Modular Sci-fi Wall Electronics

v. 1.2

Environments in games are a key part of immersion. Do you have too many empty looking walls in your sci-fi levels? Fill that space with wall electronics! This low-poly modular set of sci-fi wall electronics includes configurable double-sized holographic screens, conduits, a control panel, and more. Package also includes two demo scenes and a scene with all prefabs laid out.
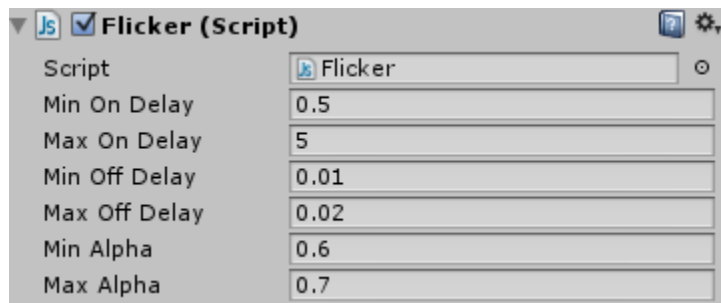
For reviews, questions, or comments, please visit www.assetstore.unity3d.com/#!/content/13877 or contact us at support@cunningforcegames.com.

Key Features

- 28 prefabs, including 2 animated doors, 1 floor and 4 wall textures
- Easily replace holographic and control panel screen images with custom images
- Adjustable holographic screen color, scan line size and scrolling speed, and flickering rate
- Adjustable tint color and alpha on door windows
- Texture resolutions range from 1024px to 2048px
- Normal maps for most models included
- All included animations can be modified in Unity

Holographic Screen Settings

Flickering Effect

▼ Js ☑ **Flicker (Script)**		
Script	Js Flicker	⊙
Min On Delay	0.5	
Max On Delay	5	
Min Off Delay	0.01	
Max Off Delay	0.02	
Min Alpha	0.6	
Max Alpha	0.7	

Min On Delay - Minimum time in seconds to stay on
Max On Delay - Maximum time in seconds to stay on
**Min Off Delay** - Minimum time in seconds to stay off
Max Off Delay - Maximum time in seconds to stay off
Min Alpha - Minimum alpha of material
Max Alpha - Maximum alpha of material

The flickering effect is based on random values between the minimum and maximum values of the above settings. If you don't want the flickering effect, simply remove the "Flicker" script from the appropriate screen game object.

Scan Lines
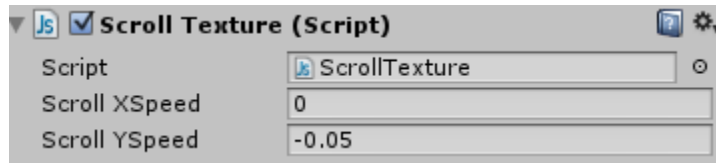
Scroll XSpeed - Scrolling speed on X axis
Scroll YSpeed - Scrolling speed on Y axis

If you don't want the scan lines to scroll, simply remove the "ScollTexture" script from the "Screen_Scanlines" game object of the appropriate screen.

To change the size of the scan lines, simply change the tile size of the appropriate material.

The scan lines can also be removed by deactiving the "Screen_Scanlines" game object from the appropriate screen.

Shaders

This package includes two custom shaders:

Unlit-Transparent – An unlit shader with the ability to adjust the color tint and alpha. This is used for the content on the holographic screens.
Unlit-Transparent-Front – Same as the above shader, but will be rendered in front of transparent objects. This is used for the scan lines on the holographic screens.

How to Use Custom Images on Holographic Screens

1. Open the included zip file in the "Screen Guide" folder.
2. If you have Photoshop, use the PSD file (Screen-UV-Guide.psd). Otherwise, use the png file (Screen-UV-Guide.png).
3. Place the image you want to put on a holographic screen under the specified line.
4. Make sure the image fills the entire space under the line.
5. Hide the guide layers so that only your custom image remains.

6. Save your image as one of the file extensions accepted by Unity.
7. Import your image into Unity.
8. Locate the materials named "Screen_Content_" followed by a screen number in the Materials folder.
9. Replace the texture on the material for the screen you want your image to be displayed.

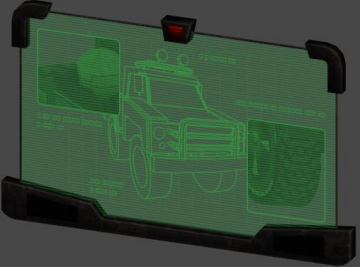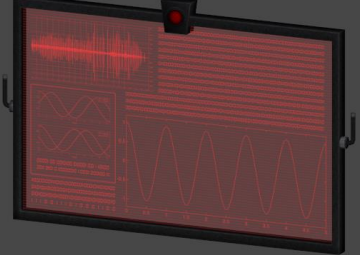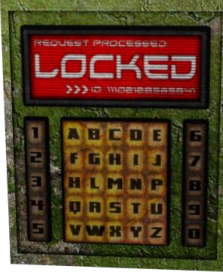## How to Use Custom Images on Control Panel

1. Open the included zip file in the "Screen Guide" folder.
2. If you have Photoshop, use the PSD file (CPScreen-UV-Guide.psd). Otherwise, use the png file (CPScreen-UV-Guide.png).
3. Place the image you want to put on the control panel screen under the specified line.
4. Make sure the image fills the entire space under the line.
5. Hide the guide layers so that only your custom image remains.
6. Save your image as one of the file extensions accepted by Unity.
7. Import your image into Unity.
8. Locate the material named "ControlPanelScreen" in the Materials folder.
9. Replace the texture on the material with your custom image.

If you want the control panel screen texture to change during runtime (ie: when a door opens), you'll most likely want to create multiple screen textures and then switch textures via script when something is triggered (ie: when the player walks close to the door). The syntax to change textures on a material can be found in the Unity documentation at:

http://docs.unity3d.com/Documentation/ScriptReference/Material-mainTexture.html
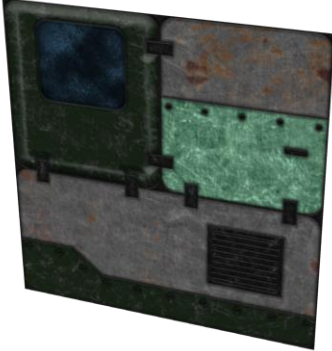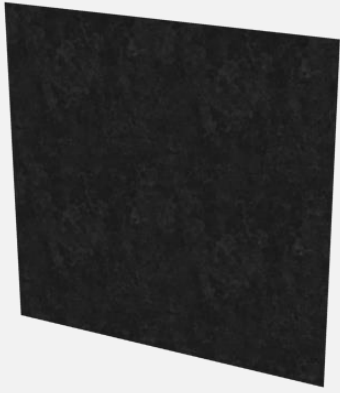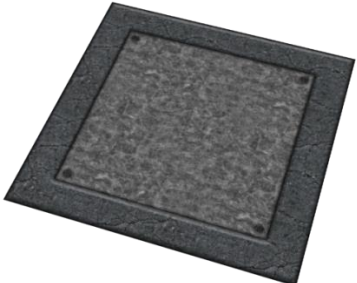
Models Included

	Screen 01 252 tris, 288 verts A screen that consist of a frame, scan lines, and screen content.

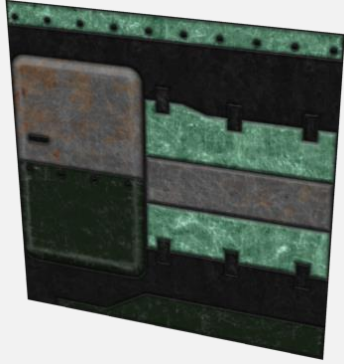|	
	Screen 02 280 tris, 360 verts A screen that consist of a frame, scan lines, and screen content.
	Screen 03 372 tris, 372 verts A screen that consist of a frame, scan lines, and screen content.
	Control Panel 148 tris, 218 verts Can be used as a password protected security control panel.
	Control Panel Custom 148 tris, 218 verts A variant of the above control panel with a customizable screen.
	Regulator 164 tris, 170 verts Can be used to regulate power from the generator.
	Console 60 tris, 84 verts Input device for screens.

	Conduit Box 72 tris, 78 verts Can be used to connect conduits instead of using joints.
	Generator 354 tris, 420 verts Can be used to provide power to the screens via conduits.
	Electrical Box 28 tris, 46 verts A large multi-purpose electrical unit.
	Light 01 28 tris, 40 verts A simple light that can be placed on walls.
	Door 01 1148 tris, 1346 verts A thick steel door with two viewing windows. The window tint color and alpha are also adjustable. Comes with animation.

	Door 02 758 tris, 668 verts A thick steel door with a rotating lock. Comes with animation.
	Conduits 48 - 72 tris, 50 - 62 verts Conduit lengths vary from 0.25 meters to 3 meters.
	Flange 36 tris, 34 verts Used to connect conduits to the screens, console, generator, conduit box, regulator or control panel.
	Joints/Coupling 48 - 144 tris, 50 - 122 verts Used to connect conduits together.
	Wall 01 2 tris, 4 verts A quad with a wall texture.

	Wall 02 2 tris, 4 verts A quad with a wall texture.
	Wall 03 2 tris, 4 verts A quad with a wall texture.
	Wall 04 2 tris, 4 verts A quad with a basic wall texture.
	Floor 01 2 tris, 4 verts A quad with a floor texture.