# Professional Assets : DronePack_Free (version: 2.1)



## Thank You for downloading

## Professional Assets : Drone Pack FREE VERSION!

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## This pack contains:

- 4 physics scripted drone prefabs
- 4 skin variations for each
- physics playground with desktop, mobile, & steamVR presets

If you have any questions about the drone pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address: ProfessionalAssetsUnity@gmail.com

# CONTENTS:

# THIRD PARTY ASSETS:

(3rd party assets not bundled with pack in compliance with the unity Asset Store Provider Agreement)

**(please download these before using the drone pack)**


- **Standard Assets / Effects** by Unity Technologies : ClickHere

- **Post Processing Stack** by Unity Technologies : ClickHere

- **SteamVR Plugin** by Valve Corporation : ClickHere

(please only download if you intend to use the drones in VR)

# WHAT'S NEW / CHANGELOG:

**10 Sept 2018 (v2.1)**

- **New** added "Headless Mode" [optional]
(this allows drones to fly relative to controller's direction instead of it's native orientation)
- **New** added hoverable tooltips to script variables
- minor bug fixes

**9 August 2018 (v2.0)**

- **New** added 4 functioning drone prefabs
- **New** added 4 skin variations each
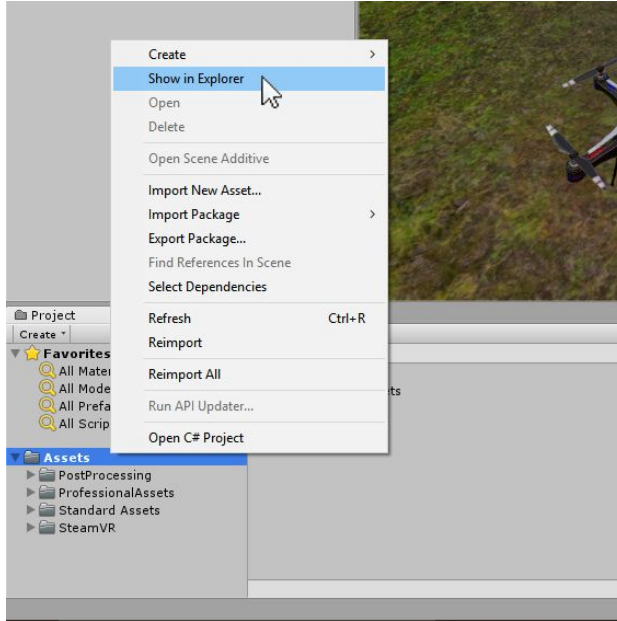- **New** added bonus demo scene

**21 May 2018 (v1.0)**

Initial release for unity version 5.6

1) Right click on the "Assets" folder found in your project's "Project" tab and select "Show in Explorer" on the popup menu.
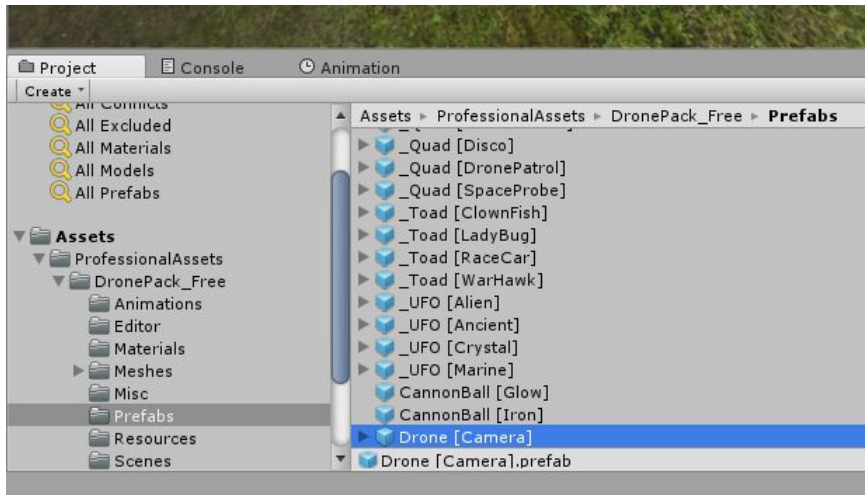


2) Replace the "InputManager.asset" file in the folder named "ProjectSettings" with the duplicate one found in ( Assets > ProfessionalAssets > DronePack ).
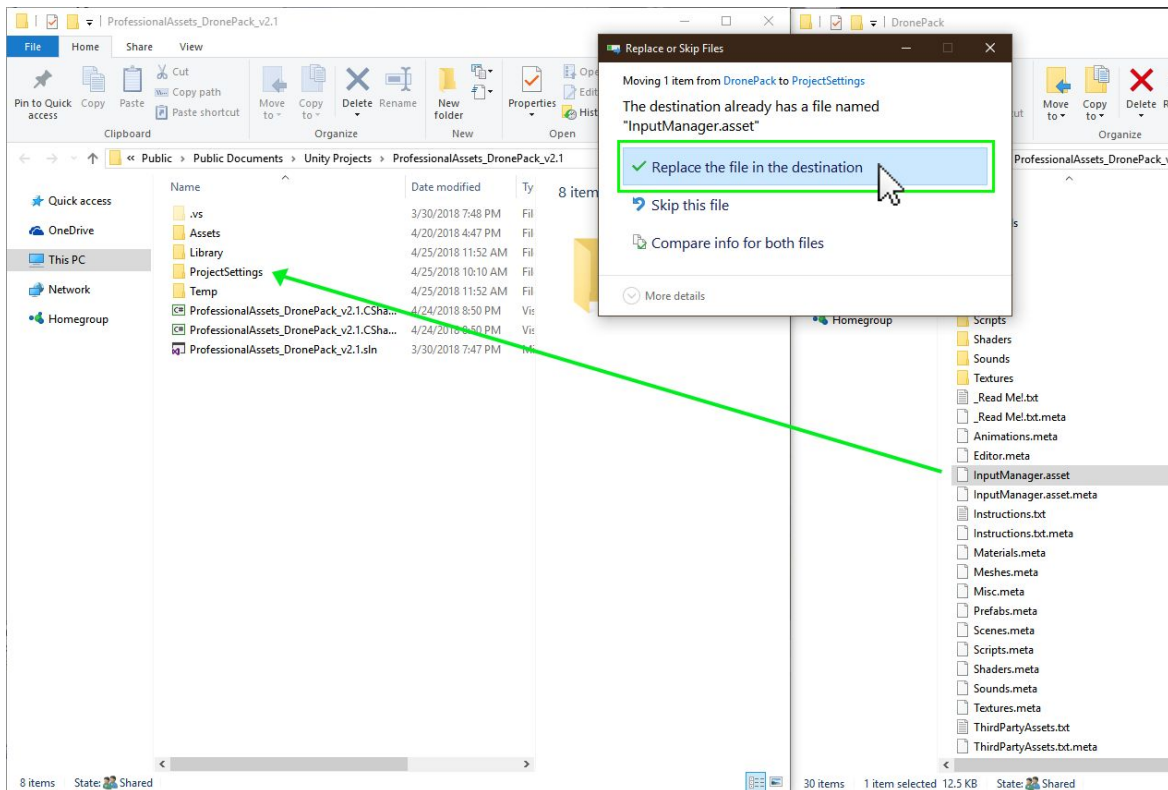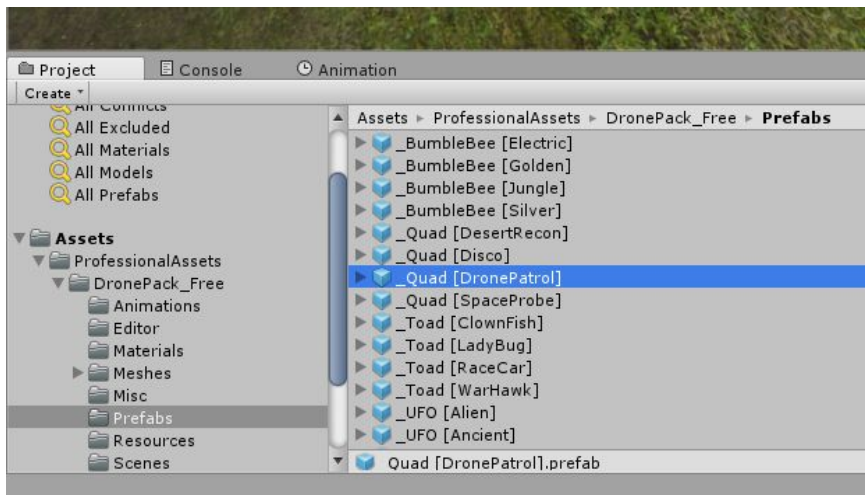
# How to add a Drone to your Scene - Video Tutorial : ClickHere

**1)** Navigate to ( Assets > ProfessionalAssets > DronePack > Prefabs ) and drag a drone prefab into your scene.into your scene.



**2)** Navigate to ( Assets > ProfessionalAssets > DronePack > Prefabs ) and drag the "Drone [Camera]" prefab into your scene.
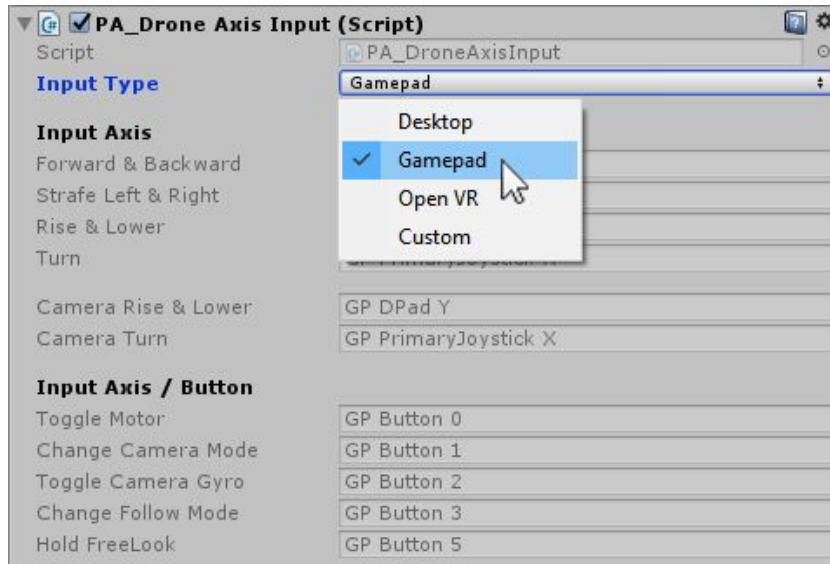


**3)** Position and Angle the camera prefab behind your drone. Press Play!

# How to setup Gamepad Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Gamepad.



## ADDITIONAL INFO:

Please restart Unity if your gamepad controller is not responding.

- Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Open VR.
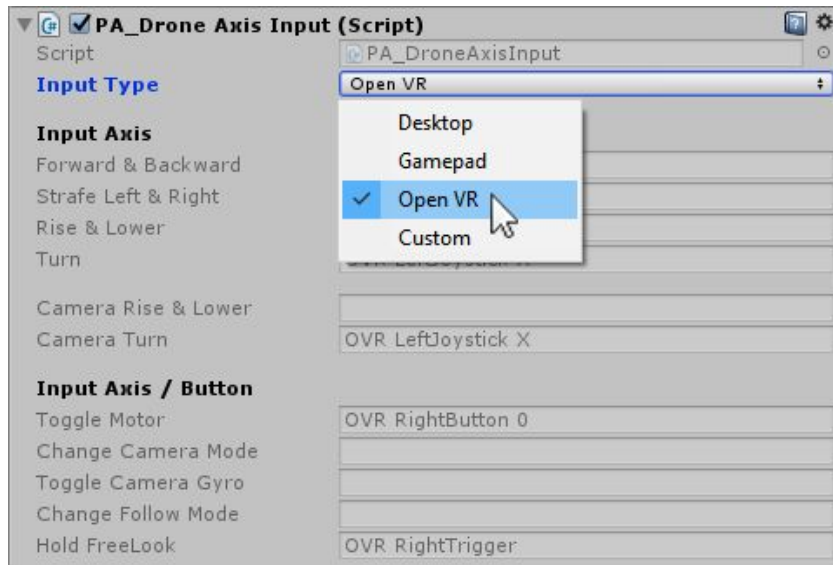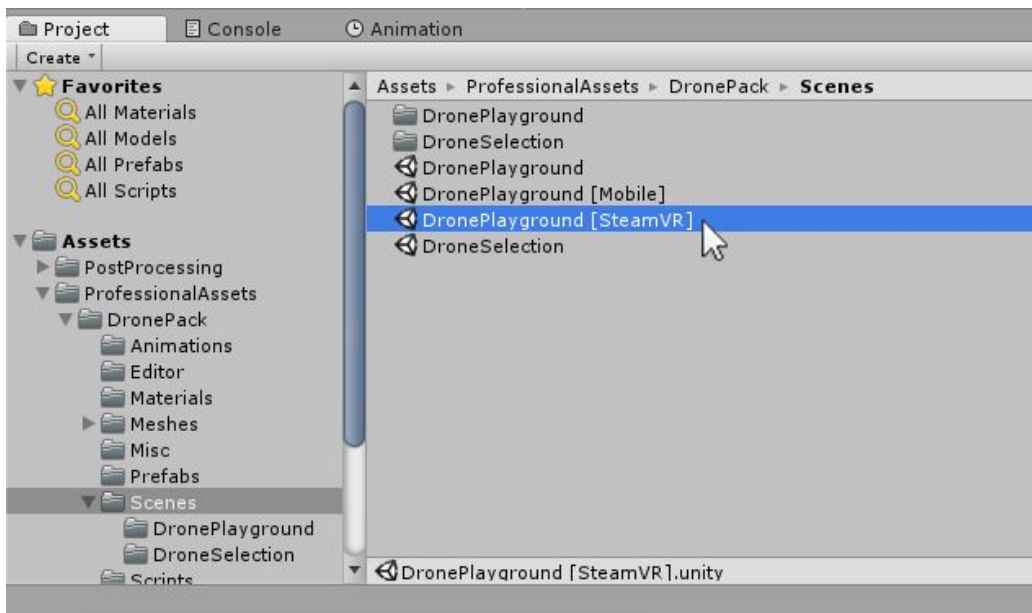


# ADDITIONAL INFO:

A demo scene using SteamVR controls is already setup, and can be found by Navigating to (ProfessionalAssets > DronePack > Scenes)
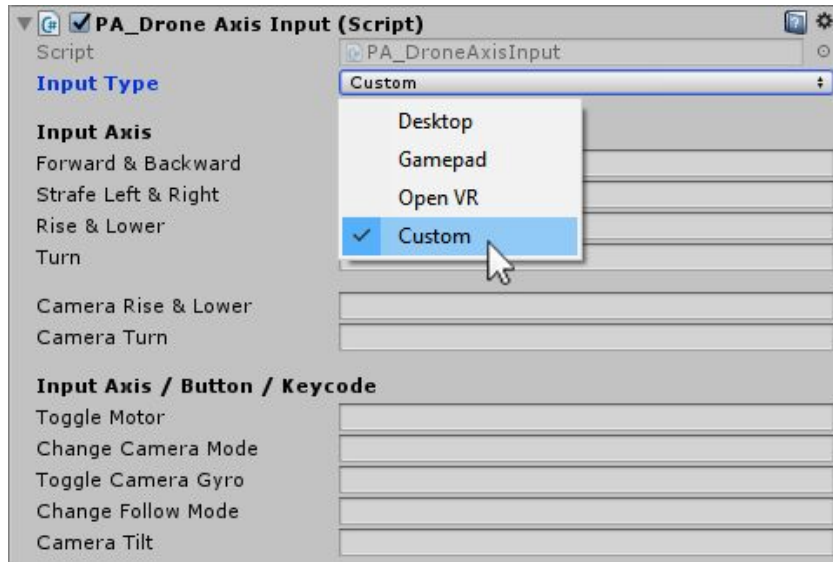
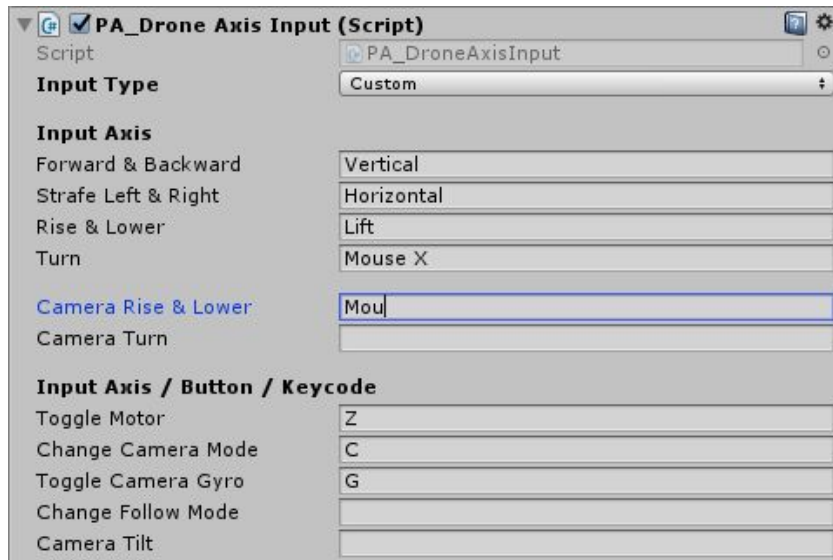(Requires 3rd Party Asset : "SteamVR Plugin" by Valve Corporation)

# How to setup Custom Controls - Video Tutorial : <u>ClickHere</u>

1)  After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Custom



2)  Fill in the empty text fields with the Input Axises you want to use

# ADDITIONAL INFO:

You can find all the available Input Axises by navigating to (Edit > ProjectSettings > Input); you can also create new Input Axises and use them with the PA_DroneAxisInput (script).
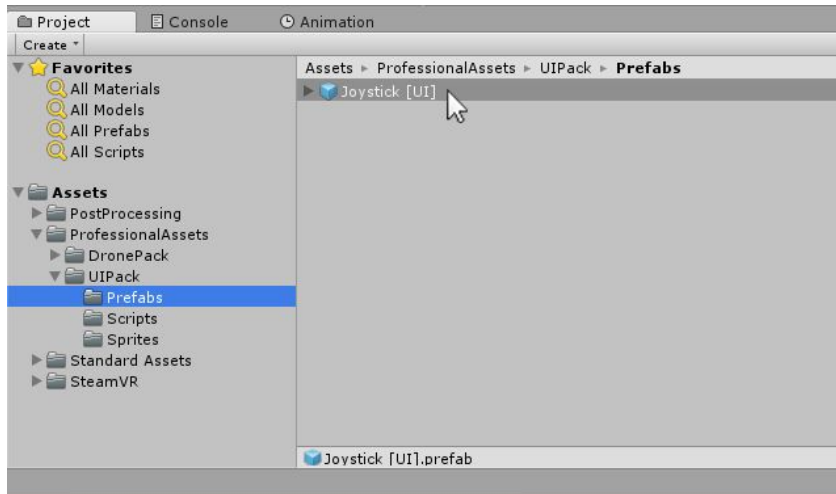
# **How to setup Mobile Controls** - Video Tutorial : [ClickHere](#)

1) After you add a Drone Prefab to your scene, Navigate to (ProfessionalAssets > UIPack > Prefabs) and drag the Joystick [UI] prefab onto your scene's Canvas



2) Now drag and drop your drone into one of the two Event Systems on the PAUI_Joystick, The first Event System is linked to the joystick's X Axis, the second is linked to the Y Axis.
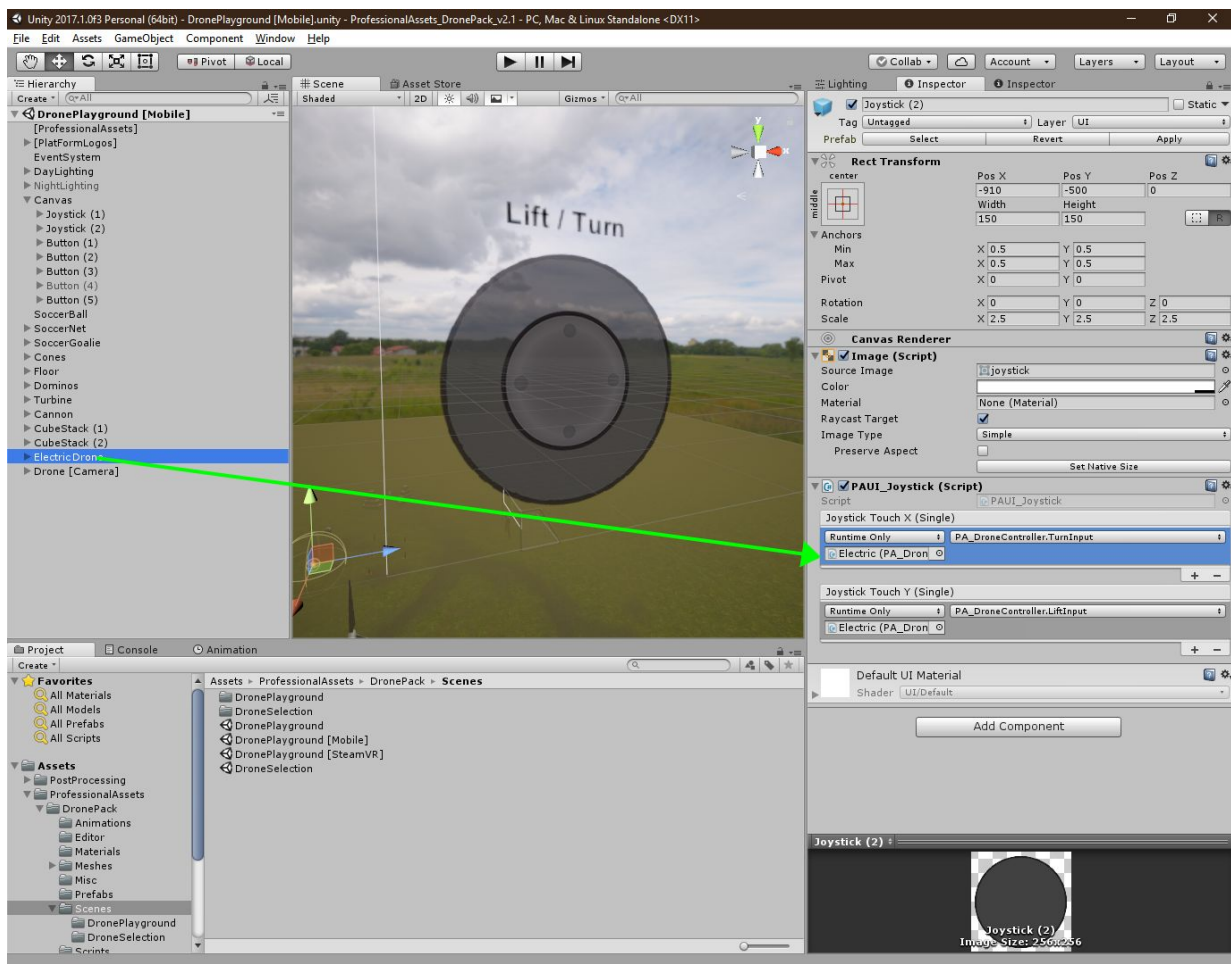
**3)** Select which property you'd like to control on the PA_DroneController(script); DriveInput, LiftInput, StrafeInput, & TurnInput are all valid properties to control with the joysticks.
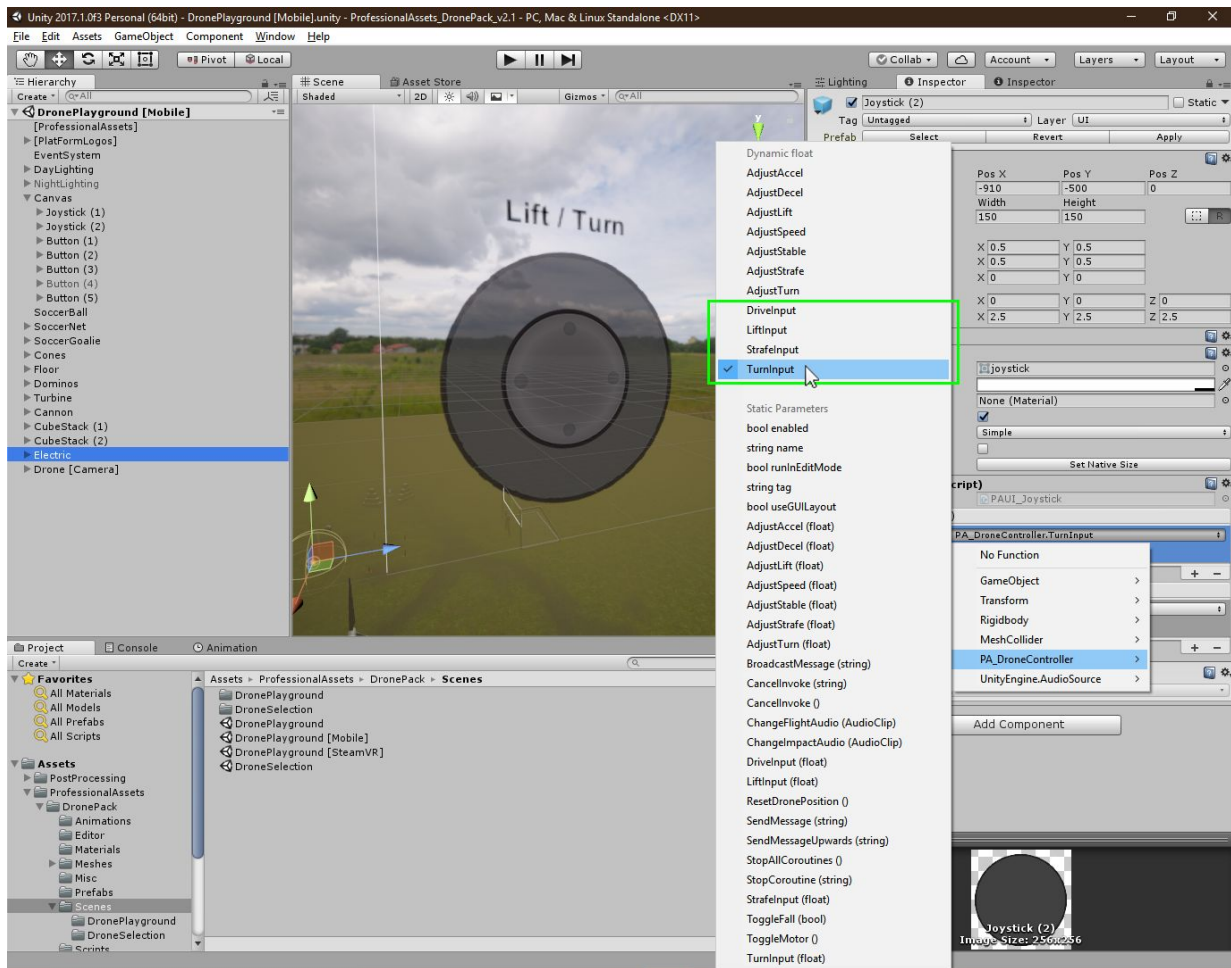


**4)** Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.
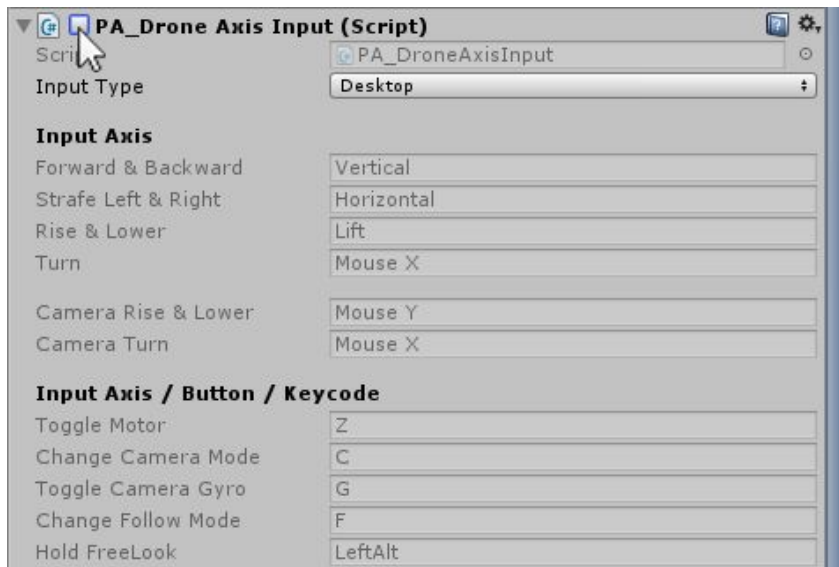
# ADDITIONAL INFO:

A demo scene using Mobile controls is already setup, and can be found by Navigating to

(ProfessionalAssets > DronePack > Scenes)

# TROUBLESHOOTING + FAQ's:

Q: WHY DO SOME RIGIDBODIES LOOK JITTERY WHEN USING FIRM/SMOOTH CAMERA MODE?

A: Because of the dsync between Update, Late Update, and Fixed Update timelines some rigidbodies will look jittery when using different camera modes on the drone. To fix this add the affected Rigidbodies to the 'Jitter Rigidbodies' Array on the 'PA_DroneCamera (script)'.

Q: THE DRONE IS NOT RESPONDING TO MOBILE CONTROLS!

A: Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.
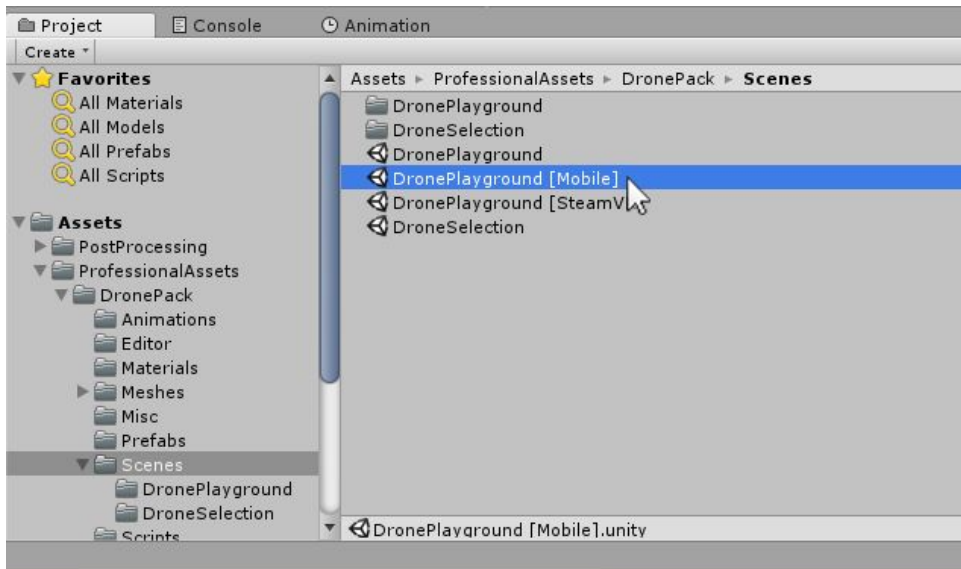
Q: THE DRONE IS NOT RESPONDING TO GAMEPAD CONTROLS!

A: Unity needs to restart after connecting a new controller, restart unity and try again.

Q: HOW LARGE CAN THE DRONES BE SCALED?

A: Drones can be scaled to any size and/or mass but they behave best when their size is smaller than 2 meters (size of two unity standard cubes) and mass is between 1-10.

Q: HOW DO I REPLICATE THE WIND EFFECT USED IN THE PLAYGROUND DEMO?

A: Drones can be affected by any forces a normal rigidbody would be; so adding a directional force to the drones when inside a trigger collider will give the illusion of wind.

Q: WHY DO SOME FILENAMES START WITH UNDERSCORE?

A: The underscore at the beginning of files related to drones keeps them organized above all other files (for easier access).

Q: I'M GETTING THE ERROR: You are trying to import an asset which contains a global game manager.

A: This error is harmless,and won't appear again. It is caused when importing the InputManager file, which is used when setting up Drone Input.

If you have any more questions about the pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address:

ProfessionalAssetsUnity@gmail.com

# BONUS FEATURES:

- Under the "Toggle Motor" bool you'll find the "Use Headless Mode" bool (this allows drones to fly relative to controller's direction instead of it's native orientation) you can read more about it here:

- The PA_DroneCamera (script) has special functions that can be called by Unity's UI / Event systems
(Check the DronePlayground [Mobile] scene for refrences)

- The Physics Playground scene and the assets inside can work without the drone pack, if you'd like, use it to test your own assets.

- If you delete or overwrite the InputManager file by mistake; you can re-download it here: ClickHere.

# Please Leave Your Review !!!

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# Thank You!