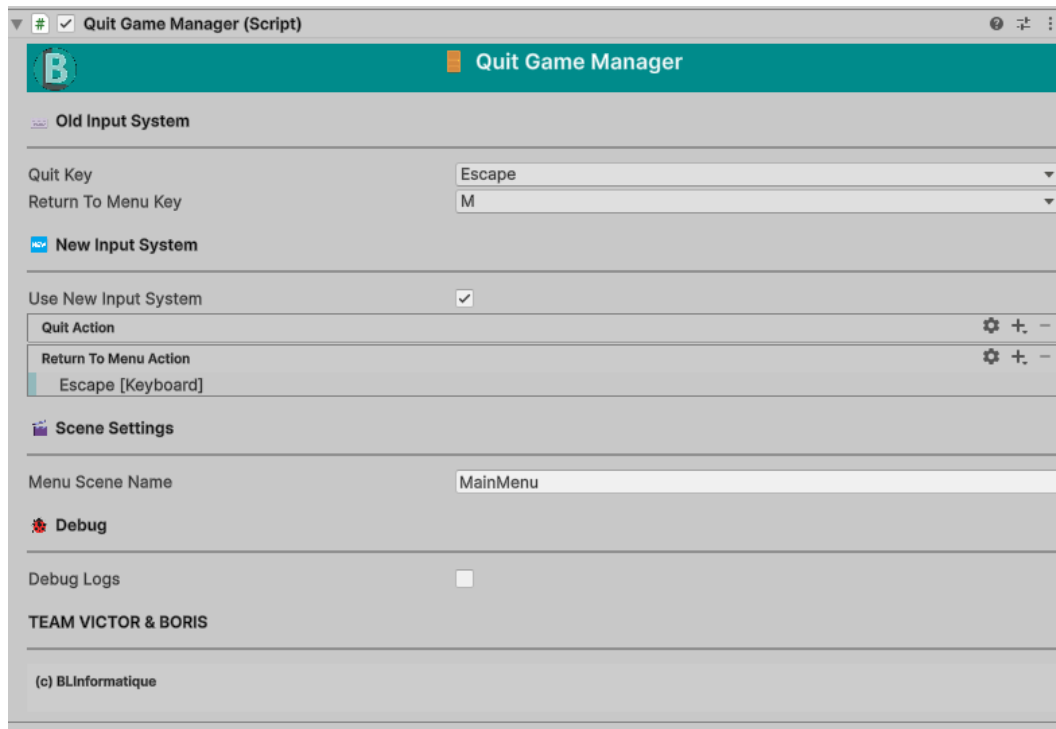
1. Install the New Input System via the Unity Package Manager.
2. In Project Settings > Player > Active Input Handling, select "Both" to enable compatibility.

This setup is mandatory for all input features to work correctly with your keyboard, mouse, and gamepad.

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# Quit Game Manager

Allows quitting the game or returning to a menu via old or new Input System. Supports UI buttons and keyboard actions.



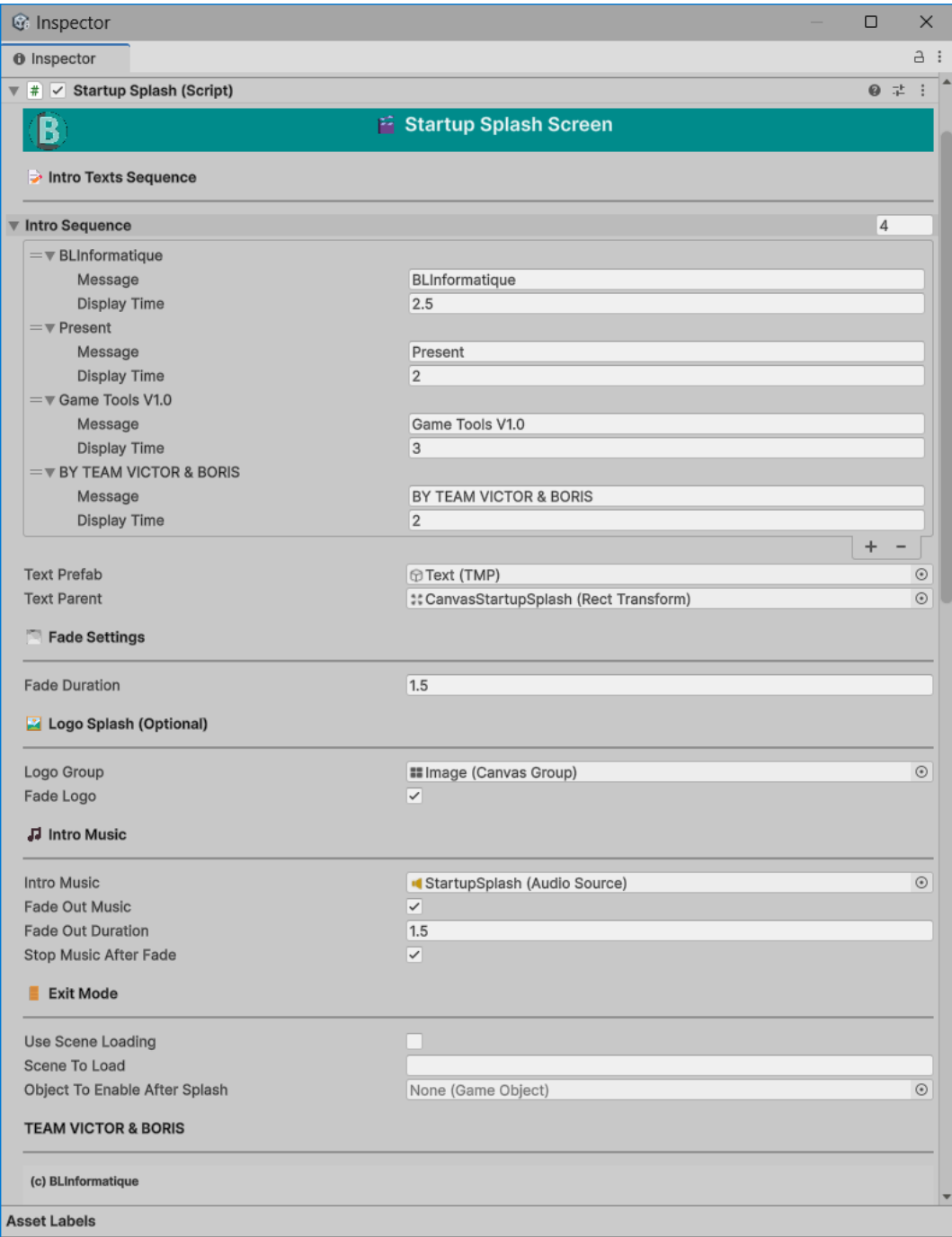
## Inspector Fields:

- - Quit Key / Return Key (Legacy Input)
- - Input Actions (New Input System)
- - Scene name to return to
- - Debug log toggle

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# Startup Splash Screen

Plays a startup splash with text sequences, logo fade, intro music, and automatic scene transition or object activation.

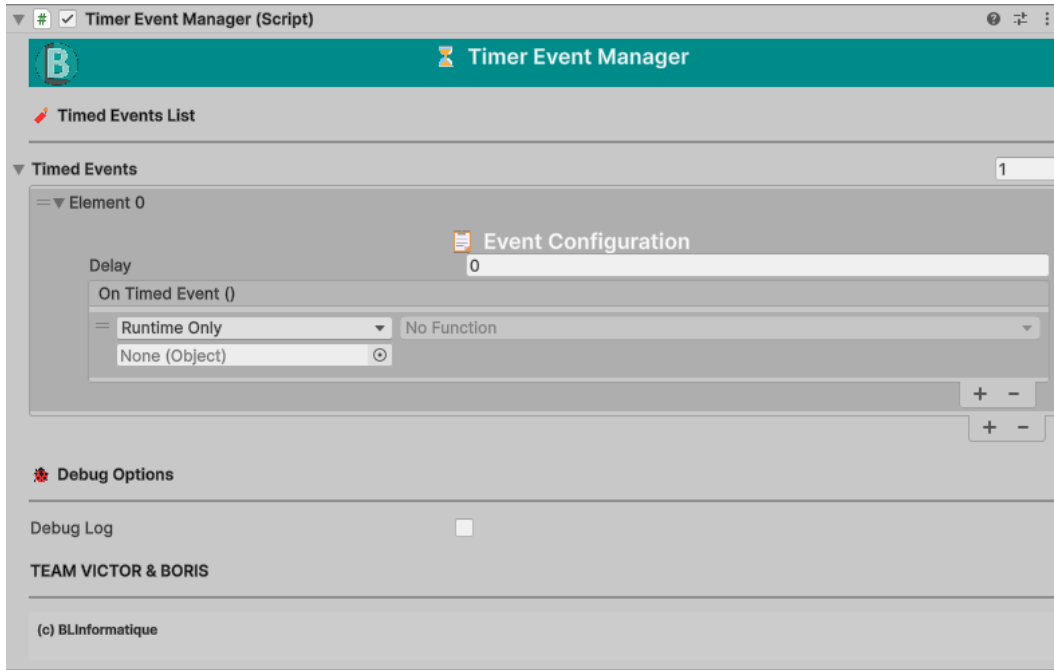


## Inspector Fields:

- - Text Sequence with timing
- - Text Prefab and parent transform
- - Logo group and fade option
- - Music fade out settings
- - Exit mode (Scene name or GameObject activation)

# Timer Event Manager

Executes one or more UnityEvents after a configurable time delay.



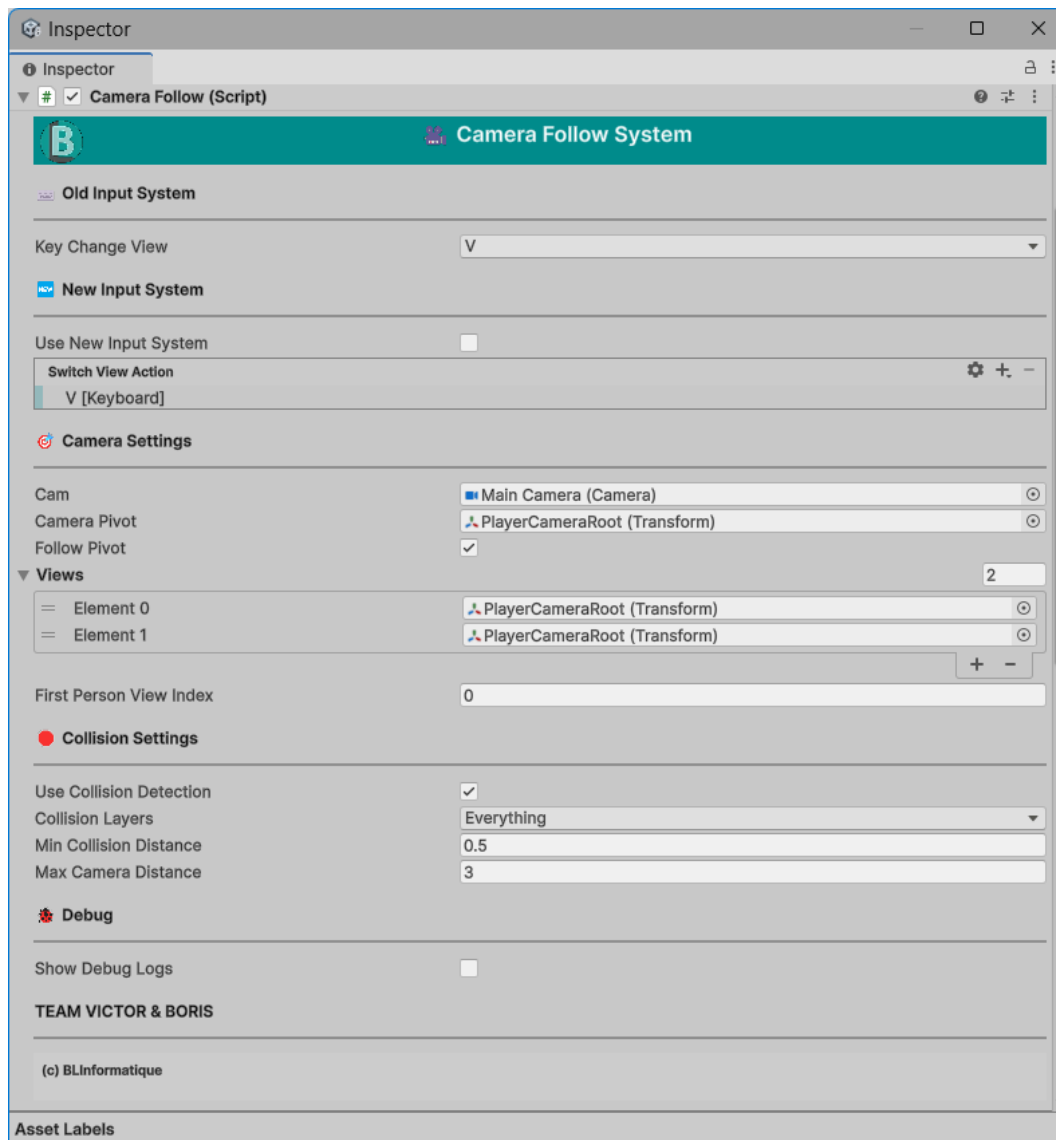
*Inspector Fields:*

- - Delay in seconds
- - UnityEvent to invoke after delay
- - Optional debug logging

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# Camera Follow System

Switch between multiple camera views (e.g., first-person and third-person) and follow a pivot with collision avoidance.

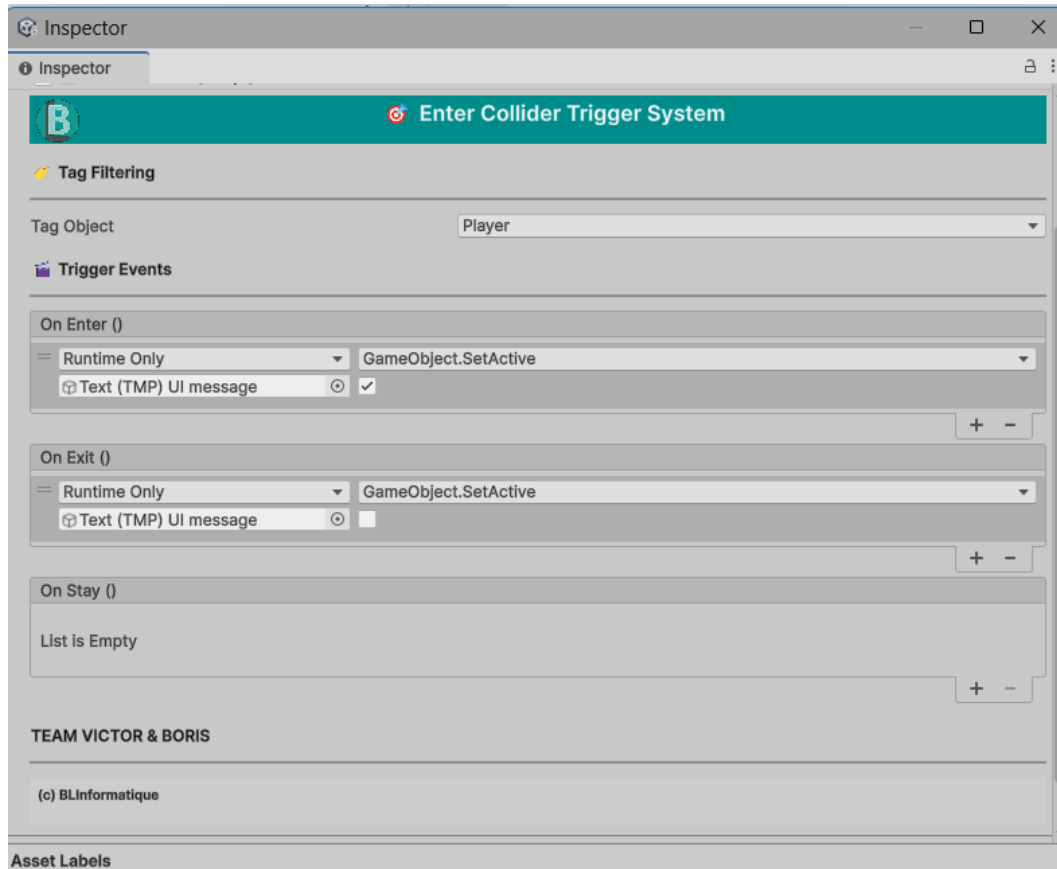


## Inspector Fields:

- - Views list and index
- - Camera & pivot references
- - Optional collision detection settings
- - Input key or action to switch view

# Enter Collider Trigger System

Triggers UnityEvents when a tagged object enters, exits or stays in the collider.



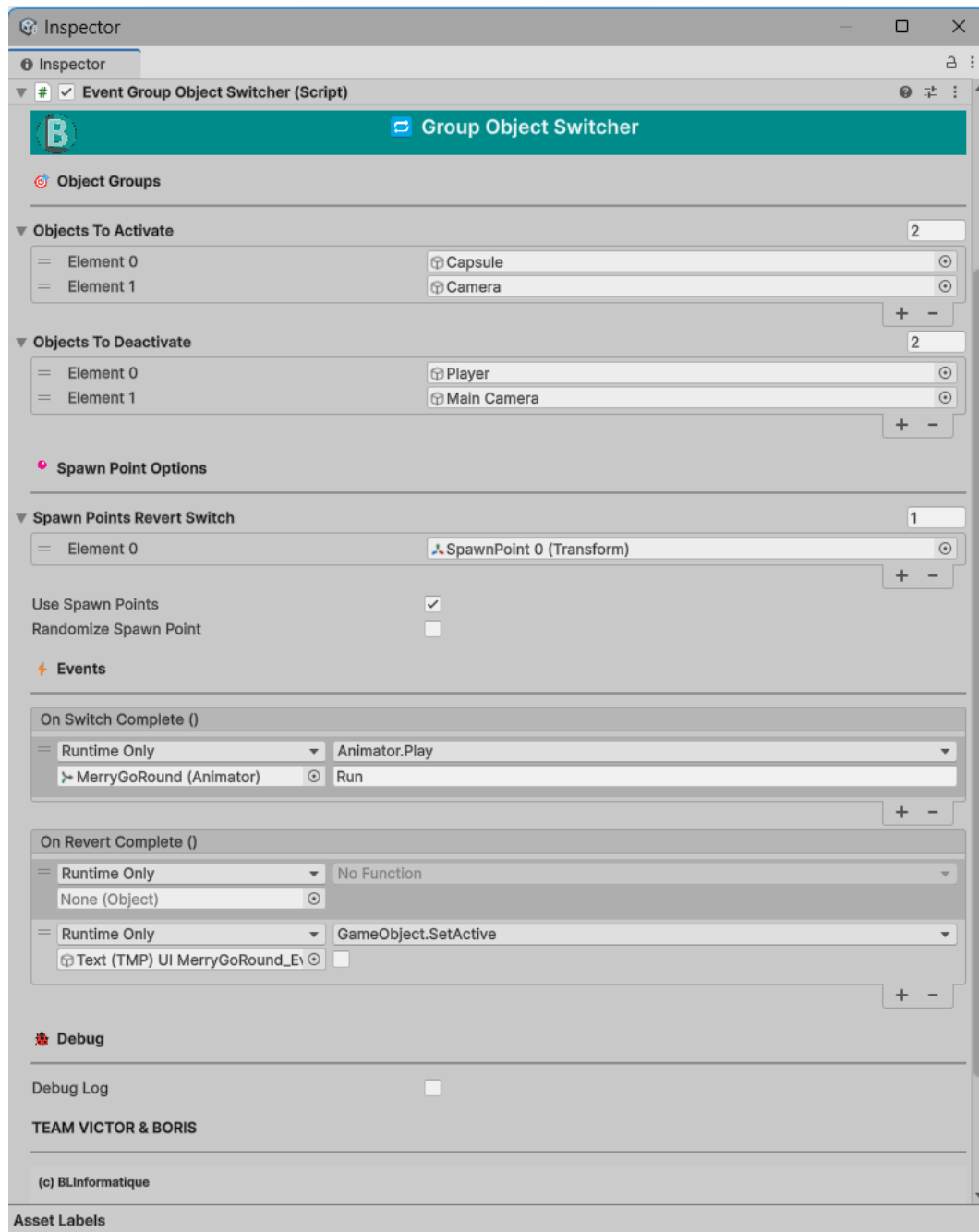
*Inspector Fields:*

- - Tag filtering
- - UnityEvents: OnEnter / OnExit / OnStay

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# Group Object Switcher

Activates and deactivates groups of GameObjects and can reposition them using spawn points.



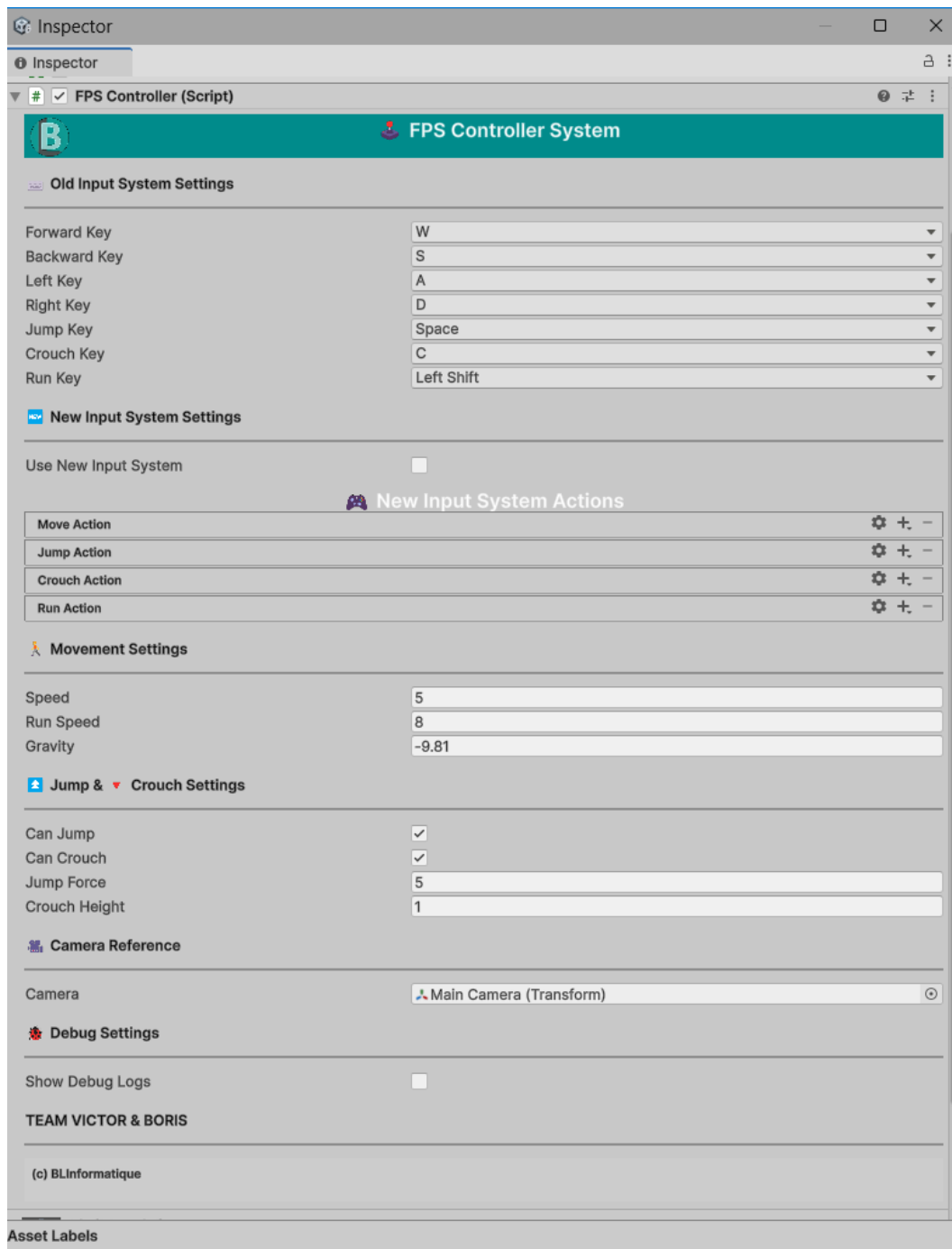
*Inspector Fields:*

- - Objects to activate / deactivate
- - Optional spawn point system
- - Events on switch and revert

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# FPS Controller System

A simple FPS movement controller with walking, running, jumping and crouching using old or new input systems.



*Inspector Fields:*

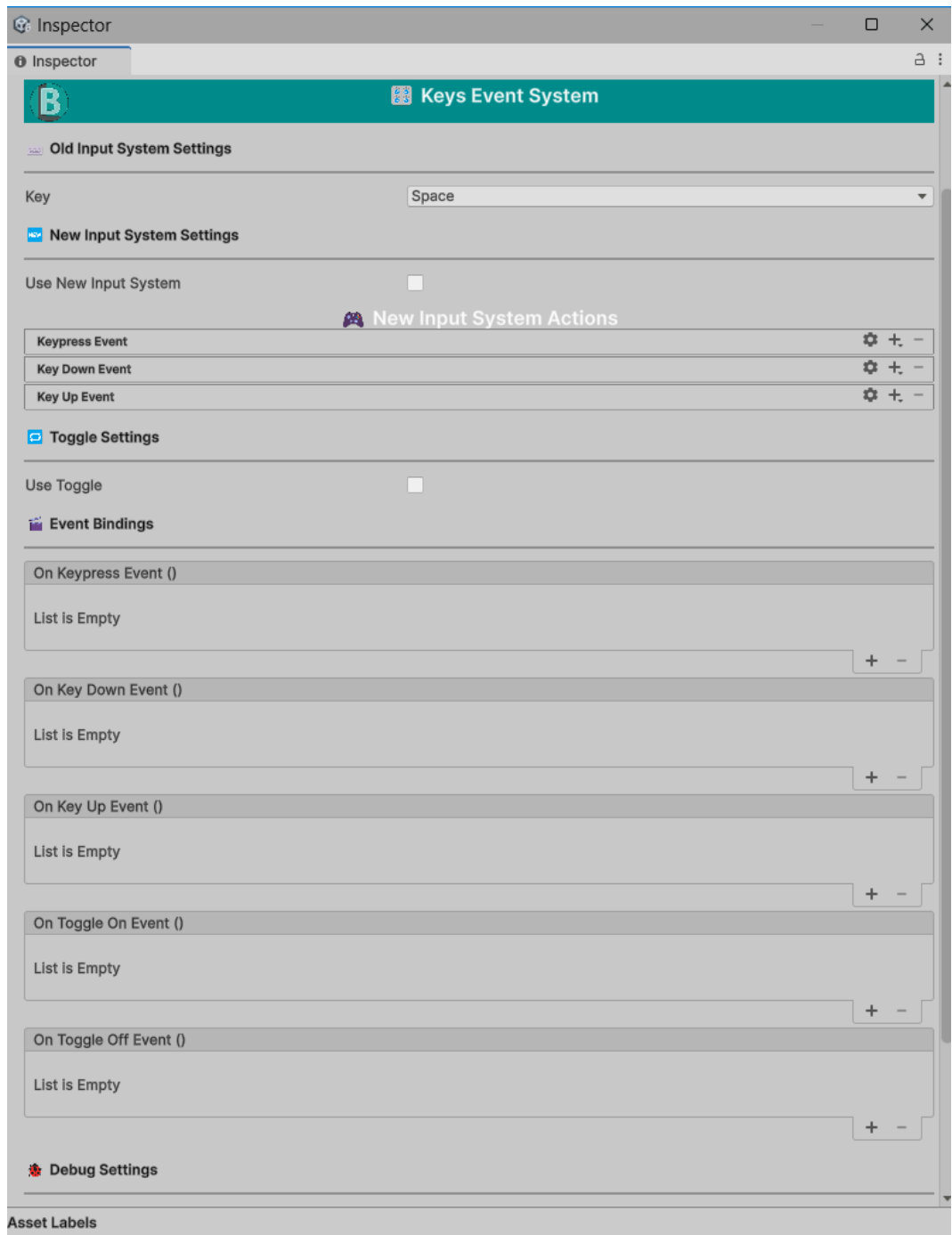
- - Movement keys or InputActions
- - Speed / jump force / gravity
- - Camera reference for rotation

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# Keys Event System

Triggers events on key press, key down, key up, or toggle states using old or new input systems.

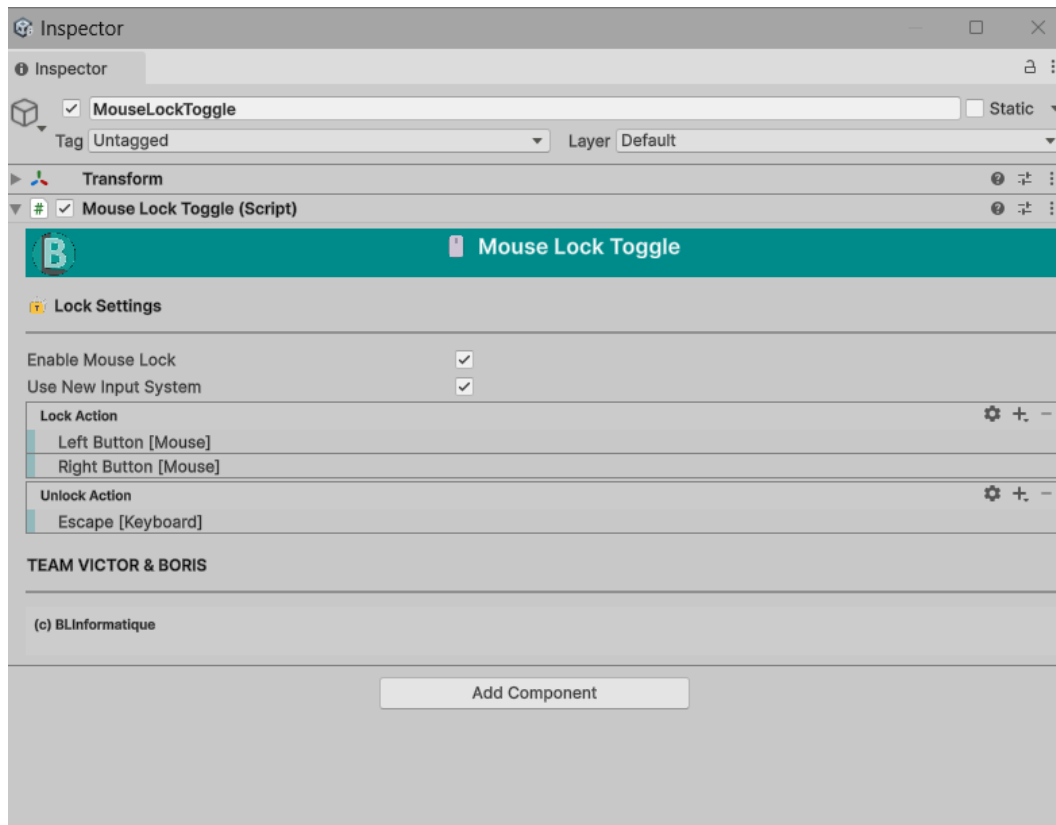


*Inspector Fields:*

- - KeyCode or InputActions
- - UnityEvents: press, down, up, toggle
- - Toggle state management

# Mouse Lock Toggle

Locks and unlocks the mouse cursor using mouse buttons or keyboard. Useful for gameplay immersion.



*Inspector Fields:*

- - Lock and unlock actions
- - Toggle mouse visibility and lock state

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# Mouse Look Camera

Provides camera rotation using mouse input. Includes optional clamping and right-click activation.

Mouse Look Camera (Script)

Mouse Look Camera

Old Input System

Mouse X Input Name

Mouse X

Mouse Y Input Name

Mouse Y

New Input System

Use New Input System☒

Enable Mouse Down☐

Input Actions

Look Action

Delta [Mouse]

Right Click Action

Right Button [Mouse]

Sensitivity Settings

Sensitivity

0.5

Unlimited Horizontal Rotation☒

Max Y Angle

45

Max Z Angle

80

Debug Settings

Show Debug Logs☐

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Inspector Fields:

- - Input axes or InputActions
- - Sensitivity and angle limits
- - Toggle for right-click activation