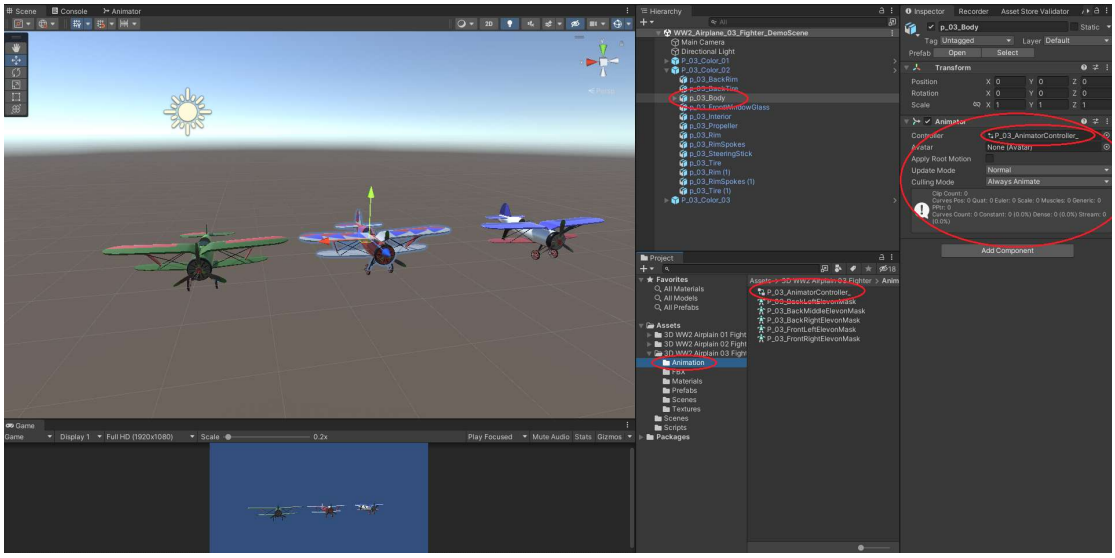
Hi, friend. I'm glad you downloaded this package. This package is free and is a demonstration of paid models such as Fignter 01 and Fignter 02. Using this free model you will have an idea of what paid models are like. This model has elevon animations but no chassis and cockpit animations and only 3 color schemes.

This model has elevon animation, in order to control it you need to refer to the parameters of the animation controller. These parameters are shown in the following image.

A value of 0.5 is neutral, values below 0.5 move the elevon down and above 0.5 move the elevon up. The best way to use these parameters is to write user input to them to get smooth motion. The Animator component is attached to the Body object in the aircraft hierarchy, as shown in the following image.



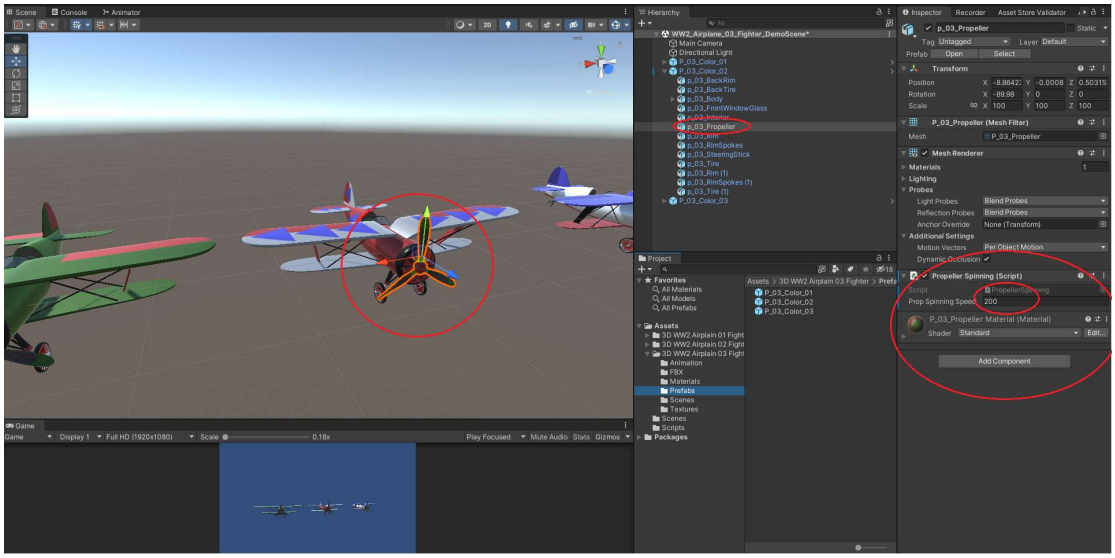
To control the Animator you need to write a simple script that accesses this component and calls the accessor methods in the parameters such as *SetFloat*. The following image shows an example of such a script.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

Скрипт Unity | Ссылок: 0
public class AnimatorControllerExample : MonoBehaviour
{
    private Animator animator;

    // Start is called before the first frame update
    Сообщение Unity | Ссылок: 0
    private void Start()
    {
        animator = gameObject.GetComponent<Animator>();
        ElevonsCMD(0.1f, 0.5f, 0.3f, 0.8f, 0.5f);
    }

    // Update is called once per frame
    Сообщение Unity | Ссылок: 0
    private void Update()
    {

    }

    Ссылок: 1
    public void ElevonsCMD(float front_L , float front_R , float back_L , float back_R , float back_M)
    {
        animator?.SetFloat("FrontLeftElevon", front_L);
        animator?.SetFloat("FrontRightElevon", front_R);
        animator?.SetFloat("BackLeftElevon", back_L);
        animator?.SetFloat("BackRightElevon", back_R);
        animator?.SetFloat("BackMiddleElevon", back_M);
    }
}

```

To animate propeller rotation write the following simple script.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PropellerSpinning : MonoBehaviour
{
    public float propSpinningSpeed = 1.0f;

    // Start is called before the first frame update
    private void Start()
    {

    }

    // Update is called once per frame
    private void Update()
    {
        gameObject.transform.Rotate(Vector3.up * propSpinningSpeed * Time.deltaTime , Space.Self);
    }
}
```

Attach it to the Propeller object in the aircraft hierarchy, set the rotation speed and when you start the player you will see the rotation of the propeller.



If you have any questions, you can contact me by email: vadimhamalainen@gmail.com

Good luck with game development :))