

Advanced Grappling System - Documentation

Check The Documentation Online:

<https://alpha-5.gitbook.io/advanced-grappling-system/>

Version: v 1.2

**Support: Discord / Mail Check the Asset
Store Page**

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Quick Setup

Download and Install TextMeshPRO

You can download it from the Package Manager.

Setup Layers(In case of not being imported)

There are 3 layers you need to add in case they weren't included in the package,the ground layer,grappable layer and sprite layer.After that set all the layers of the scripts and objects that use the layers(Player Controller,Aim Assist Object and Grappling Gun)

You can just import it in your project and you are good to go.

IMPORTANT: If something is not working or you think this asset is not what it is meant to be,or if you have any kind of problem with it,contact me via discord or email,don't leave a bad review yet,also keep in mind that a lot of updates are coming with new features and bug fixes.

Make Your Own Grappling Gun:

NOTE: You need a rigidbody player controller for the grappling gun to work,so just use a rigidbody player controller,or add a rigidbody component to your player controller.

First you need a Model for the grappling gun,you can use the katana I included in the asset or use your own,after that create an empty gameobject inside the main camera of the player and call it Grappling Gun Position or something like that.

There you put you Grappling Gun model and position it how you want your player to hold it.After that add an empty gameobject to your model and name it “Tip”,position it at the tip of you Grappling Gun Model where you want the hook to come out of.

After that add the “GrapplingGun” script to you model and assign every value(put the MainCamera in Camera,the “Tip” in gun tip and the Player in Player).

For the Aim Assist you can choose from what distance you want to assist your Grappling Gun and choose the object that you want to show where it will assist like a sprite or a model,etc.

You can also assign the sound when you are able to grapple.For the Debug Assist just make a sprite or a Gamobject and assign it(WARNING: THE OBJECT NEEDS TO BE IN THE SCENE)

and for the sprite you can drag the “Sprite Assist” script so it always faces you camera.

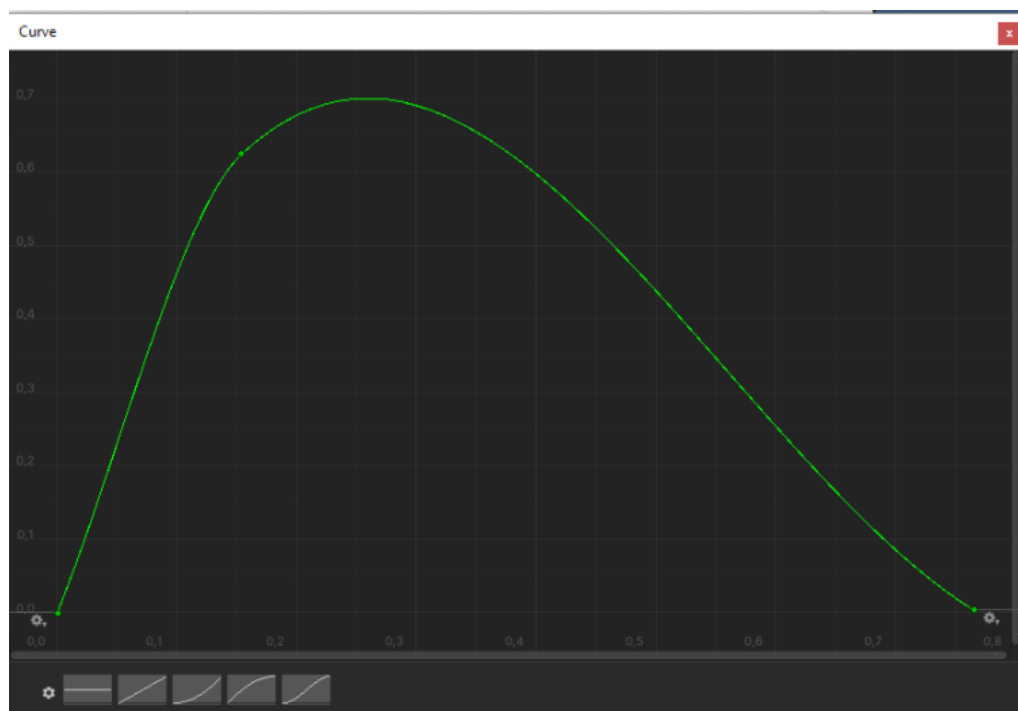
Also for the Grappling Gun to rotate put the “RotateGun” script on the Grappling Gun Position and set the Grappling Gun Model position to 0 0 0 and move the actual Grappling Gun Position for it to work correctly.

After that you need to add a LineRendered component on the Grappling Gun Model and make it how you want your grappling rope to look like.

For the Rope Animation you just add the “GrapplingRope” script on the Grappling Gun Model and assign every value and make sure Quality is above 0. For it to work make sure to click on the “Affect Curve” and click on the first line that is straight and make the positions of both start point and end point of the line 0 and after that make it like a curve. An example of settings for the rope:

NOTE: FOR THE SPRITE TO ALWAYS BE VISIBLE SET IT’S LAYER TO “SPRITE”.

You can modify each value and see what results you get.



▼ # ✓ Grappling Rope (Script) ? ⚙ ⋮

Script	GrapplingRope
Grappling Gun	katana2 (Grappling)
Quality	500
Damper	5
Strength	500
Velocity	15
Wave Count	5
Wave Height	1.7
Affect Curve	

Grapple Points System Explained:

The grapple points system is very easy to understand and very customizable. You can make an object grappable by adding the „Grappable“ layer to them. In the code, for this system to work, when the raycast is casted, it just checks if the layer it hits is that layer and if it hits that layer, you are able to start grappling.

Integrate with your own FPS Controller:

To integrate with your fps controller just add a rigidbody component on your player and make the controller script work with rigidbody, this asset works only with rigidbody controllers so you will have to make your controller work with rigidbody. If your controller works with rigidbody you don't need to do anything, you are good to go.

Grabbable Objects:

To setup a grabbable object go into Tools/Alpha00/Advanced Grappling System Hub.

A grabbable object has the ability to come towards you when you grapple on to it and needs to have a rigidbody so it can be physically active and work as good as possible.