

ADDING A NEW ROOM TYPE TO THE "SHELTERISH DEMO TEMPLATE"

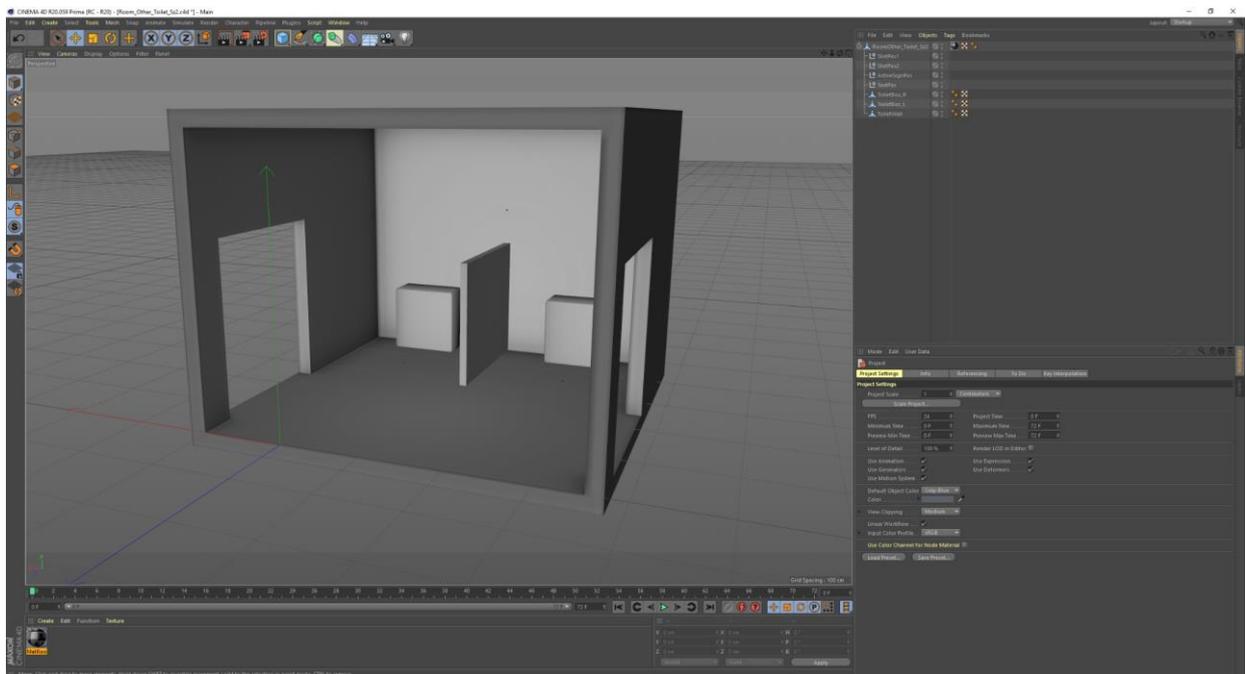
Let say, you want to add a new room type of a given (existing) size to the *Shelter'ish* Demo Template Source. These are the steps one would need to do.

As an example, let's add a room of type "toilet" of size "2" to the collection given in the Demo Template Source.

1. Model Creation

As base, we will use "Room_All_Standard_Sz2.fbx", located in directory "...\Shelterish2_Project\Shelterish\Assets\Models\Rooms\".

This one is copied and renamed to "Room_Other_Toilet_Sz2" and modified in a 3D program. The created *.fbx should include textures, and must have "null-objects" like "SlotPos1, SlotPos2" (defined positions of characters in the room) and "TextPos" (position of the room name text).



In Unity, the model's geometry and material import needs to be checked, so it all works (and matches the settings of the existing room models).

Next, we will make a prefab from this room, so we can load it dynamically.

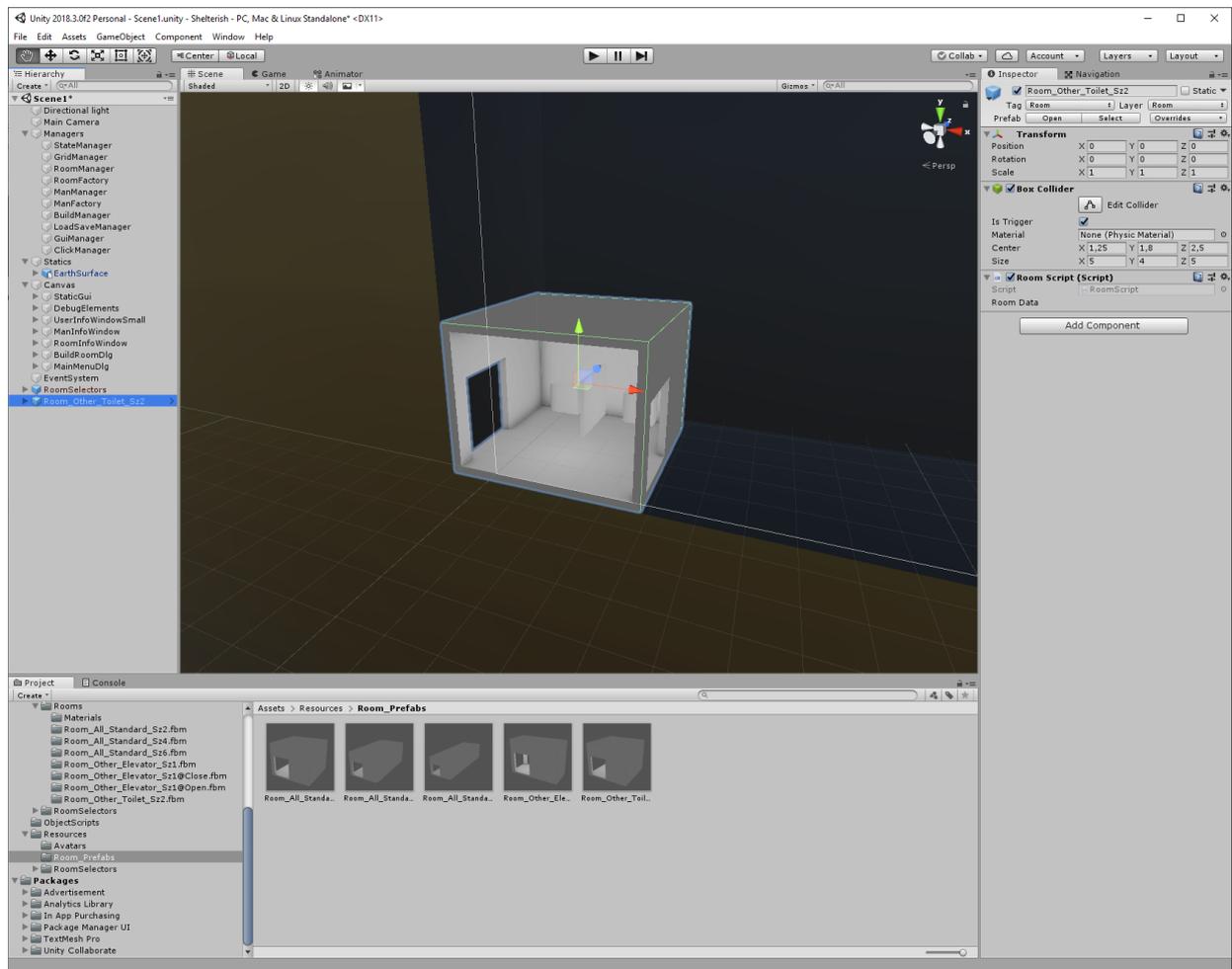
2. Creating a Room Prefab from the new Room Model

For existing room prefabs, see

“..\Shelterish2_Project\Shelterish\Assets\Resources\Room_Prefabs”.

The new room prefab needs to include the new model/mesh and a collision box, and a room object script attached, so it has the same setup as the existing prefabs. It also needs a tag and a layer “Room” (including childs).

Also, check if the “null objects” mentioned in “Model Creation” section are present.



3. Adding the New Room Type in Code: Enums.cs

This file is located in "...\Shelterish2_Project\Shelterish\Assets\Classes\".

Enum *RoomCategories* does already contain type "Other", so no changes here.
Enum *RoomTypes* needs the new type we want to add.

```
public enum RoomTypes
    { None, Common, Elevator, Toilet };
```

4. Adding the New Room Type in Code: Constants RoomDef.cs

This file is located in "...\Shelterish2_Project\Shelterish\Assets\Classes\".

Add a new RoomDefData entry, maybe like so:

```
new RoomDefData (
    "Toilet",
    "Room_Prefabs/Room_Other_Toilet_Sz2",
    Enums.RoomSizes.Size2,
    Enums.RoomTypes.Toilet,
    Enums.RoomCategories.Other,
    2,
    new Enums.ManStates[] { Enums.ManStates.Idle, Enums.ManStates.Idle },
    "A toilet room of small size. Always needed! Can hold 2 men."
),
```

Here, there is no "special" animation for toilet use, the "idle" state is being used as the animation for each man slot/position.

5. Adding the New Room Type in Code: Constants RoomDef.cs

This file is located in "...\Shelterish2_Project\Shelterish\Assets\ManagerScripts\".

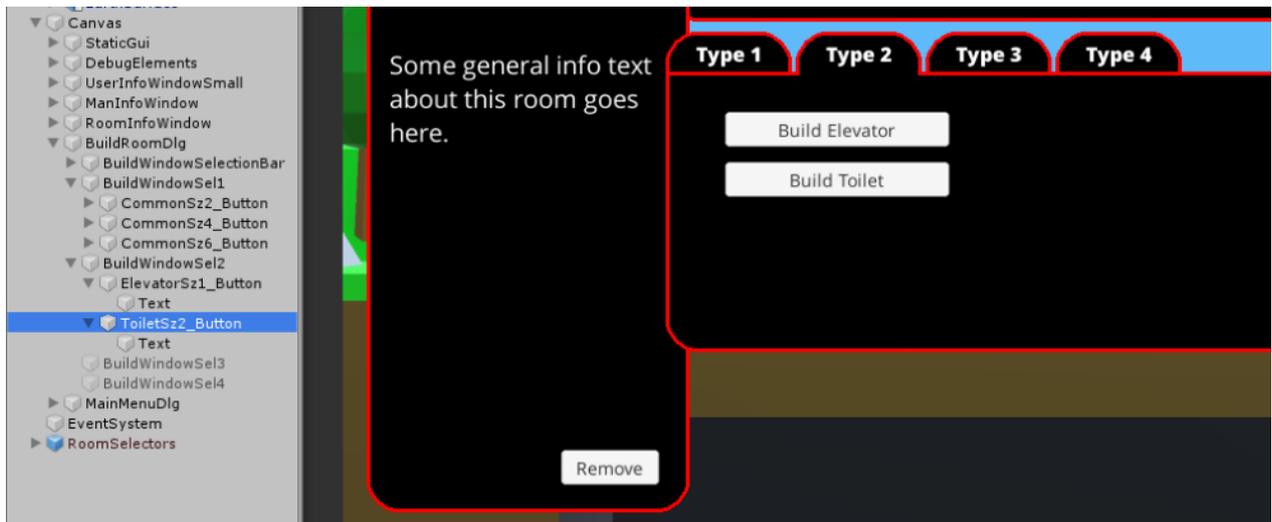
Add new method to ClickManager:

```
public void BuildDlg_Click_Toilet()
{
    InitiateBuilding(Enums.RoomSizes.Size2, Enums.RoomTypes.Toilet);
}
```

6. Adding the New Room Type in Code: Room Building Gui

For the new room to be selected in the “Build” menu, a new button shall be added to the “Build->Type2” tab of the room build menu. For this, we copy and modify the existing “Build Elevator” button.

To find the button/tab in the Unity scene, check “Canvas -> BuildRoomDlg -> BuildWindowSel2”



The *OnClick* event of the new button needs to point to the formerly created new *ClickManager.BuildDlg_Click_Toilet* method.

The new room should now be available when running the program:

