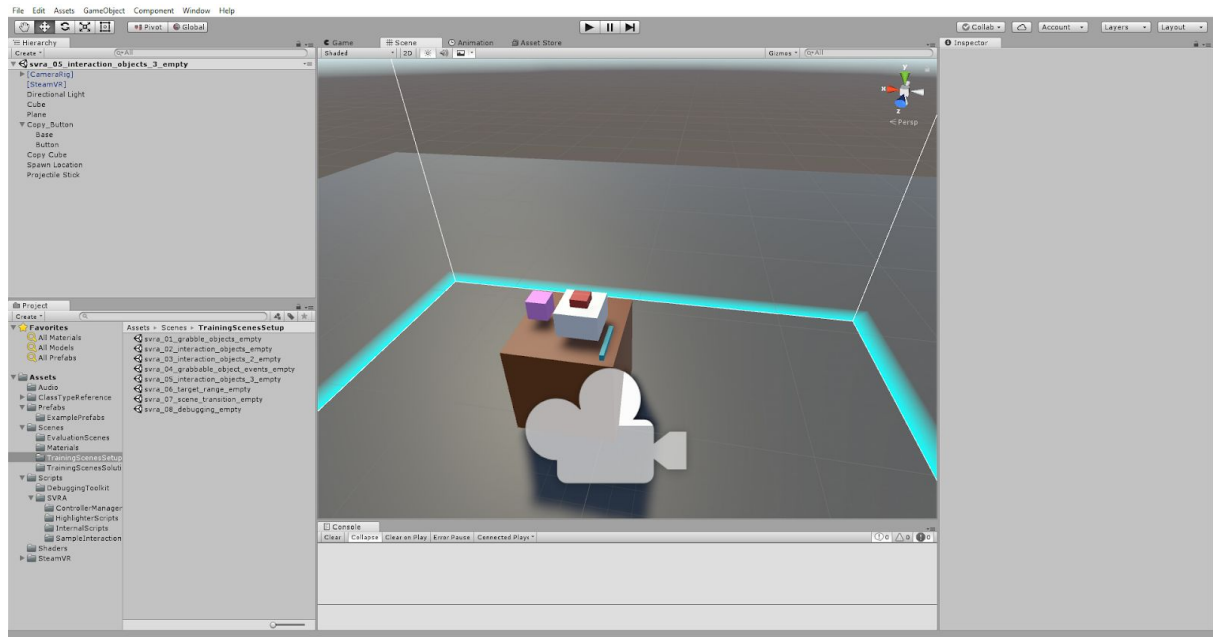


SVRA Tutorial 5: Projectile Launcher & Object Cloning

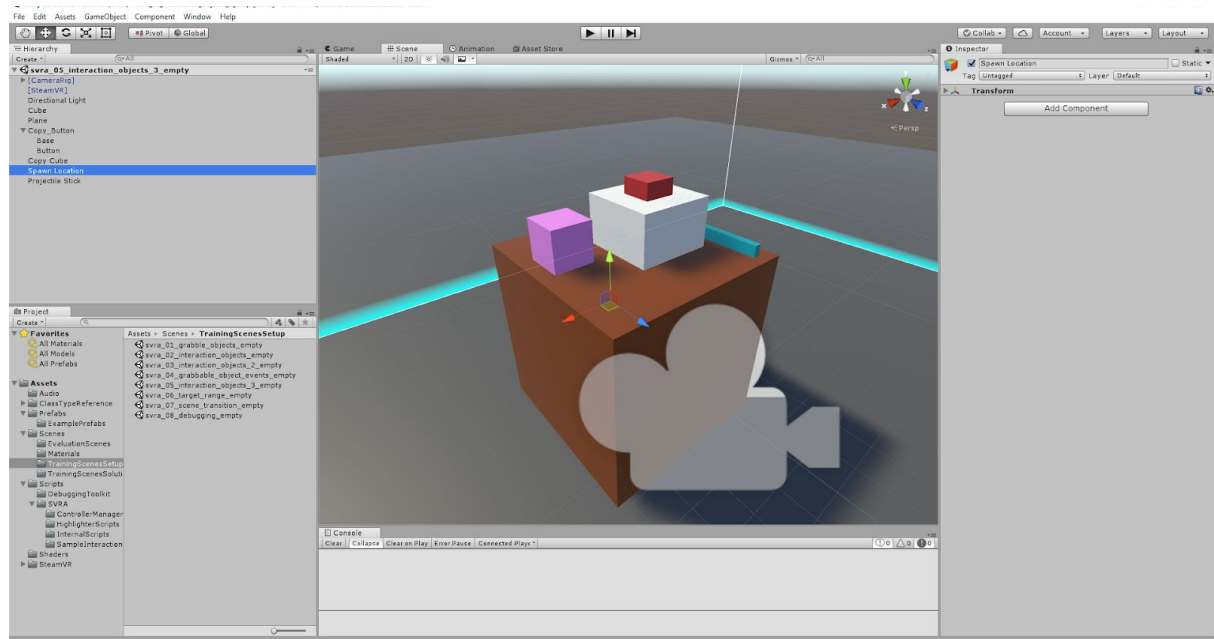
This tutorial will showcase the ability to clone an object and the projectile launcher system included in the toolkit.



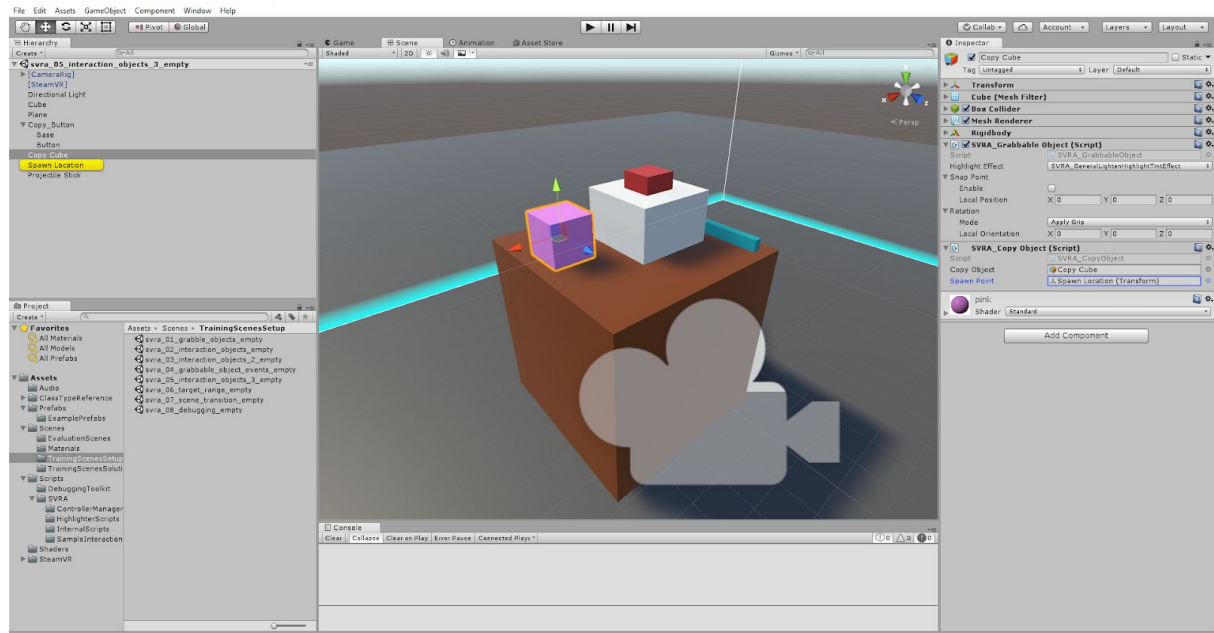
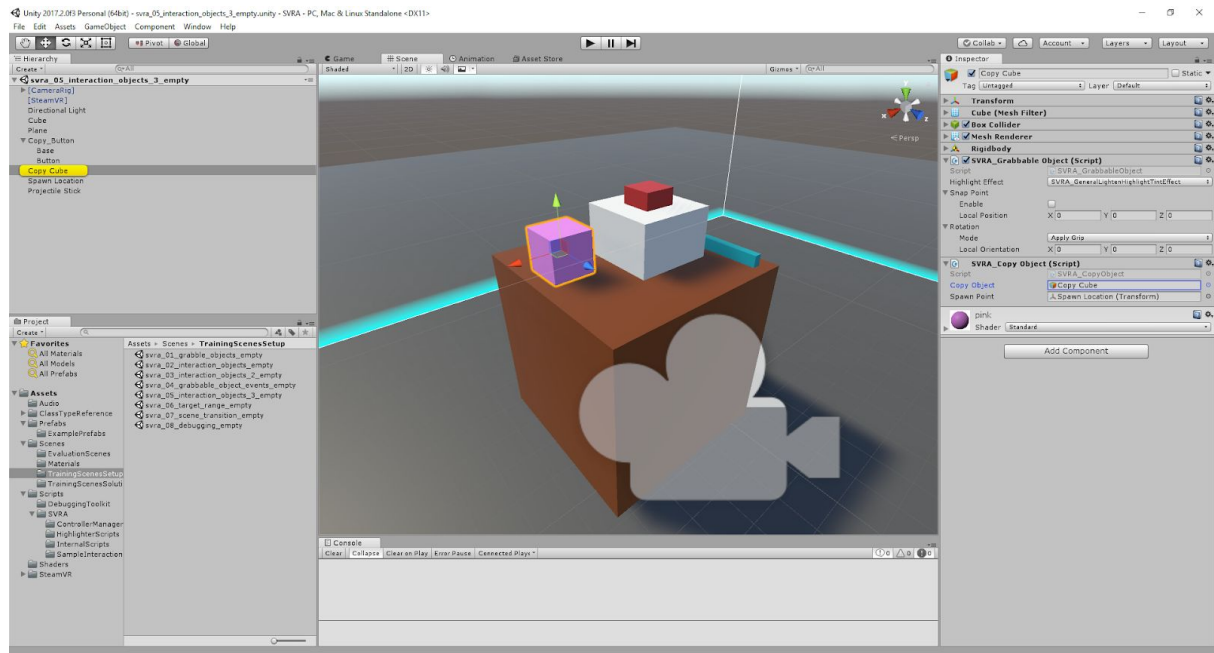
Ensure that the controllers are setup and button is setup as an `InteractButton` with an event bridge attached. Next we will setup the ability to clone the cube upon interacting with the button. First we must establish the spawn point. An empty `GameObject` is used to represent the spawn location of the cloned object. Add an empty `GameObject` and position it somewhere within the scene to act as the spawn location [1].

Next add the `SVRA_CopyObject` script onto the object to be cloned. It could be assigned to an empty `GameObject` but we will add it here. Next we must add the spawn position and the object to be cloned to the attributes of the component. We do this by dragging and dropping the empty `GameObject` and object to be cloned into the respective attributes on the component [2]. Finally, as before setup the button to trigger the object to spawn upon being interacted with.

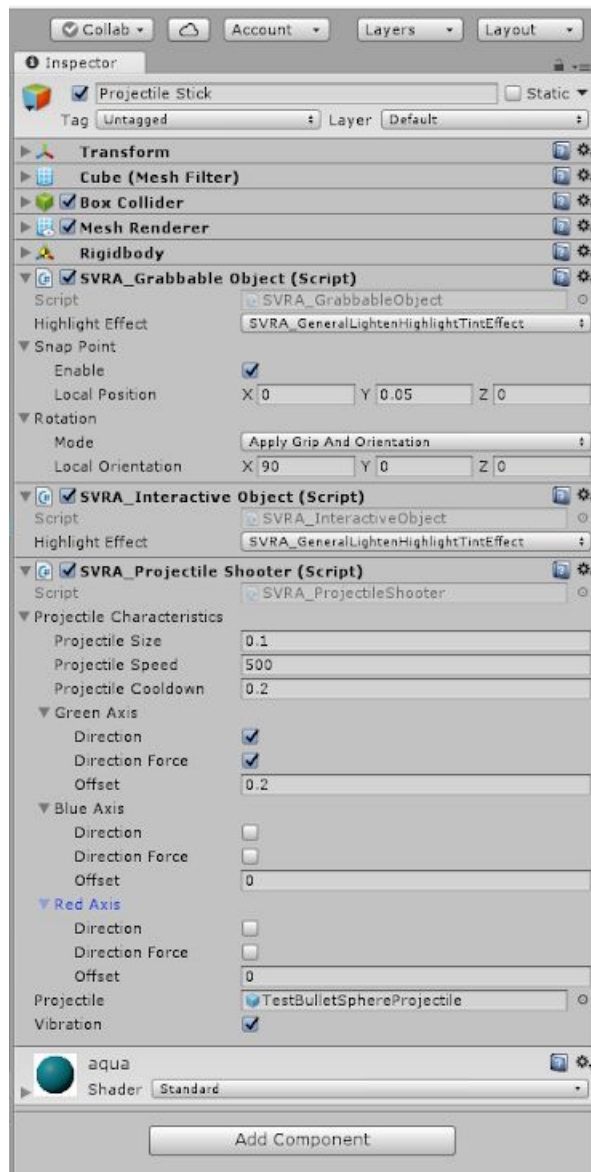
Next we must setup the projectile launcher script on the blue stick-like object. This is your shooting stick. It is very powerful. First add the `SVRA_ProjectileShooter` script onto the object. Next we must setup the projectile to be fired. This is done by dragging and dropping a prefab object of the projectile to be fired into the `Projectile` attribute of the script. Other characteristics such as the size, direction, speed and firing rate are configured through the Inspector window [3].



[1] Positioning the empty GameObject to act as the spawn point for the cloned object



[2] Setup of the CloneObject script attributes



[3] Projectile Shooter Inspector window