

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
 - Custom Flash Patterns (PatternPreset ScriptableObject)
 - Native UnityEvent Integration for Complete Control
- Link anything to your gyro events directly in the Inspector:
- 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 +
- 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
- 3 Custom Flash Patterns

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

Inspector Overview

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

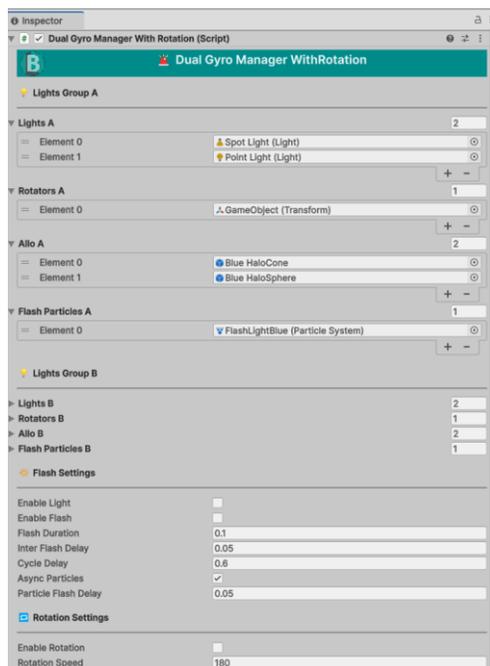


Figure 2: Rotation, Siren, Input Settings



Figure 2: Native UnityEvent

