Realistic Hovercraft Controller

By

BoneCracker Games and BÜMSTRÜM

Package Includes

Fully controllable Hoverbike,

Example Scene (with terrain and other models),

Mobile Controller for UI and NGUI,

All necessary scripts, sound effects, and particle effects.

All models, textures, terrain (with shader) are made by BÜMSTRÜM.

You can visit BÜMSTRÜM's store from here;

https://goo.gl/IsgN2s

Wanna ever create a realistic hovercraft game? All you need to this complete package. Create and customize your own hovercrafts with simplified editor extensions. High customizable and easy to use. Mobile Controllers are included in the package.

First To Do!

You don't have to do anything at first initialization. Just be sure you don't have any errors on your Console after importing the package.

Warning

Script and behavior depends on vehicle X, Y, Z directions. So, your craft model transform direction ~~should~~ MUST be correct. Just check the demo scene.

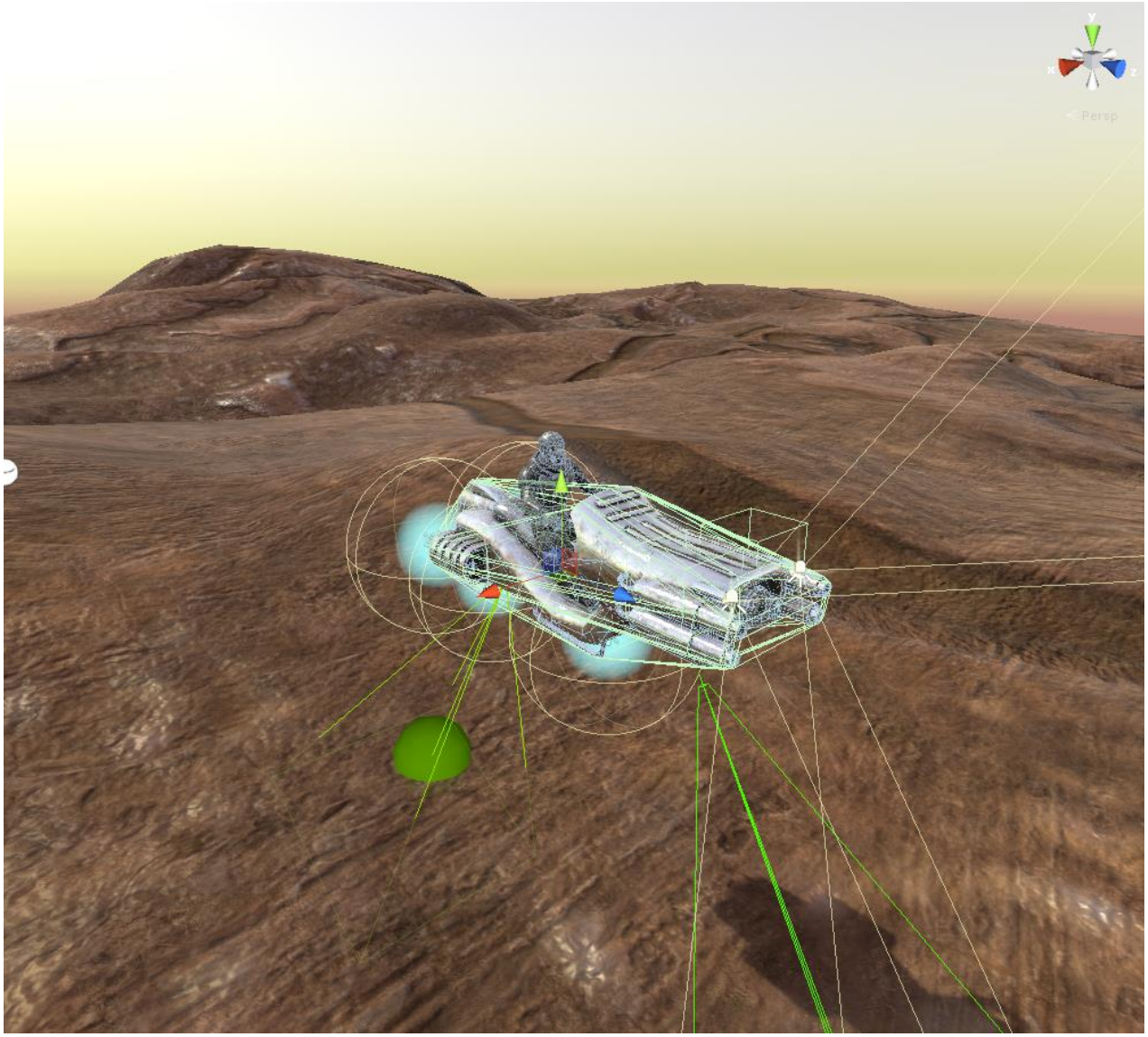
Important

Be sure you are in PIVOT and LOCAL mode while checking directions.

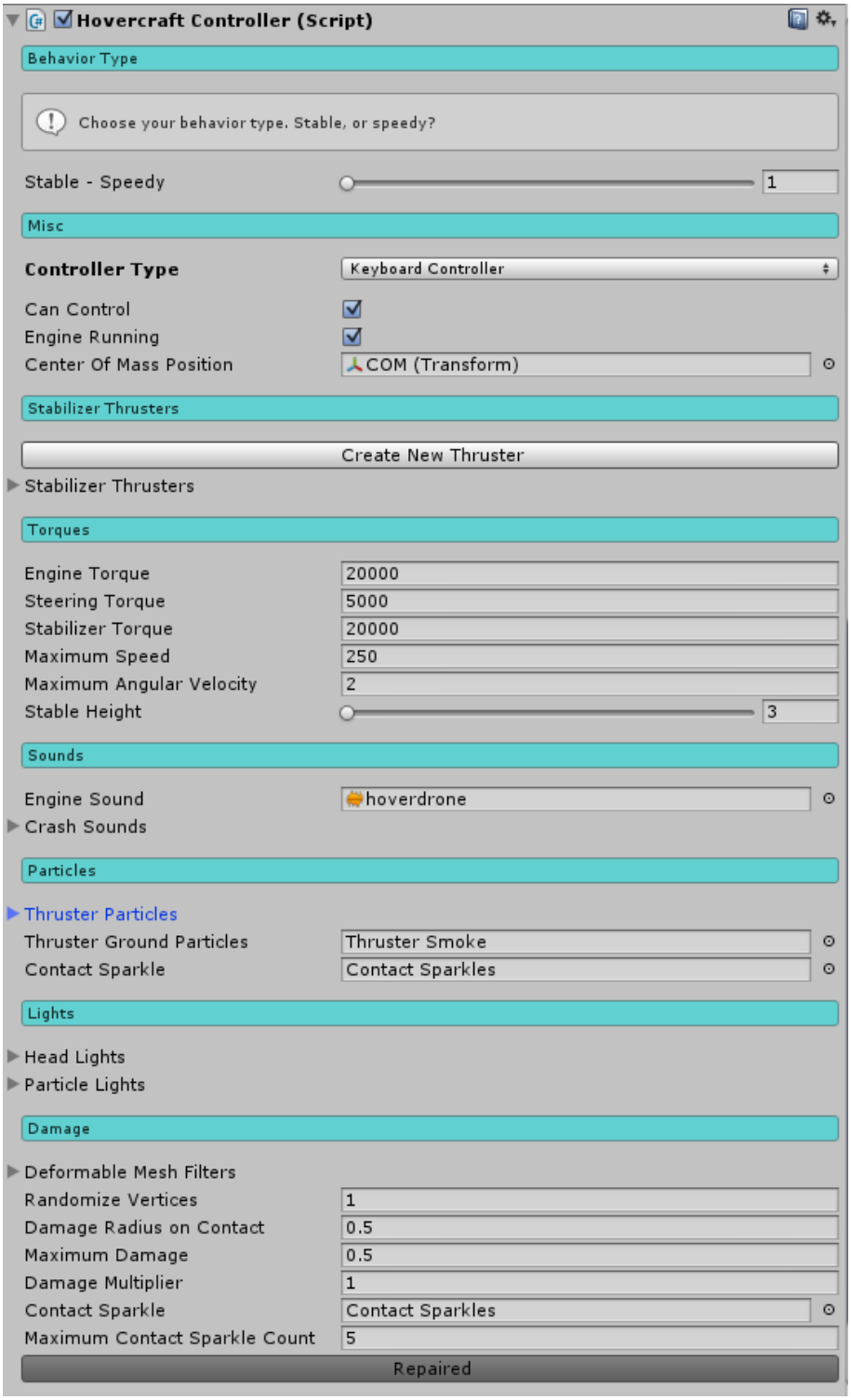
X should Right,

Y should Up,

Z should Forward.



Hovercraft Controller



Choose your behavior type

Choose your behavior type by changing Stable – Speedy slider. This will change craft's rigidbody drag for sharp movements. If your craft is stable, this will avoid hitting ground on hills. If speedy, your craft can achieve it's maximum speed. But may hit to ground on hills.

Can Control, Engine Running, Center Of Mass

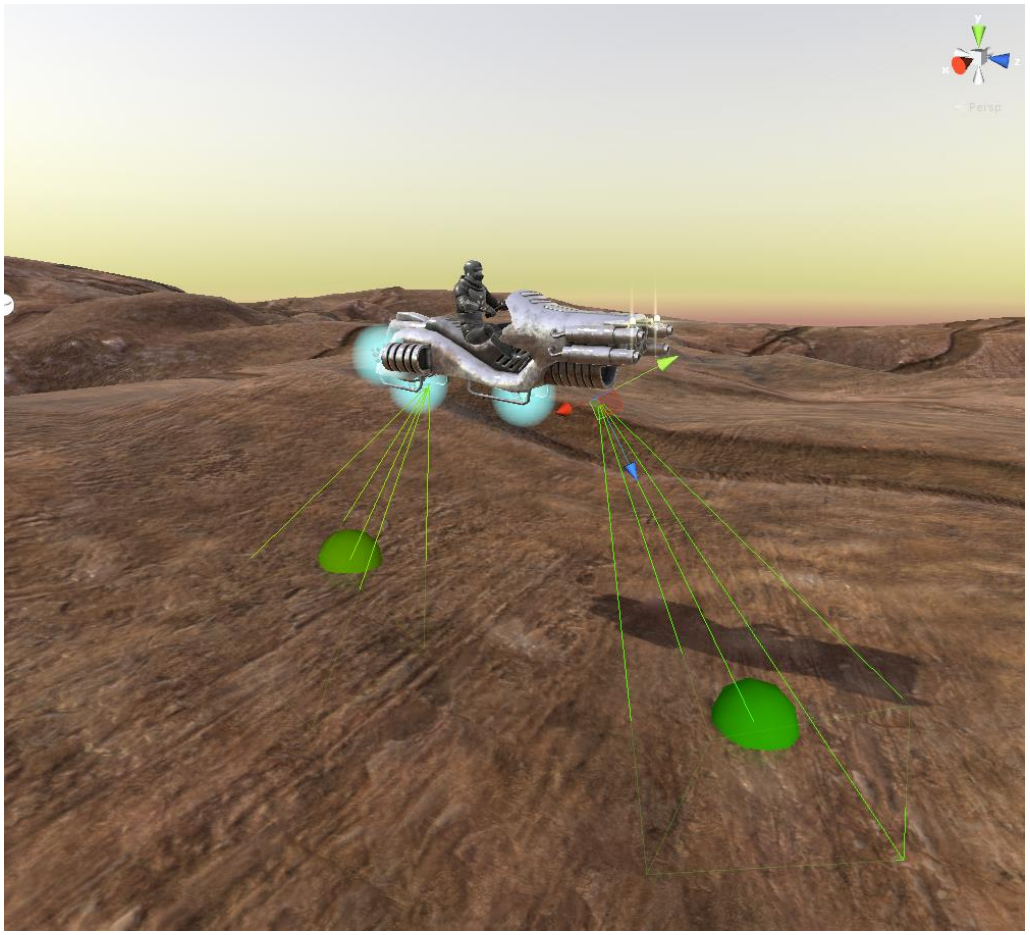
Can control bool will activate/deactivate player inputs. Engine running bool will activate/deactivate craft's engine. All rigidbodies have their center of mass position. You have to set your craft's center of mass manually for best realistic behavior. Usually, center of mass of the craft must be somewhere under driver seat, and little bit front.

Mobile Controllers

Crafts can be controlled by keyboard, mobile UI controller, and mobile NGUI controller. You will find two prefab controllers in "Prefabs" folder. One for UI Canvas, other one for NGUI Canvas. Just drag and drop to your hierarchy, and select corresponding controller type in craft's editor script.

Stabilizer Thrusters

Just click "Create new Thruster" button for new thrusters.



Hovercraft must have 2 stabilizer thrusters at least. Place one of them to front, and the other one to back. Pay attention to their distances between craft's pivot position.

Sounds

Just select your engine and crash audioclips inside your project.

Particles

If your thrusters have some particle effects like in demo scene, you can select your present particle systems here.

Thruster Ground Smoke is used for ground particles. Just select your particle system prefab inside your project files. Script will instantiate the prefab for all thrusters and will use it.

Contact Particles are used for collision effects. Just select your contact particle system prefab inside your project files. Script will instantiate the prefab and will use it if craft hits anything.

Lights

Headlights are just spotlights. Pressing "L" button will enable/disable light component.

If thruster particles have light sources, you can select them too.

Damage

Select all damageable mesh filters. Default values are fine for standard mesh deformation.

Package is designed to create more crafts. You are not restricted with current craft prefab. Many assets on Asset Store restricts their package with their demo vehicles. If you have any trouble with creating, configurating, or any kind of things, just send me a mail. I'll respond in half a day.

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