

Force Field – The script containing the parameters of the power armor. The script is added to the parent object, or (if no parent object) to the object to be covered by a force field.

Under Shield – An array of objects in the game that is subject to the force field.

Material Shield – Material force field.

Brightness Collision – The brightness of the entire field on impact.

Fading Glow – The speed of the luminescence decay of the force field.

Armor – Reserve armor force field.

Speed On Off – Speed on / off the force field.

Speed Offset – The speed of the displacement texture axes:

X - The rate of displacement in the X MainTex

Y - The rate of displacement in the Y MainTex

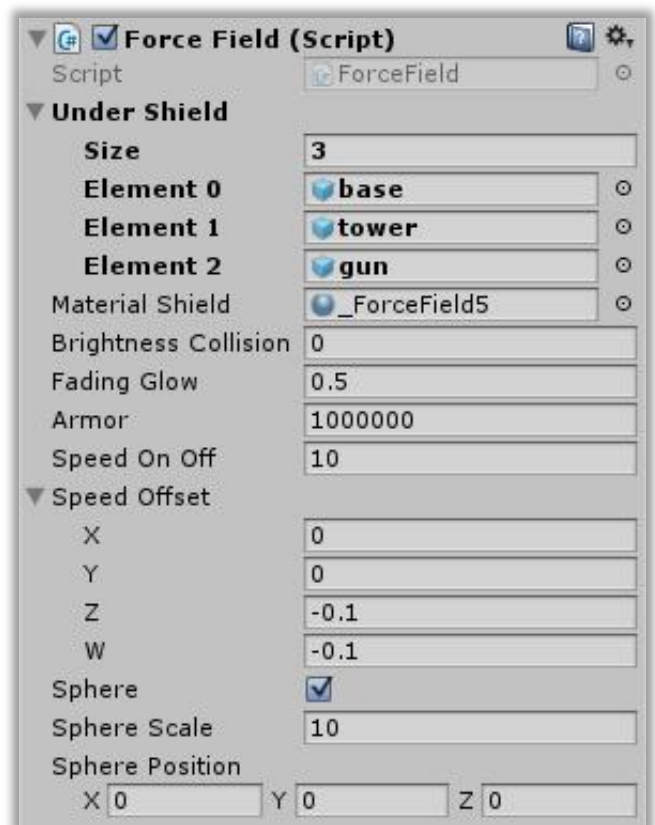
Z - The rate of displacement in the X NormalMap

W - displacement speed NormalMap on the axis Y.

Sphere – if true - the force field has a spherical shape, if false - the force field follows the contour of the object.

Sphere Scale – the size of the scope of the force field is used if Sphere = true.

Sphere Position – The position of the sphere about the object to which the script is applied, if used Sphere = true.



Material Force Field – Material force field, located in the Sci-Fi \ ForceField.

Color – The color force field, an alpha channel is given by the overall transparency of the field.

MainTex – The texture force field, you can customize Tiling, Offset can be animated via script ForceField.

NormalMap – The texture of the normal force field affects the distortion force field, you can customize Tiling, Offset can be animated via script ForceField.

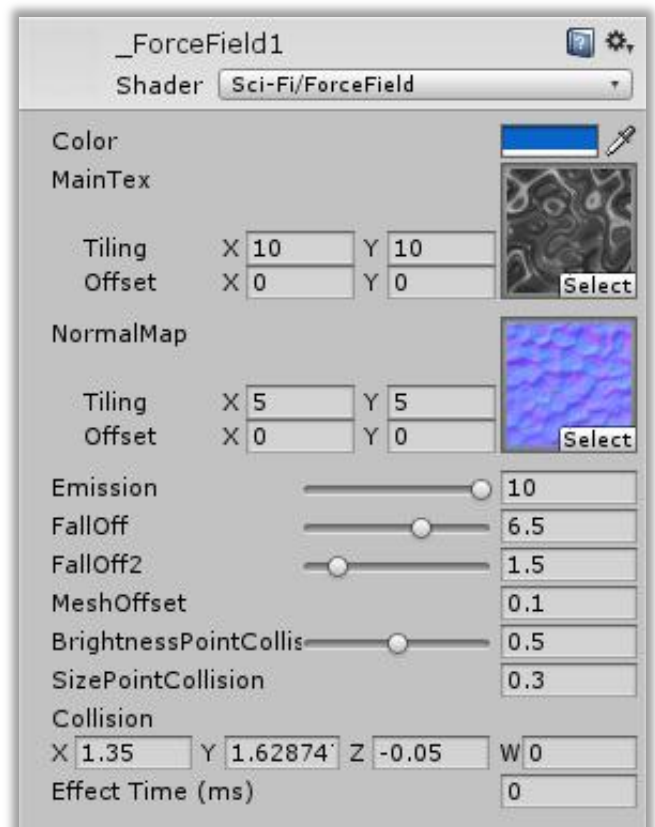
Emission – The cross section of the force field.

Falloff – The transparency of the outer side of the field.

Falloff2 – Transparency of the back of the field.

MeshOffset – Shifting force field in the surface of the object, if used in the script parameter ForceField Sphere = false.

BrightnessPointCollision – Brightness of the point of impact.



SizePointCollision – Sectional area at the point of contact:

!!! Remaining material parameters are automatically adjusted !!!

To force field takes damage to the projectile, you must add the script. In this script, you must add the following lines:

```
public float damage;

void OnCollisionEnter(Collision collision) {
    foreach (ContactPoint contact in collision.contacts) {
        contact.otherCollider.gameObject.SendMessage("ApplyDamage", damage, SendMessageOptions.DontRequireReceiver);
        contact.otherCollider.gameObject.SendMessage("PointHit", contact.point, SendMessageOptions.DontRequireReceiver);
    }
}
```

Where:

damage - Damage caused by a shell.

To force field protected object, the object must add the script. In this script, you must add the following lines:

```
public float armor;
public ForceField forceField;

public void ApplyDamage(float damage){
    if(notDestroyed==false){
        if(forceField!=null){
            if((int)Mathf.Round(forceField.armor)<=0){armor -= damage;}
        }else{armor -= damage;}
    }
}
```

Where:

armor - the health of the object.

forceField - a reference to the script of the force field.

Hologram – The script-driven flash hologram.

Game Object – An array of gaming facilities in which material is applied hologram.

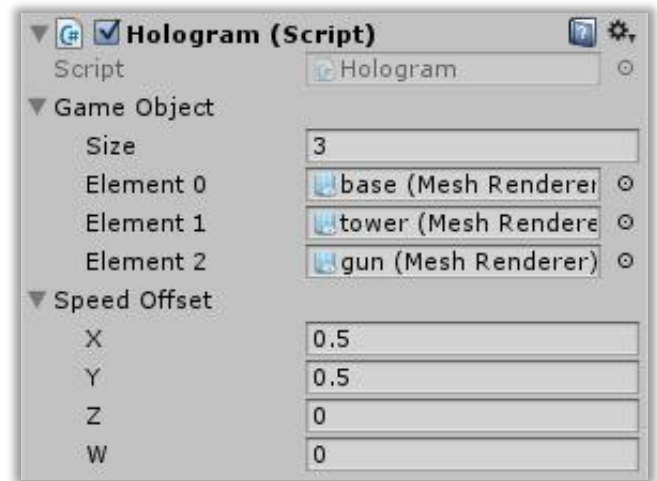
Speed Offset – the speed of the displacement texture axes:

X - The rate of displacement in the X MainTex

Y - The rate of displacement in the Y MainTex

Z - The rate of displacement in the X NormalMap

W - displacement speed NormalMap on the axis Y.



Material Hologram – Material hologram, located in the Sci-Fi \ Hologram.

Color – Color hologram, alpha channel specifies the transparency of the hologram.

MainTex – The texture of the hologram can be configured Tiling, Offset can be animated via script Hologram.

NormalMap – Texture normal hologram effect on the distortion of the hologram can be configured Tiling, Offset can be animated via script Hologram.

Emission – The glow of the hologram.

!!! Remaining material parameters are automatically adjusted !!!

