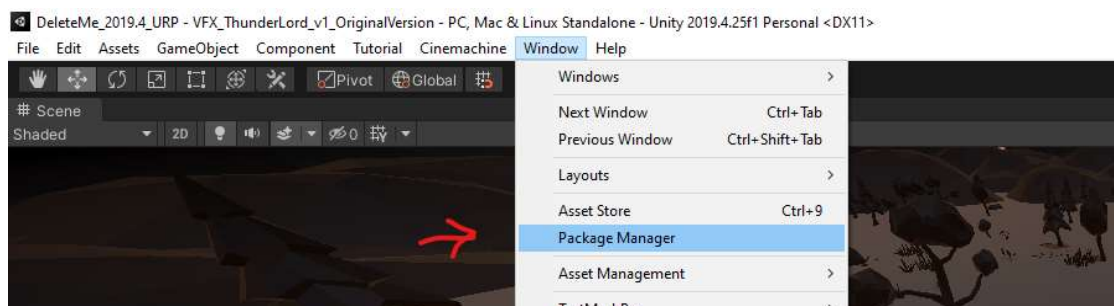# DOCUMENTATION

All **images below are an example** and may not be from this actual asset.
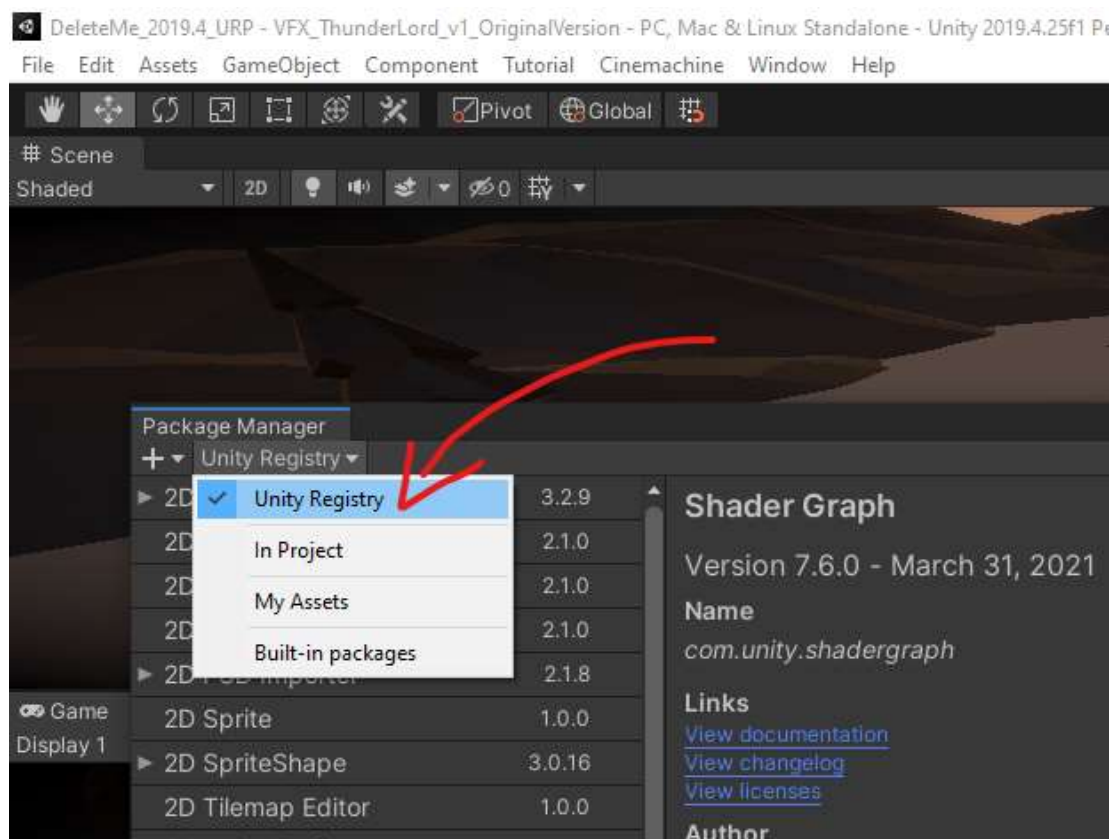
Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);
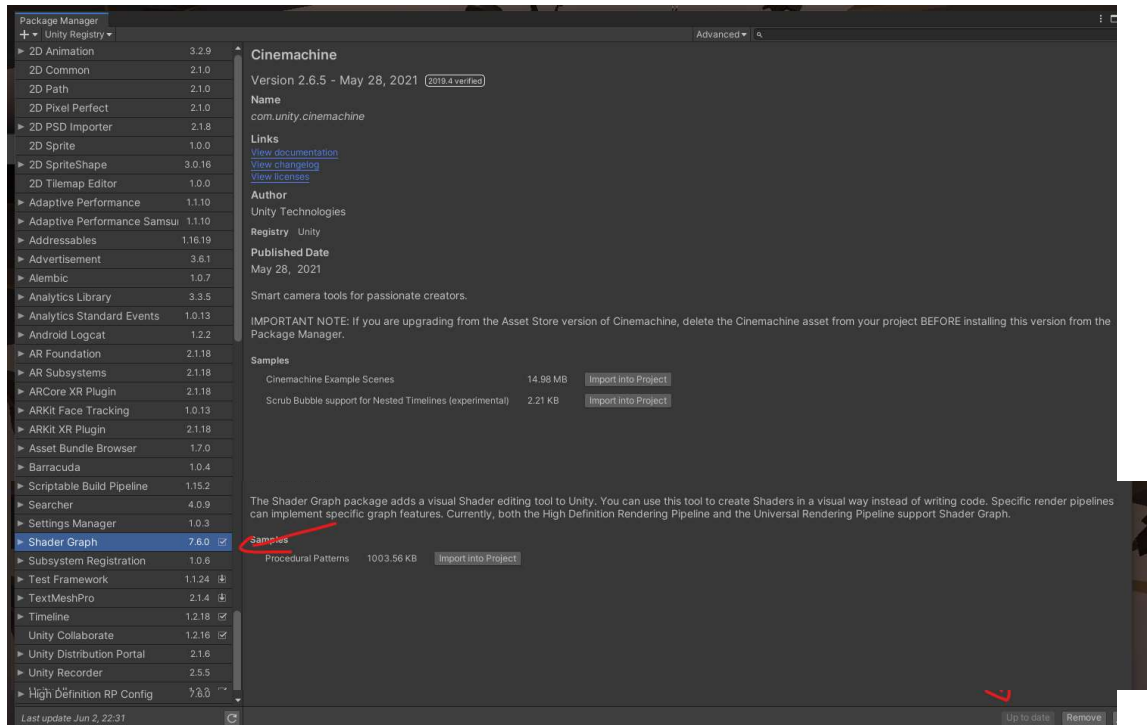
HOW TO OPEN / IMPORT THE PROJECT / ASSET?
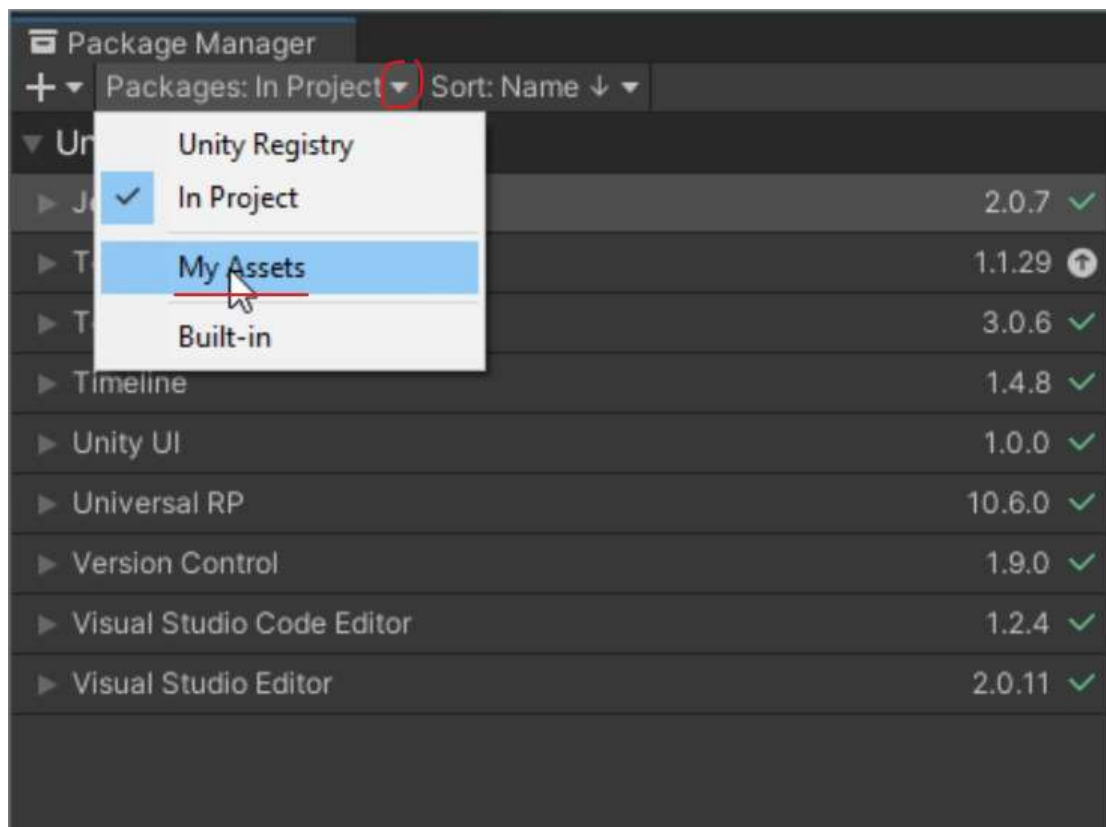
1) Open the Window>**Package Manager**;

2) On the top left corner click on the drop-down menu and select '**Unity Registry**'

3) If you are in URP or HDRP then make sure to install **Shader Graph**.

4) On the top left corner click on the drop-down menu and select '**My Assets**'

5) Find & Download the 'NAME OF THE ACQUIRED PROJECT' asset;

6) Import ONLY: SRP, URP or HDRP version depending on the render pipeline you are using.

7) Double-click the imported package inside Gabriel Aguiar Productions folder and import everything.

8) After importing open the scene in the scenes folder and press Play OR enable and disable effects in the scene.

9) If you don't see anything, then first open the Shaders and press Save Asset so they recompile (if any shader in the Shaders folder)
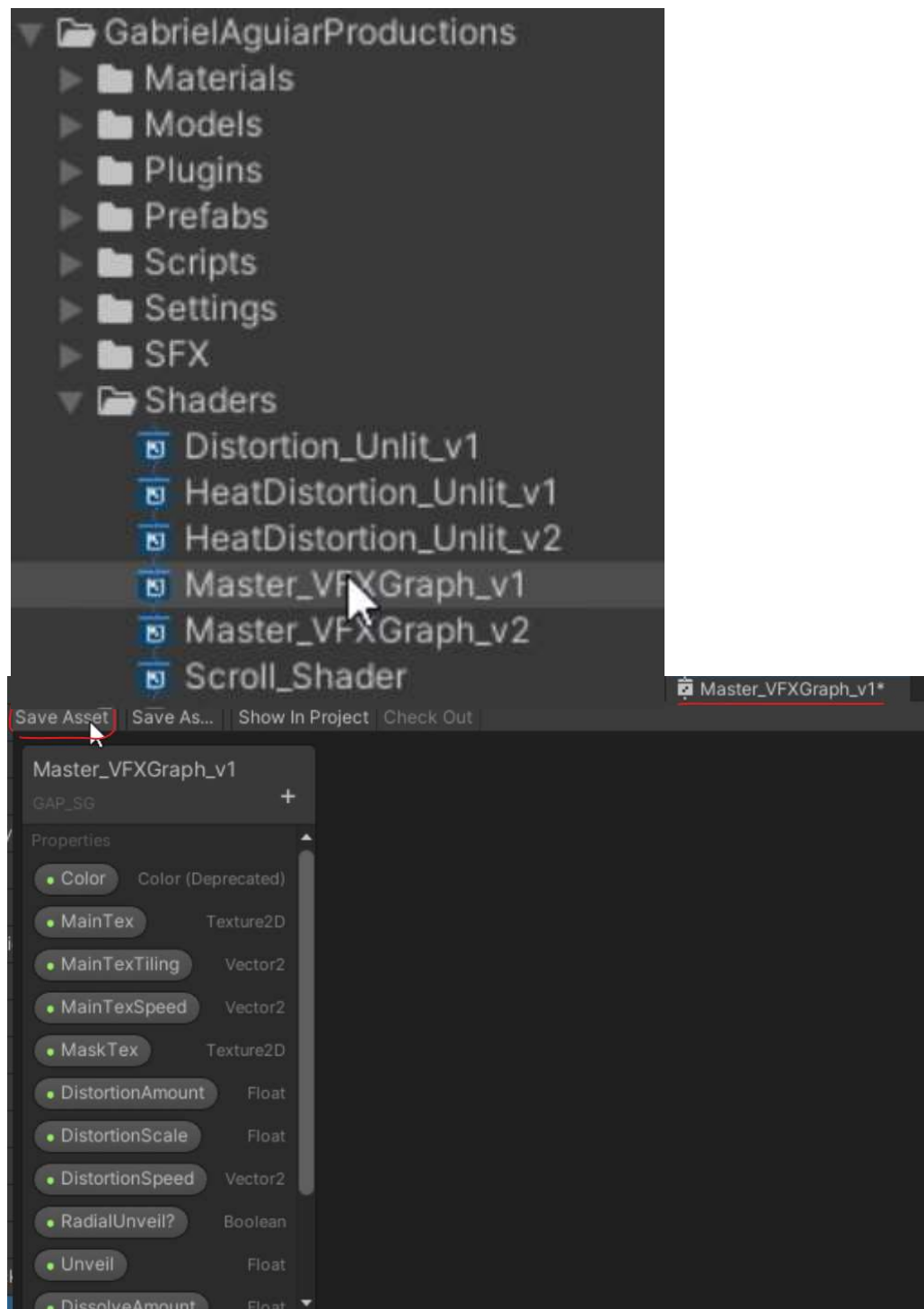
10) If you see Gray squares then you need to go to Edit>Project Settings>Graphics click on Scriptable Render Pipeline and turn on **Depth Texture** and **Opaque Texture.**
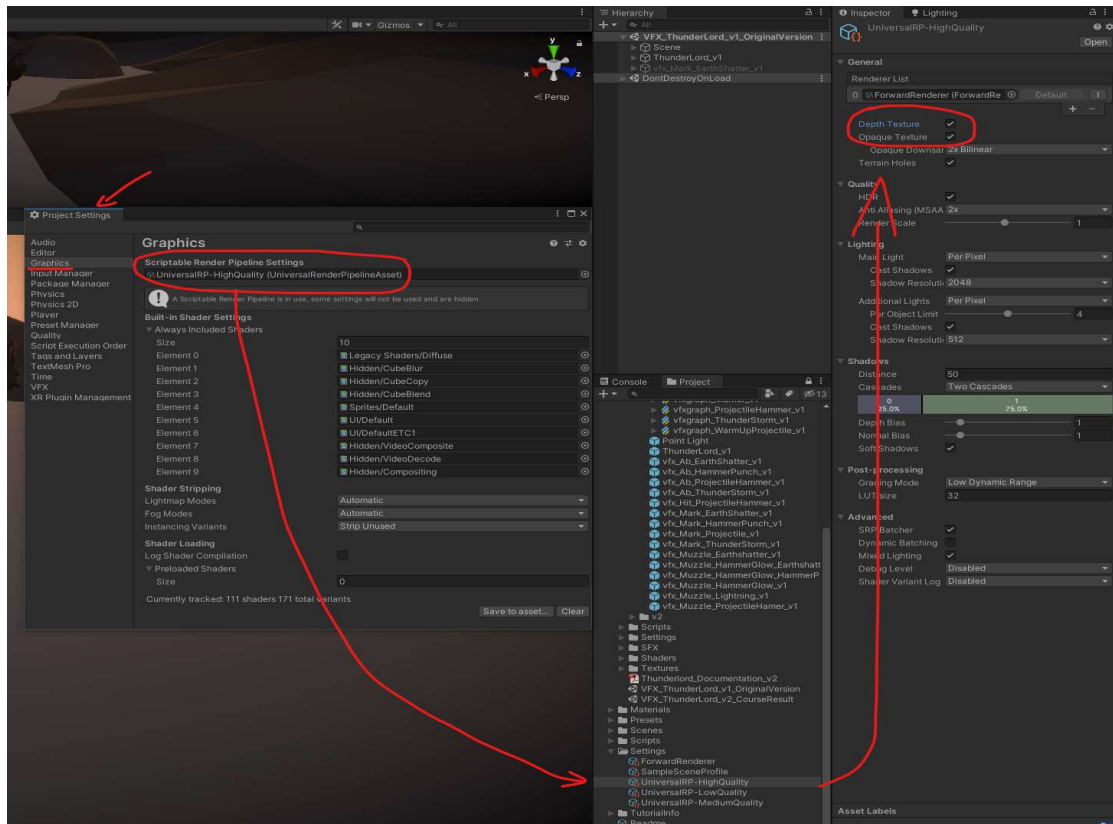
11) Any other problem not listed here, please let me know (**check my profile in the Unity Asset store for contacts** or my social media links below);

12) Enjoy!

PARTICLE SYSTEM CONTROLLER SCRIPT - DESCRIPTION

This script is used to change Size, Color, Enable/Disable Particle Systems, etc. It's a tool.
It only works on Prefabs that are in the folder, not in the Scene/Hierarchy. You may need to enter in Prefab Mode (double-click the prefab).

Recommended to duplicate the prefab before using.

OPTIONS

Size - Multiplies Particle Systems and Trails sizes.

Speed - Multiplies Particle Systems and Trails speeds.

Loop - Enable/Disable Particle Systems loop.

Lights - Enable/Disable Particle Systems lights.

Trails - Enable/Disable Particle Systems trails.

Changes Color - Enable/Disable changing color of Particle Systems and Trails speeds.

New Max Color - New maximum color.

New Min Color - New minimum color.

Particle Systems - The Particle Systems and Trails the prefab contains. Can be filled automatically with 'Fill Lists' button, or manually.

Active Particle Systems - Choose which Particle Systems and Trails are active. Can be filled automatically with 'Fill Lists' button, or manually.

Fill Lists - Finds and adds Particle Systems and Trails, of the parent and childs of current gameobject, to 'Particle Systems' and 'Active Particle Systems' lists.

Empty Lists - Empties 'Particle Systems' and 'Active Particle Systems' lists.

Apply - It will apply the changes you made (Size, Speed, Loop, Lights Enabled/Disabled, Trails Enabled/Disabled, Change Color) to the particle systems in 'Particle Systems' that ARE active in the 'Active Particle Systems' list. It will also save the original settings in a folder called 'Original Settings' inside the folder of the vfx prefab.

Reset - Resets the Particle Systems and Trails to the original settings which are saved in a folder called 'Original Settings' inside the folder of the vfx prefab.

WORKFLOW

1) Create a duplicate of an existing prefab;

2) Double-click it to enter in Prefab Mode;

3) Add the Particle Controller Script to the said prefab (to the parent);

4) Press 'Fill Lists' to automatically find and add Particle Systems and Trails to lists;

5) Make your changes (Size, Speed, Loop Enabled/Disabled, Lights Enabled/Disabled, Trails Enabled/Disabled, Change Color, Enable/Disable Particle Systems with 'Active Particle Systems' lists);

6) Press 'Apply';

7) Script saves original settings and applies changes;

8) You can always press 'Reset' to go back to the original settings.

WARNINGS

1) After using the Particle System Controller script, if you need to change the name of the VFX, you can. BUT you must go to the respective 'Original Settings' folder and copy paste the exact same name of the VFX.

2) Some properties of the particle systems, IF changed manually, may break the connection with original settings and won't be able to reset it to default.

3) If you are afraid of messing up the original effect, create a duplicate first. In case you messed up you can always reimport from the Asset Store

If this script is in the project, then it's only for the DEMONSTRATION of the Projectile's Visual Effects! It's not perfect. I'm a VFX Artist not a Programmer.

OPTIONS

Speed - The speed of the projectile.

Accuracy - The accuracy the projectile has. Goes from 0 to 100. For example, 100% accuracy means it goes exactly where we are aiming at.

Fire Rate - The fire rate of the projectile. For example, 1 means it will fire 1 projectile each second.

Muzzle Prefab - The effect to spawn each time we fire the projectile.

Hit Prefab - The effect to spawn when hitting something.

Trails - It's the 'Particle Systems' or 'Trail Renderers' that we want to detach when hitting something. If not added it will destroy the trail of particles or the trail renderer as soon as it hits something.

WORKFLOW

1) Choose the 'Speed' of the projectile.

2) Choose the 'Accuracy' it will have. For example, 100% of accuracy means it goes exactly where we are aiming at.

3) Choose the 'Fire Rate' . For example, 1 means it will fire 1 projectile each second.

4) Assign the respective Muzzle Flash you want to the 'Muzzle Prefab'.

5) Assign the respective Hit effect you want to the 'Hit Prefab'.

6) If you have SFX, you can assign them to the 'Shot SFX' for when shooting and the 'Hit SFX' for when hitting something.

7) In the 'Trails' you can add the trail renderers, and the respective particles that leave a trail, preventing them from being immediately destroyed on collision.

DEMO SCENE - SHORTCUTS

Mouse 1 - Fire Projectile

D - Next Effect

A - Previous Effect

C - Change Camera

Z - Zoom In

X - Zoom Out

1 - Enable/Disable Camera Shake

HOW TO GET THE ORIGINAL ASPECT? (Carefull)

1) Go to Edit>Project Settings>**Graphics**

2) Click on **Scriptable Render Pipeline** and assign the **Render Asset** in the **settings folder.** (ex: UP2_UniversalRP-HighQuality)

3) In the Scene make sure you select **Global Volume** and assign the **Global Volume** in the settings folder. (ex: UP2_GlobalVolumeProfile)

NOTES

1) If this package has any script, then it's used for DEMONSTRATION purposes. They are not perfect. This is a Visual Effect package and I'm a VFX Artist. The focus here is Visual Effects.

2) I can help with Visual Effects but not with your code. I recommend everyone to eventually create their own code for their own projects.

3) Please contact me via email if any doubts or any problem emerges (check my profile in the Unity Asset store);

4) This asset is made and owned by Gabriel Aguiar Prod.

5) Any commercial use requires only proper credits, such as:
Visual Effects Artist - Gabriel Aguiar

SOCIALS

YouTube: youtube.com/c/gabrielaguiarprod
Twitter: twitter.com/GabrielAguiarFX
Facebook: facebook.com/gabrielaguiarprod
Discord: https://discord.gg/AN7CrC3Qbb

If you enjoy this package, please leave a review on the Asset Store!
It means a lot.

Thank you!