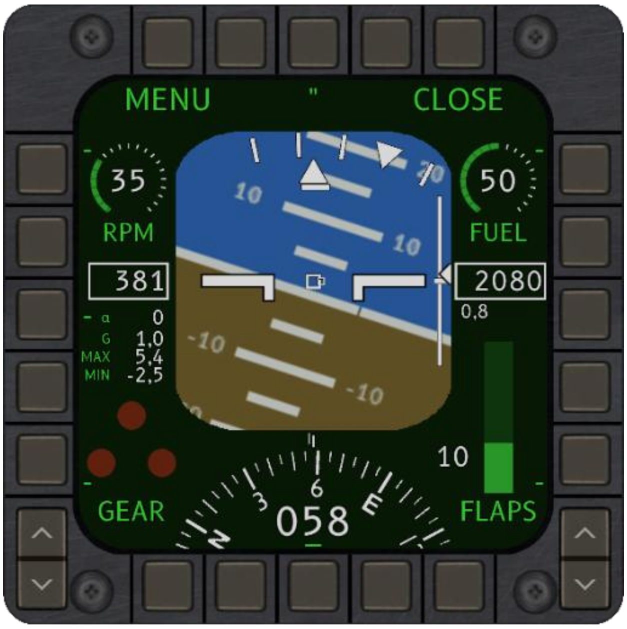
# MALOKE GAMES

# ASSETS

# MULTI-FUNCTION DISPLAY

# MFD

## Digital Flight Instruments



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- **Contact: Maloke7-Games@yahoo.com.br**
- **Full Portfolio:** https://maloke.itch.io/
- **AssetStore:** https://assetstore.unity.com/publishers/26634

## ➢ Quick Instructions:

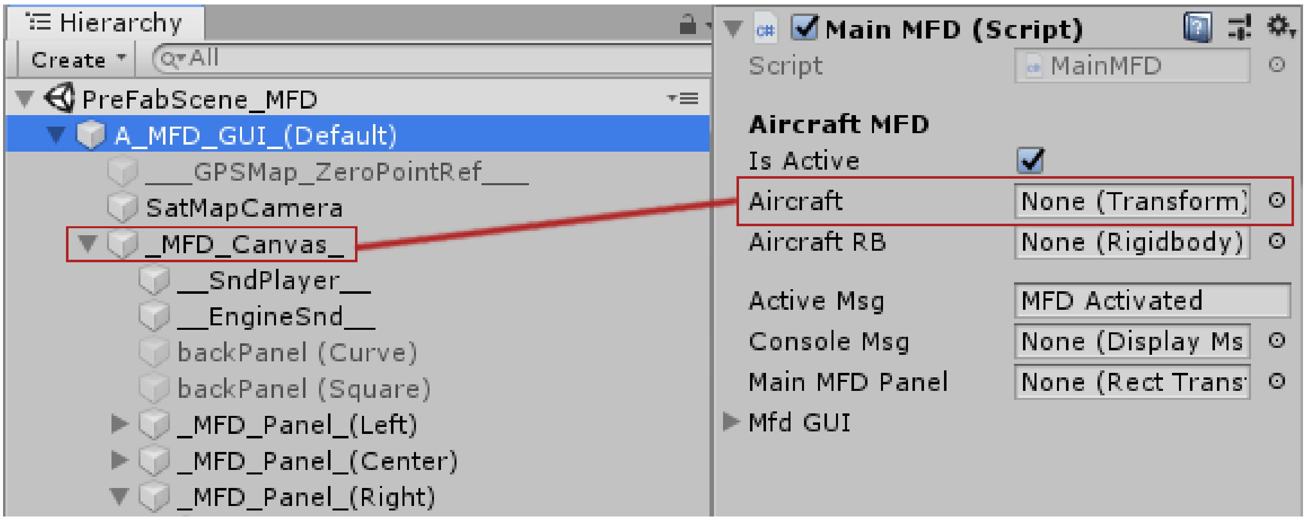
You can find a DemoScene with this asset configured and working straight away for many different layouts as. The demo uses a very basic camera movement script applied to the main camera that emulates an aircraft flight movement to help you visualize properly how it works.

To use on your own aircraft you ***just need to link a reference of your aicraft's Transform to the main script***. If you leave these fields ***empty*** it will automatically look for the current ***MainCamera*** in the scene and calculate all variables based on its movement.

**Just follow these 3 simple steps:**

**1-** Drop on your scene any of the "X_**MFD_GUI_(*type*).prefab**" prefab.

**2-** Locate the main script "**MainMFD**" as shown in the image:



PreFabScene_MFD
A_MFD_GUI_(Default)
___GPSMap_ZeroPointRef___
SatMapCamera
_MFD_Canvas_
__SndPlayer__
__EngineSnd__
backPanel (Curve)
backPanel (Square)
_MFD_Panel_(Left)
_MFD_Panel_(Center)
_MFD_Panel_(Right)

☑ Main MFD (Script)
Script: MainMFD

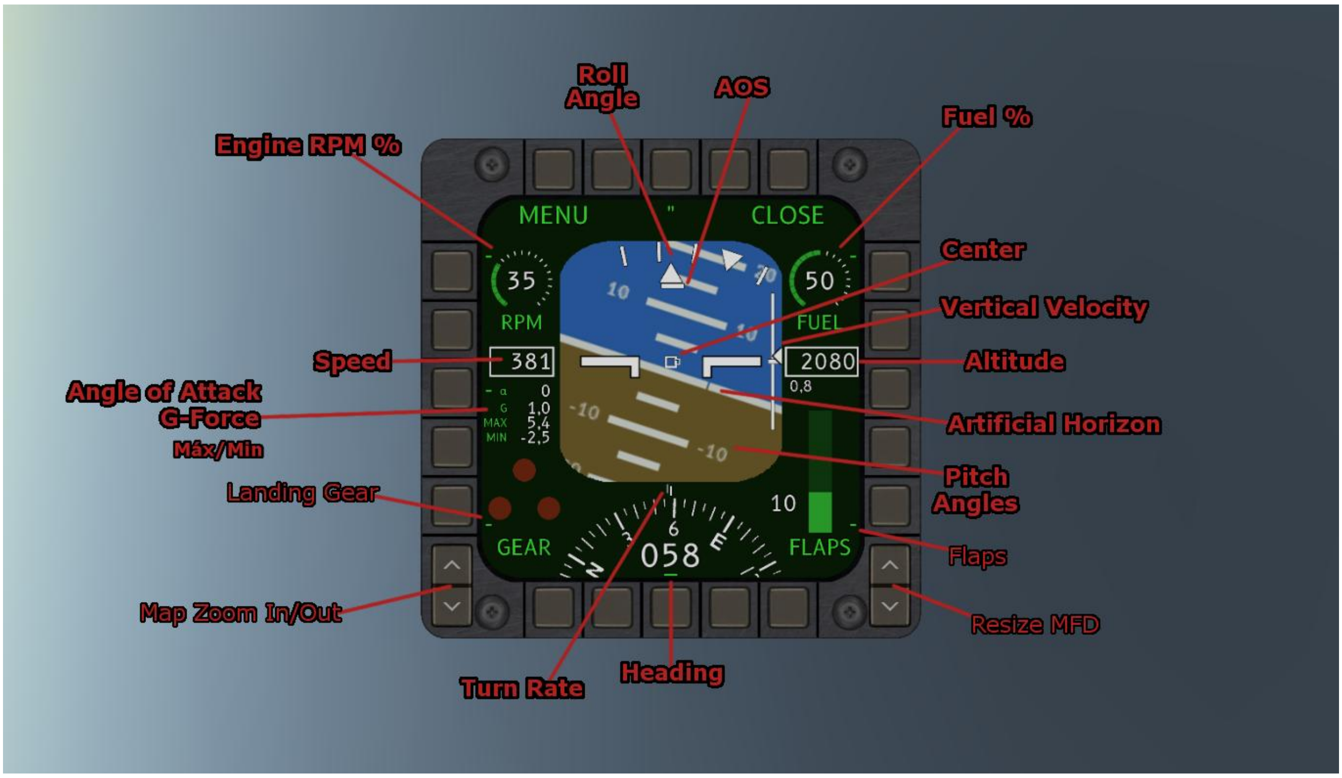
Aircraft MFD
Is Active: ☑
Aircraft: None (Transform)
Aircraft RB: None (Rigidbody)
Active Msg: MFD Activated
Console Msg: None (Display Ms
Main MFD Panel: None (Rect Trans
Mfd GUI

**3-** Then simply drag your aircrafy object to the field "**Aircraft**" and you are ready to go!

To make use of the GPS map you can put the GameObject **"__GPSMap_ZeroPointRef__"** on the world to mark the center position and the Map will automatically align itself.

If you want to know more about this asset and how to customize or tweak it more in depth, you can find extra information further on this document.

## ➢ PFD - Primary Flight Instrument Symbology and Overview:



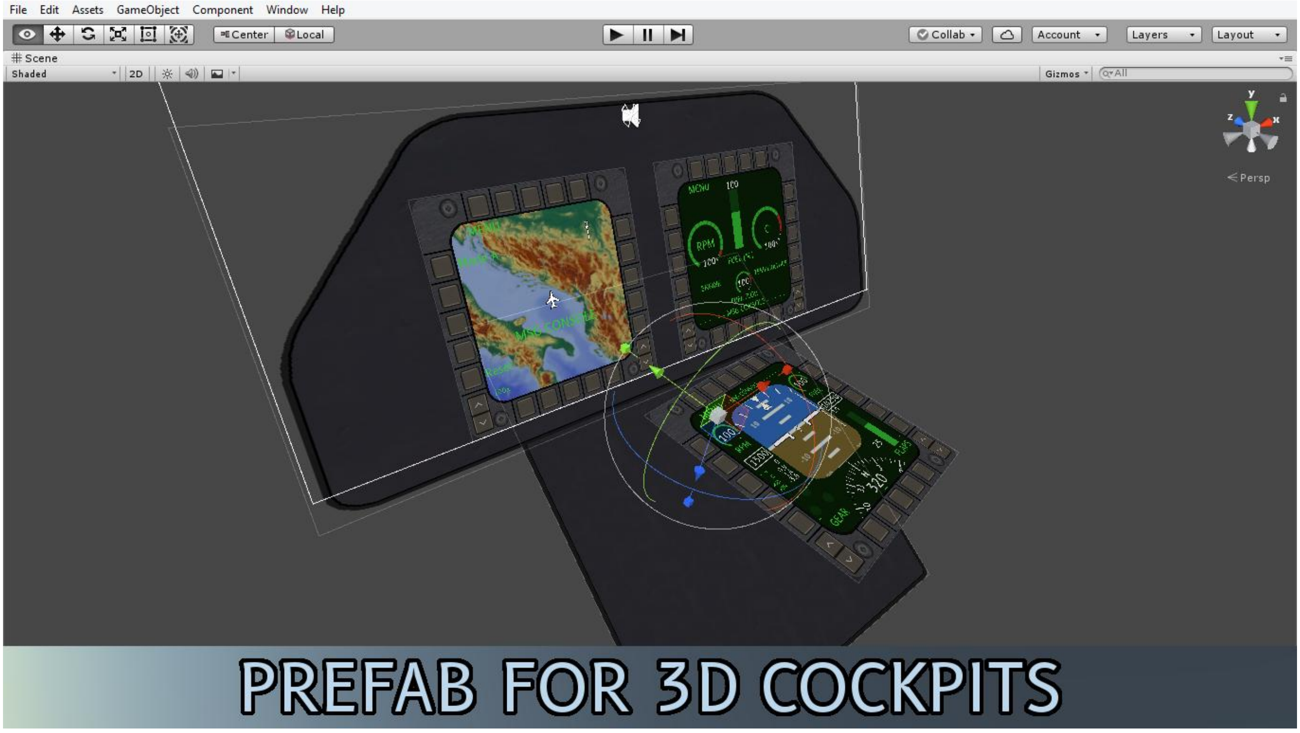
The fligh variables are calculated *automatically*, but you can set **Manual** values to gauges like the *Engine RPM, Fuel, FuelFlow* or let it in the **Automatic** mode.

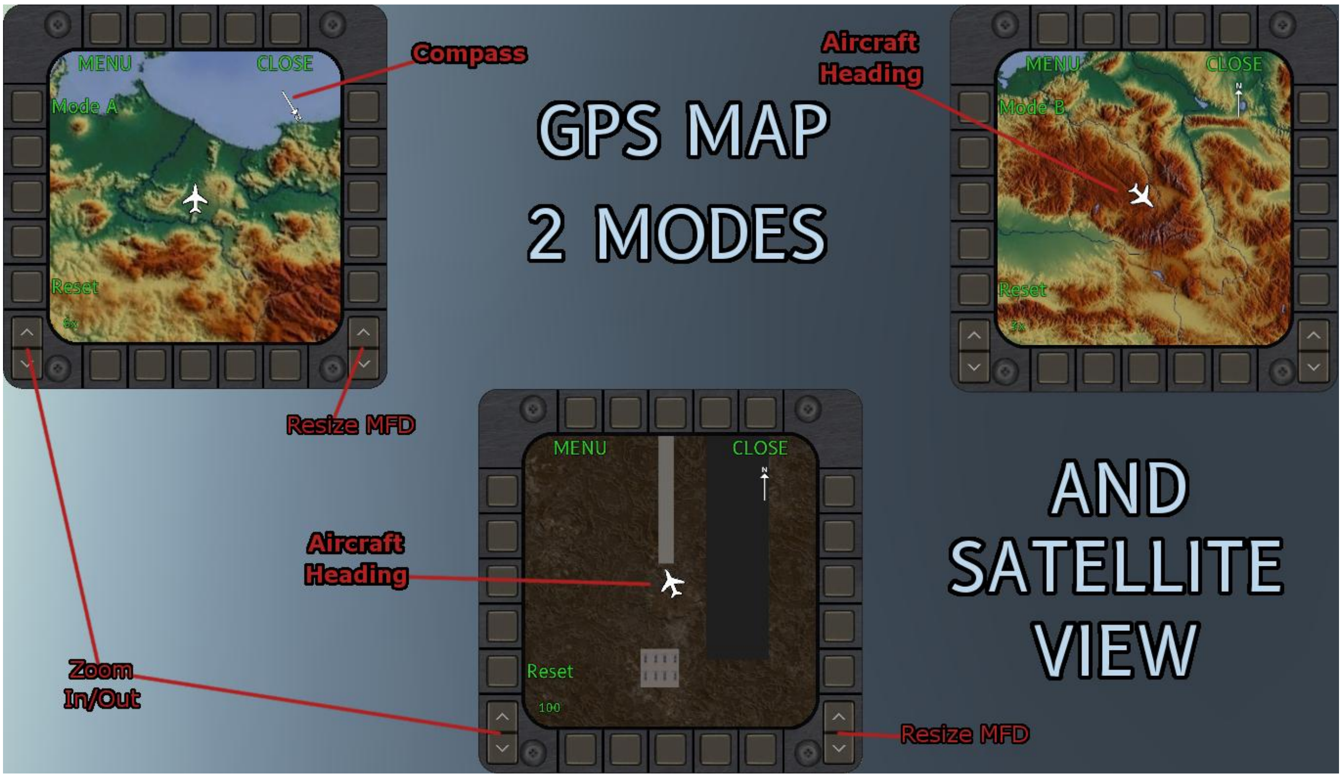
On **Manual** mode, you can set the value of each instrument directly on the **External Controllers** section of the **MainMFD** script inside Editor. You can still make use of the **LowPassFilter** factor to smooth these readings.

On **Automatic** mode you just have to link your aircraft ***transform*** to the script and all values will be calculated. This includes simple mechanics for *Engine Temperature*, *Fuel*, *Engine Pitch* sound synchronized with RPM.

This asset includes ***5 Prefab Templates*** with possible variations on each one. You can start with a prefab and then customize your own version and displacement of the instruments. We recommend that you break prefab instance before making modifications to avoid overwriting the original asset example.

Also includes a ***3D prefab configured in WorldCoordinates***, so you can displace the instruments inside a **3D** cockpit model, and also a **Mini-MainMenu-Template** that uses the MFD GUI images for creating a game menu.



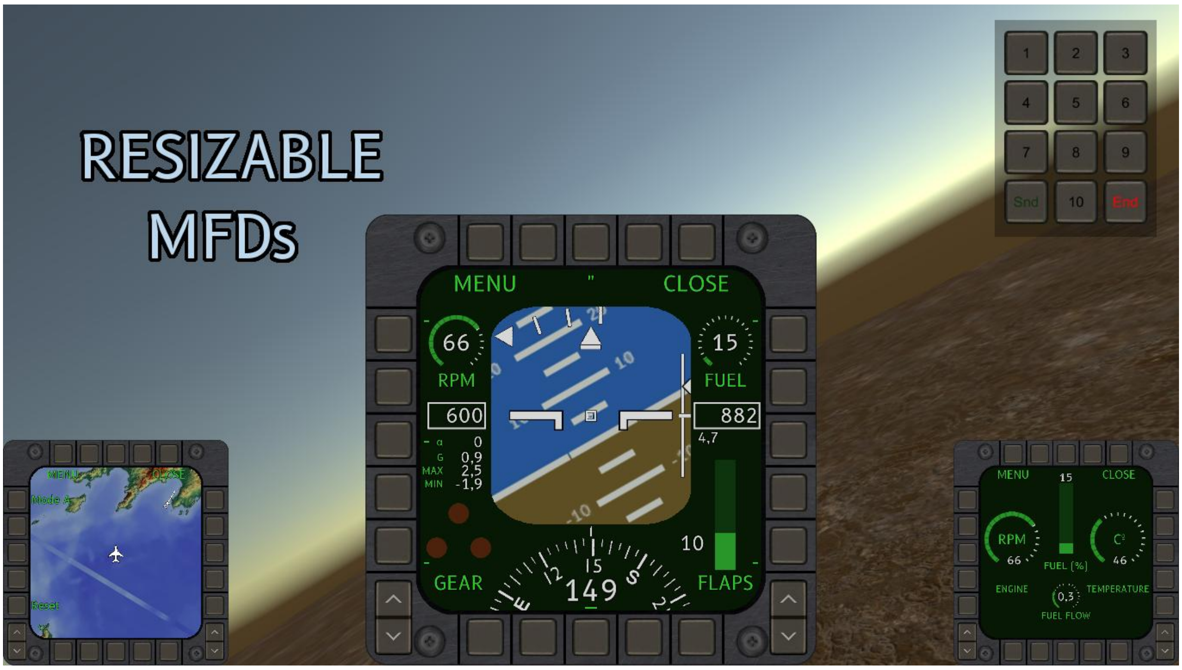


Besides the instruments, you can also find a ***GPS Map with Zoom In/Out/Reset*** operations and *2 Modes (FirstPerson or ThirdPerson)* that can display any image as a map, and a ***Satellte View*** that works like a mini-map with a camera showing the aircraft from up-down view.

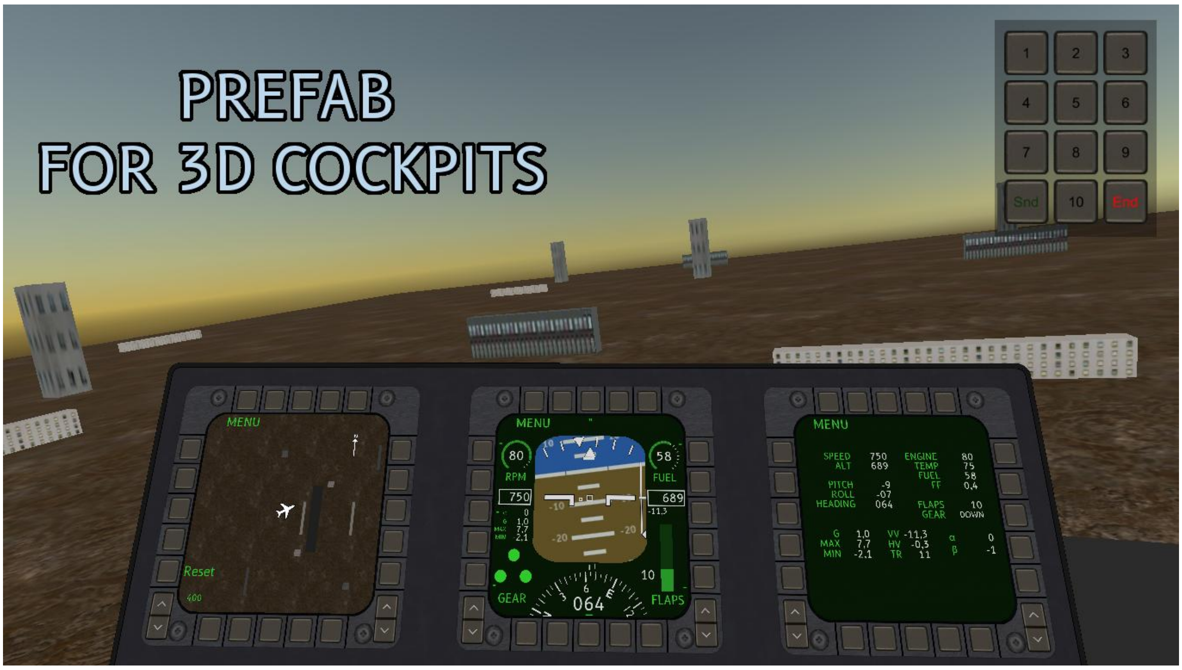
- **Main Layouts:**

This asset comes with many example and variations layouts and you can customize it further by changing colors, positions and enabling/disabling instruments that you wish to use. We recommend that you break prefab instance before making modifications to avoid overwriting the original example.

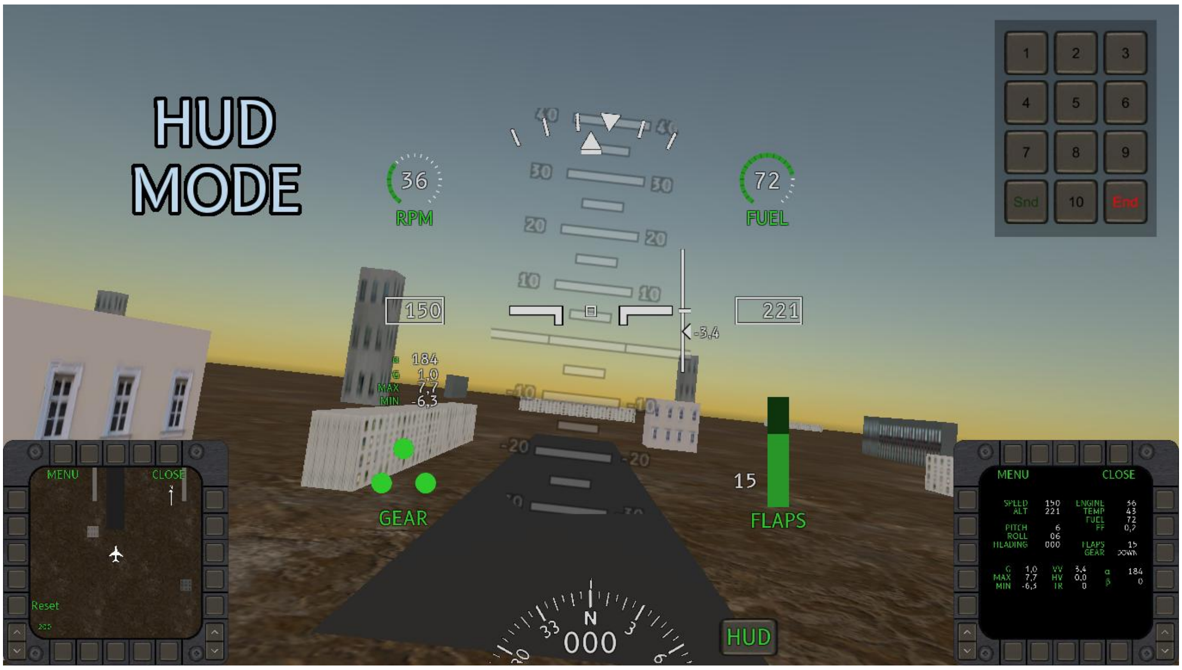
*** 2D GUI Mode ***



*** 3D Instruments for Cockpits ***



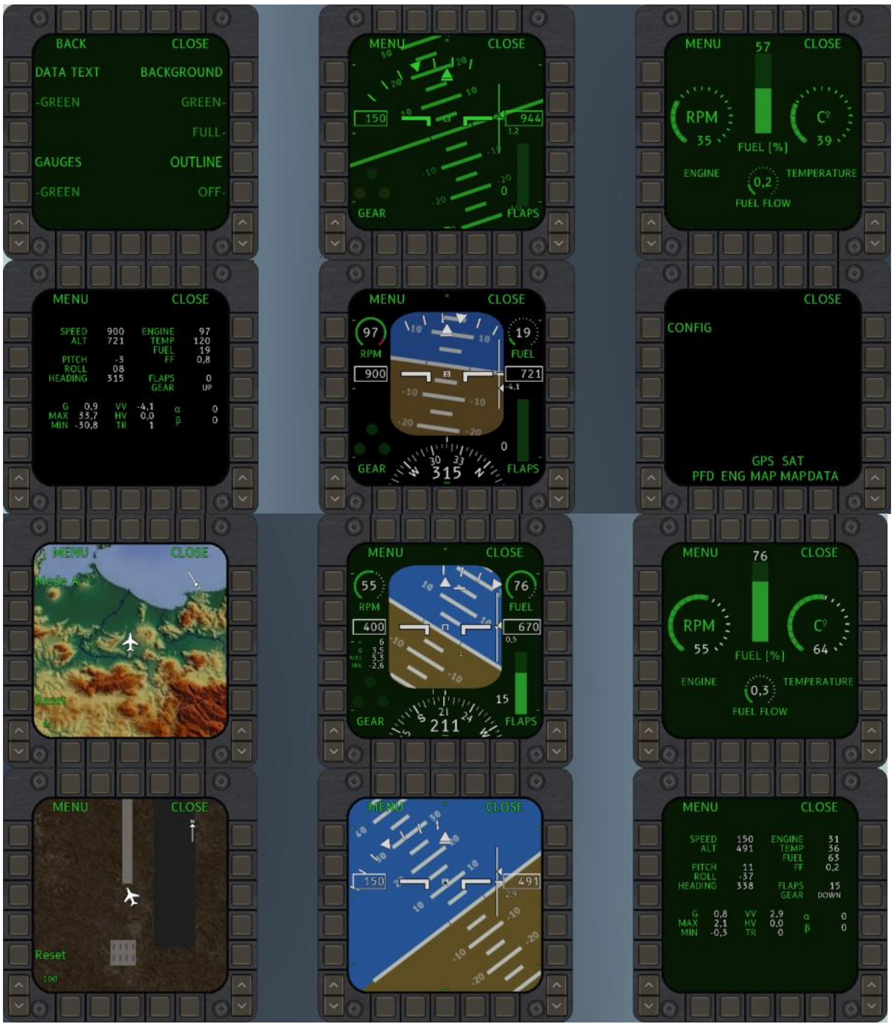
## * PFD in HUD Mode with extra MFDs on side *



```
SPEED   150   ENGINE    56
  ALT   221     TEMP    43
                FUEL    72
PITCH     6       FF   0,2
 ROLL    06
HEADING 000    FLAPS    15
                GEAR  DOWN

  G  1,0   VV  3,4   α   184
MAX  7,7   HV  0,0   β     0
MIN -6,3   TR    0
```

## * Navigate and Configure All Tabs *



```
DATA TEXT        BACKGROUND
-GREEN               GREEN-
                      FULL-
GAUGES              OUTLINE
-GREEN                 OFF-
```

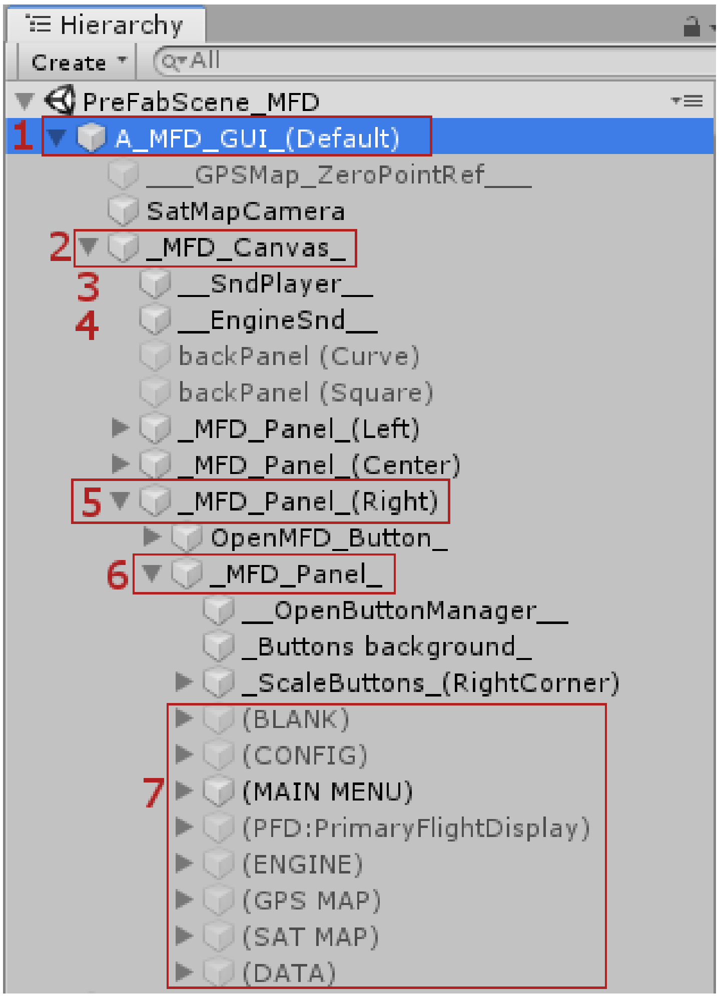
```
SPEED   900   ENGINE    97
  ALT   721     TEMP   120
                FUEL    19
PITCH    -3       FF   0,8
 ROLL    08
HEADING 315    FLAPS     0
                GEAR    UP

  G   0,9   VV -4,1   α   0
MAX  33,7   HV  0,0   β   0
MIN -30,8   TR    1
```

```
SPEED   150   ENGINE    31
  ALT   491     TEMP    36
                FUEL    63
PITCH    11       FF   0,2
 ROLL   -37
HEADING 338    FLAPS    15
                GEAR  DOWN

  G  0,8   VV  2,9   α   0
MAX  2,1   HV  0,0   β   0
MIN -0,3   TR    0
```

## ➢ Main Components:



**1-** The Main root of the PreFab.

**2-** The MainCanvas of this Asset, also containing the main scripts **(MainMFD + GPSMapMFD + SATMapMFD)** in which controls the whole Instruments, calculations and references, so you can setup and tweat all necessary values there.

**3-** Contains script "**SndPlayer**" that manages the General GUI sounds.

**4-** Contains the **AudioSource** for the **Engine sound**.

**5-** The main panel for a single **MFD** display.

**6-** It contains the script **MFDScript** which is responsible for reading from the main script **MainMFD** and passing its calculated values to the *MFD GUIs Tabs*.

**7-** There we have each Tab that is accessible to the user to navigate through. There is a Blank tab, Configuration, Main Menu, **PFD** with the mains flight instruments, Engine related values, GPS map, Satellite view, and the DataConsole which displays all variables at a single screen in real time.

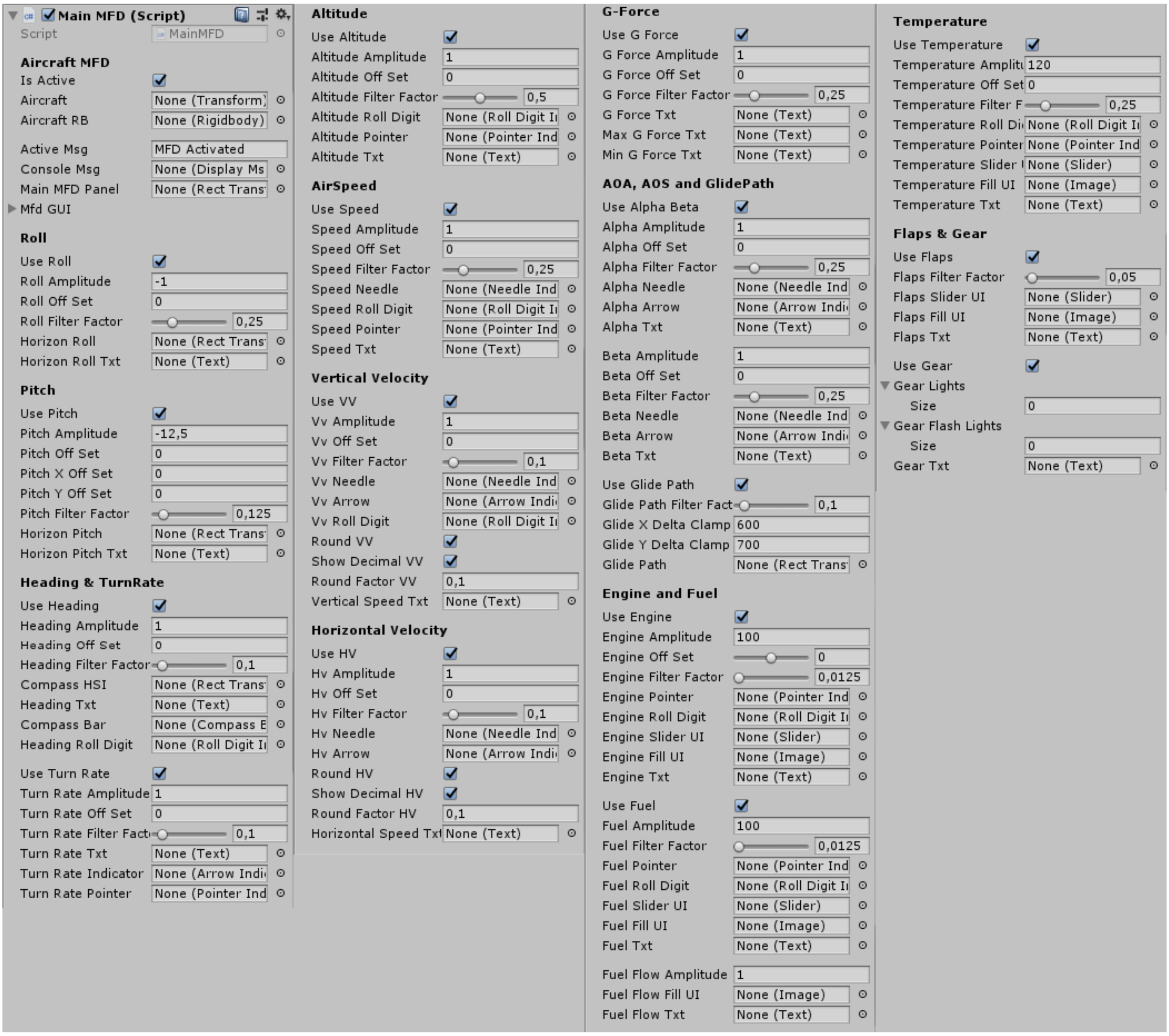
**** ATTENTION!! - DO NOT DELETE THE DATA TAB!***

If you do not wish to show it, then just disable the button that gives access to this tab. Other instruments get some values from it and deleting it may create missing references. Other instruments can be deleted if not used but make sure to check for missing references for instruments and reconnect them on the **MFDScript** if necessary.

Also, each Tab contains the script "**DisplayMsg**" which is responsible to send/show text messages to the console inside each one of the Tabs.

**Some of these components are used "under the hood" by the asset and do not require any setup or configuration... but fell free to use them for extra purposes on your project if you like!*

- **MFD - Asset Scripts in Editor:**



☑ Main MFD (Script)

| | |
|---|---|
| Script | MainMFD |

**Aircraft MFD**

| | |
|---|---|
| Is Active | ☑ |
| Aircraft | None (Transform) |
| Aircraft RB | None (Rigidbody) |
| Active Msg | MFD Activated |
| Console Msg | None (Display Ms |
| Main MFD Panel | None (Rect Trans |
| ▸ Mfd GUI | |

**Roll**

| | |
|---|---|
| Use Roll | ☑ |
| Roll Amplitude | -1 |
| Roll Off Set | 0 |
| Roll Filter Factor | 0,25 |
| Horizon Roll | None (Rect Trans |
| Horizon Roll Txt | None (Text) |

**Pitch**

| | |
|---|---|
| Use Pitch | ☑ |
| Pitch Amplitude | -12,5 |
| Pitch Off Set | 0 |
| Pitch X Off Set | 0 |
| Pitch Y Off Set | 0 |
| Pitch Filter Factor | 0,125 |
| Horizon Pitch | None (Rect Trans |
| Horizon Pitch Txt | None (Text) |

**Heading & TurnRate**

| | |
|---|---|
| Use Heading | ☑ |
| Heading Amplitude | 1 |
| Heading Off Set | 0 |
| Heading Filter Factor | 0,1 |
| Compass HSI | None (Rect Trans |
| Heading Txt | None (Text) |
| Compass Bar | None (Compass E |
| Heading Roll Digit | None (Roll Digit I |
| Use Turn Rate | ☑ |
| Turn Rate Amplitude | 1 |
| Turn Rate Off Set | 0 |
| Turn Rate Filter Fact | 0,1 |
| Turn Rate Txt | None (Text) |
| Turn Rate Indicator | None (Arrow Indi |
| Turn Rate Pointer | None (Pointer Ind |

**Altitude**

| | |
|---|---|
| Use Altitude | ☑ |
| Altitude Amplitude | 1 |
| Altitude Off Set | 0 |
| Altitude Filter Factor | 0,5 |
| Altitude Roll Digit | None (Roll Digit I |
| Altitude Pointer | None (Pointer Ind |
| Altitude Txt | None (Text) |

**AirSpeed**

| | |
|---|---|
| Use Speed | ☑ |
| Speed Amplitude | 1 |
| Speed Off Set | 0 |
| Speed Filter Factor | 0,25 |
| Speed Needle | None (Needle Ind |
| Speed Roll Digit | None (Roll Digit I |
| Speed Pointer | None (Pointer Ind |
| Speed Txt | None (Text) |

**Vertical Velocity**

| | |
|---|---|
| Use VV | ☑ |
| Vv Amplitude | 1 |
| Vv Off Set | 0 |
| Vv Filter Factor | 0,1 |
| Vv Needle | None (Needle Ind |
| Vv Arrow | None (Arrow Indi |
| Vv Roll Digit | None (Roll Digit I |
| Round VV | ☑ |
| Show Decimal VV | ☑ |
| Round Factor VV | 0,1 |
| Vertical Speed Txt | None (Text) |

**Horizontal Velocity**

| | |
|---|---|
| Use HV | ☑ |
| Hv Amplitude | 1 |
| Hv Off Set | 0 |
| Hv Filter Factor | 0,1 |
| Hv Needle | None (Needle Ind |
| Hv Arrow | None (Arrow Indi |
| Round HV | ☑ |
| Show Decimal HV | ☑ |
| Round Factor HV | 0,1 |
| Horizontal Speed Txt | None (Text) |

**G-Force**

| | |
|---|---|
| Use G Force | ☑ |
| G Force Amplitude | 1 |
| G Force Off Set | 0 |
| G Force Filter Factor | 0,25 |
| G Force Txt | None (Text) |
| Max G Force Txt | None (Text) |
| Min G Force Txt | None (Text) |

**AOA, AOS and GlidePath**

| | |
|---|---|
| Use Alpha Beta | ☑ |
| Alpha Amplitude | 1 |
| Alpha Off Set | 0 |
| Alpha Filter Factor | 0,25 |
| Alpha Needle | None (Needle Ind |
| Alpha Arrow | None (Arrow Indi |
| Alpha Txt | None (Text) |
| Beta Amplitude | 1 |
| Beta Off Set | 0 |
| Beta Filter Factor | 0,25 |
| Beta Needle | None (Needle Ind |
| Beta Arrow | None (Arrow Indi |
| Beta Txt | None (Text) |
| Use Glide Path | ☑ |
| Glide Path Filter Fact | 0,1 |
| Glide X Delta Clamp | 600 |
| Glide Y Delta Clamp | 700 |
| Glide Path | None (Rect Trans |

**Engine and Fuel**

| | |
|---|---|
| Use Engine | ☑ |
| Engine Amplitude | 100 |
| Engine Off Set | 0 |
| Engine Filter Factor | 0,0125 |
| Engine Pointer | None (Pointer Ind |
| Engine Roll Digit | None (Roll Digit I |
| Engine Slider UI | None (Slider) |
| Engine Fill UI | None (Image) |
| Engine Txt | None (Text) |
| Use Fuel | ☑ |
| Fuel Amplitude | 100 |
| Fuel Filter Factor | 0,0125 |
| Fuel Pointer | None (Pointer Ind |
| Fuel Roll Digit | None (Roll Digit I |
| Fuel Slider UI | None (Slider) |
| Fuel Fill UI | None (Image) |
| Fuel Txt | None (Text) |
| Fuel Flow Amplitude | 1 |
| Fuel Flow Fill UI | None (Image) |
| Fuel Flow Txt | None (Text) |

**Temperature**

| | |
|---|---|
| Use Temperature | ☑ |
| Temperature Amplitu | 120 |
| Temperature Off Set | 0 |
| Temperature Filter F | 0,25 |
| Temperature Roll Di | None (Roll Digit I |
| Temperature Pointer | None (Pointer Ind |
| Temperature Slider | None (Slider) |
| Temperature Fill UI | None (Image) |
| Temperature Txt | None (Text) |

**Flaps & Gear**

| | |
|---|---|
| Use Flaps | ☑ |
| Flaps Filter Factor | 0,05 |
| Flaps Slider UI | None (Slider) |
| Flaps Fill UI | None (Image) |
| Flaps Txt | None (Text) |
| Use Gear | ☑ |
| ▾ Gear Lights | |
| Size | 0 |
| ▾ Gear Flash Lights | |
| Size | 0 |
| Gear Txt | None (Text) |

---

- "**isActive**" determines if the script should be active.

- "**Aircraft**"(***Transform***) is the references to your aircraft gameObject which will be used to calculate all the values displayed on the instruments. If you leave it empty, then the script will automatically look for the **MainCamera** to calculate from there.

- **ActiveMsg** is the *string* displayed on the console when this instruments panel is activated.

- The others are just references to each GUI element used internaly by the script and doesn't require any setup.

---

Each section corresponds to a ***Flight Variable*** and the following pattern applies to all of them:

-The *bool* values "**useXXX**" determine if that variable will be used by the script.

- The "**xxxAmplitude**" is a value multiplied to that variable after calculations and before showing it on the GUI. It can work as a ***Scale*** or as a ***unit conversion factor***.

- The "**xxxOffSet**" is a value added to the variable after calculation. It can also be used *to* ***unit conversion*** or simple adjusts.

- All the "**xxxFilterFactor**" values are used to smooth the value shown *(works as a* ***lowpass filter*)**. If set to **1** it will ***show direct value*** and will have no filtering at all. If set closer to **0** it ***will be smoothed and take more time to reach the final value***.

- The "**CompassBar**" is a reference to the script that controls the compass sliding position to indicate current heading.

- All "**xxxTXT**" are references to a ui *text* component that represent the variable in text format on the **DataConsole**.

- The "**XXPointer**" is a reference to the script that controls the visual indication of that value using the angle of the UI pointer instrument.

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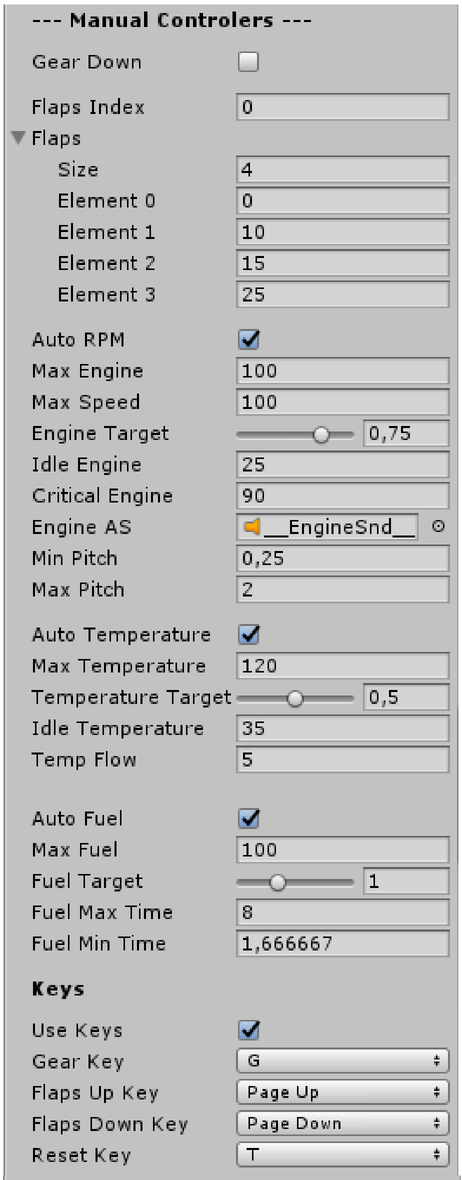

--- Manual Controlers ---

Gear Down ☐

Flaps Index 0

▼ Flaps

Size 4

Element 0 0

Element 1 10

Element 2 15

Element 3 25

Auto RPM ☑

Max Engine 100

Max Speed 100

Engine Target 0,75

Idle Engine 25

Critical Engine 90

Engine AS __EngineSnd__

Min Pitch 0,25

Max Pitch 2

Auto Temperature ☑

Max Temperature 120

Temperature Target 0,5

Idle Temperature 35

Temp Flow 5

Auto Fuel ☑

Max Fuel 100

Fuel Target 1

Fuel Max Time 8

Fuel Min Time 1,666667

**Keys**

Use Keys ☑

Gear Key G

Flaps Up Key Page Up

Flaps Down Key Page Down

Reset Key T

- On **the Manual Controllers** section you can set the instruments value manually or let the script calculate it automatically. Also, you can configure some of the values for the Flaps, Engine RPM, Fuel and Key Controls.

-The ***bool*** values "**AutoXXX**" determine if that variable will be calculated by the script or if you wish to set it manually, for instance, if you already have an asset that calculates these values and you wish *only to use the GUI* to show that value.

- The **"xxxTarget"** sliders are normalized between ***0-1*** and let you *set the desired value to be shown* by the instrument. In auto mode these values will be automatically controlled by the script.

- The **"EngineAS"** is a reference to the **AudioSource** used for the **engine sounds**. The **audio pitch** will automatically follow from **Min** to **MaxPitch** value depending on current engine RPM. If you already have an asset that controls engine sounds for you, then you can leave this field ***empty***.

- The **FuelMaxTime** and **FuelMinTime** determine how much time in minutes takes *to consume 100% of the fuel* when **Engine RPM** is at **Idle** and **Máx RPM** *and interpolates quadratically* in-between them according to current **EngineRPM**.

- The Keys sections lets you customize what keys can be used for manipulating the GUI instruments controls. Set the **UseKeys** to ***false*** if you do not want the player to change anything during gameplay.

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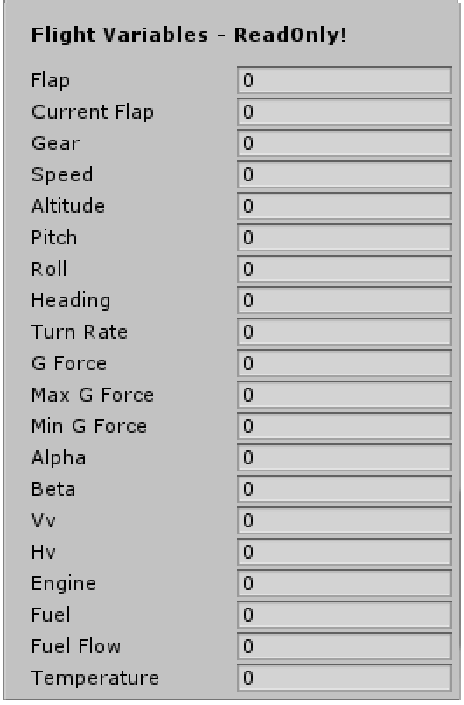


**Flight Variables - ReadOnly!**

Flap 0

Current Flap 0

Gear 0

Speed 0

Altitude 0

Pitch 0

Roll 0

Heading 0

Turn Rate 0

G Force 0

Max G Force 0

Min G Force 0

Alpha 0

Beta 0

Vv 0

Hv 0

Engine 0

Fuel 0

Fuel Flow 0

Temperature 0

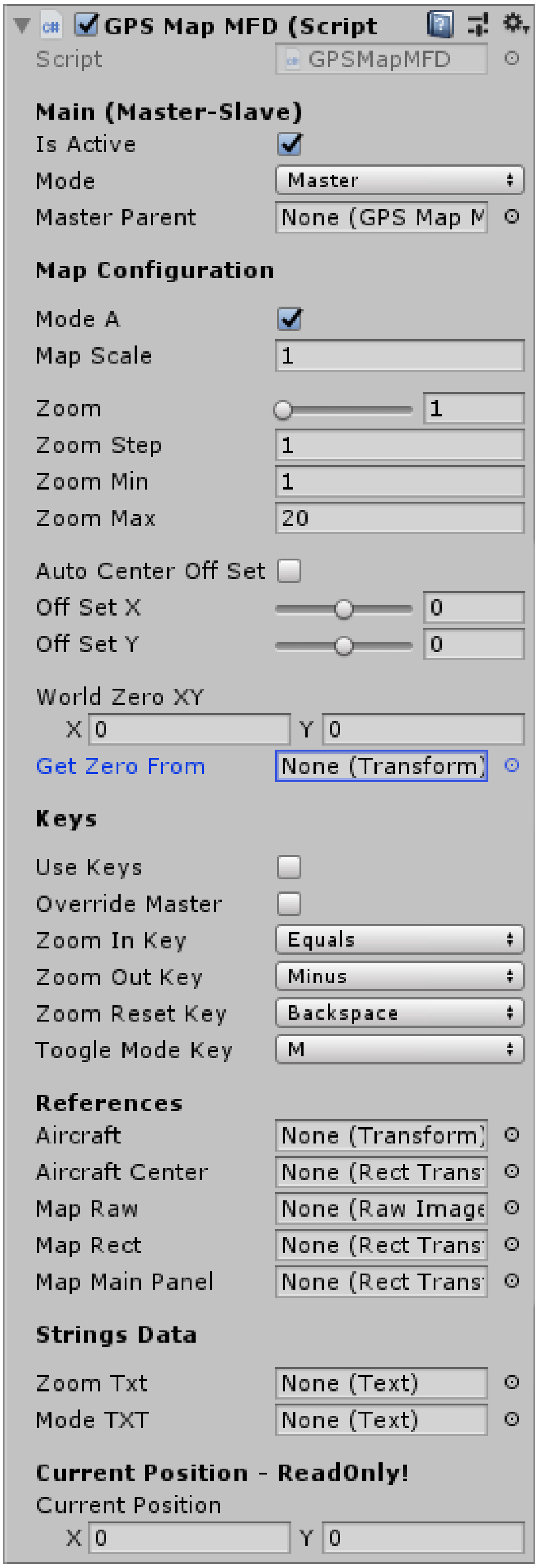
- The last section shows **Current Variables** values for all the variables in real time inside the Editor.

This is just for debug or tweeking and are **ReadOnly**!

You can also visualize these variables during runtime using the **Data Tab**.

## ➢ GPSMapMFD and SATMapMFD Scripts):

You can setup both the **GPS** map and **Satellite Camera** on the **GPSMapMFD** and **SatMapMFD** scripts located at *the Main Canvas of the asset* (Item 2 of MainStructure). They are the **Master** script which passes their values to the **Slave** ones located *inside the MFD tab*:



**GPS Map MFD (Script**

Script: GPSMapMFD

**Main (Master-Slave)**

Is Active: ☑

Mode: Master

Master Parent: None (GPS Map M

**Map Configuration**

Mode A: ☑

Map Scale: 1

Zoom: 1

Zoom Step: 1

Zoom Min: 1

Zoom Max: 20

Auto Center Off Set: □

Off Set X: 0

Off Set Y: 0

World Zero XY: X 0 Y 0

Get Zero From: None (Transform)

**Keys**

Use Keys: □

Override Master: □

Zoom In Key: Equals

Zoom Out Key: Minus

Zoom Reset Key: Backspace

Toogle Mode Key: M

**References**

Aircraft: None (Transform)

Aircraft Center: None (Rect Trans

Map Raw: None (Raw Image

Map Rect: None (Rect Trans

Map Main Panel: None (Rect Trans

**Strings Data**

Zoom Txt: None (Text)

Mode TXT: None (Text)

**Current Position - ReadOnly!**

Current Position: X 0 Y 0

On the **Main** section you can see the script is the **Master** mode and thus it will pass their configuration to other **Slave** scripts.

**MapConfiguration:**

**ModeA *true*** makes the map work in *FirstPeson mode*, so the center is fixed and the map turns around. If ***false***, it operates in *third-person mode*, so the Map rotation is fixed and aligned to the North, while the aircraft center image is rotated according to **Heading**.

**MapScale** determines the proportion of moved distances in the World in relation to pixels in the Map Image. (Direct Pixel equivalence is achieved only If map image is set to its NativeSize, otherwise, it's one unit on the RectTransform).

**Zoom**: These elements controls the max-min and step of the current zoom value.

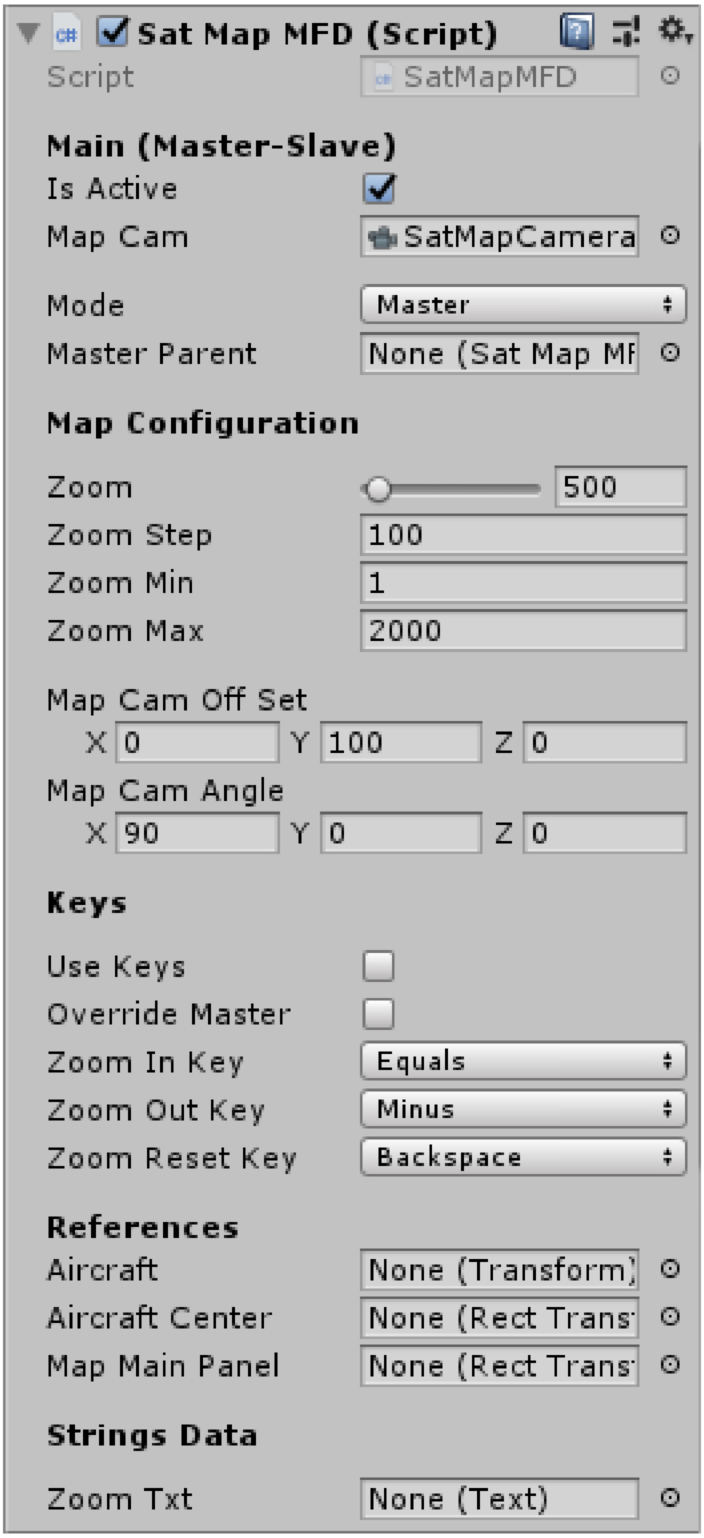
**OffSet**: You can use some off-set to your current position in the map and the option AutoCenterOffSet will calculate an initial off-set value that puts you automatically in the center of the map.

**GetZeroFrom**: his determines where in the game World the center of the map should be located at. Just put the **"___GPSMap_ZeroPointRef___"** object that comes from the template in your world center.

**Keys**: These are the keyboard controls for the map operations. Users can control by clicking the GUI's buttons or by keyboard if the "**UseKeys**" bool is on.

**References**: The aircraft reference is automatically updated from the **MainMFD** script and the other fields are responsible only for linking the GUI images to the code.

*To use your **Custom Map Image** just locate the "**Map_RawImg**" object and link your map there!



☑ Sat Map MFD (Script)

Script SatMapMFD

**Main (Master-Slave)**

Is Active ☑

Map Cam SatMapCamera

Mode Master

Master Parent None (Sat Map MF

**Map Configuration**

Zoom 500

Zoom Step 100

Zoom Min 1

Zoom Max 2000

Map Cam Off Set X 0 Y 100 Z 0

Map Cam Angle X 90 Y 0 Z 0

**Keys**

Use Keys □

Override Master □

Zoom In Key Equals

Zoom Out Key Minus

Zoom Reset Key Backspace

**References**

Aircraft None (Transform)

Aircraft Center None (Rect Trans

Map Main Panel None (Rect Trans

**Strings Data**

Zoom Txt None (Text)

In the **Main** section, you can see the script is the **Master** mode and thus it will pass their configuration to other **Slave** scripts.

**MapConfiguration:**

**Zoom**: These elements controls the max-min and step of current zoom value.

**MapCam OffSet and Angle**: These values determine *the relative position of the Satellite Camera in relation to your Aircraft*. The ***Default*** settings put the camera 100 units above the aircraft and facing straight downwards by 90 degrees.

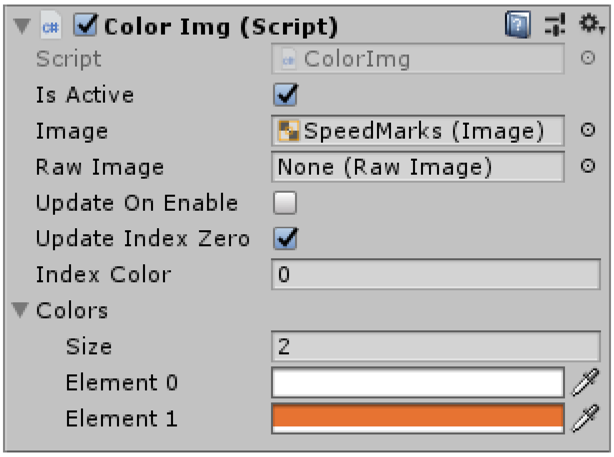
**Keys**: These are the keyboard controls for the map operations. Users can control by clicking the GUI's buttons or by keyboard if the "**UseKeys**" bool is on.

**References**: The aircraft reference is automatically updated from the **MainMFD** script and the other fields are responsible only for linking the GUI images to the code.

*To customize the **Camera Settings** just locate the "**SatMapCamera**" object on the prefab root and edit the camera component settings there!

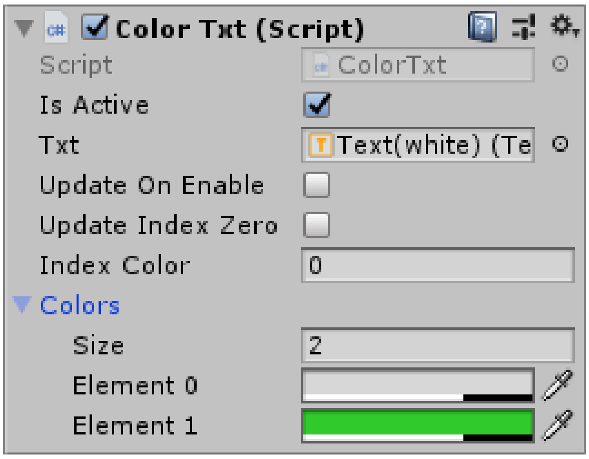
- **Custom Color (ColorImg + ColorTxt Scripts):**

You can ***customize*** your own colors *for **all instruments*** by editing the fields of the **ColorImg *script*** as shown below:



☑ Color Img (Script)

| | |
|---|---|
| Script | ColorImg |
| Is Active | ☑ |
| Image | SpeedMarks (Image) |
| Raw Image | None (Raw Image) |
| Update On Enable | □ |
| Update Index Zero | ☑ |
| Index Color | 0 |
| Colors | |
| Size | 2 |
| Element 0 | ⬜ |
| Element 1 | 🟧 |



☑ Color Txt (Script)

| | |
|---|---|
| Script | ColorTxt |
| Is Active | ☑ |
| Txt | Text(white) (Te |
| Update On Enable | □ |
| Update Index Zero | □ |
| Index Color | 0 |
| Colors | |
| Size | 2 |
| Element 0 | ⬜ |
| Element 1 | 🟩 |

When the user toogles the configuration options, the main script will automatically look for all **ColorImg *scrips*** currently active on the scene and will toogle the image component color between **Element0** and **Element1**.

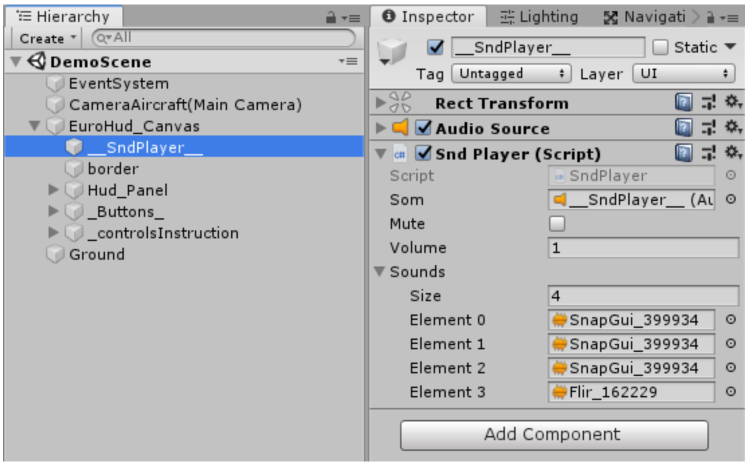
The option **"UpdateIndexZero"** will automatically allocate the current color used in the editor for the component to the **Element0** during runtime.

A ***quick way*** to change light colors of all components is to type **"ColorImg"** on the **Hierarchy search field** and then selet all the gameObjects containing it to edit then simultaneously to your desired color.

Exactly the same applies to **Text Colors** using the **ColorTxt** script in the same matter.

### ➢ **Secondary Components (Sound and Message Console) :**

If you wish extra functionalities, you can make use of these components by script calling statics methods:

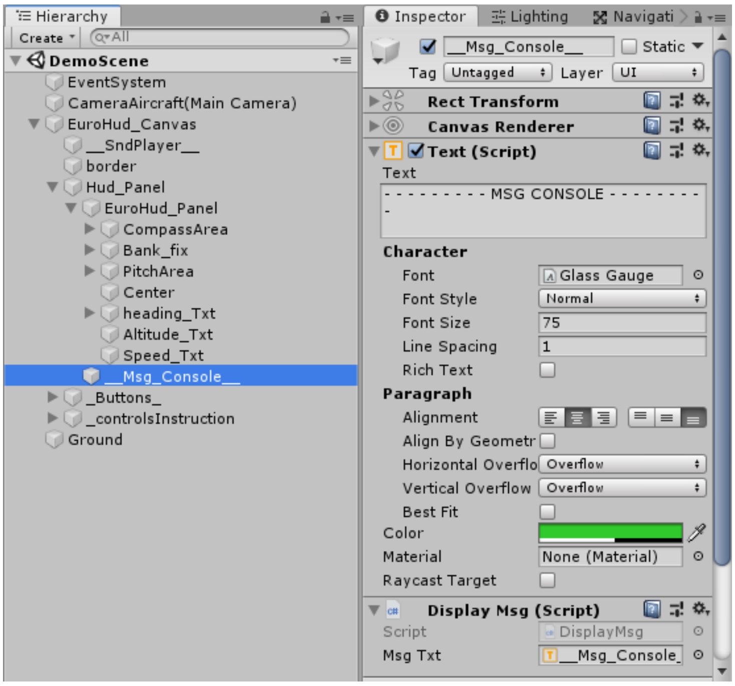


DemoScene
EventSystem
CameraAircraft(Main Camera)
EuroHud_Canvas
__SndPlayer__
border
Hud_Panel
_Buttons_
_controlsInstruction
Ground

☑ __SndPlayer__ □ Static
Tag Untagged Layer UI
Rect Transform
☑ Audio Source
☑ Snd Player (Script)
Script SndPlayer
Som __SndPlayer__ (Au
Mute □
Volume 1
Sounds
Size 4
Element 0 SnapGui_399934
Element 1 SnapGui_399934
Element 2 SnapGui_399934
Element 3 Flir_162229

```
-public static void play(int index);
-public static void play(AudioClip clip, float volume = 1f);
```

(Plays the sound listed on array Sounds with index position or the audioclip itself)



DemoScene
EventSystem
CameraAircraft(Main Camera)
EuroHud_Canvas
__SndPlayer__
border
Hud_Panel
EuroHud_Panel
CompassArea
Bank_fix
PitchArea
Center
heading_Txt
Altitude_Txt
Speed_Txt
__Msg_Console__
_Buttons_
_controlsInstruction
Ground

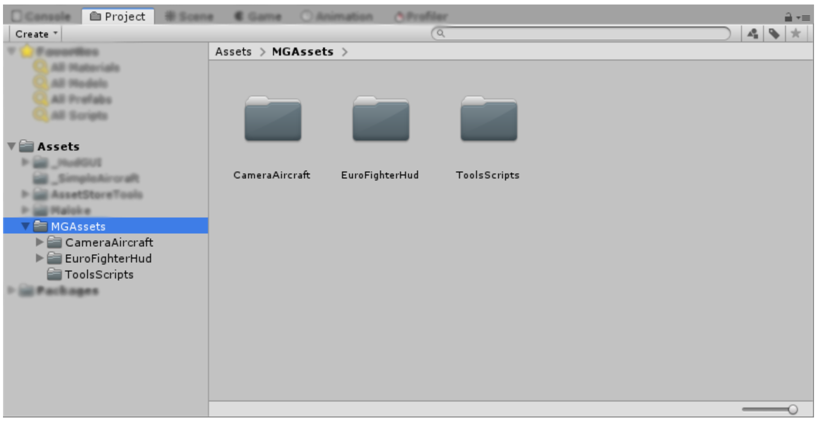
☑ __Msg_Console__ □ Static
Tag Untagged Layer UI
Rect Transform
Canvas Renderer
☑ Text (Script)
Text
- - - - - - - - - MSG CONSOLE - - - - - - - -
-
Character
Font Glass Gauge
Font Style Normal
Font Size 75
Line Spacing 1
Rich Text □
Paragraph
Alignment
Align By Geometr □
Horizontal Overflo Overflow
Vertical Overflow Overflow
Best Fit □
Color
Material None (Material)
Raycast Target □
Display Msg (Script)
Script DisplayMsg
Msg Txt __Msg_Console_

```
- public void displayMsg(string msg = "");
- public void displayQuickMsg(string msg = "");
- public static void show(string msg = "", float timed = 0);
```

Displays a string message on the bottom of the HUD for an amount of seconds (quick is 5s).

### ➢ Asset's Folders Organization:

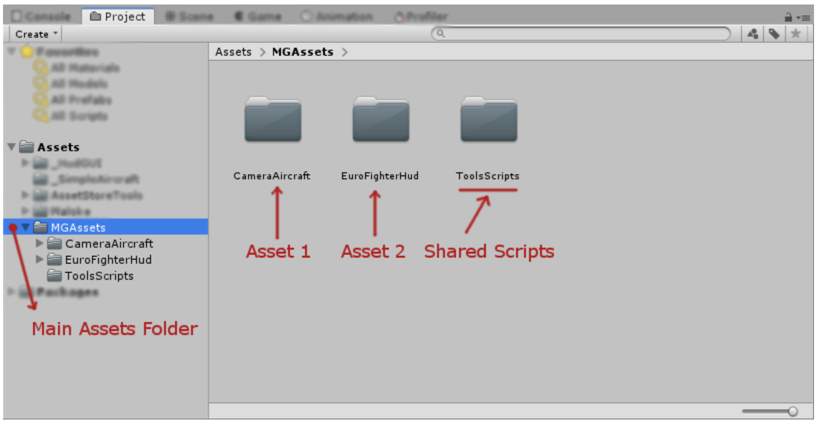
All assets and packages from MalokeGamesAssets will be downloaded/unpacked to a folder called **"MGAssets"** inside the Unity's **"Assets"** root:



Inside **"MGAssets"** you will find a separate folder for each asset package and all their specific resources (like data, scripts, textures, sprites, prefabs, demo scenes and so on...) will be found inside and organized in their respective subfolders.

Notice that some assets may use "under the hood" some general scripts and shared funcionalities, so for this reason (and to avoid duplicity or accidental deletion) you will find all this shared tools inside a folder called **"ToolsScripts"**.

Feel free to explore and use them on your projects too, they are simple but handy!


Project
Create
Assets > MGAssets >
Assets
MGAssets
CameraAircraft
EuroFighterHud
ToolsScripts
Main Assets Folder
CameraAircraft
EuroFighterHud
ToolsScripts
Asset 1
Asset 2
Shared Scripts