

Thank you for buying **Low Poly Gun Pack!**

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GunScript.cs

Bullets Left

Bullets Left

How many bullets there are left in the current gun.

Spawnpoints & Prefabs

Casing Spawn Point

The component for the casing spawn point.

Casing Prefab

The casing prefab that will be instantiated.

Mag Spawn Point

The component for the magazine spawn point.

Empty Mag Prefab

The magazine prefab that will be instantiated when reloading.

Bullet Spawn Point

The component for where the bullet raycast should start from.

Bullet Impacts & Tags

Metal

Metal Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal static".

Metal Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal".

Wood

Wood Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood static".

Wood Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood".

Concrete

Concrete Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete static".

Concrete Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete".

Dirt

Dirt Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt static".

Dirt Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt".

Impact Tags

Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

Concrete Impact Static Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

Customizable Options

Magazine Size

How many bullets the weapon has.

Muzzleflash Duration

How long the muzzleflash will be visible, default value is **0.02**.

Fire Rate

How fast the weapon can shoot (not used for all guns).

Reload Duration

How long it takes to reload the weapon, (default values should not be changed on the prefabs).

Light Intensity

How intense the muzzleflash light will be, default value is **2**.

Light Range

The range of the muzzleflash light, default value is **10**.

Customizable Options

Bullet Distance

How far away the bullet raycast will reach, default value is **150**.

Bullet Force

How hard the "bullet" will hit rigidbodies, default value is **15**.

Hand Grenade Options

Grenade Throw Force

How much force will be applied to the grenade prefab when it is instantiated.

Hand Grenade Rotation Force

Minimum Grenade Rotation

The minimum amount of rotation force applied to the grenade when it is instantiated.

Maximum Grenade Rotation

The maximum amount of rotation force applied to the grenade when it is instantiated.

Weapon Type

Used in the script to check what type of weapon is used, don't modify these on the example prefabs, since they will not work properly then.

Animations

Contains all the different animations for the weapons, such as recoil and reload animations.

Components

Contains all the different components for the weapons, such as the muzzleflash holders and different gun parts used for animations.

Audio Sources

Contains all the different audio sources, such as the shoot and reload sounds.

Used In Demo Scenes

No Switch

Used in the demo scene to check when the gun is reloading, to prevent gun switching during the reload.

ExplosionScript.cs

Customizable Options

Despawn Time

How long time before the explosion prefab is destroyed, default value is **15**.

Light Duration

How long time the light will be visible on the initial explosion, default value is **0.02**.

Light

Light Flash

The light game object used in the explosion prefab.

Audio

Explosion Sounds

Array holding the explosion sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

ImpactScript.cs

Customizable Options

Despawn Timer

How long time before the impact prefab is destroyed, default value is **10**.

Audio

Impact Sounds

Array holding the impact sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

CasingScript.cs

Force X

Minimum XForce

The minimum amount of force applied to the casing, on the x axis.

Maximum XForce

The maximum amount of force applied to the casing, on the x axis.

Force Y

Minimum YForce

The minimum amount of force applied to the casing, on the y axis.

Maximum YForce

The maximum amount of force applied to the casing, on the y axis.

Rotation Force

Minimum Rotation

The minimum amount of rotation applied to the casing.

Maximum Rotation

The maximum amount of rotation applied to the casing.

Despawn Time

Despawn Time

How long time the casing will be visible, before getting destroyed.

Audio

Casing Sounds

Array holding the casing sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

Customizable Options

Despawn Timer

How long time the magazine will be visible, before getting destroyed.

Eject Force

How much force will be applied to the magazine when it is instantiated, use a negative value to make it fall downwards.

Audio

Impact Sound

The audio source with the impact sound, this sound will play every time the magazine collides with something.

ProjectileScript.cs

Explosion Prefabs

Explosion Metal Prefab

The explosion prefab that is instantiated when the projectile collides with "metal" tag.

Explosion Concrete Prefab

The explosion prefab that is instantiated when the projectile collides with "concrete" tag.

Explosion Dirt Prefab

The explosion prefab that is instantiated when the projectile collides with "dirt" tag.

Explosion Wood Prefab

The explosion prefab that is instantiated when the projectile collides with "wood" tag.

Impact Tags

Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

Concrete Impact Static Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

Customizable Options

Force

How much force will be applied to the projectile at launch, higher values make the projectile fly faster.

Despawn Time

How long time before the projectile is destroyed.

Explosion Options

Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

Power

How much force will be applied to rigidbodies within the explosion radius.

GrenadeScript.cs

Timer

Grenade Timer

How long time before the grenade explodes.

Explosion Prefabs

Explosion Metal Prefab

The explosion prefab that is instantiated when the grenade explodes on the "metal" and "metal (static)" tag.

Explosion Concrete Prefab

The explosion prefab that is instantiated when the grenade explodes on the "concrete" and "concrete (static)" tag.

Explosion Dirt Prefab

The explosion prefab that is instantiated when the grenade explodes on the "dirt" and "dirt (static)" tag.

Explosion Wood Prefab

The explosion prefab that is instantiated when the grenade explodes on the "wood" and "wood (static)" tag.

Impact Tags

Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

Concrete Impact Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

Explosion Options

Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

Power

How much force will be applied to rigidbodies within the explosion radius.

Audio

Impact Sound

The audio source with the impact sound, this sound will play every time the hand grenade collides with something.

Demo Scene

AimScript.cs

Gun Options

Aim Speed

How fast the gun rotates to the new position when moving around the mouse, default value is **6.5**.

Move Speed

How fast the gun transitions between "default position" and "zoom position" when aiming down the sights, default value is **15**.

Gun Positions

Default Position

This is the default position of the gun, the values are different for each gun, have a look at the demo scene for examples on how to use it.

Zoom Position

This is the position of the gun when "aiming down the sights", or zooming in, the values are different for each gun, have a look at the demo scene for examples on how to use it.

Camera

Gun Camera

The camera that holds the guns.

Camera Options

FOV Speed

How fast the camera transitions between "default FOV" and "zoom FOV", higher values gives faster transitions, default value is **15**.

Zoom FOV

The field of view when zoomed in, default value is **30**.

Default FOV

The default field of view, default value is **60**.

Audio

Aim Sound

The audio source that holds the aim sound, this sound will play every time right click is pressed down.

Demo Scene

GunSwitchScript.cs

This script is used in **Demo Scene 1** by the “manager” to switch between the guns, and handle the UI text, have a look at **Demo Scene 1** to see how it can be used.

Guns

Current Gun

The number value of the gun that is currently selected.

Current Gun Object

The current gun object, used to get the ammo values from the guns script.

Guns

Array holding all the guns.

Gun Text

Gun 1 Text

The name of gun 1, this is the text shown in the UI.

Gun 2 Text

The name of gun 2, this is the text shown in the UI.

Gun 3 Text

The name of gun 3, this is the text shown in the UI.

Gun 4 Text

The name of gun 4, this is the text shown in the UI.

Gun 4 Text

The name of gun 5, this is the text shown in the UI.

UI Components

Total Ammo Text

The UI text component that shows the total ammo.

Ammo Left Text

The UI text component that show how much ammo there is left.

Tutorial Text

The UI text component showing the initial tutorial text.

Current Gun Text

The UI text component that show the name of the current gun.

Demo Scene

GunSwitchScript.cs

Customizable Options

Tutorial Text Timer

How long time the tutorial text should be visible, default value is **10**.

Tutorial Text Fade Out Time

How fast the tutorial text should fade out, default value is **4**.

Demo Scene

TargetScript.cs

This script is used in **Demo Scene 1** on the “targets” that you can shoot down.

Is Hit

Bool that checks if the target has been hit, check out **Demo Scene 1** to see how it can be used.

Customizable Options

Min Time

The minimum amount of time before the target goes back up.

Max Time

The maximum amount of time before the target goes back up.

Audio

Up Sound

The sound that plays when the target goes back up.

Down Sound

The sound that plays when the target is hit.

Audio Source

The audio source that plays the sounds.

Demo Scene

ExplosiveBarrelScript.cs

This script is used in **Demo Scene 2 (Minigun)** on the “explosive barrels”.

Explode

Bool that checks if the barrel has been hit, check out **Demo Scene 2 (Minigun)** to see how it can be used.

Prefabs

Explosion Prefab

The prefab that is instantiated when the barrel explodes.

Destroyed Barrel Prefab

The “destroyed barrel” prefab that is instantiated when the barrel explodes.

Customizable Options

Min Time

The minimum amount of time before the barrel explodes, after being hit, default value is **0.05**.

Max Time

The maximum amount of time before the barrel explodes, after being hit, default value is **0.25**.

Explosion Options

Explosion Radius

How far the explosion force will reach, default value is **12.5**.

Explosion Force

How powerful the explosion will be, default value is **4000.0**.

Demo Scene

GasTankScript.cs

This script is used in **Demo Scene 3** on the "gas tanks".

isHit

Bool that checks if the gas tank has been hit, check out **Demo Scene 3** to see how it can be used.

Prefabs

Explosion Prefab

The prefab that is instantiated when the barrel explodes.

Destroyed Gas Tank Prefab

The "destroyed gas tank" prefab that is instantiated when the gas tank explodes.

Customizable Options

Explosion Timer

How long time before the gas tank explodes after being hit.

Rotation Speed

How fast the gas tank rotates.

Max Rotation Speed

The maximum rotation speed of the gas tank.

Move Speed

The amount of force applied to the gas tank, to make it move.

Audio Pitch Increase

How fast the audio pitch should increase for the flame sound over time.

Explosion Options

Explosion Radius

How far the explosion force will reach, default value is **12.5**.

Explosion Force

How powerful the explosion will be, default value is **4000.0**.

Light

Light Object

The light that is activated when the gas tank is hit.

Demo Scene

GasTankScript.cs

Particle Systems

Flame Particles

The flame particle system that plays when the gas tank is hit.

Smoke Particles

The smoke particle system that plays when the gas tank is hit.

Audio

Flame Sound

The audio source holding the flame sound, this will play when the gas tank is hit, and the audio pitch will increase over time.

Impact Sound

The audio source holding the impact sound, this will play every time the gas tank collides with something.

Demo Scene

DebrisScript.cs

This script is used in the demo scenes on the debris objects from the destroyed explosive barrel and gas tank.

Audio

Debris Sounds

Array holding all the debris sounds.

Audio Source

The audio source that will play the sounds, every time the object collides with something.

Version Changes

Version 1.0

- First release

Version 1.1

- Added new gun (sniper)
- Fixed scale and pivot point issues
- Improved gun script
- Improved animations
- Improved rpg explosion
- New texture (All models now share the same texture)

Version 1.2

- Added 4 new guns and animations (assault rifle 2, smg 2, revolver 1, revolver 2)
- Added 4 grenade models
- Added 6 attachments
- Added new casing and bullet (revolver casing and bullet)
- Improved gun script
- More example prefabs

Version 1.3

- Added new guns and animations (grenade launcher, handgun, sniper)
- Added explosion effects
- Added bullet impact effects
- Improved particle systems
- Improved gun script
- More example prefabs

Version 1.4

- Added demo scene
- Added five new guns and animations
- Improved gun script
- More example prefabs and props
- Stopped supporting Unity 4.6

Version Changes

Version 1.5

- Added five new guns and animations
- Added melee weapons
- Improved gun script
- Improved gun texture
- New demo scene
- More example prefabs and props

Version 1.6

- Added three new guns and animations
- Added more melee weapons
- Added some audio effects
- Improved gun script
- New demo scene

Contact

Feel free to contact me about this asset!

You can also leave requests and feedback in the Unity forums thread, link can be found in the asset store description.

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