

Content Page

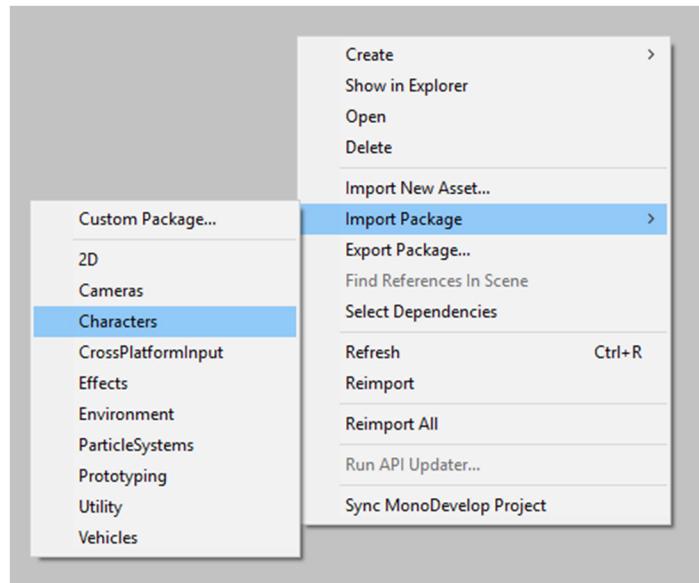
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Importing standard assets

For everything to work properly, you will need to have some of the **Standard Assets** imported into your project.

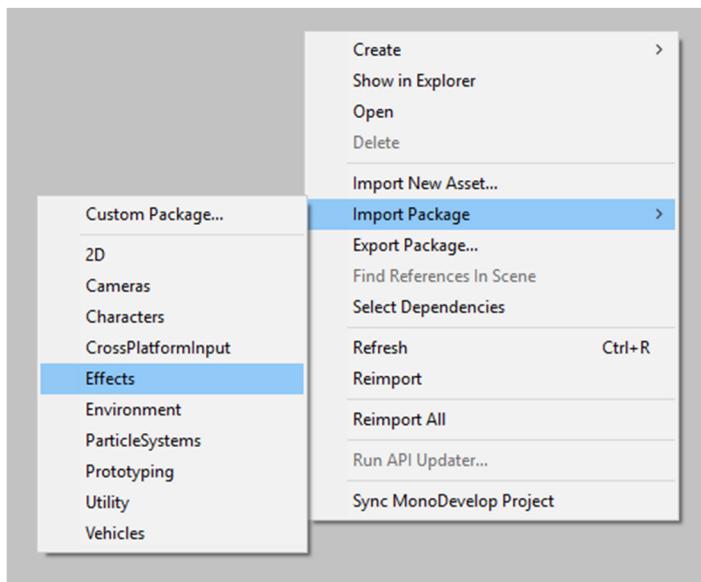
1.Import Characters

The example prefabs use the standard FPS controller prefab, so make sure you have characters imported. Right click in your project folder area, choose **Import Package > Characters**.



2.Import Effects

The demo scenes use image effects from the standard assets, so make sure you have effects imported. Right click in your project folder area, choose **Import Package > Effects**.



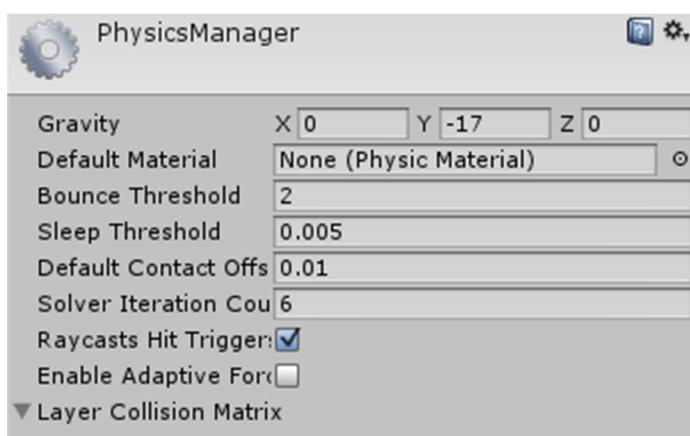
(Note: If you are using Unity 5.6 or higher, you will need to import the "legacy image effects" asset instead, it can be found on the asset store.)

3. Done!

Gravity settings

The gravity settings are important to get the casing physics looking right. The value I used is **-17**, to change the gravity settings, go to **Edit > Project Settings > Physics**, and in the gravity settings, set the **Y** value to **-17**.

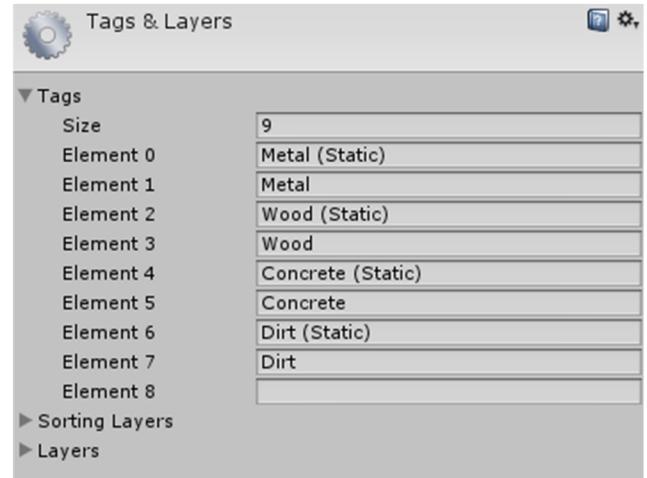
(You can try with different values to see what looks best.)



Tags

To use the bullet impacts, and explosion prefabs with the gun prefabs, some new tags need to be added. In the inspector click on the **Tag** drop down, and go to **Add Tag**.

Add these tags:



The example prefabs use raycast to detect which collider was hit, and instantiate the bullet impact, except for **projectile weapons** and **grenades**, they use projectiles that detect collision, and then instantiate the explosion.

The "static" tag should be used for colliders that are not moving, the difference between the static and normal bullet impacts are that the static ones have a bullet hole sprite attached.

The explosion prefabs are set up to use the same explosion prefab for both static and non-static tags.

Using the explosion prefabs

The explosion prefabs are only used by the **Bazooka**, **RPG** and **Grenades** example prefabs. To use them, tag the objects in your scene with the **Metal**, **Wood**, **Concrete** or **Dirt** tag.

In play mode, shoot the weapon, and it will launch a projectile, depending on what collider tag the projectile hits, the explosion prefab will be instantiated at the projectiles position.

It will look something like this (using the **Metal** tag with the **RPG** example prefab):



You can also use the explosion prefabs separately, by instantiating them from the folder. They can be found in the folder **Prefabs > Example Prefabs > Explosions**.

Larger versions of the explosions can be found in the folder **Prefabs > Example Prefabs > Explosions > Large Explosions**.

Using the bullet impact prefabs

The bullet impact prefabs are used by all example prefabs except for **Bazooka**, **RPG** and **Grenades**.

To use them, tag the objects in your scene with the **Metal**, **Wood**, **Concrete** and **Dirt** tag, or **Metal (Static)**, **Wood (Static)**, **Concrete (Static)** and **Dirt (Static)**. The “static” tags should only be used for objects that are not moving in the scene.

In play mode, shoot the gun, depending on what collider tag the raycast hits, the bullet impact prefab will be instantiated on the surface of that collider.

It will look something like this (using the **Metal (Static)** tag with the **Assault Rifle** example prefab):



You can also use the bullet impact prefabs separately, by instantiating them from the folder. They can be found in the folder **Prefabs > Example Prefabs > Bullet Impacts**.

Using the gun example prefabs

This pack comes included with many example prefabs, these can be found in the folder **Prefabs > Example Prefabs**, they are set-up with scripts and fps controller, ready to use.

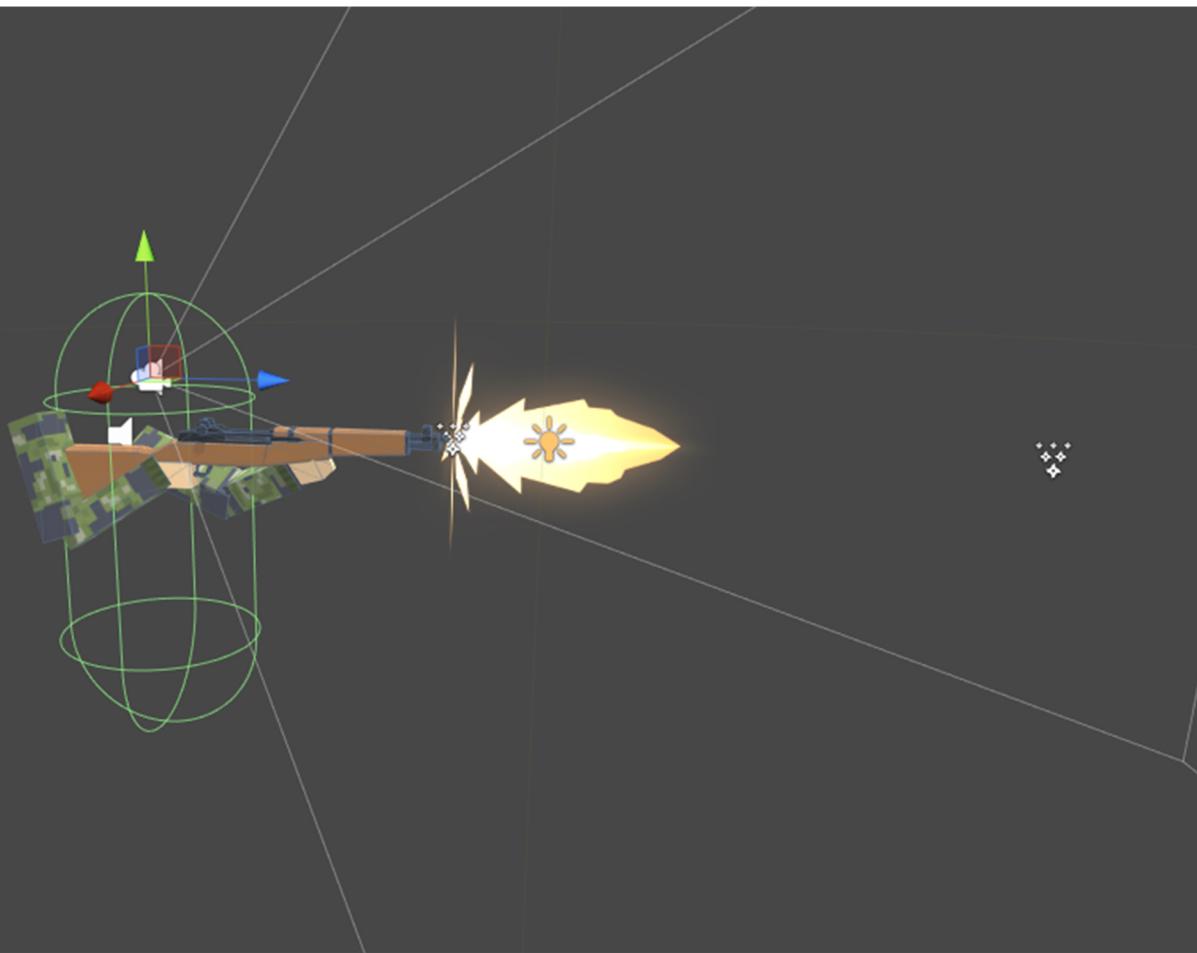
To start using them, click and drag any of the example prefabs from the folder into your scene view. Go into play mode to test them.

The default controls for all the gun prefabs are:

- **Left Click** to shoot
- **Right Click** to aim
- **R** key to reload
- **WASD** keys for movement
- **Left shift + W** to run
- **Space bar** to jump

Gravity Settings

For the gravity settings I use -17, to get the casing physics to look good. To change the gravity, go to **Edit > Project Settings > Physics**, and set the **Gravity** to **-17** on the **Y** axis.



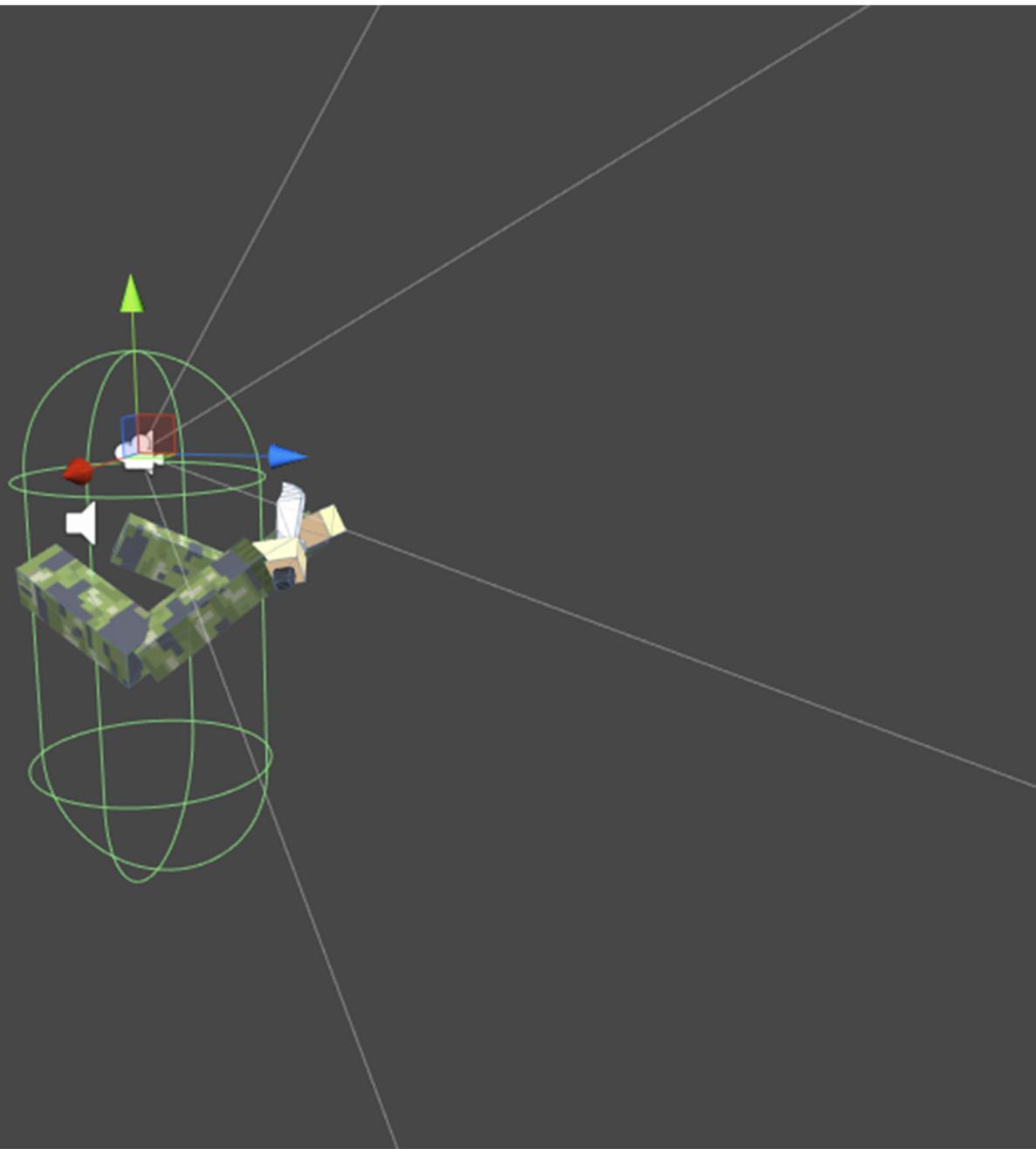
Using the melee example prefabs

This pack also comes included with melee example prefabs, these can be found in the the folder **Prefabs > Example Prefabs > Melee Weapons**, they are set-up with scripts and fps controller, ready to use.

To start using them, click and drag any of the example prefabs from the folder into your scene view. Go into play mode to test them.

The default controls for all the melee prefabs are:

- **Left Click** to attack (the script chooses randomly between the three attack animations)
- **WASD** keys for movement
- **Left shift + W** to run
- **Space bar** to jump



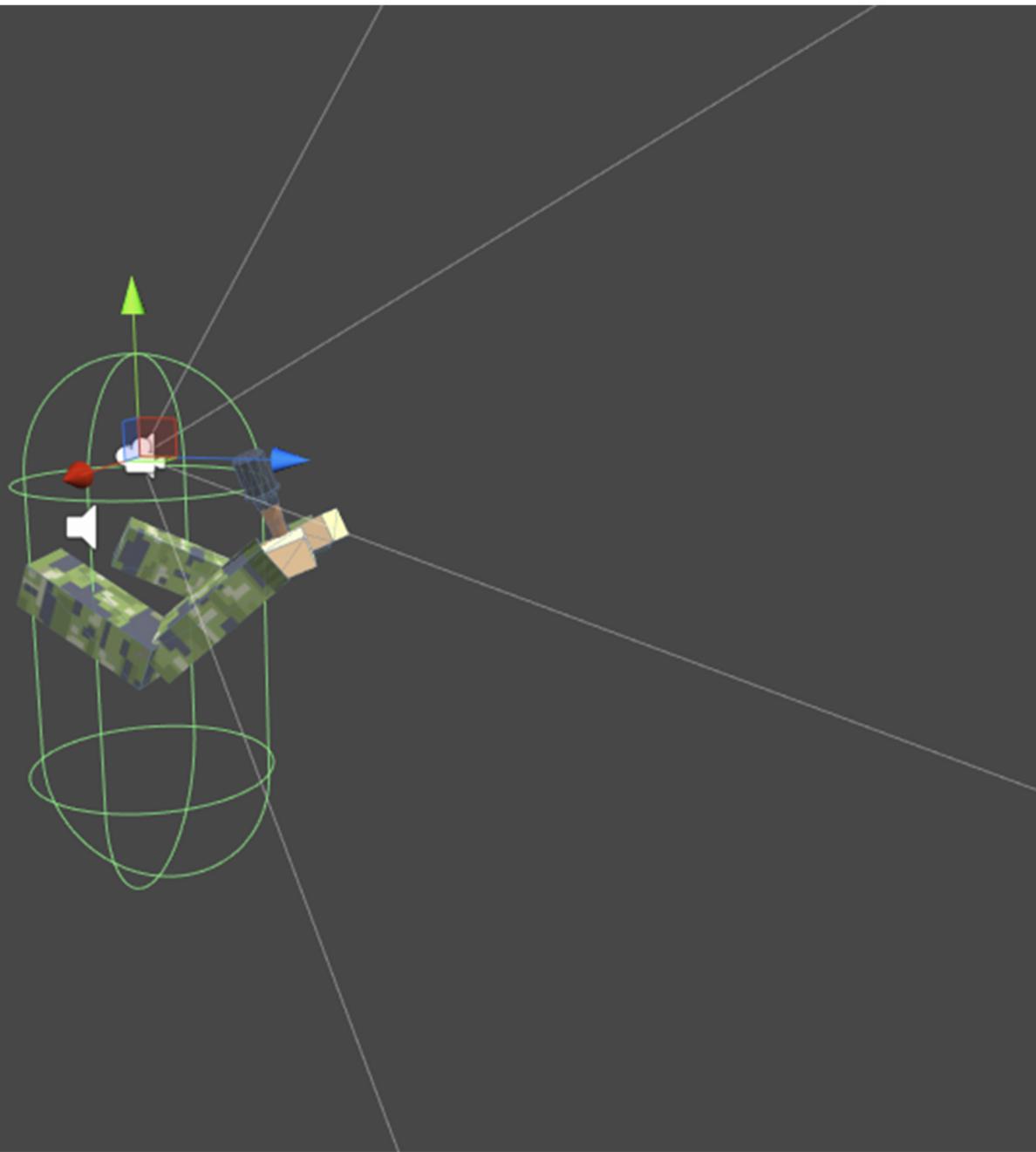
Using the grenade example prefabs

This pack also comes included with grenade example prefabs, these can be found in the the folder **Prefabs > Example Prefabs > Grenades**, they are set-up with scripts and fps controller, ready to use.

To start using them, click and drag any of the example prefabs from the folder into your scene view. Go into play mode to test them.

The default controls for all the grenade prefabs are:

- **Left Click** to throw grenade
- **WASD** keys for movement
- **Left shift + W** to run
- **Space bar** to jump



Demo Scene 1

The scene is set up with some basic gun movement and aiming scripts. Image effects and a mouse rotation script from the **Unity Standard Assets Pack** are also used in the scene.

There is also UI text, such as the current gun name and how much ammo is left, have a look at the documentation for more information about the different scripts.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 1 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim down the sights
- **R** key to reload
- **Number keys 1 - 5** to switch weapons
- **Mouse** to move around the gun

The targets in the scene can be shot at to make them fall down, they will pop back up after the set amount of time, see the documentation for more information about the **TargetScript.cs**.

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 2 - Explosive Barrels

The scene is set up with some basic movement and aiming scripts. Image effects and a fps controller script from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.

Hold down right click to aim, use left click to shoot, and R to reload.

Use WASD to move around.

Shoot the barrels to make them explode!



Explosive Barrels Demo

The default controls for Demo Scene 2 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim
- **R** to reload
- **WASD** keys to move around
- **Space bar** to jump

The barrels in the scene can be shot at, to make them explode, see the documentation for more information about the **ExplosiveBarrelScript.cs**.

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 3 - Gas Tanks

The scene is set up with some basic movement and aiming scripts. Image effects and a fps controller script from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.

Hold down right click to aim, use left click to shoot, and R to reload.

Use WASD to move around.

Shoot the gas tanks to make them explode!



Gas Tanks **Demo**

The default controls for Demo Scene 3 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim
- **R** to reload
- **WASD** keys to move around
- **Space bar** to jump

The gas tanks in the scene can be shot at, to make them fly around, and eventually explode, see the documentation for more information about the **GasTankScript.cs**.

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 4

The scene is set up with some basic gun movement and aiming scripts. Image effects and a mouse rotation script from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 4 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim down the sights
- **R** key to reload
- **Number keys 1 - 5** to switch weapons
- **Mouse** to move around the gun

The targets in the scene can be shot at to make them fall down, they will pop back up after the set amount of time, see the documentation for more information about the [TargetScript.cs](#).

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 5

The scene is set up with a basic FPS controller and aiming scripts. Image effects and FPS controller from the **Unity Standard Assets** are used in the scene.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 5 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim down the sights
- **R** key to reload
- **WASD keys** to move around
- **Left shift + W** to run
- **Space** to jump

The targets in the scene can be shot at to make them fall down, they will pop back up after the set amount of time, see the documentation for more information about the **TargetScript.cs**.

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 6 - Hand Grenade

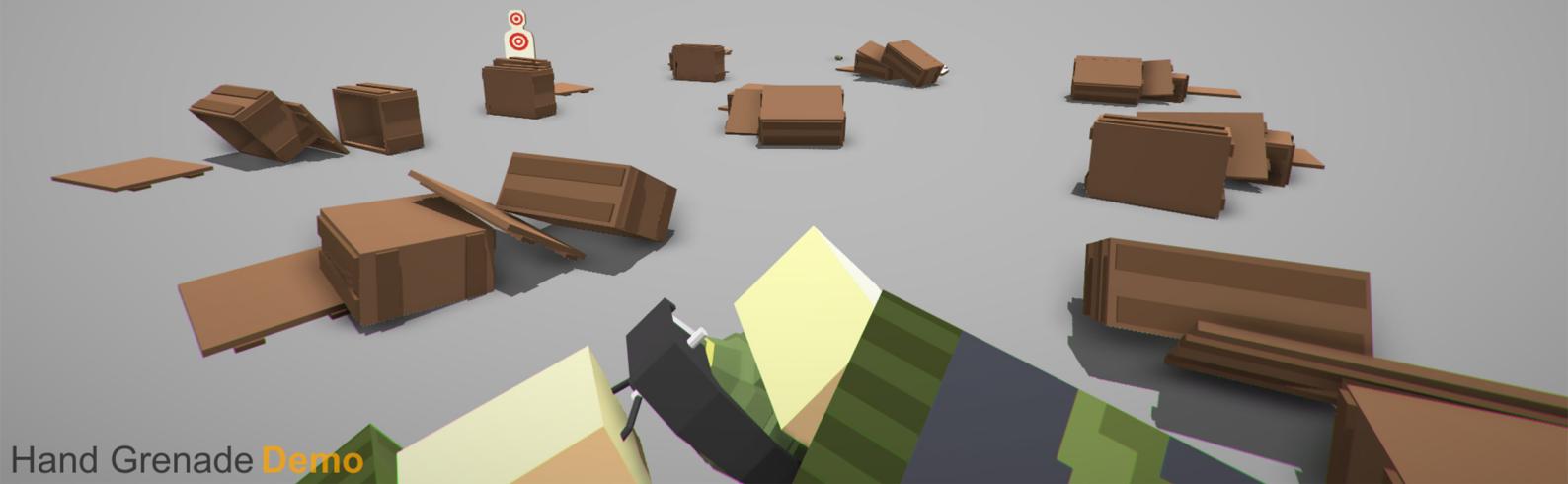
The scene is set up with some basic movement and shooting scripts. Image effects and a fps controller script from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.

Press left click to throw a grenade.

Use WASD to move around.

Use Left shift + W to run.



The default controls for Demo Scene 6 are:

- **Left Click** to throw a grenade
- **WASD** keys to move around
- **Left Shift + W** to run
- **Space bar** to jump

For the **Gravity** value I used **-17**, to get the physics to look good.

Demo Scene 7 - Flashbang

The scene is set up with some basic movement and shooting scripts. Image effects and a fps controller script from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.

Press left click to throw a flashbang.

(The flashbang effect activates when the grenade explodes.)

Use WASD to move around.



Flashbang Demo

The default controls for Demo Scene 7 are:

- **Left Click** to throw a flashbang
- **WASD** keys to move around
- **Left Shift + W** to run
- **Space bar** to jump

This scene demonstrates how to make a simple “flashbang effect”, the fps controller has a script attached to it, which is activated when the flashbang projectile explodes.

The effect uses the **Motion Blur** image effect from the **Standard Assets**, and a canvas image overlay, that fades in and out.

There is also a **Audio Reverb Zone** attached to the main camera, for the echo audio effect.

See the documentation for more information about the **FlashbangEffectScript.cs**.

Third Person Character Demo

The scene is set up with the third person character model, animated using mecanim and a controller script. Image effects from the **Unity Standard Assets Pack** are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Third Person Character Demo are:

Walking

- **W** key to walk forwards
- **S** key to walk backwards
- **A** and **D** keys to strafe left/right

Running

- **Left shift + W** key to run forwards
- **Left shift + S** key to run backwards
- **Left shift + A** and **D** keys to strafe left/right

Crouching

- **C** key to crouch (hold down)
- **C + W** keys to crouch walk forwards
- **C + S** keys to crouch walk backwards
- **C + A** and **D** keys to strafe left/right

Prone

- Press **Z** key to go prone
- **W** key to crawl forwards
- **S** key to crawl backwards
- **A** and **D** keys to strafe left/right

Reload

- **R** key to reload

Jumping

- **Space bar** to jump

Shooting

- **Left mouse button** to shoot

This scene demonstrates how to use the third person character model with the included animations, you can go into play mode to see the animations in action and test them.

The demo scene is set up using mecanim and a controller script, some of the animations (reload and fire) are on a separate additive layer in order to shoot and reload while walking/running.

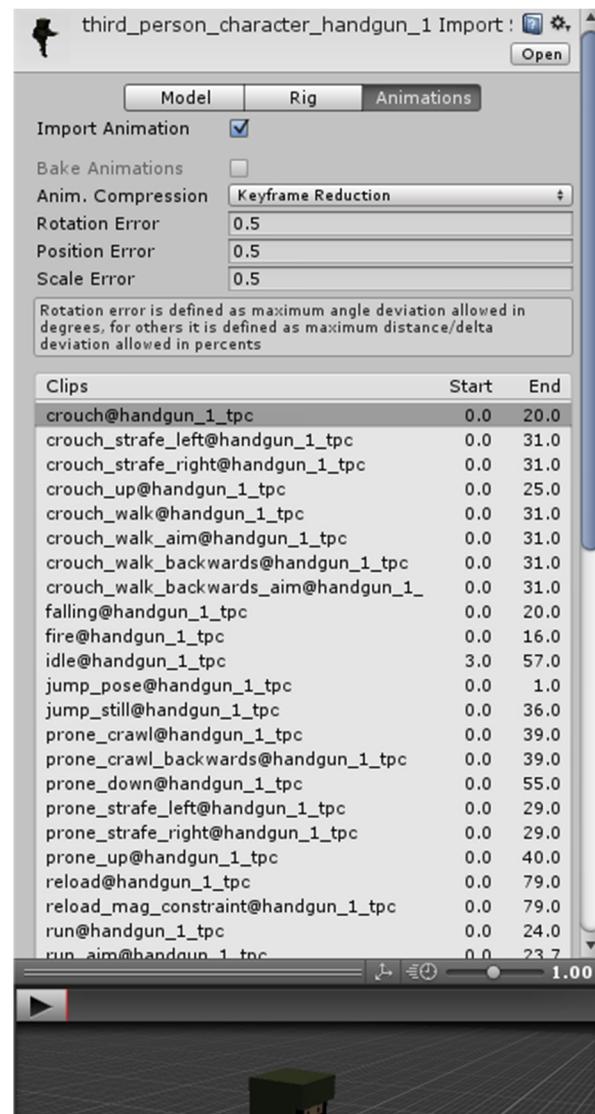
For more information about the script, see the documentation for [ThirdPersonCharacterControllerScript.cs](#).

If you want to use the character model and animations separately, they can be found in the folder **Components > Third Person Character > Meshes**

Animation list (currently only for handgun 1, more animations will be added over time)

- crouch
- crouch_strafe_left
- crouch_strafe_right
- crouch_up
- crouch_walk
- crouch_walk_aim
- crouch_walk_backwards
- crouch_walk_backwards_aim
- falling
- fire
- idle
- jump_pose
- jump_still
- prone_crawl
- prone_crawl_backwards
- prone_down
- prone_strafe_left
- prone_strafe_right
- prone_up
- reload
- reload_mag_constraint
- run
- run_aim
- run_backwards_aim
- run_hold_gun
- run_strafe_left
- run_strafe_right
- walk

- walk_backwards
- walk_strafe_left
- walk_strafe_right



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

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

Follow me on twitter to see what I'm currently working on!

@DavidStenfors

Youtube

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