

# LOW-POLY GUNS PACK Attachments & Optics

## instruction manual

Thank you for downloading the asset !

This asset is the extended version of “**LOW-POLY GUNS PACK**”, also available on Unity Asset Store.

This asset basically consists of a 3D model only, which can be simply used by drag and drop into the scene view.

### Each parameter of the reflex sight shader used in holographic/reflex sight

Reticle texture and Reticle color:

The shape and color of the reticle to be displayed on the holographic sight.

Vertical:

If you want to offset the reticle display position vertically, such as when placing the sight on a gun with height, you can adjust this value by varying it.

Reticle Size:

If you want to change the size of the reticle, adjust this value.

### Each parameter of the Nightvisionscope shader

Hue: Color of Nightvision scope

Brightness: Overall brightness of the screen

BlendBlackColor: Blackness of the screen

OutlineBrightness: Brightness of the outline around the object

OutlineWidth: Width of above outline

### How to change texture

Drag & drop the appropriate material from the "Materials" folder onto the GameObject with the material set under the “Mesh” of the object after you place in the scene view.

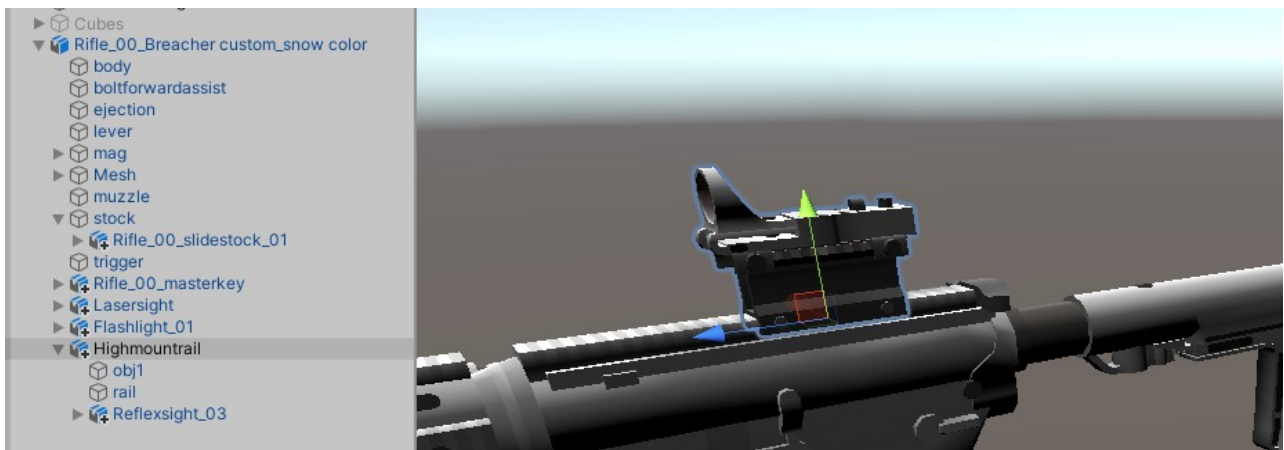
### How to change magazine to empty

Set the value of “nobullet” of Skinned Mesh renderer to 1, in “Mesh/mag” in the model.

### How to place the attachments to weapons

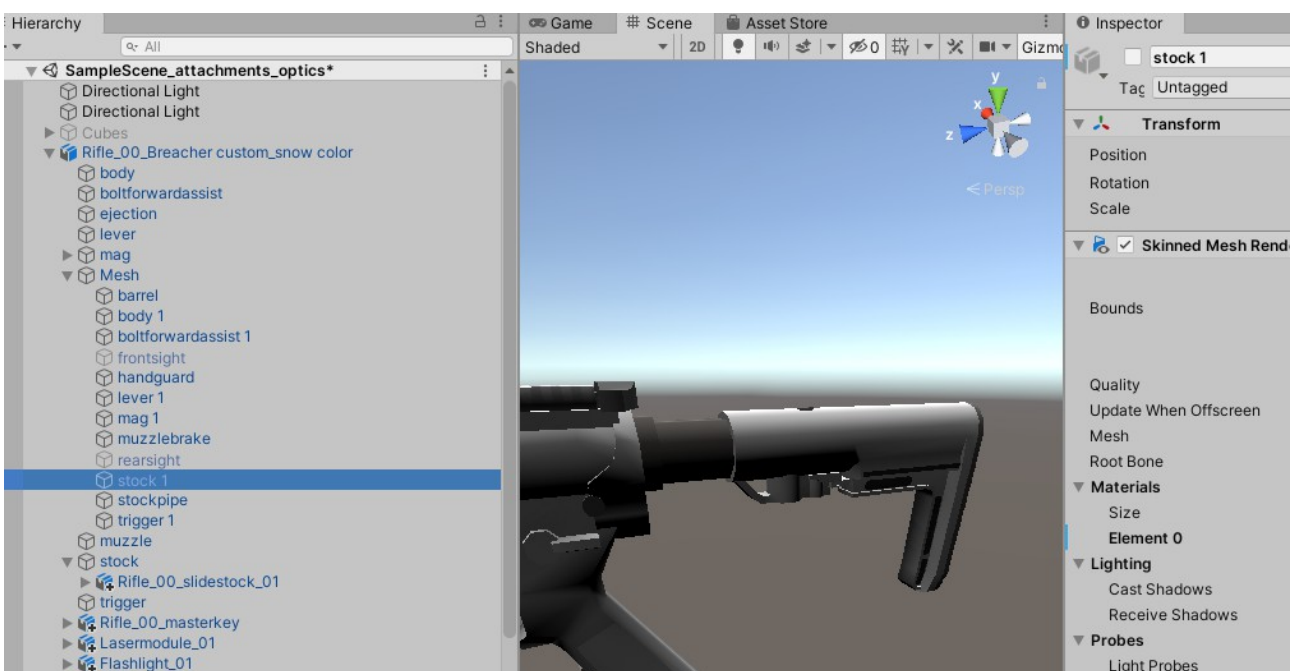


Objects that are placed directly on the weapon, such as fixed stocks, hand guards, and under-barrel weapons, are placed in the correct position by placing them on the weapon object's root.



Other objects that are placed on rail system, such as optical sights and laser aiming modules, and the objects placed on a barrel such as suppressors are placed in the desired position.

If the additional attachments overlap with the objects originally placed on the weapon, hide the corresponding Mesh objects in the weapon object.



### **Tips**

This asset contains a demo scene, and you can see how the attachments fit together by looking at the structure of the 3D model placed in the scene.