Glass Nomad Documentation

March 16, 2020

Contents

1 Weapon Object

Item Type - Whether the weapon is displayed as a primary or secondary weapon.

Fire Mode - Whether the weapon is able to fire in full auto or only single shot. Burst is not yet implemented.

Fire Rate - The minimum time in seconds between each shot.

Mag Size - The maximum number of bullets stored in a magazine.

Mag Count - The number of magazines the player can hold/ will spawn with.

Range - The max range the weapon can hit an object at. Beyond this range the weapon will never hit. There is no drop off in damage.

Damage - The amount of damage the weapon does per hit.

Recoil Force - The value returned from the recoil curves is multiplied by this value. Controls how strong the recoil is.

Up Force Step - The increase along the Recoil Curve axis each time the weapon is fired.

Down Force Duration - The time it would take for the weapon to go from max recoil back to it's starting position.

Weapon Sound - The sound played when the weapon is fired.

Current Recoil Value - Hidden property. Used to track where on the x-axis of the recoil curves the weapon is currently at. Every time this value changes, the value on the y-axis for the old and new value is read. The difference between these values is then multiplied by Recoil Force, then applied to the weapon.

Recoil Curve Up - The upwards recoil curve for the weapon. Every time the weapon is fired, the Current Recoil Value is increased by Up Force Step.

Recoil Curve Down - The downwards recoil for this weapon. This force is applied each frame. It takes Down Force Duration number of seconds to go from a Current Recoil Value of one to a value of zero.