

Starting Guide

Version 1.0

By CLEAN SHIRT LABS

Thank you for purchasing this crosshair pack! - your support allows this to be the biggest and best collection of crosshairs ever made!

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Introduction


If any of these crosshairs don't meet your requirements or you have an idea for something way cooler, then please let me know and I'll do my best to add it to the next update of this asset - Just contact me at CleanShirtLabs@gmail.com with your idea. **And be sure to reach out if you need help.**

This pack contains demo scenes for quickly testing different combinations, one with simulated weapon kick / spread - with fully documented code.

Getting Started With Crosshairs

After importing your package, open and run the included demo scene (located in ****packageName**_Demo\Scenes**)

- To fire, press **Mouse 0**, **CTRL**, or **Button 1** on your controller.
- Press **R** to play the reload animation

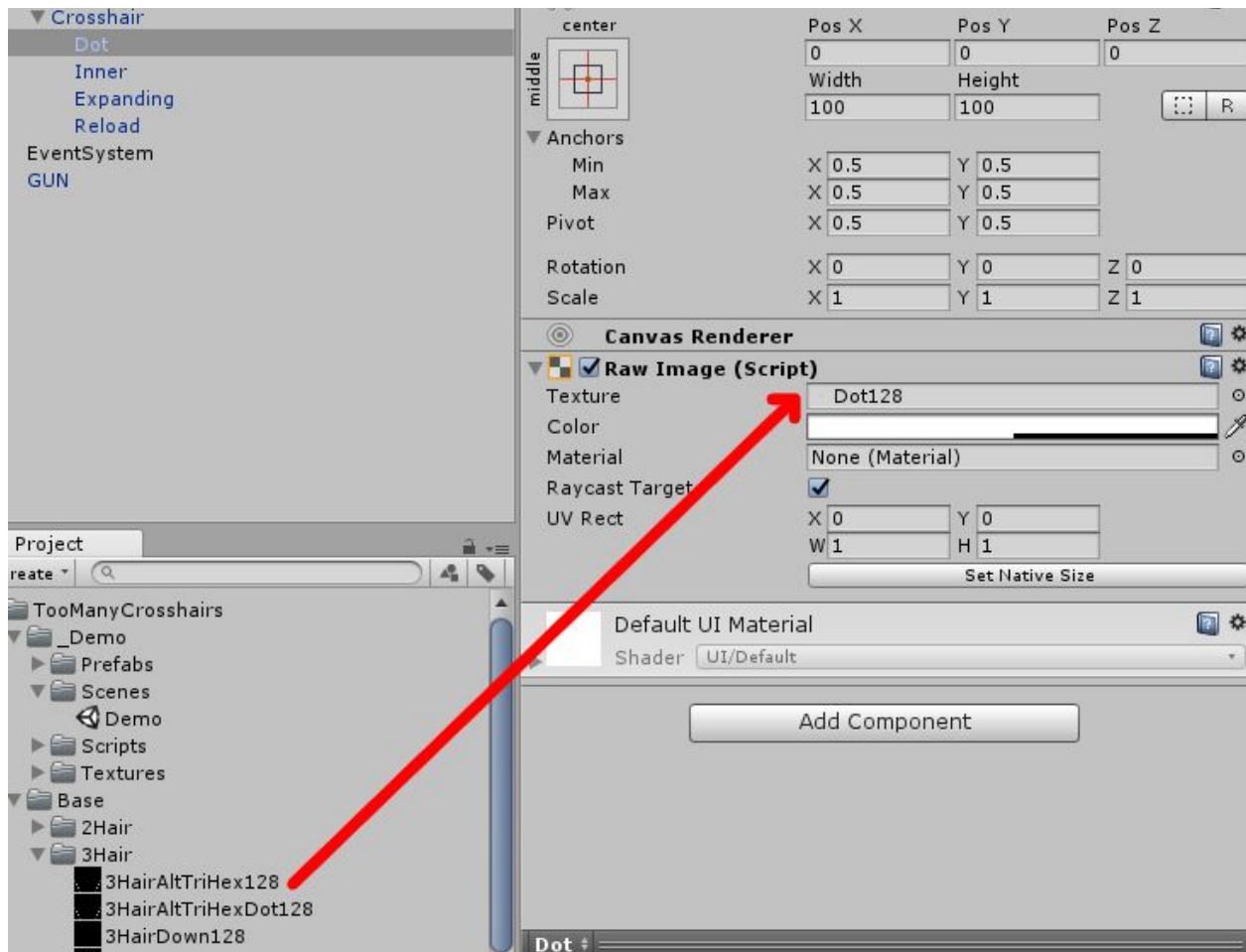
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- Press **E** to demonstrate crosshair interaction (this displays the alternate textures)
 - Press **Space Bar** to Change the Color of the centre dot

These are just for to give you some ideas of what can be achieved by combining many types of crosshair shapes and functions to give your game the feel and user feedback you want. Feel free to open up the code of the *gun.cs* and *crosshair.cs* files to add (or take) any functionality. The code is fully documented.

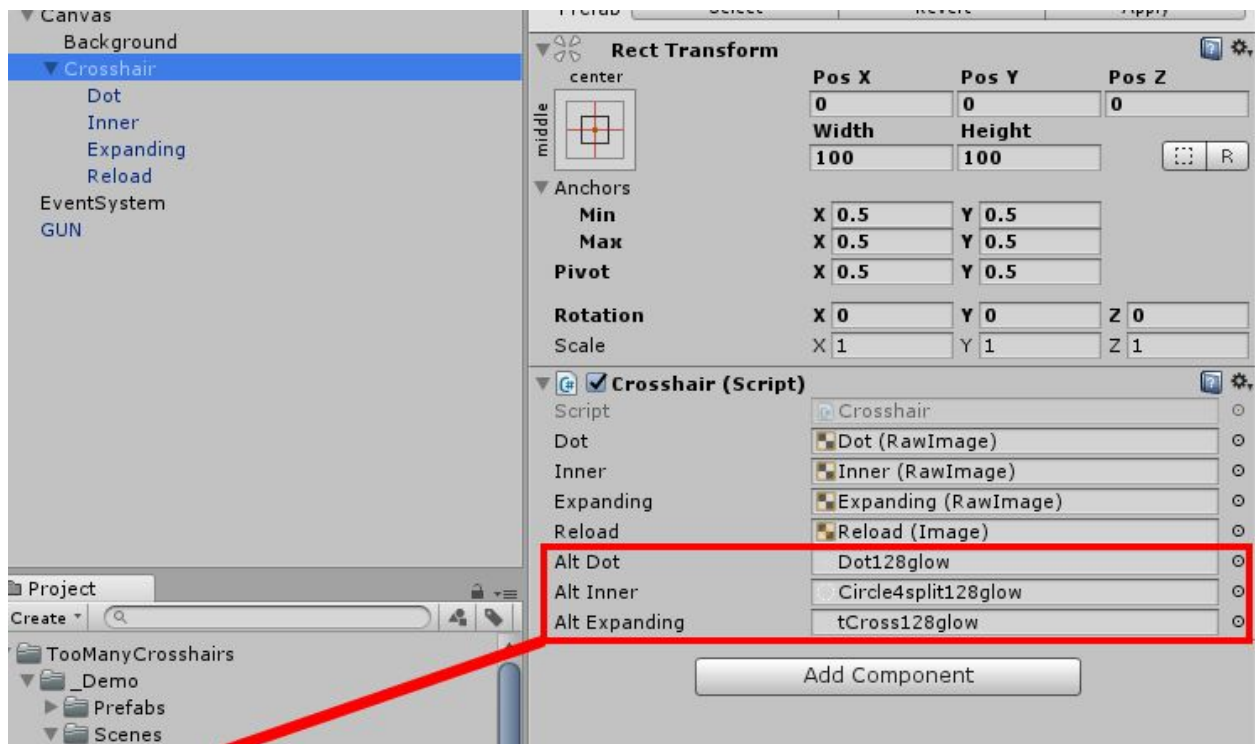
For dynamic crosshairs, you simply use a combination of the individual shapes, and for basic crosshairs you can use any of the premade ones. (Of course you can still apply a scaling effect to these to simulate recoil, as well as alt crosshairs for interactivity feedback).

Experimenting with shapes, colors and animations

In the Hierarchy, expand *Canvas*, and click on the *Crosshair* object. Here you can exchange the textures however you like to get the desired effect. The combinations are almost limitless by changing colors, shapes, and even the animation styles.

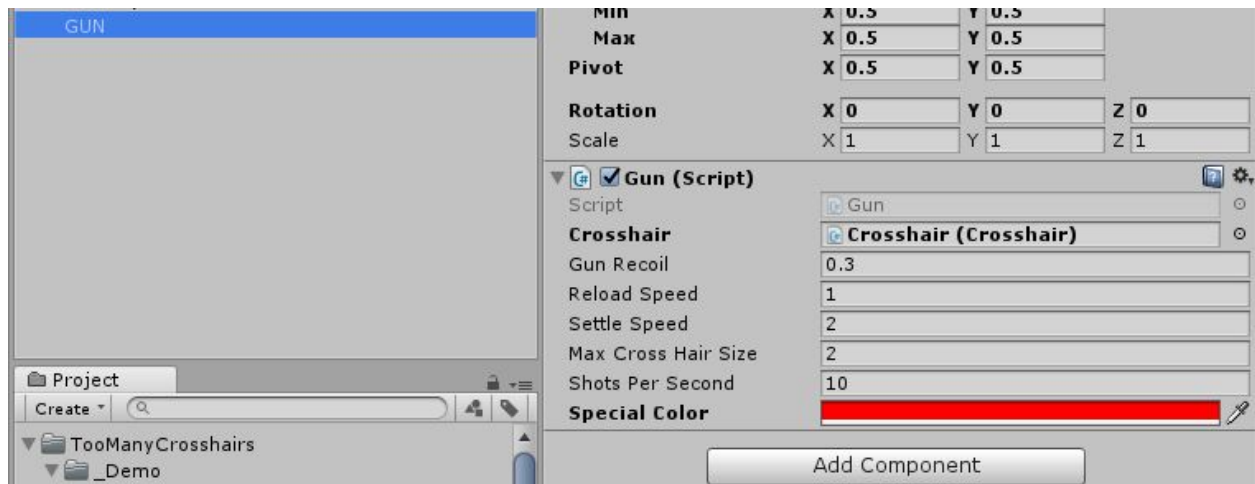


To change the default crosshairs, simply click on the *Dot*, *Inner*, *Expanding*, and *Reload* child-objects underneath the *Crosshair* object. Then drag and drop whichever texture or sprite you want into image field, in the *Inspector* view.



To change the alternate crosshairs (when you press **E** in the demo scene) click on the Crosshair object in the Hierarchy and drag and drop your new texture into the Alt Dot, Alt Inner, and Alt Expanding texture fields.

Gun Behaviour



You can experiment with different gun behaviours too. Click on the GUN object in the Hierarchy and play with the settings, as different crosshairs will feel better with different rates of fire and recoil.

Naming Convention

The shapes are named by a combination of individual shape names, from outside to in, followed by resolution, and any special styles.

E.g. to search for the whole crosshair shape which is being used in the demo scene, you would look for tCross, then Circle, then Dot - and the texture name is [tCrossCircleDot] [128]
tCrossCircleDot128.png

Or you can just browse through the folders which are organised by the same naming convention.

Getting Started with Scopes, Sights and Optics

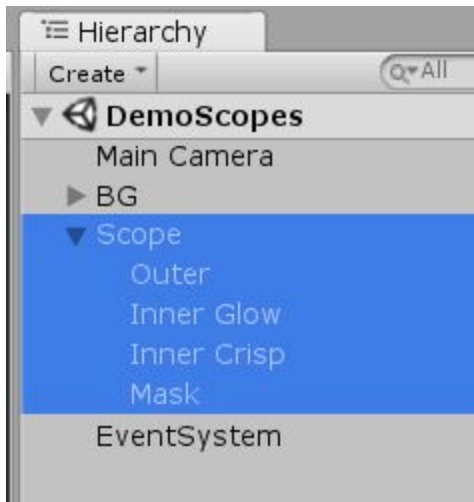


The new shapes allow you to create a typical sniper rifle style effect or vehicle optic effect by using a closed mask (leaving only the middle of the screen visible).



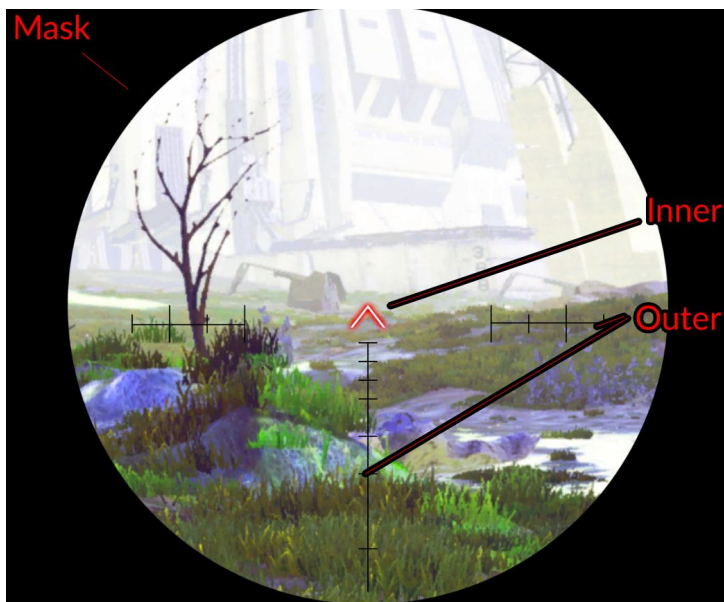
By using an open mask, you can create a holographic sight style effect such as those used in games with 1x, 2x, 3x, 4x magnified gun sights.

But also feel free to use these high resolution shapes in any way you like - they don't have to be used together - e.g. take the glowing reflex sight and put it on your own 3D model scope. Or use it separately for a rail shooter crosshair.



To see how the shapes can be used, open the **DemoScopes** scene from the project window. It is located in *****packageName**_Demo\Scenes***

- Expand the *Scope* object in the hierarchy to see the components which make up a scope or sight. Just swap out the images to make whichever type of scope suits your game. (And as always, let me know if there's a style you'd like to see, I'm happy to help).
- The *Mask* object is where you put the mask image - choose whether you want open or closed style. Ideally set this color to black. (use the 2160p images for fullscreen)
- *Outer* contains the black portion of the reticle (also set this to black for a realistic look)
- *Inner Glow* is where you can place an illuminated piper. Change this to any colour you like using the Unity Color Wheel.
- *Inner Crisp* is optional, but I like to place the non-glowing variant of the glowing shape here, because it creates a nice visual effect of a sharp looking crosshair, but still keeps some of the glowing effect behind it.



If you just want a black reticle, then all you need is one of the premade FULL variant scopes. Place it on any of these objects (Outer, Inner Glow, Inner Crips) set it to black, and disable or delete the other objects from the canvas hierarchy.



Change Log / Fixes