# GAME TOOLS V2.0

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.

TEAM VICTOR & BORIS ⚓💪
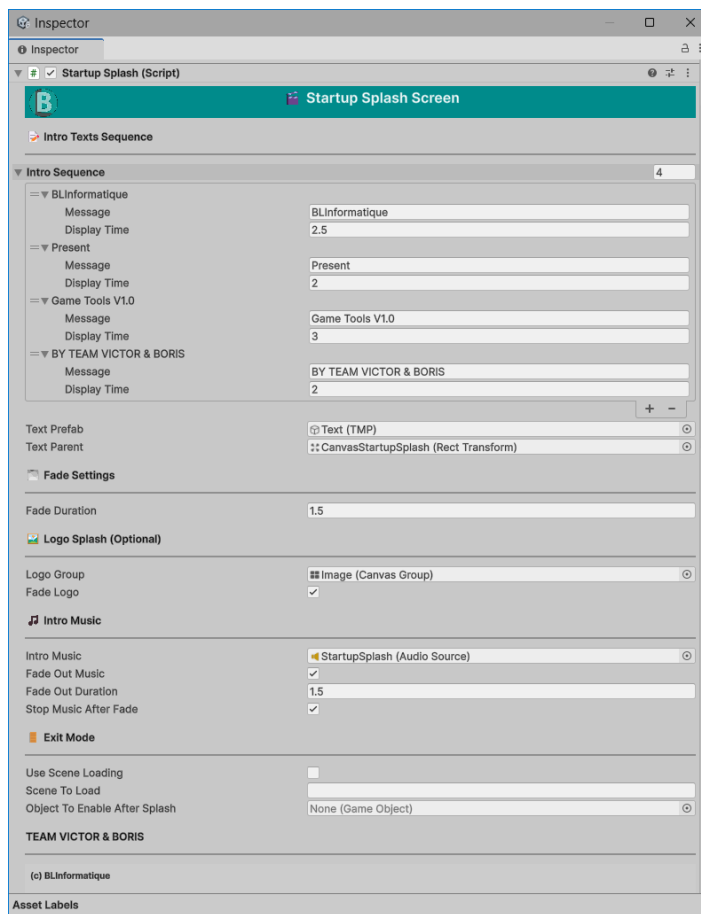
Quit Game Manager
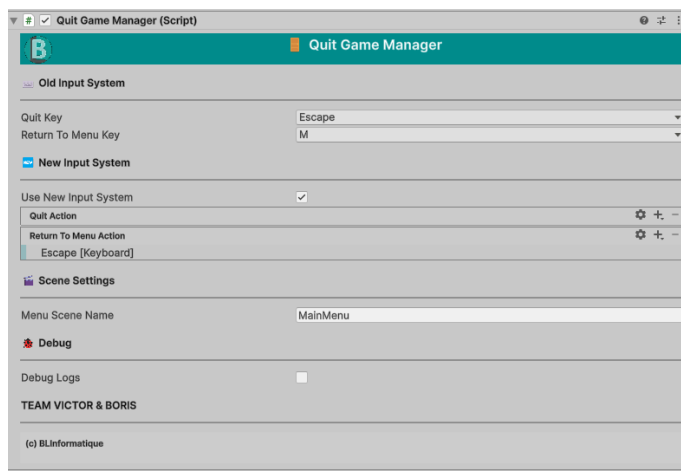
Allows quitting the game or returning to a menu via old or new Input System. Supports UI buttons and keyboard actions.

Inspector Fields:

- - Quit Key / Return Key (Legacy Input)

- - Input Actions (New Input System)

- - Scene name to return to

- - Debug log toggle
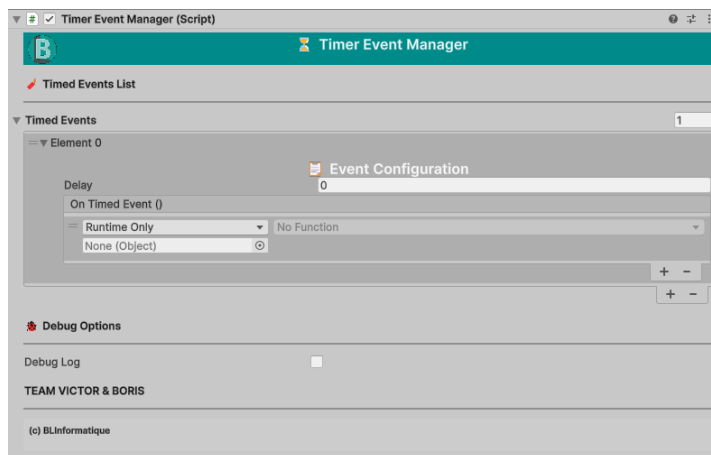
Startup Splash Screen

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

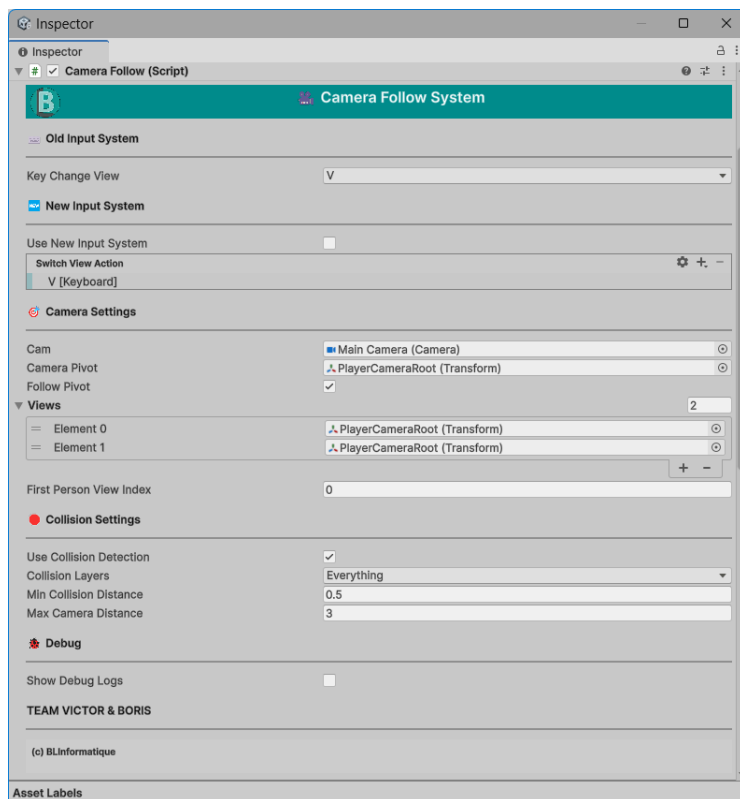- - Exit mode (Scene name or GameObject activation)

Timer Event Manager

Executes one or more UnityEvents after a configurable time delay.

Inspector Fields:

- - Delay in seconds

- - UnityEvent to invoke after delay
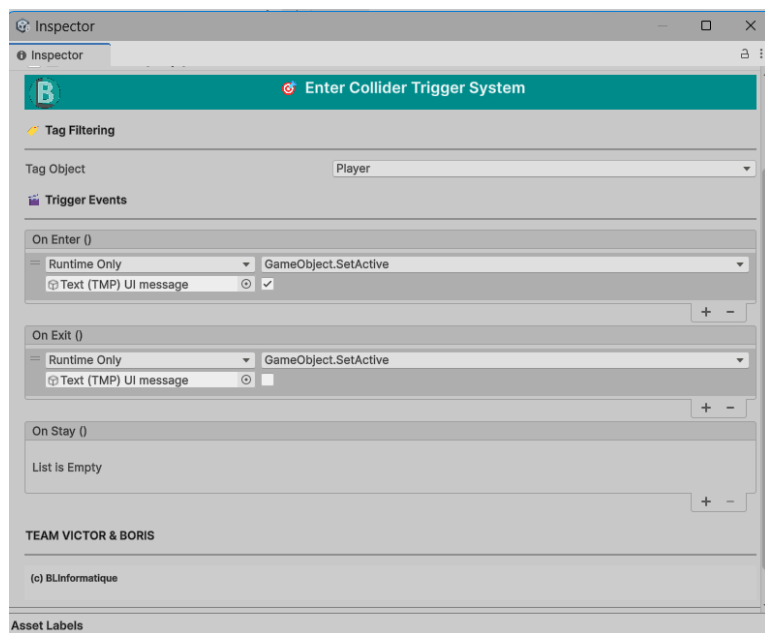
- - Optional debug logging

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
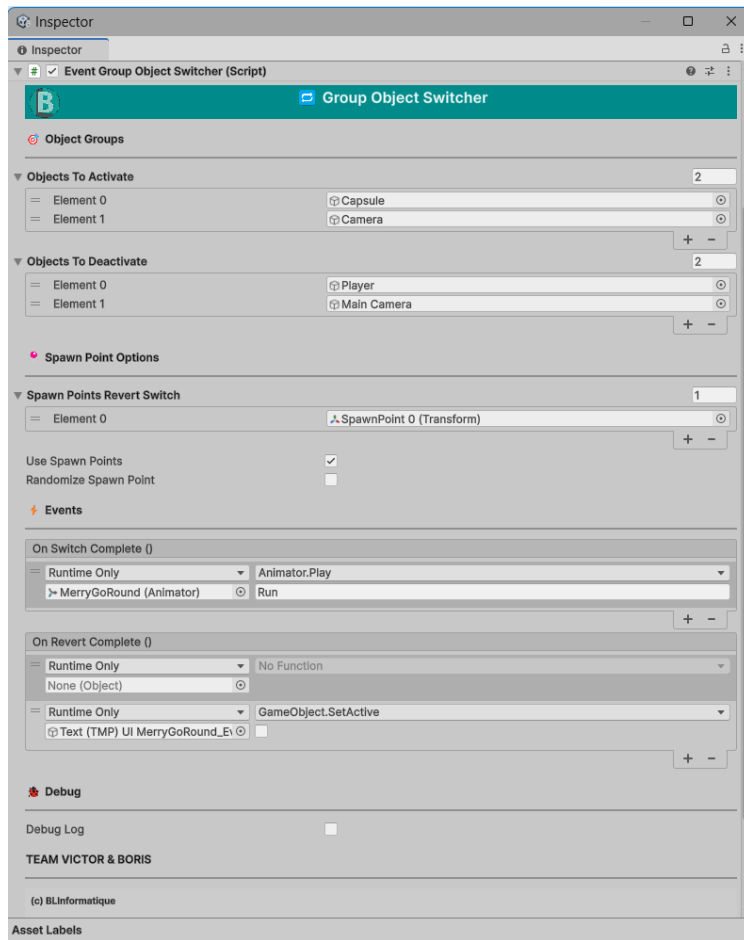
Enter Collider Trigger System

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

Inspector Fields:

- - Tag filtering

- - UnityEvents: OnEnter / OnExit / OnStay

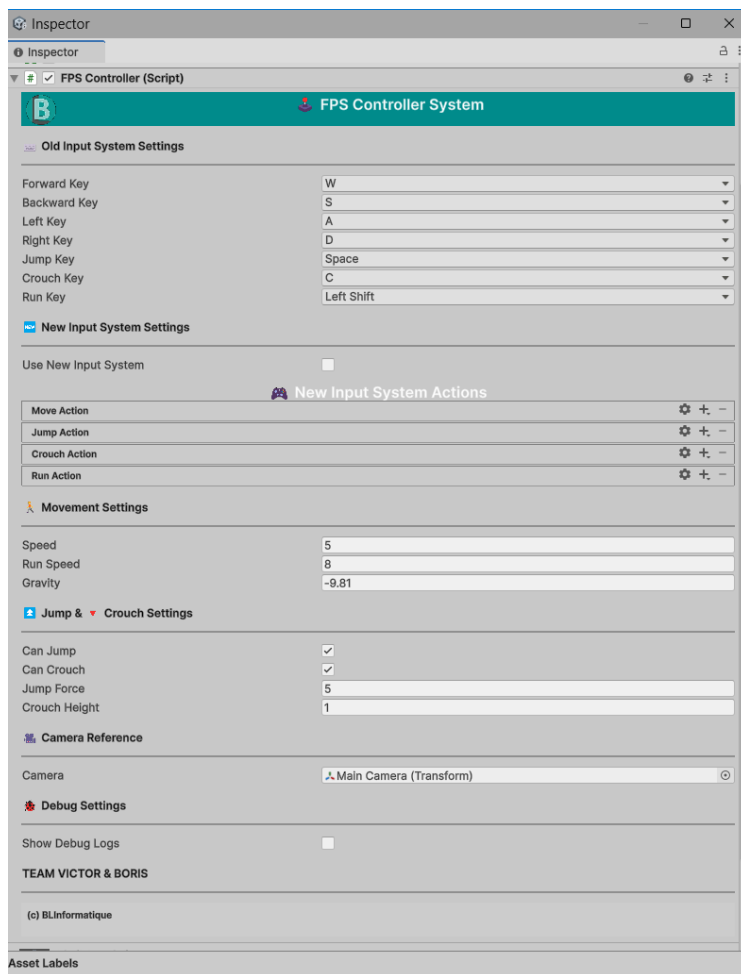## Group Object Switcher

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
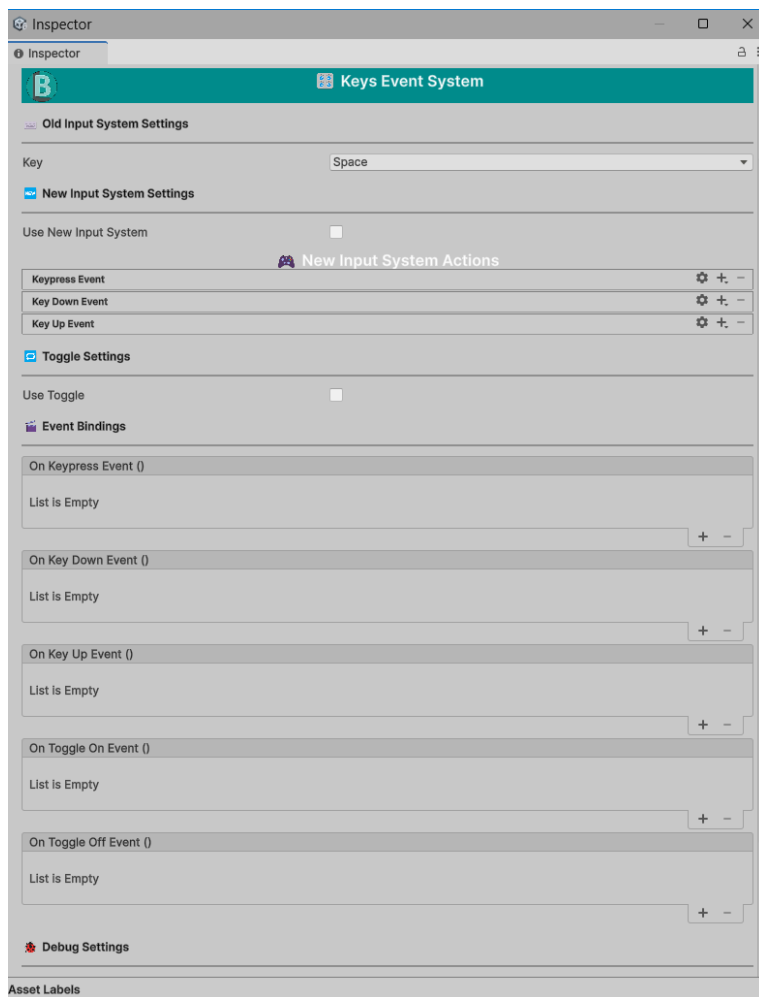
FPS Controller System

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

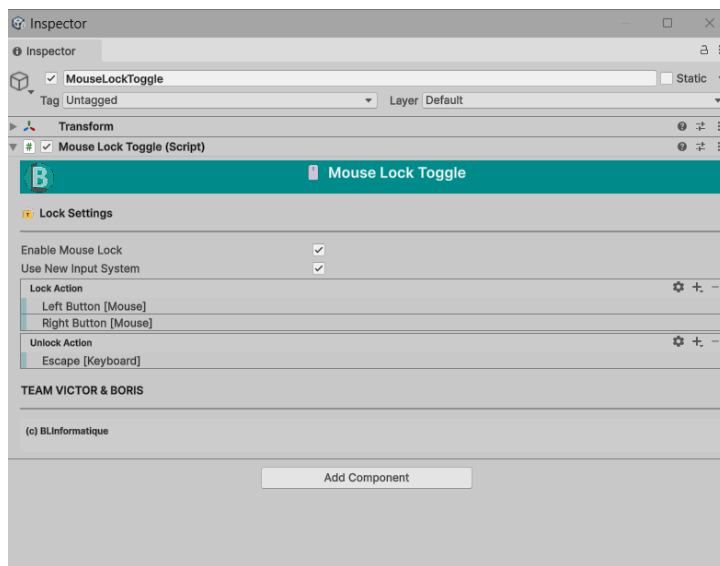- - Camera reference for rotation

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
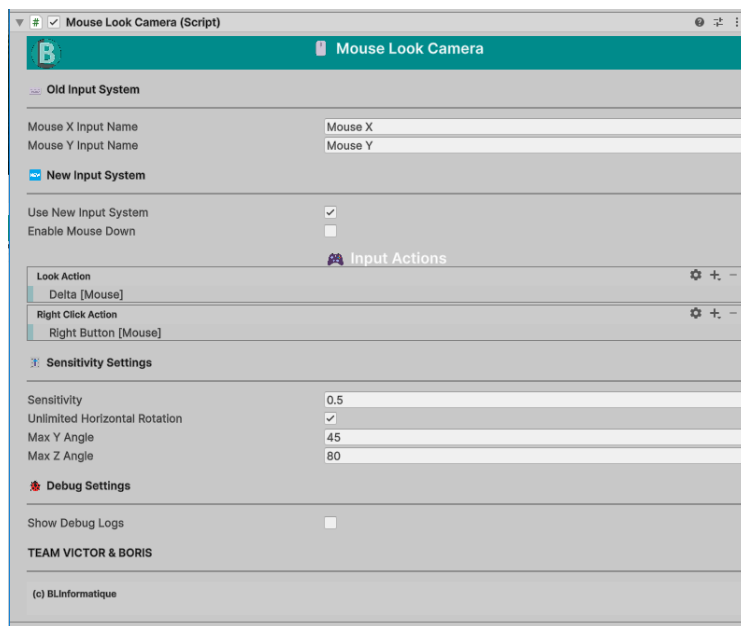
Mouse Lock Toggle

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
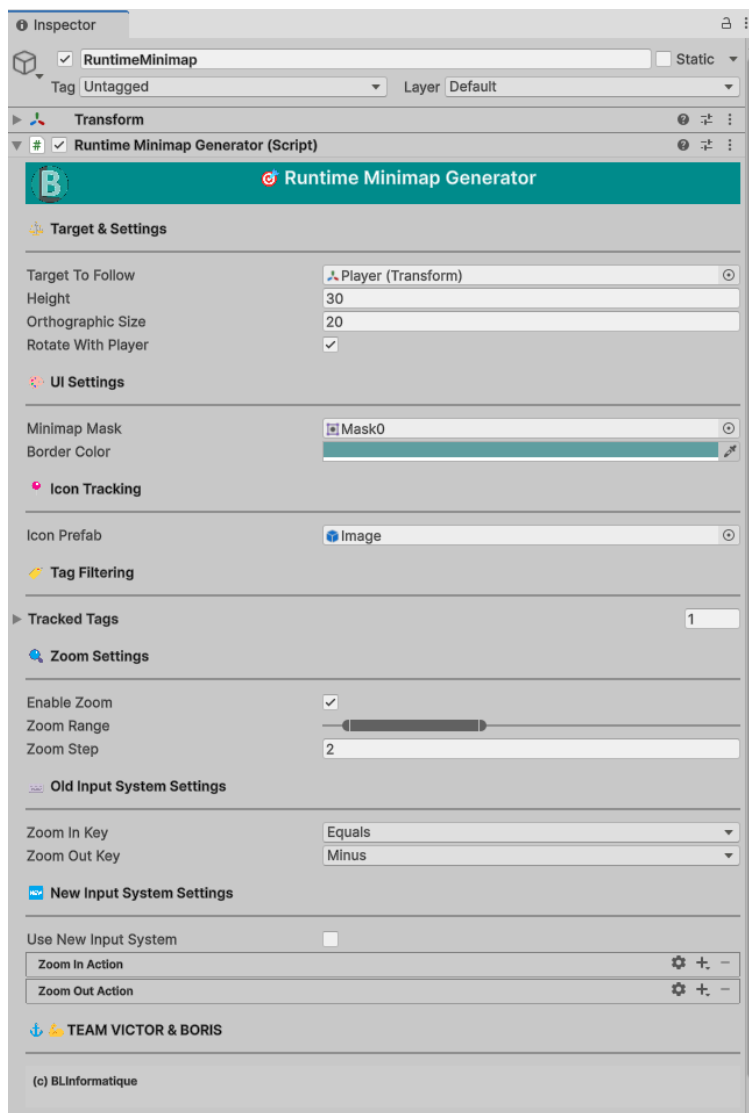
Mouse Look Camera

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

Inspector Fields:

- - Input axes or InputActions

- - Sensitivity and angle limits

- - Toggle for right-click activation

Run Time Minimap

Runtime generation of a Minimap system.