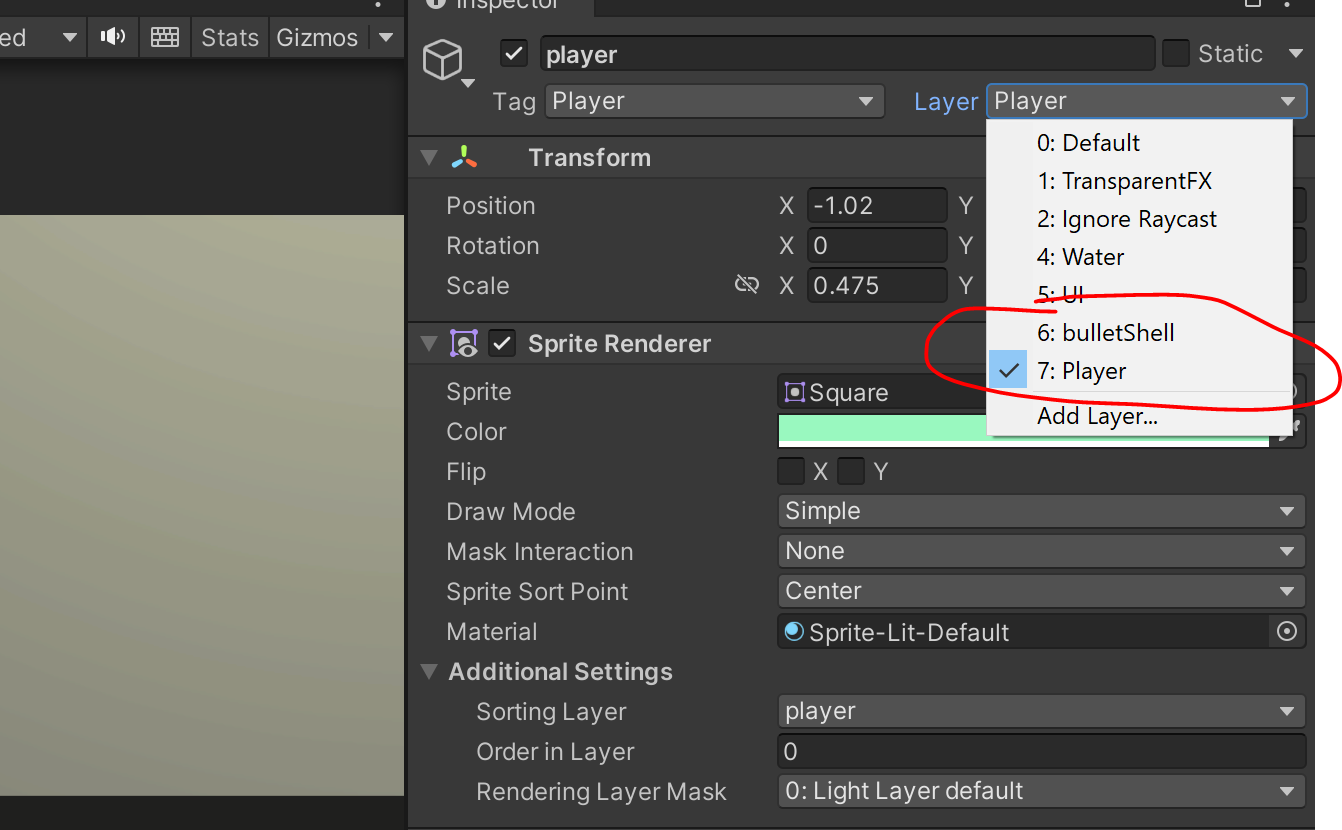
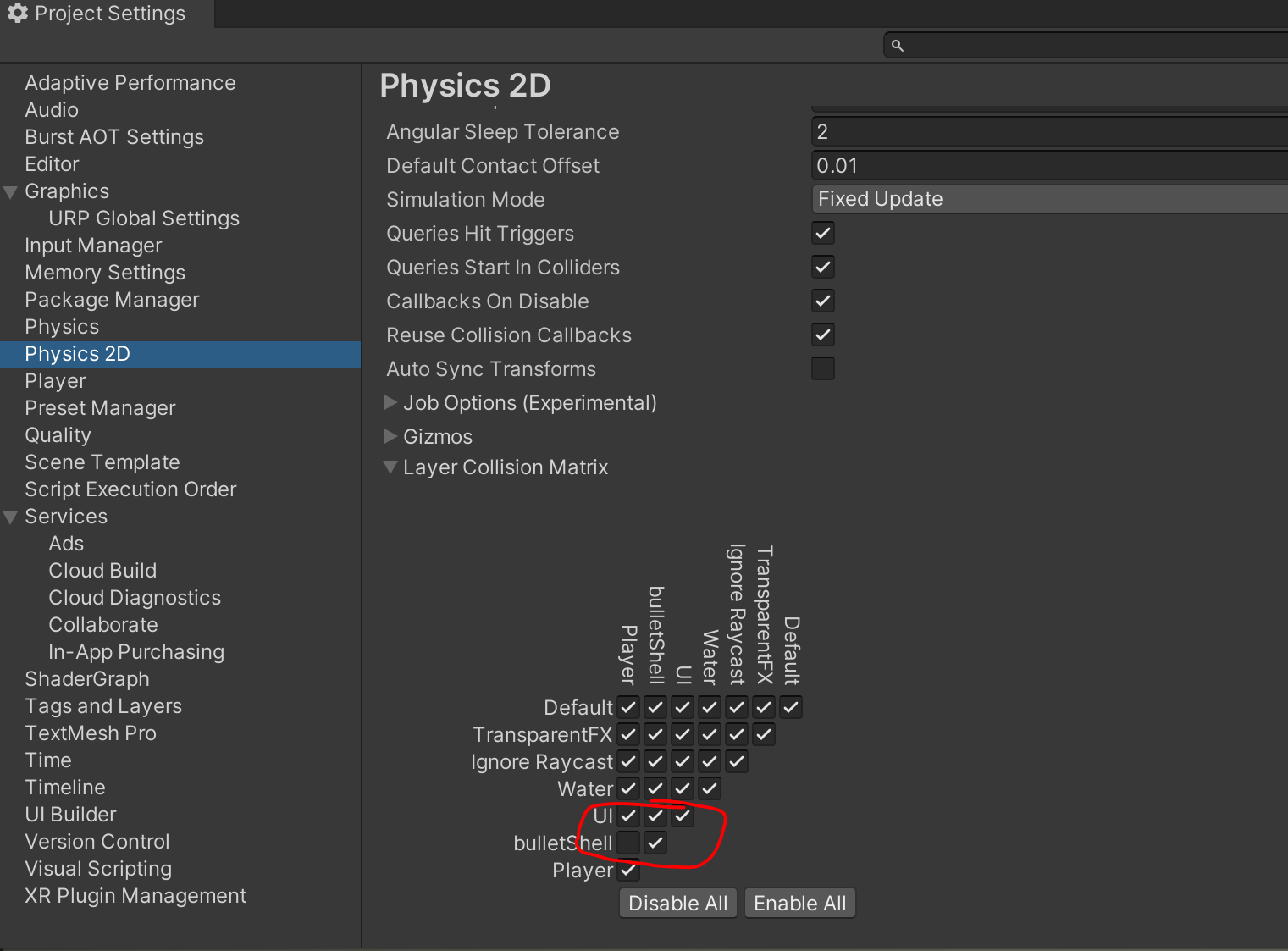
Bullet Casing

To Add bullet casing Simple make 2 layers one for player and one for bullet casing.  
  
then go to   
Edit>Project Settings>Physics 2D

And disable to physics between player and bullet casing



Use the script for bullet casing spawning that’s located in

Assets>UseTheseScripts>PutOnPlayer

And just fill in the fields to make it work

