

# GYRO MANAGER – FLASH & SIREN SYSTEM



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Required Setup – New Input System

**Important:** Before using the Gyro Manager – Flash & Siren System demo scenes or any components supporting both input systems, you must:

**Install the New Input System** via the Unity Package Manager.

In **Project Settings > Player > Active Input Handling**, select **"Both"** to enable compatibility with both **Old** and **New Input Systems**. This setup is **mandatory** for all input features to work correctly with your keyboard, mouse, and gamepad.

Bring your emergency vehicles, alarms, and security systems to life with this complete light & siren solution for Unity.

## 📋 FEATURES:

- Dual gyrophare group system (A/B) with alternating flash
- Configurable halo cone & halo sphere effects (URP-ready)
- Synchronized particle flashes and light emission
- Built-in siren system with group alternation & 3D spatial audio
- Full rotation control per group
- Input toggle support for both Old & New Input Systems
- Add halos directly via Editor Menu or Right-Click Context
- Perfect hierarchy alignment & forward-facing orientation
- Demo scene included

## EDITOR TOOLS INTEGRATED:

- Clean Inspector layout with icons & sections
- Add prefabs via: Tools/BLInformatique/Dual Gyro Manager/
- Right-click to add Halos as children of Light objects

## COMPATIBILITY:

- Unity 6000.1.4f1+
- URP only (Halo shaders included)
- Full C# source code included
- Clean & lightweight

## INCLUDED:

- 8 ready-made halo prefabs (white, red, blue, orange)

- 3 flash light prefabs
- 1 ready-to-use prefab: DualGyroManagerRotation
- 2 custom URP shaders: HaloURP & SimpleLightConeURP
- Demo scene + sample siren clips

#### CONTROLS:

- Toggle flash: F or assigned input
- Toggle siren: S or assigned input
- Toggle lights: L
- Toggle rotation: R
- ESC: Quit demo

#### DOCUMENTATION:

- PDF + online help via <https://www.blinformatique.fr>
- Contact: [gyromanager@blinformatique.fr](mailto:gyromanager@blinformatique.fr)

## Inspector Overview

Figure 1: Dual Gyro Manager - Group A and Flash Settings

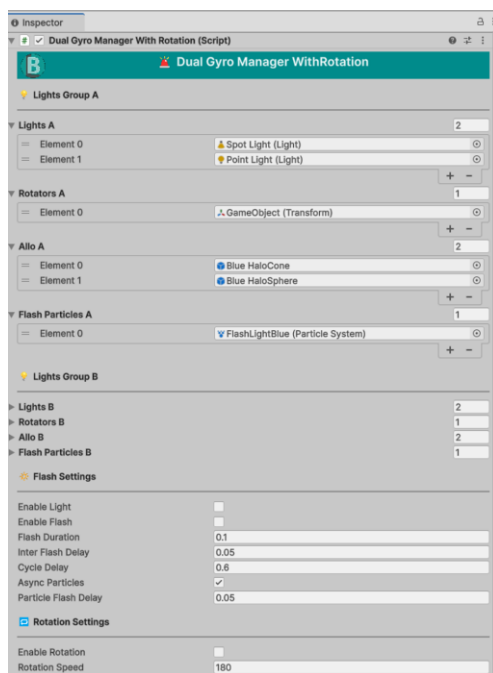


Figure 2: Rotation, Siren, Input Settings

Rotation Settings

Enable Rotation

☐

Rotation Speed

180

Siren Settings

Enable Sirens

☐

Sirens

3

Global Activation

☐

Active

☒

Old Input System Settings

Flash Key

F

Light Key

L

Rotation Key

R

Siren Key

S

All Gyro Key

Space

New Input System Settings

Use New Input System

☒

Toggle Flash Action

F [Keyboard]

⚙️ + -

Toggle Light Action

L [Keyboard]

⚙️ + -

Toggle Rotation Action

R [Keyboard]

⚙️ + -

Toggle Sirens Action

S [Keyboard]

⚙️ + -

Toggle All Gyro Action

Space [Keyboard]

⚙️ + -

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(c) BLInformatique

Add Component

Asset Labels