

Voxel Arsenal v1.12

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Introduction

Hello and welcome to the documentation of Voxel Arsenal. Here you'll find some information on how to most efficiently use and customize the asset for your project.

If you're ready to dive right in, most effects can be found in the **'Voxel Arsenal/Prefabs'** folder. Here they are sorted into 3 main categories: Combat, Environment and Interactive. To view an effect, you can simply drag and drop it into your Scene and the effect will start playing immediately.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the **'Voxel Arsenal/Demo/Scenes'** folder into the [Build Settings](#), open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

Instantiating effects

In some cases you can simply drag and drop the effect into the scene, otherwise you will have to [instantiate](#) them through a script. This basic ClickExplode script shown below does two important things:

1. Instantiate your effect of choice at the GameObject it is attached to when left clicking
2. Delete the effect from the scene 5 seconds after it has been instantiated and is done playing

```
using UnityEngine;
using System.Collections;

public class ClickExplode : MonoBehaviour
{
    public GameObject myVFX;

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Mouse0))
        {
            SpawnEffect();
        }
    }

    void SpawnEffect()
    {
        GameObject spawnedVFX = Instantiate(myVFX, transform.position, transform.rotation) as GameObject;
        Destroy(spawnedVFX, 5f);
    }
}
```

Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, meshes used for the effects may appear to be skewed.

The effects in Voxel Arsenal consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

This does however mean that some parts of the effects such as **Point Lights**, **Trail Renderers** and **Audio Sources** may have to be manually adjusted afterwards if you scale an effect, as Transform does not affect them.

Extra scripts

In the '**Voxel Arsenal/Scripts**' folder you can find some scripts to further help you customize the effects.

VoxelBeamStatic - This is used for the Static Beam effect found in the '**Prefabs/Combat/Static Beam**' folder.

VoxelLightFade - Attach this to a GameObject with a Light Component to fade it out over time

VoxelSoundSpawn - A handy script for playing sound effects with a random pitch.

VoxelRotation - This script will add constant rotation to a GameObject

Upgrading to URP

When you import Voxel Arsenal for the first time, the asset will be using Shaders for the **Built-in Render Pipeline** (often called Standard). If you are planning to work in Standard, upgrading is not necessary.

Before upgrading, make sure your project is configured to use **URP (Universal Render Pipeline)**.

WARNING: Any changes made to Materials in the Voxel Arsenal folder will be lost when upgrading!

To upgrade to LWRP/URP, locate the '**Voxel Arsenal\Upgrades**' folder, then open (double-click) and Import the bundled '**Voxel Arsenal URP Upgrade**' unitypackage to your project. This will replace all of the Materials in the asset folder, and make some minor changes to Scenes and Prefabs in the '**Voxel Arsenal\Demo**' folder.

You can also revert to Standard materials by re-importing the pack from the Asset Store.

FAQ

Q: Can I use this asset in my commercial game?

A: Yes! Most assets from the Asset Store often use the same license. Read more [here](#) or check the [EULA](#).

Q: Where is X effect in the asset folder?

A: There are a lot of prefabs in this project, please use the Search function or send me an [email](#).

Q: Will this asset be available in HDRP?

A: At the moment it is not planned, but maybe!

Contact

Need help with anything? For the quickest response, please reach me at archanor.work@gmail.com.

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