

Thank you for buying **Low Poly FPS Pack!**

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# MovementControllerLowPolyFPSPack.cs

## Cursor Lock

### Cursor

Locks the cursor to the screen during play mode, is set to **Locked** by default.

## Arms Object

### Arms

The GameObject that holds the animated arm model and it's components.

## Gun Camera

### Gun Camera

The camera used to render the weapon and arms model.

## Run FOV Settings

### Default FOV

The default field of view value of the camera.

### Run FOV

The camera field of view value when running.

### Run FOV Speed

How fast the field of view changes when running, higher values give faster change.

## Movement Settings

### Movement Speed

How fast the player moves by default (walking).

### Run Speed

How fast the player moves while running.

## Mouse Look Settings

### Mouse Look Speed

How fast the camera rotates when moving the mouse, higher value increases sensitivity.

## Mouse Look Clamp X Rotation

### Min X Value

Minimum camera rotation on the X axis allowed.

### Max X Value

Maximum camera rotation on the X axis allowed.

# AutomaticGunScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming.

### Default Fov

The default camera field of view value.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments (Only use one scope attachment)

### Scope 1

Enable this if you want to use scope 1.

#### Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot\_Sight\_Blue\_Texture**.

#### Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

#### Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

### Scope 2

Enable this if you want to use scope 2.

#### Scope 2 Texture

The sight texture used for scope 2, default texture is **Red\_Dot\_Sight\_Texture**.

#### Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

#### Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

### Scope 3

Enable this if you want to use scope 3.

#### Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange\_Square\_Sight\_Texture**.

#### Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

#### Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

# AutomaticGunScriptLPFP.cs

## Scope 4

Enable this if you want to use scope 4.

### Scope 4 Texture

The sight texture used for scope 4, default texture is **Red\_Dot\_Sight\_2\_Texture**.

### Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

### Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

## Iron Sights

Enable this if you want to use iron sights to aim.

### Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

### Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

## Silencer

Enable this if you want to use the silencer attachment.

## Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

### Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

### Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

### Ammo

How much ammo the weapon has.

# AutomaticGunScriptLPFP.cs

## Bullet Settings

### Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

### Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

### Bullet In Mag Renderer

The bullet skinned mesh renderer.

## Grenade Settings

### Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

## Prefabs

### Bullet Prefab

The bullet object that is spawned when shooting.

### Casing Prefab

The casing object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Casing Spawn Point

The location from where the casing spawns when shooting.

### Bullet Spawn Point

The location from where the bullet spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

### Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

### Aim Sound

The sound effect that plays when aiming in.

# HandgunScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming.

### Default Fov

The default camera field of view value.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments (Only use one scope attachment)

### Scope 2

Enable this if you want to use scope 2.

### Scope 2 Texture

The sight texture used for scope 2, default texture is **Red\_Dot\_Sight\_Texture**.

### Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

### Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

### Scope 3

Enable this if you want to use scope 3.

### Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange\_Square\_Sight\_Texture**.

### Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

### Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

### Iron Sights

Enable this if you want to use iron sights to aim.

### Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

### Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

# HandgunGunScriptLPFP.cs

## Silencer

Enable this if you want to use the silencer attachment.

## Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Slider Back Timer

Used for moving the slider back into default position after reloading, default value is **1.58**.

### Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

### Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

### Ammo

How much ammo the weapon has.

## Bullet Settings

### Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

### Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

### Bullet In Mag Renderer

The bullet skinned mesh renderer.

## Grenade Settings

### Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

# HandgunGunScriptLPFP.cs

## Prefabs

### Bullet Prefab

The bullet object that is spawned when shooting.

### Casing Prefab

The casing object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Casing Spawn Point

The location from where the casing spawns when shooting.

### Bullet Spawn Point

The location from where the bullet spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

### Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

### Aim Sound

The sound effect that plays when aiming in.

# RocketLauncherScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

### Default Fov

The default camera field of view value, default value is **40**.

### Aim Fov

The camera field of view value while aiming, default value is **18**.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Rocket Launcher Projectile

### Projectile Renderer

The projectiles skinned mesh renderer component.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Auto Reload Delay

How much time to wait before auto reloading.

### Show Projectile Delay

Amount of time after shooting that the projectile renderer is enabled again.

## Grenade Settings

### Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

# RocketLauncherScriptLPFP.cs

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **50**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **85**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

# RocketLauncherScriptLPFP.cs

## Prefabs

### Projectile Prefab

The projectile object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Bullet Spawn Point

The location from where the projectile spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound

The sound effect that plays when reloading.

### Aim Sound

The sound effect that plays when aiming in.

# SniperScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

### Default Fov

The default camera field of view value, default value is **40**.

### Aim Fov

The camera field of view value when aiming, default value is **12**.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments

### Silencer

Enable this if you want to use the silencer attachment.

### Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

### Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

### Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

### Ammo

How much ammo the weapon has.

## Bullet Settings

### Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

### Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **1.4**.

### Bullet In Mag Renderer

The bullet skinned mesh renderer.

## Grenade Settings

### Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

## Scope Settings

### Scope Render Material

The material used for the scope zoom effect.

### Fade Color

The color of the scope material when not aiming.

### Default Color

The color of the scope material while aiming.

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

## Prefabs

### Bullet Prefab

The bullet object that is spawned when shooting.

### Casing Prefab

The casing object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Casing Spawn Point

The location from where the casing spawns when shooting.

### Bullet Spawn Point

The location from where the bullet spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

### Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

### Aim Sound

The sound effect that plays when aiming in.

# PumpShotgunScript.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

### Default Fov

The default camera field of view value, default value is **40**.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments (Only use one scope attachment)

### Scope 1

Enable this if you want to use scope 1.

#### Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot\_Sight\_Blue\_Texture**.

#### Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

#### Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

### Scope 2

Enable this if you want to use scope 2.

#### Scope 2 Texture

The sight texture used for scope 2, default texture is **Red\_Dot\_Sight\_Texture**.

#### Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

#### Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

### Scope 3

Enable this if you want to use scope 3.

#### Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange\_Square\_Sight\_Texture**.

#### Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

#### Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

# PumpShotgunScriptLPFP.cs

## Scope 4

Enable this if you want to use scope 4.

### Scope 4 Texture

The sight texture used for scope 4, default texture is **Red\_Dot\_Sight\_2\_Texture**.

### Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

### Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

## Iron Sights

Enable this if you want to use iron sights to aim.

### Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

### Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

## Silencer

Enable this if you want to use the silencer attachment.

## Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

### Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

### Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

### Ammo

How much ammo the weapon has.

# PumpShotgunScriptLPFP.cs

## Bullet Settings

### Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

## Grenade Settings

### Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **75**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **125**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

# PumpShotgunScriptLPFP.cs

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

## Prefabs

### Bullet Prefab

The bullet object that is spawned when shooting.

### Casing Prefab

The casing object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Casing Delay Timer

How long after shooting should the casing prefab be spawned.

### Casing Spawn Point

The location from where the casing spawns when shooting.

### Bullet Spawn Point

Array holding all the locations for the bullet spawn points.

### Use Random Bullet Spawn Rotation

Enable this if you want to use randomized bullet spread.

### Bullet Spawn Point Min Rotation

Minimum rotation value of the bullet spawn points, bigger value creates a larger bullet spread, default value is -5.

### Bullet Spawn Point Max Rotation

Maximum rotation value of the bullet spawn points, bigger value creates a larger bullet spread, default value is 5.

### Grenade Spawn Point

The location from where the grenade prefab spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Take Out Sound

The sound effect that plays when taking out the weapon.

# PumpShotgunScriptLPFP.cs

## **Holster Sound**

The sound effect that plays when holstering the weapon.

## **Aim Sound**

The sound effect that plays when aiming in.

# GrenadeLauncherScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming.

### Default Fov

The default camera field of view value.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments (Only use one scope attachment)

### Scope 1

Enable this if you want to use scope 1.

#### Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot\_Sight\_Blue\_Texture**.

#### Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

#### Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

### Scope 2

Enable this if you want to use scope 2.

#### Scope 2 Texture

The sight texture used for scope 2, default texture is **Red\_Dot\_Sight\_Texture**.

#### Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

#### Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

### Scope 3

Enable this if you want to use scope 3.

#### Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange\_Square\_Sight\_Texture**.

#### Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

#### Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

# GrenadeLauncherScriptLPFP.cs

## Scope 4

Enable this if you want to use scope 4.

### Scope 4 Texture

The sight texture used for scope 4, default texture is **Red\_Dot\_Sight\_2\_Texture**.

### Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

### Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

## Iron Sights

Enable this if you want to use iron sights to aim.

### Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

### Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

## Silencer

Enable this if you want to use the silencer attachment.

## Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Auto Reload Delay

How much time to wait after shooting to start auto reloading.

## Grenade Settings

### Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

# GrenadeLauncherScriptLPFP.cs

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **50**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **100**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

# GrenadeLauncherScriptLPFP.cs

## Prefabs

### Projectile Prefab

The projectile object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Bullet Spawn Point

The location from where the projectile spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound

The sound effect that plays when reloading.

### Aim Sound

The sound effect that plays when aiming in.

# BoltActionSniperScriptLPFP.cs

## Gun Camera

### Gun Camera

The camera used to render the arms and weapon model.

## Gun Camera Options

### Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

### Default Fov

The default camera field of view value, default value is **40**.

### Aim Fov

The camera field of view value when aiming, default value is **15**.

## UI Weapon Name

### Weapon Name

The current weapon name, shown in the game UI.

## Weapon Attachments

### Silencer

Enable this if you want to use the silencer attachment.

### Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

## Weapon Sway

### Weapon Sway

Enable this if you want to use weapon sway.

### Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

### Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

### Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

## Weapon Settings

### Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

### Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

### Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

### Ammo

How much ammo the weapon has.

# BoltActionSniperScriptLPFP.cs

## Bullet Settings

### Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

## Grenade Settings

### Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

## Scope Settings

### Scope Render Material

The material used for the scope zoom effect.

### Fade Color

The color of the scope material when not aiming.

### Default Color

The color of the scope material while aiming.

## Muzzleflash Settings

### Random Muzzleflash

Enable this if you want to use random muzzleflashes.

### Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

### Enable Muzzleflash

Enable this if you want to use muzzleflash.

### Muzzle Particles

The muzzleflash particle system.

### Enable Sparks

Enable this if you want to use sparks particle effect.

### Spark Particles

The sparks particle system.

### Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **5**.

### Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **35**.

## Muzzleflash Light Settings

### Muzzleflash Light

The muzzleflash light game object.

### Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

## Audio Source

### Main Audio Source

The main audio source used to play sound effects.

### Shoot Audio Source

The audio source used to play shooting sound effects.

## UI Components

### Timescale Text

The UI text component used to display timescale values.

### Current Weapon Text

The UI text component used to display the name of the current weapon.

### Current Ammo Text

The UI text component used to display how much ammo is currently left.

### Total Ammo Text

The UI text component used to display the total amount of ammo.

## Prefabs

### Bullet Prefab

The bullet object that is spawned when shooting.

### Casing Prefab

The casing object that is spawned when shooting.

### Grenade Prefab

The grenade object that is spawned when throwing a grenade.

## Spawnpoints

### Casing Spawn Point

The location from where the casing spawns when shooting.

### Bullet Spawn Point

The location from where the bullet spawns when shooting.

### Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

## Sound Clips

### Shoot Sound

The sound effect that plays when shooting.

### Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

### Take Out Sound

The sound effect that plays when taking out the weapon.

### Holster Sound

The sound effect that plays when holstering the weapon.

### Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

### Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

### Aim Sound

The sound effect that plays when aiming in.

# BulletScript.cs

## Destroy After

Destroys the bullet object after set amount of time unless it collides with something, default value is **5**.

## Destroy On Impact

Enable this if the bullet should be destroyed instantly when it collides with something.

## Min Destroy Time

Minimum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.01**.

## Max Destroy Time

Maximum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.05**.

## Impact Effect Prefabs

### Blood Impact Prefabs

Array holding the blood impact particle effects.

### Metal Impact Prefabs

Array holding the metal impact particle effects.

### Dirt Impact Prefabs

Array holding the dirt impact particle effects.

### Concrete Impact Prefabs

Array holding the concrete impact particle effects.

# CasingScript.cs

## Force X

### Minimum X Force

The minimum amount of force applied on the x axis when spawning the casing, default value is **35**.

### Maximum X Force

The maximum amount of force applied on the x axis when spawning the casing, default value is **50**.

## Force Y

### Minimum Y Force

The minimum amount of force applied on the y axis when spawning the casing, default value is **10**.

### Maximum Y Force

The maximum amount of force applied on the y axis when spawning the casing, default value is **20**.

## Force Z

### Minimum Z Force

The minimum amount of force applied on the z axis when spawning the casing, default value is **-12**.

### Maximum Z Force

The maximum amount of force applied on the z axis when spawning the casing, default value is **12**.

## Rotation Force

### Minimum Rotation Force

The minimum amount of initial rotation applied to the casing, default value is **-360**.

### Maximum Rotation Force

The maximum amount of initial rotation applied to the casing, default value is **360**.

## Despawn Time

### Despawn Time

Amount of time after spawning before the casing object is destroyed, default value is **1**.

## Audio

### Casing Sounds

Array holding all the casing sound effects.

### Audio Source

The main audio source attached to the casing prefab.

## Spin Settings

### Speed

How fast the casing spins over time, default value is **2500**.

# GrenadeScript.cs

## Timer

### Grenade Timer

Amount of time before the grenade explodes, default value is **2.5**.

## Explosion Prefabs

### Explosion Prefab

The explosion particle effect prefab.

## Explosion Options

### Radius

How far the explosion reaches, default value is **5**.

### Power

How much force is applied to nearby rigidbodies, default value is **3500**.

## Throw Force

### Minimum Force

The minimum amount of force applied to the grenade when spawned, default value is **1500**.

### Maximum Force

The maximum amount of force applied to the grenade when spawned, default value is **2500**.

## Audio

### Impact Sound

Audio source that plays impact sound effect every time the grenade collides with something.

# ProjectileScript.cs

## Use Constant Force

Enable this if the projectile should use constant force (used for rocket launcher projectile).

## Constant Force Speed

How much force is applied to the projectile during constant speed, default value is **5000**.

## Explode After

Amount of time before the projectile explodes and destroys itself (unless it collides with something), default value is **2.5**.

## Explosion Prefabs

### Explosion Prefab

The explosion particle effect prefab.

## Customizable Options

### Force

Force applied to the projectile when spawned, is used when constant force is false, default value is **2500**.

### Despawn Time

Amount of time before the projectile is destroyed, unless it collides with something, default value is **30**.

## Explosion Options

### Radius

How far the explosion reaches, default value is **5**.

### Power

How much force is applied to nearby rigidbodies, default value is **2250**.

## Rocket Launcher Projectile

### Uses Particles

Should be enabled if the projectile uses particle effects (used for rocket launcher projectile).

### Smoke Particles

The smoke particle effect attached to the projectile.

### Flame Particles

The flame particle effect attached to the projectile.

### Destroy Delay

Amount of time to wait after collision before destroying the projectile object, this is used to let the particle effects finish playing before destroying the projectile prefab.

# ExplosionScript.cs

## Customizable Options

### Despawn Time

Time until the explosion prefab is destroyed, default value is **15**.

### Light Duration

How long the light flash is visible during the explosion, default value is **0.0325**.

## Light

### Light Flash

The light component attached to the explosion prefab.

## Audio

### Explosion Sounds

Array holding all the explosion sound effect clips.

### Audio Source

The main audio source used to play the explosion sound effects.

# ExplosiveBarrelScript.cs

## Explode

If enabled, the barrel explodes.

## Prefabs

### Explosion Prefab

The explosion prefab that is spawned when the barrel explodes.

### Destroyed Barrel Prefab

The destroyed barrel prefab that is spawned when the barrel explodes.

## Customizable Options

### Min Time

Minimum time to explode after getting hit by a bullet, default value is **0.05**.

### Max Time

Maximum time to explode after getting hit by a bullet, default value is **0.25**.

## Explosion Options

### Explosion Radius

How far the explosion reaches, default value is **3**.

### Explosion Force

How much force that is applied to nearby rigidbodies, default value is **5000**.

# GasTankScript.cs

## Is Hit

If enabled, the gas tank starts exploding.

## Prefabs

### Explosion Prefab

The explosion prefab that is spawned when the gas tank explodes.

### Destroyed Gas Tank Prefab

The destroyed gas tank prefab that is spawned when the gas tank explodes.

## Customizable Options

### Explosion Timer

Amount of time after getting hit by a bullet that the gas tank explodes, default value is **5.5**.

### Rotation Speed

Initial rotation speed of the gas tank after getting hit by a bullet, default value is **15**.

### Max Rotation Speed

Maximum amount of rotation speed, default value is **25**.

### Move Speed

Amount of force applied to the gas tank after getting hit by a bullet, default value is **2500**.

### Audio Pitch Increase

How fast the audio pitch increases over time after the gas tank is hit by a bullet, default value is **0.225**.

## Explosion Options

### Explosion Radius

How far the explosion reaches, default value is **3**.

### Explosion Force

How much force that is applied to nearby rigidbodies, default value is **1500**.

## Light

### Light Object

The light component attached to the gas tank prefab.

## Particle Systems

### Flame Particles

The flame particle effect attached to the gas tank prefab.

### Smoke Particles

The smoke particle effect attached to the gas tank prefab.

## Audio

### Flame Sound

Flame sound effect that plays when the gas tank is hit by a bullet.

### Impact Sound

Impact sound effect that plays whenever the gas tank collides with something.

## DebrisScript.cs

### Audio

#### Debris Sounds

Array holding all the debris sound effects.

#### Audio Source

The main audio source attached to the debris prefab.

## ImpactScript.cs

### Impact Despawn Timer

#### Despawn Timer

Amount of time before the impact effect is destroyed after being spawned, default value is **10**.

### Audio

#### Impact Sounds

Array holding all impact sound effects.

#### Audio Source

The main audio source attached to the impact prefab.

## TargetScript.cs

### Is Hit

If enabled, the target falls down.

### Customizable Options

#### Min Time

Minimum amount of time that the target stays down after getting hit by a bullet, default value is **5**.

#### Max Time

Maximum amount of time that the target stays down after getting hit by a bullet, default value is **25**.

### Audio

#### Up Sound

The sound effect that is played when the target goes back up.

#### Down Sound

The sound effect that is played when the target is hit and falls down.

#### Audio Source

The main audio source attached to the target prefab.

# LightMovementScript.cs

## Min Intensity

Minimum intensity value of the light component, default value is **0.5**.

## Max Intensity

Maximum intensity value of the light component, default value is **1**.

# LightningScript.cs

This script is used in **Demo Scene 1**, for the lightning effect.

## Light Intensity

### Min Intensity

The minimum light intensity value for the directional light, default value is **2**.

### Max Intensity

The maximum light intensity value for the directional light, default value is **4**.

## Light Duration

### Light Duration

How long the light flash and lightning sprite will be visible, default value is **0.0475**.

## Delay Between Flashes

### Min Flash Delay

The minimum amount of time between the two flashes, default value is **0.05**.

### Max Flash Delay

The maximum amount of time between the two flashes, default value is **0.9**.

## Total Delay

### Min Delay

Minimum amount of time to wait between lightning strikes, default value is **5**.

### Max Delay

Maximum amount of time to wait between lightning strikes, default value is **25**.

## Background Color

### Main Background Color

The default background color, this changes the “background” of the gun camera.

### Lightning Background Color

The background color when the lightning is active, this changes the “background” of the gun camera.

## Components

All the required components, such as the camera, directional light, audio source and lightning sprites.

# Version Changes

## Version 1.0

- First release

## Version 1.1

- Added new gun (sniper)
- Fixed scale and pivot point issues
- Improved gun script
- Improved animations
- Improved rpg explosion
- New texture (All models now share the same texture)

## Version 1.2

- Added 4 new guns and animations (assault rifle 2, smg 2, revolver 1, revolver 2)
- Added 4 grenade models
- Added 6 attachments
- Added new casing and bullet (revolver casing and bullet)
- Improved gun script
- More example prefabs

## Version 1.3

- Added new guns and animations (grenade launcher, handgun, sniper)
- Added explosion effects
- Added bullet impact effects
- Improved particle systems
- Improved gun script
- More example prefabs

## Version 1.4

- Added demo scene
- Added five new guns and animations
- Improved gun script
- More example prefabs and props
- Stopped supporting Unity 4.6

# Version Changes

## Version 1.5

- Added five new guns and animations
- Added melee weapons
- Improved gun script
- Improved gun texture
- New demo scene
- More example prefabs and props

## Version 1.6

- Added three new guns and animations
- Added more melee weapons
- Added some audio effects
- Improved gun script
- New demo scene

## Version 1.7

- Added animated arms for most weapons
- New demo scene
- More prefabs and environment props

## Version 1.8

- Added animated arms for some melee weapons
- New demo scene
- More prefabs and environment props
- Changed name to "Low Poly FPS Pack"

## Version 1.9

- All models have been scaled down, to better match the default Unity scale
- Removed the "old example prefabs"
- New weapon models
- Added animated arms for the grenades
- New textures for the arm models
- New demo scenes
- Improved old demo scenes
- Improved explosions, and added large versions
- Made the trigger separate on all gun models

# Version Changes

## Version 2.0

- Added animated arms for the flamethrower
- Added animated arms for the grenade launcher
- Added animated arms for shotgun 2
- Added animated arms for minigun
- Added new weapons (tactical shield, lever action rifle, bow)

## Version 2.01

- Added third person character model with animations  
(currently only handgun 1, more will be added over time)
- Added third person character ragdoll
- Added new character textures
- Improved casing script
- New demo scene

## Version 3.0

- Updated arm and hand model
- Updated weapon models
- New improved animations for all weapons
- Customizable scopes
- New demo scenes
- Improved scripts
- New explosion & impact VFX
- Improved particle effects
- Integrated knife & grenade throwing animations
- Inspect weapon animations
- Physical bullet
- New scope textures
- UI icons for all weapons & attachments

# Contact & Support

## Need Support?

Send me an email including your invoice number, and I will get back to you as soon as possible!

### Email

[davidstenfors.contact@gmail.com](mailto:davidstenfors.contact@gmail.com)

### Website

<https://www.davidstenfors.com/#!/contact>

## Have suggestions or feedback?

Leave a post in the Unity forum thread, link can be found in the asset store description.

## Twitter

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