Futuristic Weapons FiringFX with Sounds   [Inqluded scripts and shaders]

To show effects use DemoScenes in folder - Assets\Futuristic Weapons FiringFX with Sounds\Demo_Scenes

Scripts:
SoundController
1. Clips - Clip list. Insert clips here;

2. Random clip - check it and clips in the clip list will play randomly;

3. Loop - check it and clip will play in loop;

4. Random Volume - check it and clips volume will play with randome volume;

5. Delay On Enable - check it, if you want clip starts with delay(min/max);

6. Volume xy - Min/Max:

7. Random Pitch - check it and clips volume will play with randome pitch;

8. Pitch xy - Min/Max;

Automatic shooting - Each time you activate this class (use single shot prefab with sound controller script), it will play sounds from clip list randomly with all parameters above.
TestShot. (key-1 shot-01, key-2 shot_02, key-3 shot_03, key-4 combined_SFX). Use - Demo_Scene_Firing.

Shaders:
SH_Energy
SH_Lightning_Strike
SH_Muzzleflash_Core_01
SH_Muzzleflash_Core_02
SH_Trail
SH_Wave_Distortion
SH_Waves

URP Users.

You can use UniversalRenderPipelineAsset file, which is include in URP Updater file.

Drag and drop UniversalRenderPipelineAsset-file from folder [Assets\ Futuristic Weapons FiringFX with Sounds\ Demo_Scenes] to the Scriptable Render Pipeline Settings [Edit\Project Settings\Graphics] and to the Rendering [Edit\ Project Settings\ Quality]

To use soft particle effect with "Universal Render Pipeline" you have to enable "Depth Texture", "Opaque", "HDR" in the UniversalrenderPipelineAsset which is used in the Edit\ Project Settings\Graphics].

Thanks for Purchase!

Good Luck!