

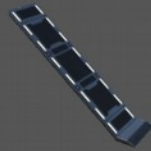
# COLONY HEAVY STATION KIT 2



Before installing Heavy Station Kit colony it is necessary that You install Standard Assets (Characters and Effects) first

# OUTSIDE & TOP-DOWN 2

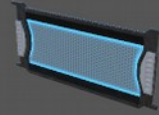
19 Game Objects



C2\_Out2\_5



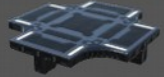
C2\_Out2\_11\_1



C2\_Out2\_2A



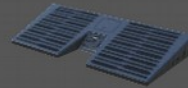
C2\_Out2\_8\_R



C2\_Out2\_3



C2\_Out2\_11\_2



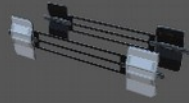
C2\_Out2\_1



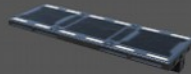
C2\_Out2\_7



C2\_Out2\_9\_LR



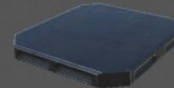
C2\_Out2\_9



C2\_Out2\_4



C2\_Out2\_8\_L



C2\_Out2\_6



C2\_Out2\_10\_L



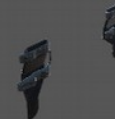
C2\_Out2\_10\_R



C2\_Out2\_11



C2\_Out2\_10



C2\_Out2\_8

Previewing 19 of 19 Objects

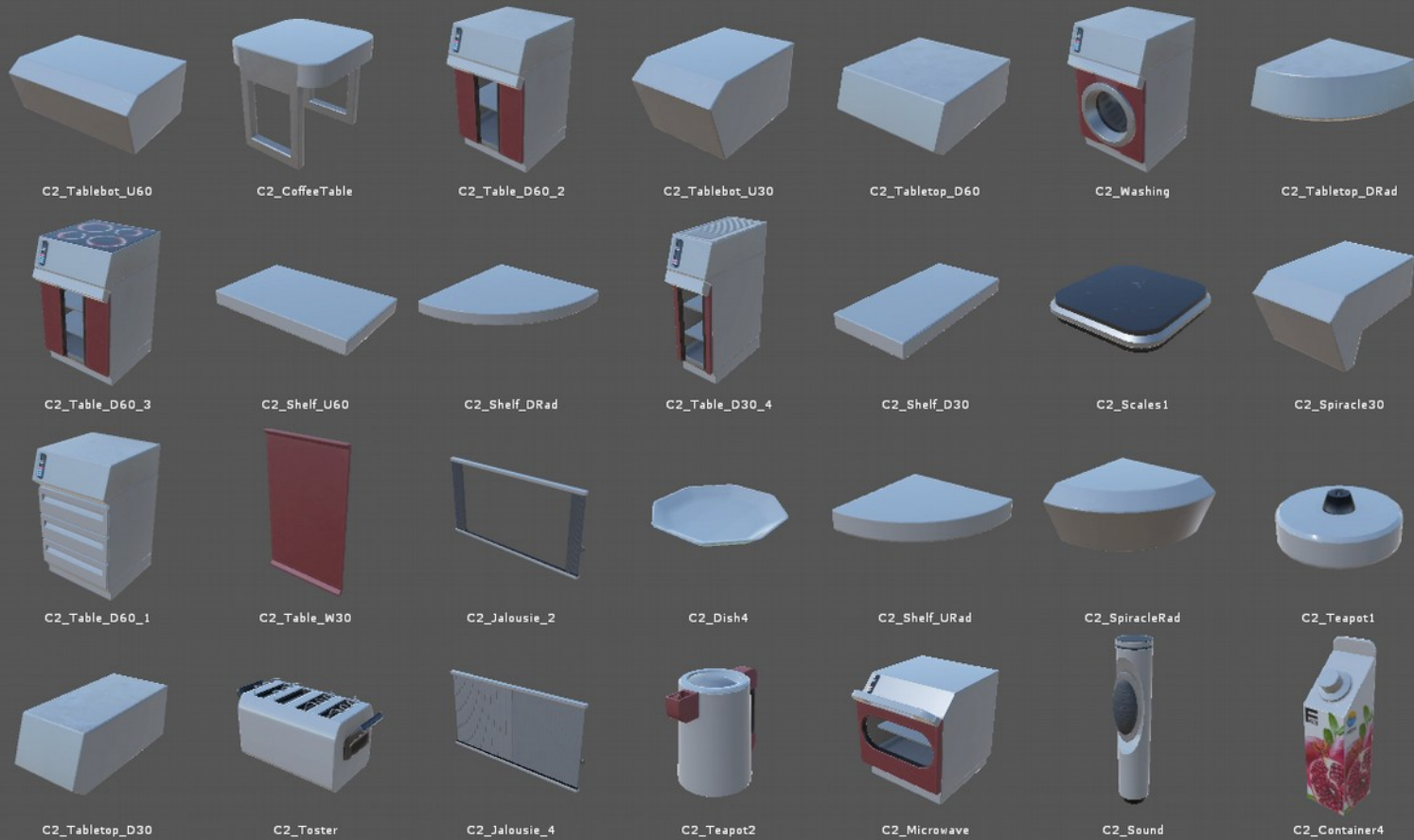


C2\_Out2\_2

NEW PREFABS

# OBJECTS 2

61 Game Objects



Previewing 28 of 61 Objects

NEW PREFABS

# DECORATIONS

36 Game Objects



C\_Dec\_Stone2



C\_Dec\_Pot1



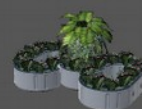
C\_Dec\_Flowers2A



C\_Dec\_Ground4



C\_Dec\_Fern1



C\_FlowerGarden\_8



C\_Dec\_Grass5



C\_Dec\_Stone3



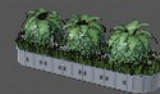
C\_FlowerGarden\_9



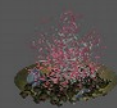
C\_Dec\_Fern2



C\_Dec\_Flowers2B



C\_FlowerGarden\_3



C\_Dec\_Ground3



C\_Dec\_Tree3



C\_Dec\_Grass4



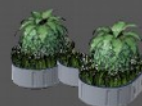
C\_Dec\_Ground5



C\_Dec\_Stone1



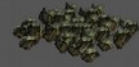
C\_Dec\_Ground1



C\_FlowerGarden\_5



C\_FlowerGarden\_6



C\_Dec\_Grass1



C\_Dec\_Ground2



C\_Dec\_Flowers2



C\_Dec\_Tree1



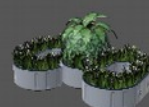
C\_Dec\_Flowers1A



C\_Dec\_Tree2



C\_FlowerGarden\_4

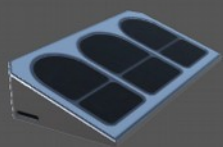


C\_FlowerGarden\_7

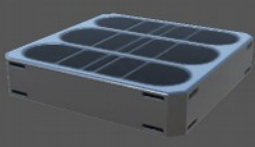
Previewing 28 of 36 Objects

# DEVICES

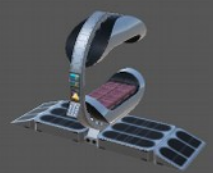
13 Game Objects



C\_Dev\_Podium2



C\_Dev\_Podium1



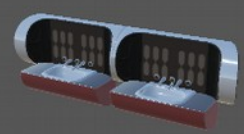
C\_Dev\_Medbed



C\_Dev\_Towel



C\_Dev\_Bidet



C\_Dev\_Washstand1



C\_Dev\_Shower



C\_Dev\_Console



C\_Dev\_Podium3



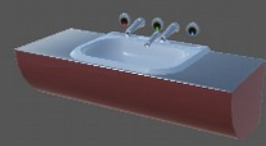
C\_Dev\_Bowl



C\_Dev\_Uri



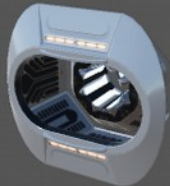
C\_Dev\_Support



C\_Dev\_Washstand  
Previewing 13 of 13 Objects

# DOORS & WINDOWS

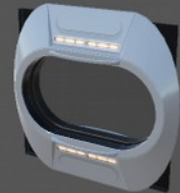
11 Game Objects



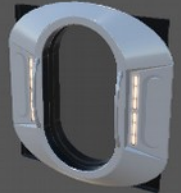
C\_Win\_KitA



C\_Door



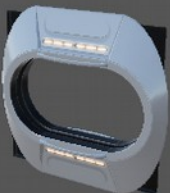
C\_Win\_A



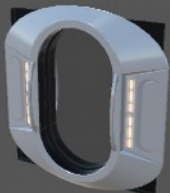
C\_Door\_C



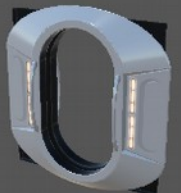
C\_Win\_C



C\_Win\_B



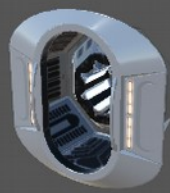
C\_Door\_A



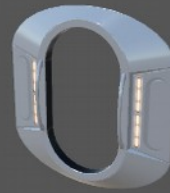
C\_Door\_B



C\_Win\_D



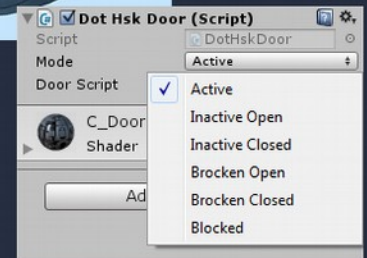
C\_Door\_KitA



C\_Door\_D

Previewing 11 of 11 Objects

# DOORS & WINDOWS

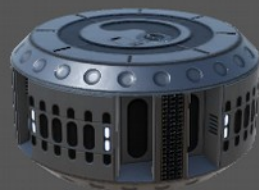


## ELEVATOR

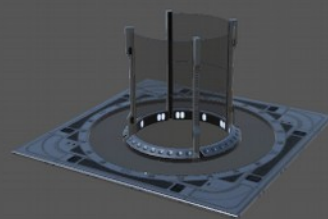
8 Game Objects



C\_El\_Base\_1A



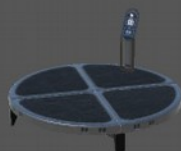
C\_El\_Cargo



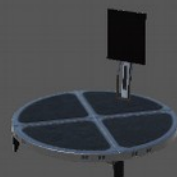
C\_El\_Base\_0



C\_El\_Base\_1



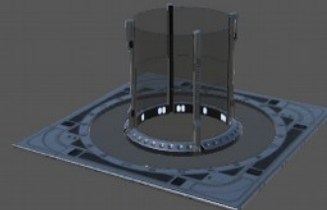
C\_El\_Platform



C\_El\_Platform2



C\_El\_Console



C\_El\_Base\_0A

Previewing 8 of 8 Objects



# SETUP

## 1'st step

Place the Platform (Cabin) of the Elevator in the scene.

## 2'nd step

Place Consoles of the Elevator on all floors and at the Platform of the Elevator.

### Note:

Coordinate at Y axis of the Console's origin point is used for positioning Platform of the Elevator on according floor.

## 3'rd step

Script setup. More on how to setup the Script, You will find on the next pages of this manual.

New Version of Colony includes new Platform which has Digital console for "One-Button Control". We do recommend taking a look at "Heavy Station Kit colony 2 - Design" video, which demonstrates principles of level building and setup.

# SETUP

A. Main settings (script DotHskElevator2Base, assigned as child component to Platform Object):

1) Assign to property "Platform" - Platform object.

Assign to property "Platform Console" - Console object that is placed at the Platform of the Elevator.

2) Set number of Floors of Elevator at property "Size" of list "Floors".

Assign appropriate Console objects to each element of the list (property "Console")

Note:

At Console assignment, readonly "Floor Height" property of appropriate element of list "Floors" shows height of floor (Y-axis).

3) Using slider bar "Floor Number" for each element set hotkey for selecting Floor number at Console of Elevator

Note:

- at configuring script while in Edit Mode, numbers of floors are automatically modified, so they stay unique

- supported range of number of floors is from "-9" to "9". While in game, hold shift to type in Negative, or in other words Underground floor number.

4) At "Current floor" property set floor, on which Platform of Elevator will be at start of the game. So platform should move to such floor.

Note:

At this property should be assigned index of appropriate element from "Floors" list. This differs from actual floor number.

5) At property "Platform Speed" set speed of platform movement speed.

# SETUP

B. Movement sound setup (script DotHskElevator2Base, assigned as child component to Platform object of the Elevator):

- 1) Assign to property "Platform Sound Source" AudioSource object, attached at Platform of the Elevator.
- 2) Assign at "Start Sound", "Motion Sound" and "Stop Sound" properties AudioClip with corresponding sounds, such as starting, movement and stopping.

Note:

Duration of AudioClip "Start Sound" defines amount of time that takes Elevator to accelerate, and "Stop Sound" - braking of Elevator till stopping.

C. Setup for Displays of Consoles (script DotHskElevator2Events, assigned as child component to Platform object of the Elevator)

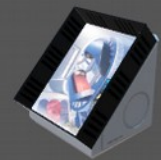
- 1) Assign to property "Display Up Mat" material for upper display of the console, which shows number of current floor – at standby mode as well as at movement of the Platform.
- 2) Assign to property "Display Dn Mat" material for bottom display of the Console at Floors, which shows state of the Elevator - "Movement up", "Movement down" or "Standby".
- 3) Assign to property "Display Dn Platform Mat" material for bottom display of the Console at Platform, which shows number of desired floor while Elevator is running.

Note:

Every elevators that are placed within the scene, must use separate set of materials for displays. Because for showing identical information at Consoles script is modifying property sharedMaterial of Renderer object.

## EQUIPMENT

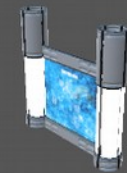
28 Game Objects



C\_Obj\_Monitor



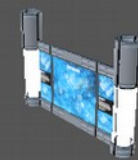
C\_Door\_Kit1



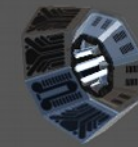
C\_Lightbox3C



C\_Fu\_Control1



C\_Lightbox4C



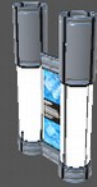
C\_Door\_Kit



C\_Door\_Escape



C\_Lightbox2



C\_Lightbox2C



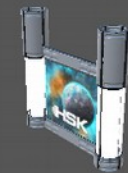
C\_Server2



C\_Fu\_Control2



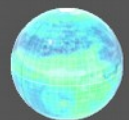
C\_Lightbox4B



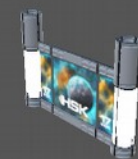
C\_Lightbox3A



C\_Lightbox6



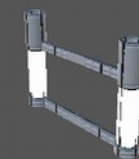
C\_Planet3



C\_Lightbox4A



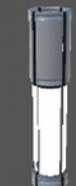
C\_Lightbox5



C\_Lightbox4



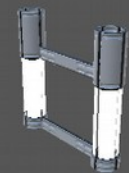
C\_Fu\_Control3



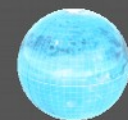
C\_Lightbox1



C\_Lightbox2A



C\_Lightbox3



C\_Planet2



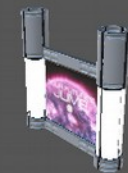
C\_LightBox0



C\_Planet1



C\_Lightbox2B



C\_Lightbox3B

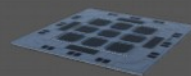


C\_Server1

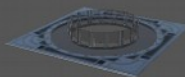
Previewing 28 of 28 Objects

## FLOORS

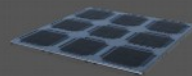
37 Game Objects



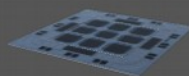
C\_Floors\_Full\_3



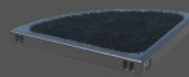
C\_Floor\_Round2\_F



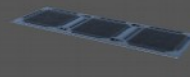
C\_Floors\_Cent\_2



C\_Floors\_FullF



C\_Floors\_T5



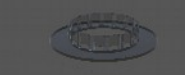
C\_Floors\_T3\_F



C\_Floors\_FullC\_1



C\_Floors\_T4\_C



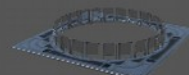
C\_Floor\_Round2\_C



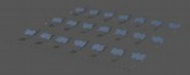
C\_Floor\_Round1\_C



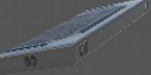
C\_Floor\_Round1\_F



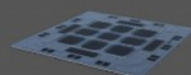
C\_Floor\_Round1



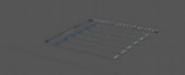
C\_Floors\_CentC\_3



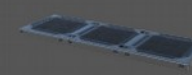
C\_Floors\_T6



C\_Floors\_Full\_1



C\_Floors\_FullC\_2



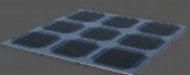
C\_Floors\_T3



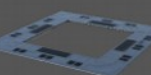
C\_Floors\_CentC\_1



C\_Floors\_Light1



C\_Floors\_Cent\_3



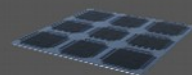
C\_Floors\_Base\_F



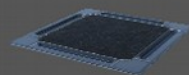
C\_Floors\_T5\_C



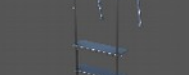
C\_Floors\_Base\_C



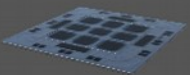
C\_Floors\_CentF\_1



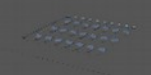
C\_Floors\_T4\_F



C\_Basin\_Ladder



C\_Floors\_Full\_2

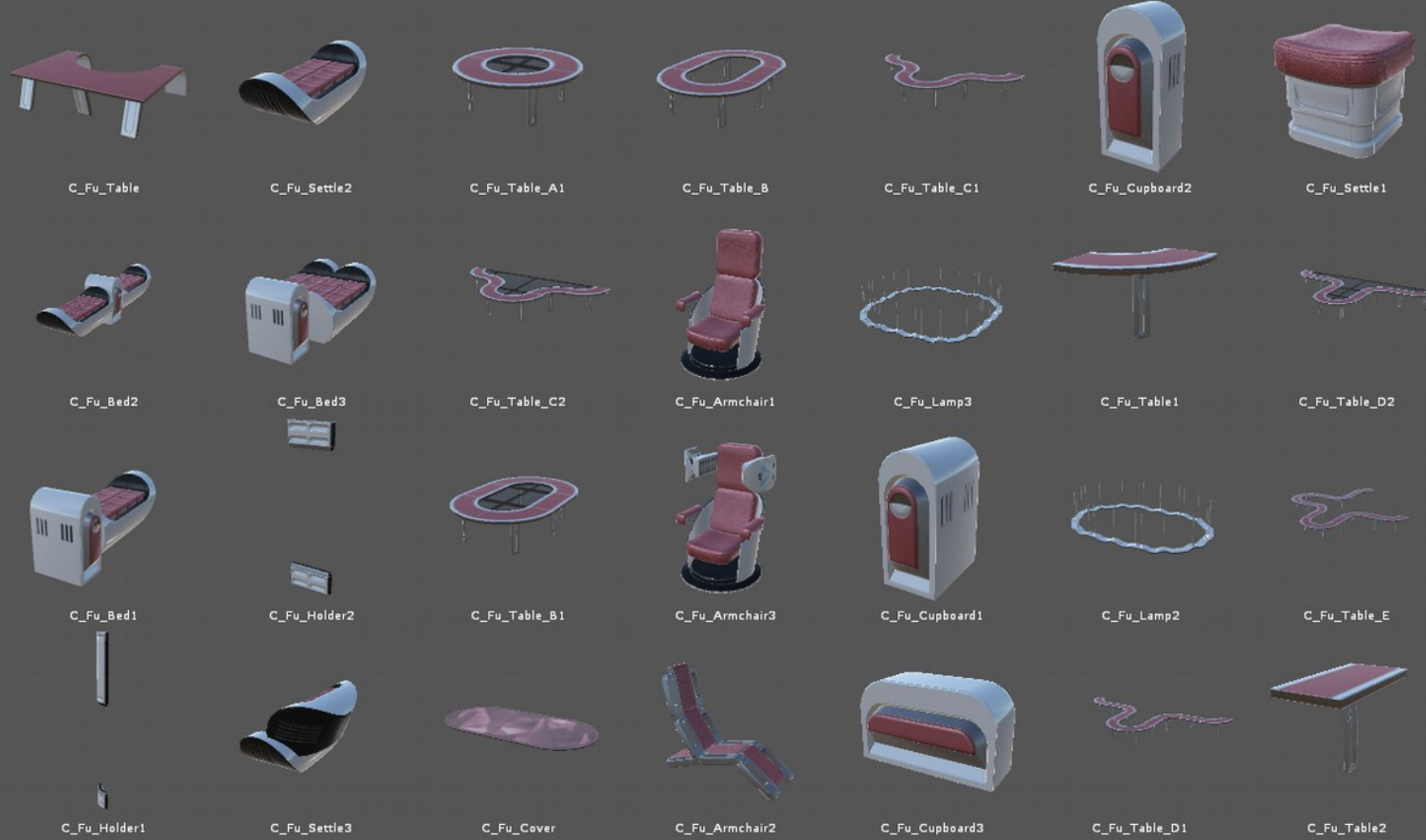


C\_Floors\_FullC\_3

Previewing 28 of 37 Objects

# FURNITURE

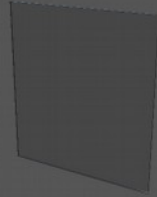
33 Game Objects



Previewing 28 of 33 Objects

# GLASS

17 Game Objects



C\_Glass\_Stairs3



C\_Glass\_Floor



C\_Glass\_Win



C\_Glass\_Trans1



C\_Glass\_Table1



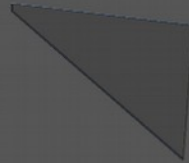
C\_Glass\_Radial1



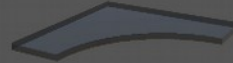
C\_Glass\_Door



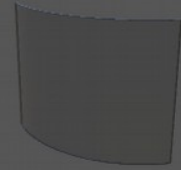
C\_Glass\_Stairs2



C\_Glass\_Stairs1



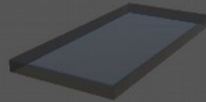
C\_Glass\_Table3



C\_Glass\_El



C\_Glass\_Wall\_3m



C\_Glass\_Table2



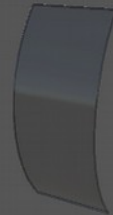
C\_Glass\_Trans2



C\_Glass\_Radial2



C\_Glass\_HandRail

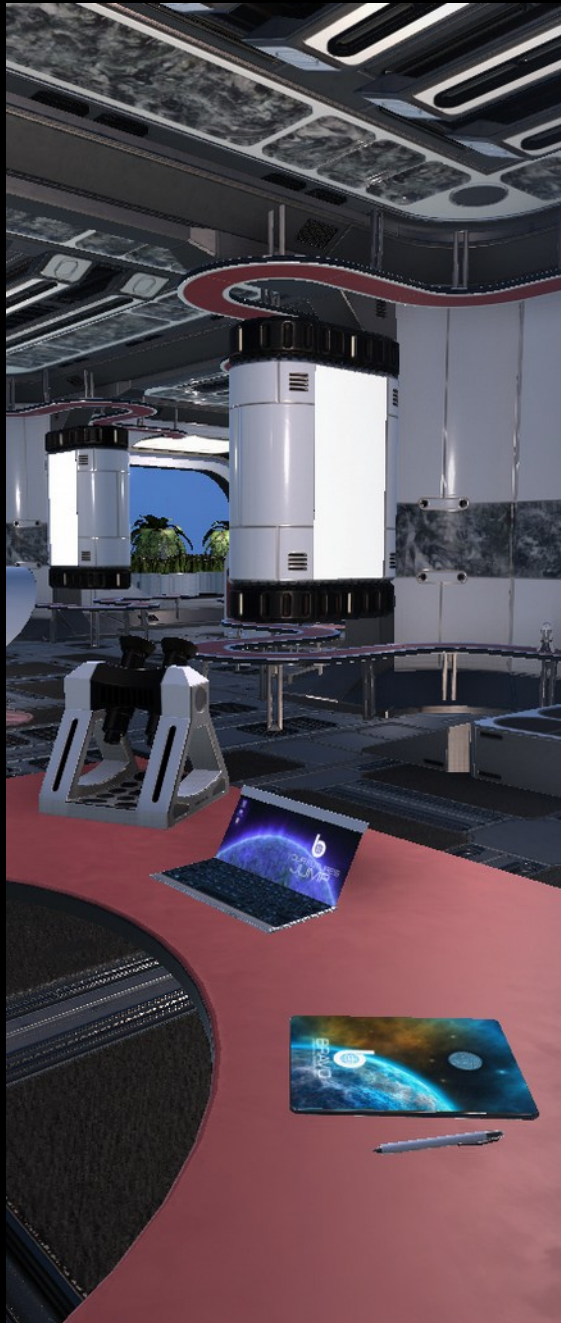


C\_Glass\_Wall\_2m

Previewing 17 of 17 Objects

## OBJECTS

22 Game Objects



C\_Obj\_TestTube



C\_Obj\_TestTubes



C\_Obj\_Thermoses



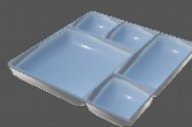
C\_Obj\_Netbook



C\_Obj\_Cutlery1



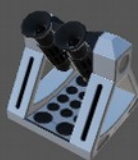
C\_Obj\_Bottle



C\_Obj\_Tray



C\_Obj\_Fork



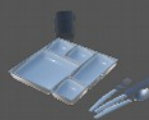
C\_Obj\_Microscope



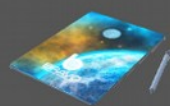
C\_Obj\_Containers



C\_Obj\_Knife



C\_Obj\_Tray1



C\_Obj\_Pad



C\_Obj\_Cup



C\_Obj\_Tool



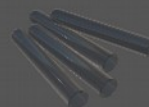
C\_Obj\_Container



C\_Obj\_Camera



C\_Obj\_Cutlery



C\_Obj\_TestTubes1



C\_Obj\_Bottles



C\_Obj\_Thermos



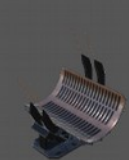
C\_Obj\_Spoon

Previewing 22 of 22 Objects



## OUTSIDE & TOP-DOWN

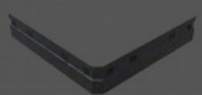
26 Game Objects



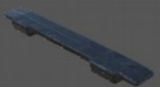
C\_Misc\_Aerial



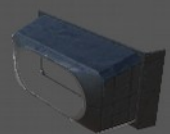
C\_Out\_Support



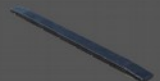
C\_Misc\_Found\_2



C\_Out\_TD\_4



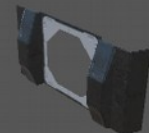
C\_Out\_Wall\_3



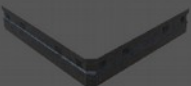
C\_Out\_TD\_2



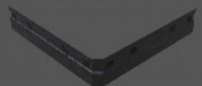
C\_Misc\_Tank



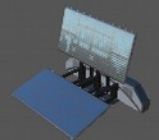
C\_Out\_Wall\_2b



C\_Misc\_Found



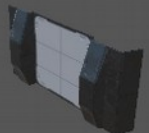
C\_Misc\_Found\_3



C\_Misc\_SolarPanel\_1



C\_Misc\_Tank1



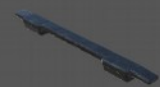
C\_Out\_Wall\_1a



C\_Out\_TD\_3



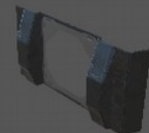
C\_Misc\_FoSup



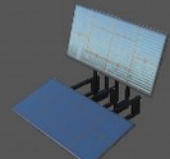
C\_Out\_TD\_1



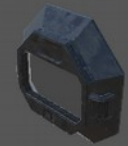
C\_Misc\_GlassWall



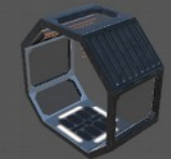
C\_Out\_Wall\_2a



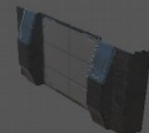
C\_Misc\_SolarPanel



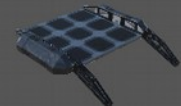
C\_Out\_Trans\_3



C\_Out\_Trans\_2



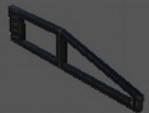
C\_Out\_Wall\_1



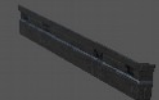
C\_Out\_Entrance



C\_Out\_Trans\_1



C\_Misc\_SH



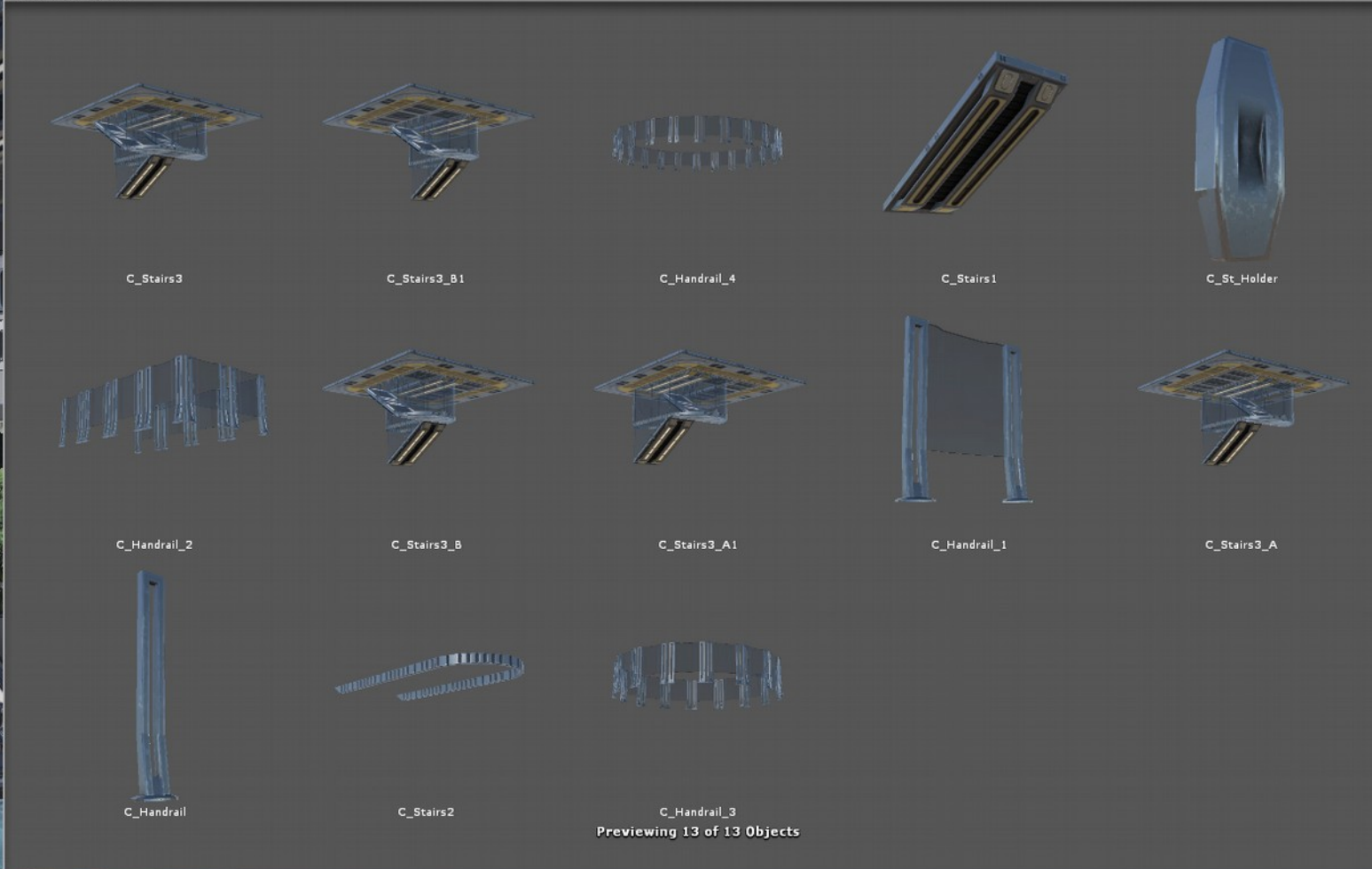
C\_Misc\_Found\_1

Previewing 26 of 26 Objects

Previewing 26 of 26 Objects

# STAIRS

13 Game Objects



Previewing 13 of 13 Objects

# VENTILATION

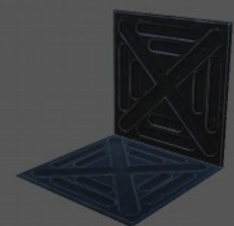
12 Game Objects



C\_Vent\_9m



C\_Vent\_Hor1



C\_Vent\_Hor2



C\_Vent\_Hor2A



C\_Vent\_Hor3



C\_Vent\_4m



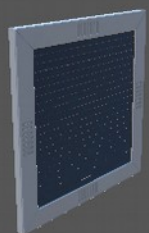
C\_Vent\_Hor5



C\_Vent\_Block



C\_Vent\_Entrance



C\_Vent\_Grid



C\_Vent\_Hor6



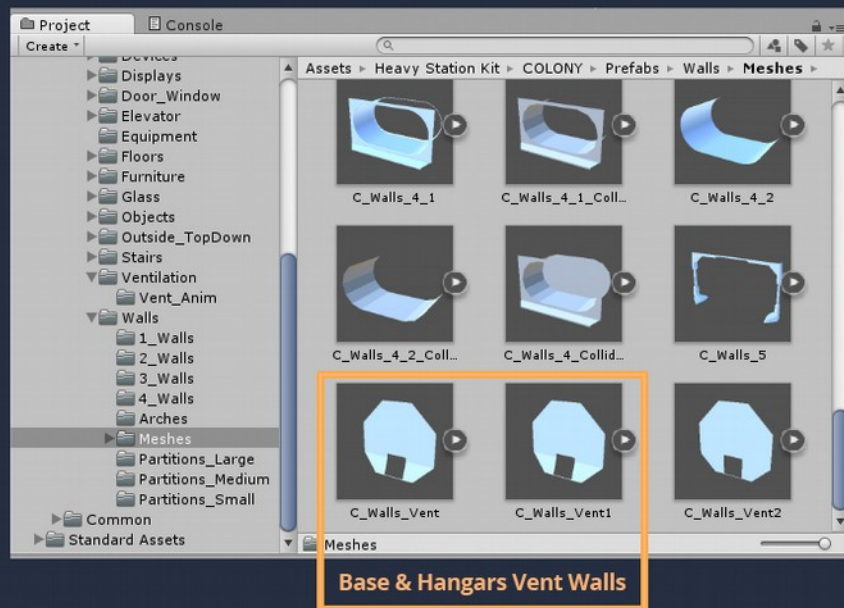
C\_Vent\_Hor4

Previewing 12 of 12 Objects

# VENTILATION

Ventilation system Colony allows building of complex corridor variations. Package Colony has special parts for door opening pieces for making entrances into ventilation corridors. There are same new pieces, for making vent system possible in BASE and HANGARS packages too.

Just place this new mesh in the scene. Assign Mesh Collider to it, as well as appropriate Wall material and place into wall opening from either BASE or HANGARS set of prefabs.



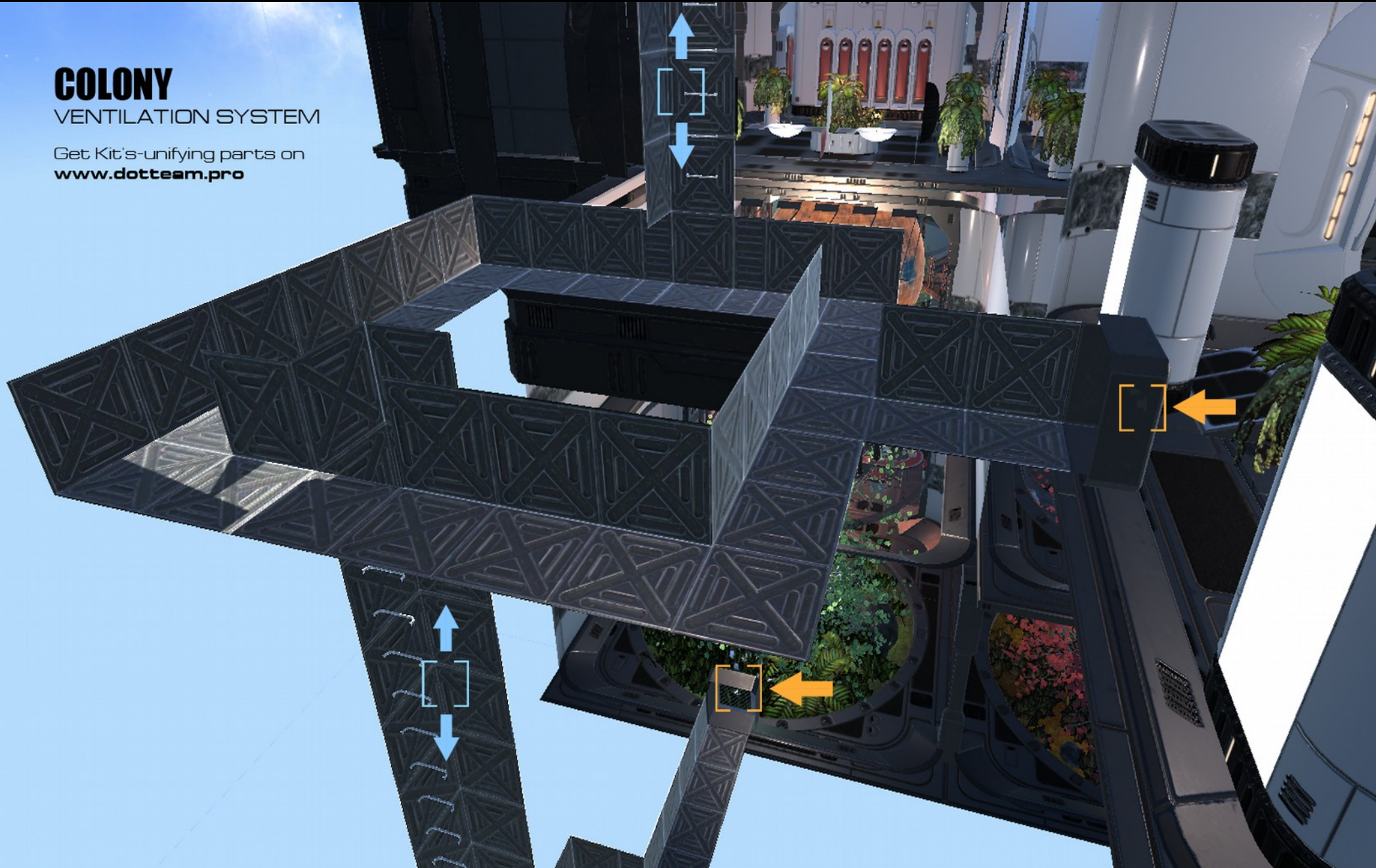
For base and hangars we've made special openings in walls, to ensure compatibility with this Ventilation System.

These parts are for downloading on our website [www.dotteam.pro](http://www.dotteam.pro), on pages of the appropriate assets.

# COLONY

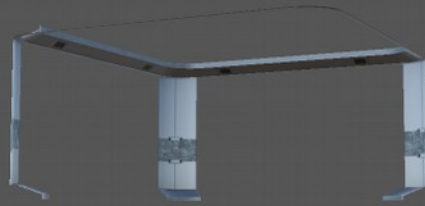
## VENTILATION SYSTEM

Get Kit's-unifying parts on  
[www.dotteam.pro](http://www.dotteam.pro)

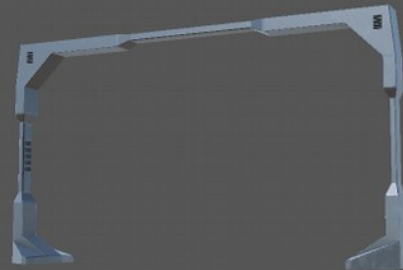


# ARCHES

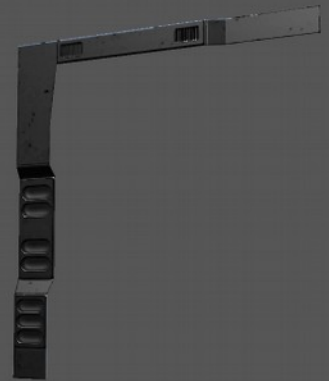
3 Game Objects



C\_Walls\_Arche



C\_Walls\_Arche1



C\_Walls\_Arche2

Previewing 3 of 3 Objects

## PARTITIONS LARGE

5 Game Objects



C\_PartLarge\_1



C\_PartLarge\_2



C\_PartLarge\_5



C\_PartLarge\_4



C\_PartLarge\_3

Previewing 5 of 5 Objects



# PARTITIONS MEDIUM

5 Game Objects



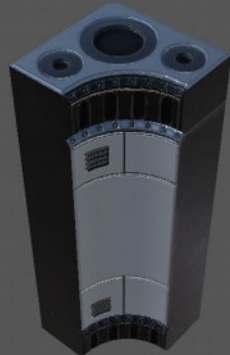
C\_PartMedium\_1



C\_PartMedium\_2



C\_PartMedium\_5



C\_PartMedium\_4



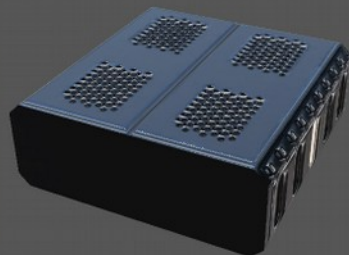
C\_PartMedium\_3

Previewing 5 of 5 Objects

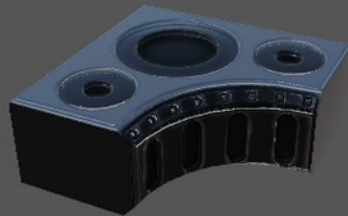


# PARTITIONS SMALL

8 Game Objects



C\_PartSmall\_2



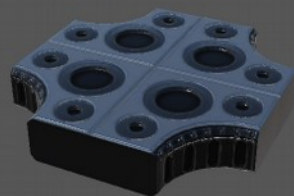
C\_PartSmall\_4



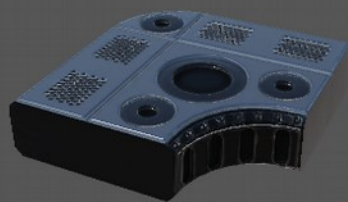
C\_PartSmall\_5



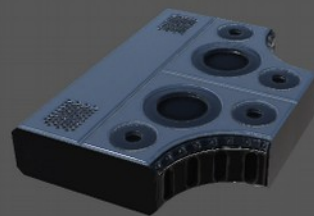
C\_PartSmall\_1



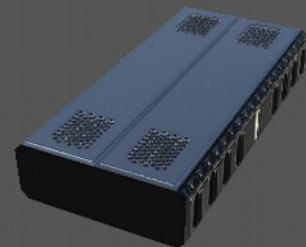
C\_PartSmall\_A



C\_PartSmall\_C



C\_PartSmall\_B



C\_PartSmall\_3

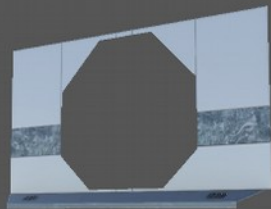
Previewing 8 of 8 Objects

# 1 WALLS

8 Game Objects



C\_1Walls\_3



C\_1Walls\_2



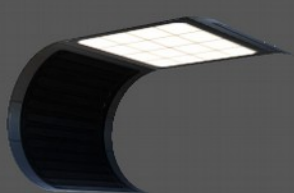
C\_1Walls\_4



C\_1Walls\_1



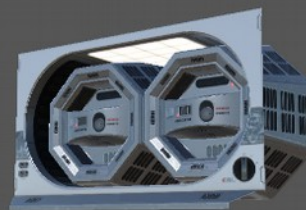
C\_1Walls\_6



C\_1Walls\_8



C\_1Walls\_7

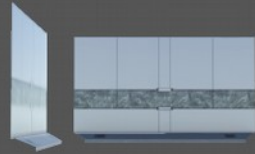


C\_1Walls\_5

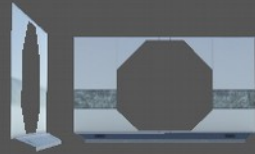
Previewing 8 of 8 Objects

# 2 WALLS

7 Game Objects



C\_2Walls\_1



C\_2Walls\_4



C\_2Walls\_3



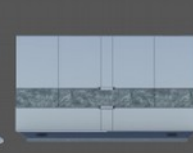
C\_2Walls\_7



C\_2Walls\_6



C\_2Walls\_5



C\_2Walls\_2

Previewing 7 of 7 Objects

# 3 WALLS

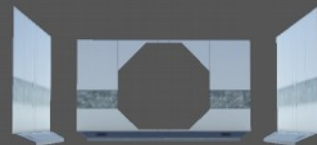
8 Game Objects



C\_3Walls\_1



C\_3Walls\_6



C\_3Walls\_3



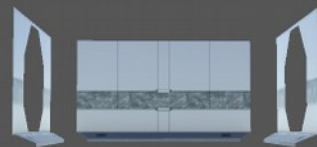
C\_3Walls\_7



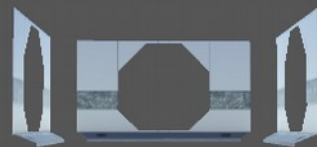
C\_3Walls\_2



C\_3Walls\_4



C\_3Walls\_5

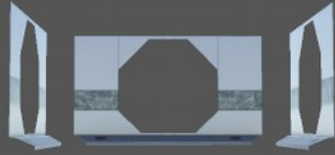


C\_3Walls\_8

Previewing 8 of 8 Objects

# 4 WALLS

6 Game Objects



C\_4Walls\_6



C\_4Walls\_3



C\_4Walls\_2



C\_4Walls\_4



C\_4Walls\_5

Previewing 6 of 6 Objects



C\_4Walls\_1



# COLONY HEAVY STATION KIT

[www.dotteam.pro](http://www.dotteam.pro)

# 2

