

## MANUAL

# **BASIC GENERATOR** SYSTEM PROFESSIONAL

Hello Unity users. This asset is for who want to create a generator with basic element of a professional system like this. Thank you for all support from all of my assets.

#### Short info:

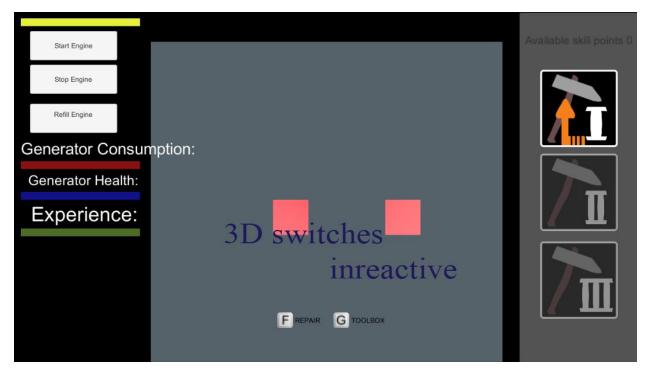
This asset will help you to spawn random generators. You can interact with each when you are in it's trigger. You can put how much generators you want. UI settings will be setted with triggered generator's data.

Eg: If you are in trigger with G1 you can start/stop/refill tank G1, so if you are in trigger with G2 you can start/stop/refill tank G2. You can use them in same time.

Each generator can have many switches. Each switch can have many consumers. You can repair it without toolbox with default keycode F, or with toolbox with general keycode G (You can change this keycodes). Each generator have their power consumption from their consumers and idle consumtions (random between 1-4). You can set maximum value for fuel tank and max power consumtion which the generator can resist. Initial the healt of generator is 0 or lowest then 100, but you can set this 100 and uncheck 'isBreak' variable. If the health is < 100 and is check this variable 'isBreak'( on Awake ), you can interact with it to repair it with keycodes F and G, without toolbox and with toolbox. Also you can see some statistics about generator from few images setted like progress bars. You have function which refill the fuel tank. You can set to hear some pitch at engine sound when is connected some consumers. Also when you repair it you can set to show try check skill or not. All toolbox item is saved in a mini inventory system and it has durability. The engine has ignition sound and turn off sound, also idle. You can use it also in other project like a normal generator with sounds with 100 health, and you don't need to repair it.

You have in this version included skill improvement system. You can upgrade your skills by experience system. If you repair generators, or you can add some other activities, you can earn some experience, which will be transformated in level.

When you turn off the generator or it die, all consumers will be turned off.



You have main buttons to control it: Start Engine, Stop Engine and Refill Engine (the tank of it with fuel).

You have some images used like progress bars with some internal datas from the generator. There also you have skill system. You can upgrade the skill with 'skill point' and there you have showed 'available skill points'. Current level skill will be set with an up-arrow like 'Enter'. Next level of the skill will be setted unvailable until unlock current level.

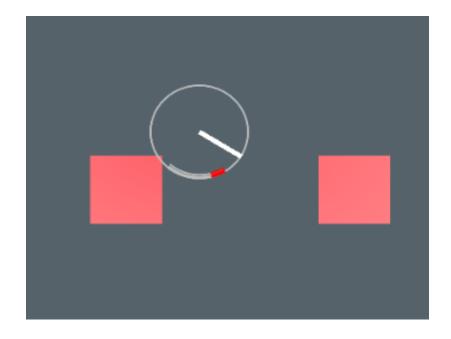
Now you have level 0 on this skill. You need to upgrade it to level 1 to unlock level 2. This skill help you to repair generator more faster.

Toolbox will help you also so repair the generator faster then it was repaired without toolbox (you can modify the value of multiplier).

When the generator working and you press on switches you can turn on the consumers. You need to preset from start/awake/from inspector all switches and consumers.

🛛 🧰 🗹 Generator (Script) 👘 🖬 🗐 🖬			
	🗟 _Generator		
KeyCodes			
Repair WO Tool Box	F		
Repair W Tool Box K	G	÷	
Try Me Key Code	Space		
<b>UI</b> Gas Bar Image	🖥 GasBar (Image	。	
Power Bar Image	BarPower (Ima		
Health Bar Image	BarHealth (Ima		
Show UI Image Inte			
Show of finage fine	- InteractionGen		
Needle Try			
Neddle	\$\$PivotNeddle (R€		
Rotate Skill Check	<b>\$\$rotateCheckSki</b>		
Engine Sound Settings			
Engine Clips			
Engine Ignition Clip	📛 engineIgnition		
Engine Stop Clip	븢 engine turn off		
Engine Sound Clip	븢 engineSound		
Engine Sound Pitc	h Settings		
Default Pitch	0.7		
Is Active Pitch	✓		
Distance To Interact	1		
Repair and Generator's health setting			
Current Generator H		<u> </u>	
Generator Health	100		
Speed To Repair	10		
Speed Of Check Skil			
Can Try	<b>7</b>		
Repair Sensor	▼	0	
Check Audio Source			
Fail Check Clip	#failedCheck		
		č.	

You can to do it all interactive with try system. This system is inspired check skill from other launched games(You know better). In random moments you will be checked with to press space in random position.



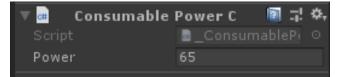
You will know this will come when you hear with a ½ -1 seconds a sound. Also win/fail event have audio clips. All moments are random.

Normal Check Clip	😴 normalCheck 🛛 🙂	
Bonus Check Clip	👋 bonus Check 🛛 💿	
Check Skill UI List		
Size		
Element 0	START REPAIR ○	
Element 1	TOOLBOX REPA	
Skill Check Multiply		
Engine Settings		
Generator		
Functionality		
Is Break		
Is Generating		
0-1:		
Options		
Real-Time Valu		
Power		
Gas Level	60	
Max Value		
Max Gas Level	60	
Max Power	3500	
Switches ▼Switches		
Size		
▼Element 0		
	Switch A ⊙	
▼ Consumabl		
Size	1	
	0 ♥Lamp A 🛛 💿	
▼ Element 1		
	🐨 Switch B 🛛 💿	
▼ Consumables		
Size		
Element	0 🗑 Lamp B 🛛 🛛 ⊙	
Element	1 ■Lamp C O	

When the generator will be turned on, variable 'isGenerating' will be true. You can set maximum gas level from tank and maximum power which it will be resist.

Also you have a list with Switches, and with their consumers. (Pre-setted).

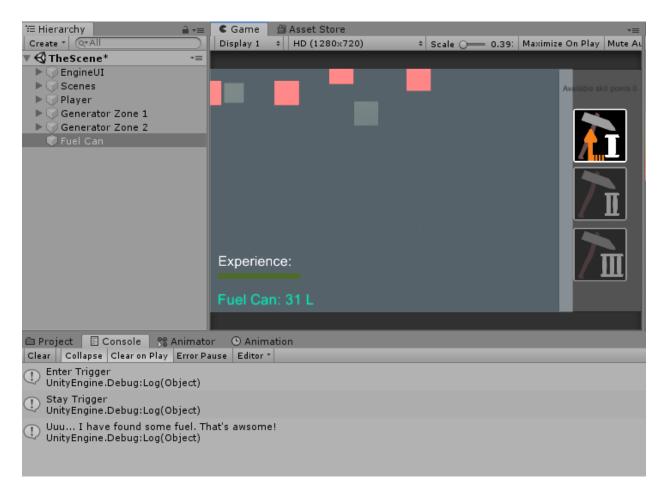
Each consumer has a script with their power consumtion will require from generator.



This version is 1.0.

### Welcome to Version 1.1

Now when you are in trigger with a generator, the trigger methode will set all methodes for all buttons. You will could start/stop/refill tank generator when you will use the buttons. Fuel cannister was added and you can pick-up/drop it, and you can keep only one can (you must drop first to pick-up new one). First interaction will be only for verification, if the canister is empty or it have some fuel.



Fuel canister message "Fuel Can: 31 L" will disappear if you are in out-side of the canister's trigger. If the canister is verified, when you interaction with it, the text will be appear. In version 1.0 was a bug with "available skill point", now working perfect. Now if you repairing a generator and you are moving, the operation will be abort.

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Script 📃 _C	CanProp	0
Hotkeys		
Interaction Key Cod		ŧ
UI		
Fuel Text	nister Fuel Level	0
Verifed 🗹		
Fuel Settings		
Fuel Cantity		
Other GO 💮 Pla	ayer	0

You have a constant in script where you can modify the maximum of fuel cantity. It will be generated between 0 and maximum const. You can preset an hotkey to interact with the fuel canister. For random number, I used System.Random, but I combined few ideas from this library(Random.Next() si Random.NextDouble()), to creat a great generator idea.

🔻 📾 🗹 Mini Inventory Script (Sc 🛛 🔯 🗐		
Script		
Level System Details		
Level	1	
Experience	0	
Available Skill Points	0	
Tool Box		
Item ID	1	
Item Duration	100	
UI Interface		
Text Available Skill F	Text (Text)	
Exp Bar	🖺 Experience Bar (Ima	
Fuel Can Text	Canister Fuel Level	
Fuel Can		
Have Can		
Fuel Cantity	0	
Prefab Fuel Can	🗑 Fuel Can	

This is mini inventoy system, where you can save level, experience, available skill point, and you keep a fuel canister and how much cantity of fuel.

Change 1.0

This is first version of this system (v 1.0)

- You can modify interaction hotkeys(Default repair without toolkit with hotkey F and with toolkit with hotkey G).

- You can interact with any generators with their trigger.

- You can repair break generator and you have a bool variable to set on or off the skill check (You need to press a preseted hotkey at the moment).

- You can upgrade your skill with level.
- The skill has effect about your gameplay.

- You have experience-level system and when you grow up in level you will earn an "available point skill" to upgrade your skill.

- You have a tool with a setted duration and this give you speed up to repair generator and it will dissapear when it's duration will be finished.

- The generator has consumables and switches to turn the consuambles on or off.
- You have a basic interface. You can modify it or move anywhere on the game's diplay zone

#### Change 1.1

- Each generator if you are in its trigger, the UI interface will be for it.
- Added canister with fuel and you can pick it up.
- You can check if the canister si empty or with fuel and you can see de level of fuel.
- Commented more lines.
- Bug "available skill point" update text was solved.
- While you repairing an generator, if you move, the reparation will be aborted.

Thank you so much for all of your support!

All the best!

Success!!!!!!