

Thank you for buying **Low Poly FPS Pack!**

Content

| | Page |
|--------------------------|----------------|
| - ArmControllerScript.cs | - 2 - 7 |
| - ExplosionScript.cs | - 8 |
| - ImpactScript.cs | - 8,9 |
| - CasingScript.cs | - 10 |
| - ProjectileScript.cs | - 11,12 |
| - GrenadeScript.cs | - 13,14 |

Demo Scene

| | |
|----------------------------|-------------------|
| - AimScript.cs | - 15 |
| - GunSwitchScript.cs | - 16,17 |
| - TargetScript.cs | - 18 |
| - ExplosiveBarrelScript.cs | - 19 |
| - GasTankScript.cs | - 20,21 |
| - DebrisScript.cs | - 22 |
| - LightningScript.cs | - 23 |
| - FlashbangEffectScript.cs | - 24 |
| - Version changes | - 25,26,27 |
| - Contact & Support | - 28 |

ArmControllerScript.cs

Current Ammo

How much ammo is left in the weapon.

Melee Settings

Melee Weapons

Is Melee Weapon

This should be checked if the current weapon is a melee weapon.

Shoot Settings

Ammo

Ammo

How many bullets the weapon has.

Fire Rate & Bullet Settings

Automatic Fire

This should be checked if the current weapon should use automatic fire.

Fire Rate

How fast the current weapon will shoot.

Bullet Distance

How far the bullet raycast will reach.

Bullet Force

How much force that will be applied to rigidbodies hit by the raycast.

Shotgun Settings

Use Shotgun Spread

This should be checked if the current gun is a "shotgun style" weapon (shotgun & sawn of shotgun).

Spread Size

How big the spread area for the shotgun raycasts will be.

Pellets

How many raycasts will be used when shooting.

Projectile Weapon Settings

Projectile Weapon

This should be checked if the current weapon is a projectile style weapon (rpg & bazooka).

Grenade Launcher

This should be checked if the current weapon is the grenade launcher.

Projectile

The projectile prefab that will be launched from the weapon.

Current Projectile

The projectile object attached to the weapon (the projectile object is hidden when shooting, and visible again when the reload animation is finished).

Reload Time

How long after shooting that the reload animation will start, only used for projectile style weapons.

Grenade Settings

Grenade

This should be checked if the current weapon is a grenade.

Throw Delay

How long it takes for the grenade projectile to spawn, after left clicking. The default value used for the grenade prefabs is **1.125**.

Hide Grenade Timer

How long it takes before the grenade mesh is disabled/hidden, after left clicking. The default value used for the grenade prefabs is **0.75**.

Show Grenade Timer

How long it takes before the grenade mesh is enabled/shown, after left clicking. The default value used for the grenade prefabs is **0.75**.

Flamethrower Settings

Flamethrower

This should be checked if the current weapon is the flamethrower.

Minigun Settings

Minigun

This should be checked if the current weapon is the minigun.

Reload Settings

Casing On Reload

This should be checked if the weapon should only instantiate the casings when reloading (used on sawn off shotgun for example).

Casing Delay

How much time after shooting should the casing be instantiated, this is used for all weapons, if no delay is needed, this value can be left at 0.

Bullet In Mag

Has Bullet In Mag

This should be checked if the current weapon has a bullet attached to the mag (this is used to hide the bullet while reloading, to make it look like a new mag is being used).

Bullet In Mag

Array used for holding the bullets attached to the mag.

Enable Bullet Timer

Amount of time after reloading that the bullet(s) become visible again.

Bullet Or Shell Insert

Uses Insert

This should be checked if the current weapon uses “insert style” reloading, for example the shotgun and sniper 1 use this, when inserting several bullets/shells while reloading.

Impact Tags

Metal Impact Static Tag

The tag used for identifying “static metal” colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying “metal” colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying “static wood” colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying “wood” colliders, default tag name is **Wood**.

Concrete Impact Static Tag

The tag used for identifying “static concrete” colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying “concrete” colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying “static dirt” colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying “dirt” colliders, default tag name is **Dirt**.

Components

Muzzleflash Holders

Use Muzzleflash

If the current weapon should use the **muzzleflash** effect when shooting.

Light Front

Use Light Flash

If the current weapon should use the **light flash** effect when shooting.

Particle System

Play Smoke

If the current weapon should use the **smoke particles** when shooting.

Play Sparks

If the current weapon should use the **spark particles** when shooting.

Play Tracers

If the current weapon should use the **bullet tracer particles** when shooting.

Prefabs

Casing Prefab

The casing prefab instantiated when shooting.

Bullet Impacts & Tags

Metal

Metal Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal static".

Metal Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal".

Wood

Wood Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood static".

Wood Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood".

Concrete

Concrete Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete static".

Concrete Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete".

Dirt

Dirt Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt static".

Dirt Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt".

Spawnpoints

Casing Spawnpoints

The position(s) where the casing is instantiated when shooting.

Bullet Spawnpoint

The position from where the bullet raycast starts.

Audio Clips

Audio Source

Main Audio Source

The main audio source, attached to the arms prefab.

Audio Clips

Shoot Sound

The sound effect played when shooting.

Reload Sound

The sound effect played when reloading.

No Switch

No Switch

Used in the demo scenes to check when the gun is reloading, to prevent gun switching during the reload.

ExplosionScript.cs

Customizable Options

Despawn Time

How long time before the explosion prefab is destroyed, default value is **15**.

Light Duration

How long time the light will be visible on the initial explosion, default value is **0.0325**.

Light

Light Flash

The light game object used in the explosion prefab.

Audio

Explosion Sounds

Array holding the explosion sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

ImpactScript.cs

Customizable Options

Despawn Timer

How long time before the impact prefab is destroyed, default value is **10**.

Audio

Impact Sounds

Array holding the impact sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

Bullet Hole Sprite

Uses Bullet Hole

This should be checked if the bullet impact uses the bullet hole sprite (default for static impacts).

Bullet Hole Sprite

The bullet hole sprite component.

Bullet Hole Size

Bullet Hole Min Size

The minimum size of the bullet hole sprite, default value is **0.0065**.

Bullet Hole Max Size

The maximum size of the bullet hole sprite, default value is **0.0135**.

CasingScript.cs

Force X

Minimum XForce

The minimum amount of force applied to the casing, on the x axis.

Maximum XForce

The maximum amount of force applied to the casing, on the x axis.

Force Y

Minimum YForce

The minimum amount of force applied to the casing, on the y axis.

Maximum YForce

The maximum amount of force applied to the casing, on the y axis.

Rotation Force

Minimum Rotation

The minimum amount of rotation applied to the casing.

Maximum Rotation

The maximum amount of rotation applied to the casing.

Despawn Time

Despawn Time

How long time the casing will be visible, before getting destroyed.

Audio

Casing Sounds

Array holding the casing sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

ProjectileScript.cs

Is Arrow

If the current projectile is the arrow prefab.

Explosion Prefabs

Explosion Metal Prefab

The explosion prefab that is instantiated when the projectile collides with "metal" tag.

Explosion Concrete Prefab

The explosion prefab that is instantiated when the projectile collides with "concrete" tag.

Explosion Dirt Prefab

The explosion prefab that is instantiated when the projectile collides with "dirt" tag.

Explosion Wood Prefab

The explosion prefab that is instantiated when the projectile collides with "wood" tag.

Impact Tags

Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

Concrete Impact Static Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

Customizable Options

Force

How much force will be applied to the projectile at launch, higher values make the projectile fly faster.

Despawn Time

How long time before the projectile is destroyed.

Explosion Options

Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

Power

How much force will be applied to rigidbodies within the explosion radius.

GrenadeScript.cs

Timer

Grenade Timer

How long time before the grenade explodes.

Explosion Prefabs

Explosion Metal Prefab

The explosion prefab that is instantiated when the grenade explodes on the "metal" and "metal (static)" tag.

Explosion Concrete Prefab

The explosion prefab that is instantiated when the grenade explodes on the "concrete" and "concrete (static)" tag.

Explosion Dirt Prefab

The explosion prefab that is instantiated when the grenade explodes on the "dirt" and "dirt (static)" tag.

Explosion Wood Prefab

The explosion prefab that is instantiated when the grenade explodes on the "wood" and "wood (static)" tag.

Impact Tags

Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

Concrete Impact Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

Explosion Options

Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

Power

How much force will be applied to rigidbodies within the explosion radius.

Throw Force

Minimum Force

Minimum amount of forward force that is applied to the grenade prefab.

Maximum Force

Maximum amount of forward force that is applied to the grenade prefab.

Smoke Grenade

Is Smoke Grenade

This should be checked if the current grenade prefab is a smoke grenade.

Start Smoke Time

How long it takes for the smoke particles to start playing, after the grenade prefab has been loaded into a scene.

Stop Smoke Time

How long it takes before the smoke particles stop playing.

Destroy Timer

How long it takes for the prefab to destroy itself, after the smoke particles have stopped playing.

Smoke Particles

The smoke particle system that is attached to the smoke grenade prefab.

Flashbang

Is Flashbang

This should be checked if the current grenade prefab is a flashbang.

Audio

Impact Sound

The audio source with the impact sound, this sound will play every time the hand grenade collides with something.

Demo Scene

AimScript.cs

Gun Options

Aim Speed

How fast the gun rotates to the new position when moving around the mouse, default value is **6.5**.

Move Speed

How fast the gun transitions between “default position” and “zoom position” when aiming down the sights, default value is **28**.

Gun Positions

Default Position

This is the default position of the gun, the values are different for each gun, have a look at the demo scene for examples on how to use it.

Zoom Position

This is the position of the gun when “aiming down the sights”, or zooming in, the values are different for each gun, have a look at the demo scene for examples on how to use it.

Camera

Gun Camera

The camera that holds the guns.

Camera Options

FOV Speed

How fast the camera transitions between “default FOV” and “zoom FOV”, higher values gives faster transitions, default value is **20**.

Zoom FOV

The field of view when zoomed in, default value is **35**.

Default FOV

The default field of view, default value is **75**.

Audio

Aim Sound

The audio source that holds the aim sound, this sound will play every time right click is pressed down.

Demo Scene

GunSwitchScript.cs

This script is used in **Demo Scene 1** and **Demo Scene 4** by the “manager” to switch between the guns, and handle the UI text, have a look at **Demo Scene 1** and **Demo Scene 4** to see how it can be used.

Guns

Current Gun

The number value of the gun that is currently selected.

Current Gun Object

The current gun object, used to get the ammo values from the guns script.

Guns

Array holding all the guns.

Gun Text

Gun 1 Text

The name of gun 1, this is the text shown in the UI.

Gun 2 Text

The name of gun 2, this is the text shown in the UI.

Gun 3 Text

The name of gun 3, this is the text shown in the UI.

Gun 4 Text

The name of gun 4, this is the text shown in the UI.

Gun 5 Text

The name of gun 5, this is the text shown in the UI.

UI Components

Total Ammo Text

The UI text component that shows the total ammo.

Ammo Left Text

The UI text component that show how much ammo there is left.

Tutorial Text

The UI text component showing the initial tutorial text.

Current Gun Text

The UI text component that show the name of the current gun.

Demo Scene

GunSwitchScript.cs

Customizable Options

Tutorial Text Timer

How long time the tutorial text should be visible, default value is **10**.

Tutorial Text Fade Out Time

How fast the tutorial text should fade out, default value is **4**.

Demo Scene

TargetScript.cs

This script is used in a few of the demo scenes, on the “targets” that you can shoot down.

Is Hit

Bool that checks if the target has been hit, check out the demo scenes to see how it can be used.

Customizable Options

Min Time

The minimum amount of time before the target goes back up.

Max Time

The maximum amount of time before the target goes back up.

Audio

Up Sound

The sound that plays when the target goes back up.

Down Sound

The sound that plays when the target is hit.

Audio Source

The audio source that plays the sounds.

Demo Scene

ExplosiveBarrelScript.cs

This script is used in a few of the demo scenes, on the “explosive barrels”.

Explode

Bool that checks if the barrel has been hit, check out the demo scenes to see how it can be used.

Prefabs

Explosion Prefab

The prefab that is instantiated when the barrel explodes.

Destroyed Barrel Prefab

The “destroyed barrel” prefab that is instantiated when the barrel explodes.

Customizable Options

Min Time

The minimum amount of time before the barrel explodes, after being hit, default value is **0.05**.

Max Time

The maximum amount of time before the barrel explodes, after being hit, default value is **0.25**.

Explosion Options

Explosion Radius

How far the explosion force will reach, default value is **2**.

Explosion Force

How powerful the explosion will be, default value is **1500**.

Demo Scene

GasTankScript.cs

This script is used in **Demo Scene 3** on the “gas tanks”.

isHit

Bool that checks if the gas tank has been hit, check out **Demo Scene 3** to see how it can be used.

Prefabs

Explosion Prefab

The prefab that is instantiated when the barrel explodes.

Destroyed Gas Tank Prefab

The “destroyed gas tank” prefab that is instantiated when the gas tank explodes.

Customizable Options

Explosion Timer

How long time before the gas tank explodes after being hit.

Rotation Speed

How fast the gas tank rotates.

Max Rotation Speed

The maximum rotation speed of the gas tank.

Move Speed

The amount of force applied to the gas tank, to make it move.

Audio Pitch Increase

How fast the audio pitch should increase over time for the flame sound.

Explosion Options

Explosion Radius

How far the explosion force will reach, default value is **3**.

Explosion Force

How powerful the explosion will be, default value is **1500**.

Light

Light Object

The light that is activated when the gas tank is hit.

Demo Scene

GasTankScript.cs

Particle Systems

Flame Particles

The flame particle system that plays when the gas tank is hit.

Smoke Particles

The smoke particle system that plays when the gas tank is hit.

Audio

Flame Sound

The audio source holding the flame sound, this will play when the gas tank is hit, and the audio pitch will increase over time.

Impact Sound

The audio source holding the impact sound, this will play every time the gas tank collides with something.

Demo Scene

DebrisScript.cs

This script is used in the demo scenes on the debris objects from the destroyed explosive barrel and gas tank.

Audio

Debris Sounds

Array holding all the debris sounds.

Audio Source

The audio source that will play the sounds, every time the object collides with something.

Demo Scene

LightningScript.cs

This script is used in **Demo Scene 1**, for the lightning effect.

Light Intensity

Min Intensity

The minimum light intensity for the directional light, the default value is **2**.

Max Intensity

The maximum light intensity for the directional light, the default value is **4**.

Light Duration

Light Duration

How long the light flash and lightning sprite will be visible, default value is **0.0475**.

Delay Between Flashes

Min Flash Delay

The minimum amount of time between the two flashes, default value is **0.05**.

Max Flash Delay

The maximum amount of time between the two flashes, default value is **0.9**.

Total Delay

Min Delay

Minimum amount of time to wait between lightning strikes, default value is **5**.

Max Delay

Maximum amount of time to wait between lightning strikes, default value is **25**.

Background Color

Main Background Color

The default background color, this changes the “background” of the gun camera.

Lightning Background Color

The background color when the lightning is active, this changes the “background” of the gun camera.

Components

All the required components, such as the camera, directional light, audio source, and lightning sprites.

Demo Scene

FlashbangEffectScript.cs

This script is used in **Demo Scene 7**, for the flashbang effect.

Is Blinded

Bool to check if the player has been “blinded” by the flashbang or not, this bool is being activated from the grenade projectile.

Settings

Effect Timer

How long time before the effect can be used again, default value is **8.5**.

Alpha Transition Multiplier

How fast the alpha value decreases on the overlay image, higher value will make it decrease faster, default value is **0.15**.

Blur Transition Multiplier

How fast the motion blur value decreases, higher value will make it decrease faster, default value is **0.05**.

Components

All the required components, such as the camera, audio source and image overlay.

Version Changes

Version 1.0

- First release

Version 1.1

- Added new gun (sniper)
- Fixed scale and pivot point issues
- Improved gun script
- Improved animations
- Improved rpg explosion
- New texture (All models now share the same texture)

Version 1.2

- Added 4 new guns and animations (assault rifle 2, smg 2, revolver 1, revolver 2)
- Added 4 grenade models
- Added 6 attachments
- Added new casing and bullet (revolver casing and bullet)
- Improved gun script
- More example prefabs

Version 1.3

- Added new guns and animations (grenade launcher, handgun, sniper)
- Added explosion effects
- Added bullet impact effects
- Improved particle systems
- Improved gun script
- More example prefabs

Version 1.4

- Added demo scene
- Added five new guns and animations
- Improved gun script
- More example prefabs and props
- Stopped supporting Unity 4.6

Version Changes

Version 1.5

- Added five new guns and animations
- Added melee weapons
- Improved gun script
- Improved gun texture
- New demo scene
- More example prefabs and props

Version 1.6

- Added three new guns and animations
- Added more melee weapons
- Added some audio effects
- Improved gun script
- New demo scene

Version 1.7

- Added animated arms for most weapons
- New demo scene
- More prefabs and environment props

Version 1.8

- Added animated arms for some melee weapons
- New demo scene
- More prefabs and environment props
- Changed name to "Low Poly FPS Pack"

Version 1.9

- All models have been scaled down, to better match the default Unity scale
- Removed the "old example prefabs"
- New weapon models
- Added animated arms for the grenades
- New textures for the arm models
- New demo scenes
- Improved old demo scenes
- Improved explosions, and added large versions
- Made the trigger separate on all gun models

Version Changes

Version 2.0

- Added animated arms for the flamethrower
- Added animated arms for the grenade launcher
- Added animated arms for shotgun 2
- Added animated arms for minigun
- Added new weapons (tactical shield, lever action rifle, bow)

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

Subscribe to me on youtube:

www.youtube.com/DavidStenfors