

SILANTRO HELICOPTER SIMULATOR

SCRIPT DOCUMENTATION

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Thank you for purchasing this asset, please don't forget to rate it on the asset store. This document will guide you on the inner functions of each component and how to call them.

CALL METHOD

The functions can all be called with the get component feature e.g.

`gameObject.GetComponent<PhantomHealth>().DestoryComponent();` will cause the health in view to activate its destruction sequence

or

`gameObject.GetComponent<PhantomController>().TurnOnEngines();` will start the engines attached to the controller

PHANTOMRADAR.CS

Select Upper Target

Selects the object above the current selection on the filtered objects list

Select Lower Target

Selects the object below the current selection on the filtered objects list

Select Target at Position (int position)

Selects the object at the specified position on the filtered objects list

Lock Selected Target

Locks onto the current object selected on the radar list

Release Selected Target

Release locked target

PHANTOMCAMERA.CS

Activate Interior Camera

Activates the interior camera while disabling the exterior camera

Activate Exterior Camera

Activates the exterior camera while disabling the interior camera

PHANTOMHEALTH.CS

Silantro Damage (float input)

Applies the selected damage value to the health component

DestroyComponent

Activates the destruction sequence for the selected health component.

PHANTOMCONTROLLER.CS

Set Control State (bool state)

Selects if the aircraft is controllable or not i.e the aircraft control state is set to the specified bool value

TurnOn Engines

Starts the attached engines

TurnOff Engines

Stops the attached engines

Start Aircraft

Positions the aircraft and start the engines for a hot start process

Reset Scene

Reloads the current aircraft scene

SILANTROGEARSYSTEM.CS

Toggle Brake

Activates or deactivates the gear system parking brake

Activate Brake

Activates the parking brake

Deactivate Brake

Deactivates the parking brake

PHANTOMHYDRAULICS.CS

Engage Actuator

Activates the specified hydraulic actuator

Disengage Actuator

Deactivates the specified hydraulic actuator

PHANTOM ENGINES (TURBOSHAFT, ELECTRIC MOTOR, PISTON)

Start Engine

Stop Engine

Set Engine Throttle (float input)

Sets the engine throttle value to the specified input value

PHANTOMARMAMENT.CS

Change Weapon

Cycles through the available weapons attached to the controller

Count Ordnance

Collects and counts all munitions attached to the weapon stores

Fire Missile

Fire Gun

Fire Rocket

PHANTOMMUNITION.CS

Fire Rocket

Fire Bullet (float muzzleVelocity, Vector3 parentVelocity)

Releases and fires a bullet based on the preset values i.e aircraft velocity vector and the gun muzzle velocity.

Fire Missile (Transform markedTarget, string ID)

Releases and fires a missile based on the preset values

1. Market Target: Locked target from the radar
2. ID: assigned id string used to keep track of the target movement and behavior

