



Glowing Sci-Fi Weapons

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1. Articles

This documentation describes only the Glowing Weapons asset and scripts. The Glow effect is explained in an extra documentation.

1.1. Upgrade Note V2 to V3

Since version 3 the glowing weapons have been upgraded to the URP standard. The old scripts and shaders are still valid. However, the materials, prefabs and demo scenes have been updated to the new shaders and the URP standard.

How to update an existing scene to the URP standard can be read in the official Unity documentation. With unity's new universal render pipeline, the use of the "Camera Bloom Effect" script is no longer necessary, as bloom and emission effects are covered by URP post processing by default. You only must make sure that "Post Processing" is activated for your camera.

1.2. Getting Started

The integration requires a valid Universal Render Pipeline scene. The camera must have Post Processing enabled. Bloom must be enabled in the post processing volume.

- Download the asset from the Asset Store and import it into your project.
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| PwhSoft/Glow Effect | Glow effect shaders and scripts |
| PwhSoft/Glowing Weapons V1 | Glowing sci fi weapon demos and assets |
| PwhSoft/Additional Assets | Additional assets for e.g., demos and standard URP settings. |
| PwhSoft/Projectile Effects | Includes all scripts and assets to control the weapons and projectiles. |

- In principle, you can orientate yourself on the demo-scenes if you have questions about the functionality of the scripts.

1.3. Support

If you have any questions, please contact us with name and subject "<name of the asset>" to the following email address:

support.unityassetstore@pwhsoft.de

I will answer your e-mail as soon as possible. Please understand that this may take some time.

2. Scripting Documentation

The scripts contain typical unity serializable fields and additional functions and properties which can be used at runtime to change properties.

2.1. Weapon

The Weapon script controls the sub scripts for the projectiles, recoil, and fire points. This script is a helper to e.g., let the weapon shoot

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| overrideFirePoints | Can be used to overwrite the automatically detected fire points. This is useful for example when the user writes a script to support a different function per weapon run. |
| bulletSpeed | The speed of the bullet. |
| shootAccuracy | The shoot accuracy in percent: min. 0% to max. 100% |
| fireRatePerSecond | The fire rate per second. |
| projectileVfx | The bullet prefab. Must include a "Weapon Bullet Script" component. |
| recoilForce | The recoil force. |
| recoilWay | The recoil way in world units. |
| useRecoil | Use recoil true / false. |
| weaponGlowColor | The weapon glow color. If a material is attached that contains the Glow_URP_V1 shader, then the color of the glow material is set automatically. |
| Method – Shoot | Let the weapon shoot. |

2.2. Weapon Bullet Script

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| useBulletRotation | If enabled then the bullet rotates while moving. |
| rotateAmount | The amount the bullet is rotating while moving. |
| shootPointAnimationPrefab | This prefab is generated when a shot is generated and is triggered at the barrel of the weapon where the shoot point was placed. |
| hitPrefab | Prefab emitted on hitting eg. a wall. |

2.3. Weapon Fire Point

Used to represent a firepoint of a weapon. This means that to add a firepoint to a weapon, an Empty gameobject must be placed as a child at the desired location where this component must be attached.