Professional Assets : DronePack_Free (version: 2.1)

Thank You for downloading

Professional Assets : Drone Pack FREE VERSION!

Please leave us a review! ClickHere

This pack contains:

- 4 physics scripted drone prefabs
  - 4 skin variations for each
- physics playground with desktop, mobile, & openvr presets

If you have any questions about the drone pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address: ProfessionalAssetsUnity@gmail.com

CONTENTS:

<mark>THIRD PARTY ASSETS:</mark>

(3rd party assets not bundled with this pack in compliance with the

Unity Asset Store Provider Agreement)

(please download these before using the drone pack)

- **Standard Assets / Effects** by Unity Technologies : [ClickHere](#)
  (right clicking on main Assets folder and choosing (Import Package > Effects) also works)

- **Post Processing Stack** by Unity Technologies : ClickHere
  (optional download)

WHAT'S NEW / CHANGELOG:

10 Sept 2018 (v2.1)

- **New** added "Headless Mode" [optional]
(this allows drones to fly relative to controller's direction instead of it's native orientation)
- **New** added hoverable tooltips to script variables
- minor bug fixes

9 August 2018 (v2.0)

- **New** added 4 functioning drone prefabs
- **New** added 4 skin variations each
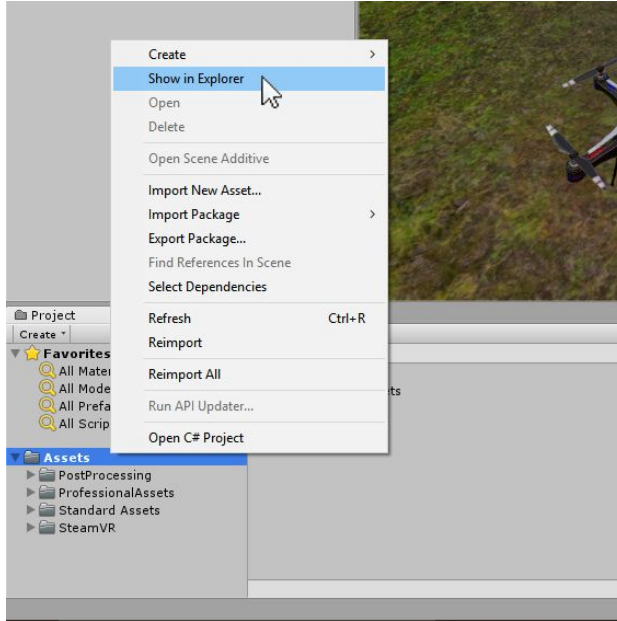- **New** added bonus demo scene

21 May 2018 (v1.0)

Initial release for unity version 5.6

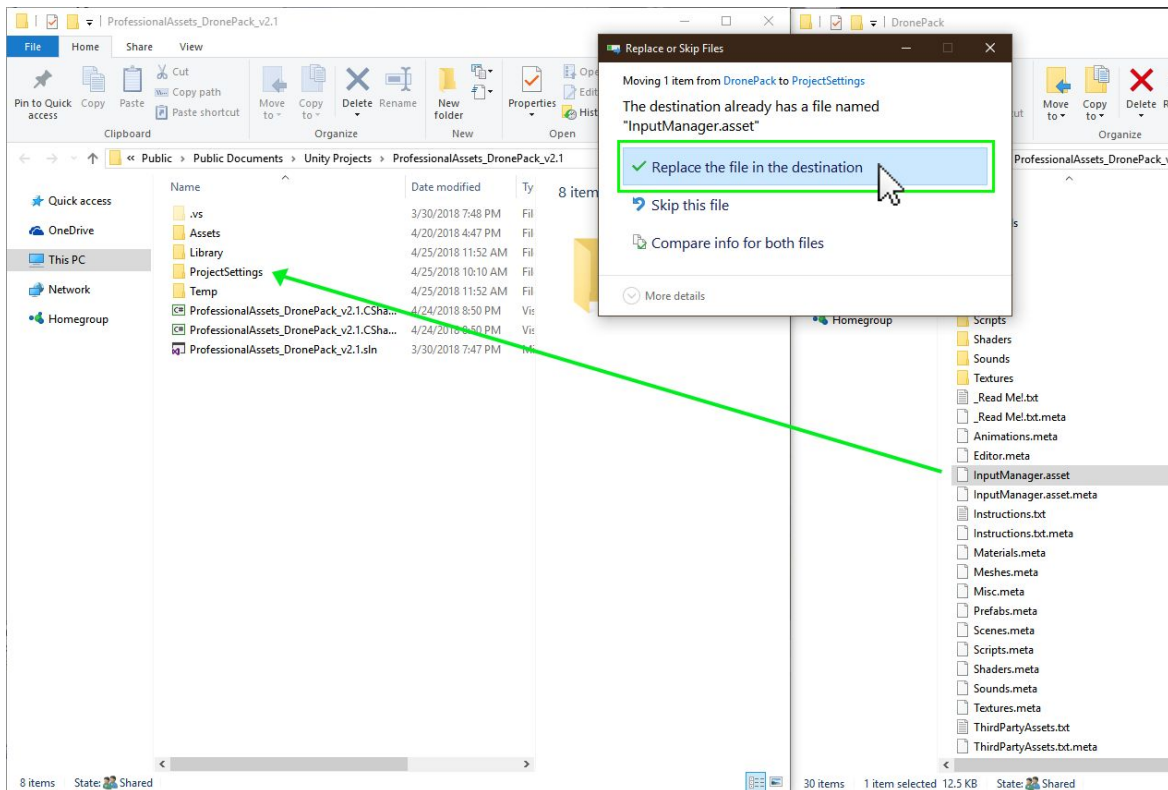# How to setup Drone Input - Video Tutorial : [ClickHere](#)

1) Right click on the "Assets" folder found in your project's "Project" tab and select "Show in Explorer" on the popup menu.
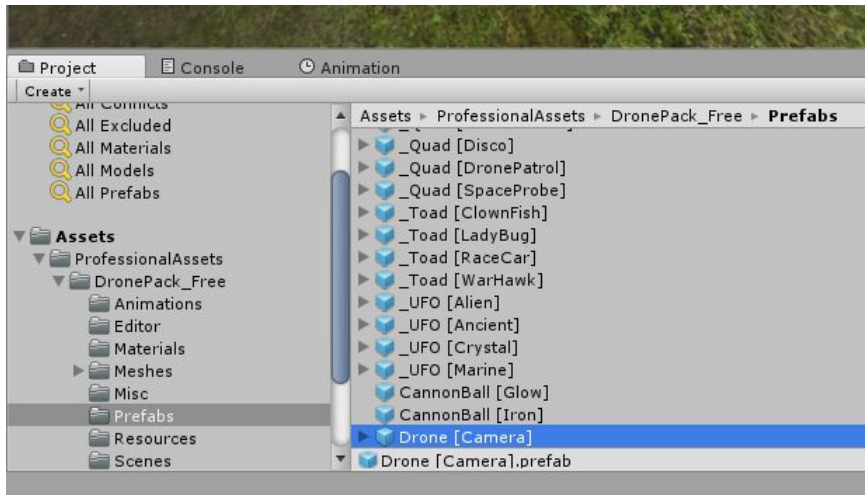

2) Replace the "InputManager.asset" file in the folder named "ProjectSettings" with the duplicate one found in (Assets > ProfessionalAssets > DronePack).
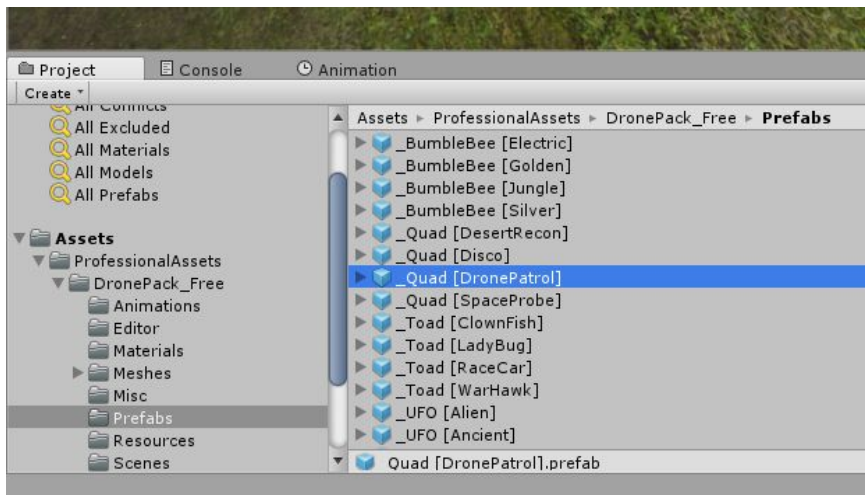
How to add a Drone to your Scene - Video Tutorial : ClickHere

1) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag a drone prefab into your scene.into your scene.

2) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag the "Drone [Camera]" prefab into your scene.
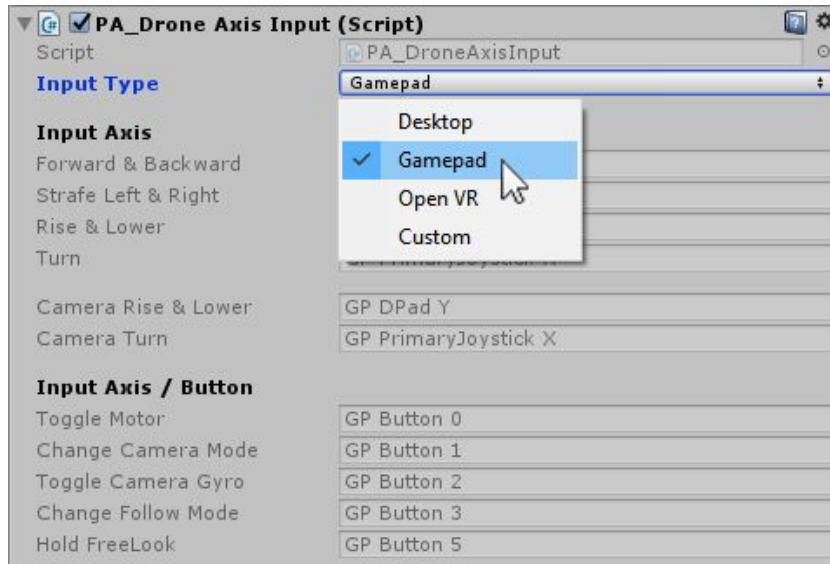

3) Position and Angle the camera prefab behind your drone. Press Play!

How to setup Gamepad Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Gamepad.
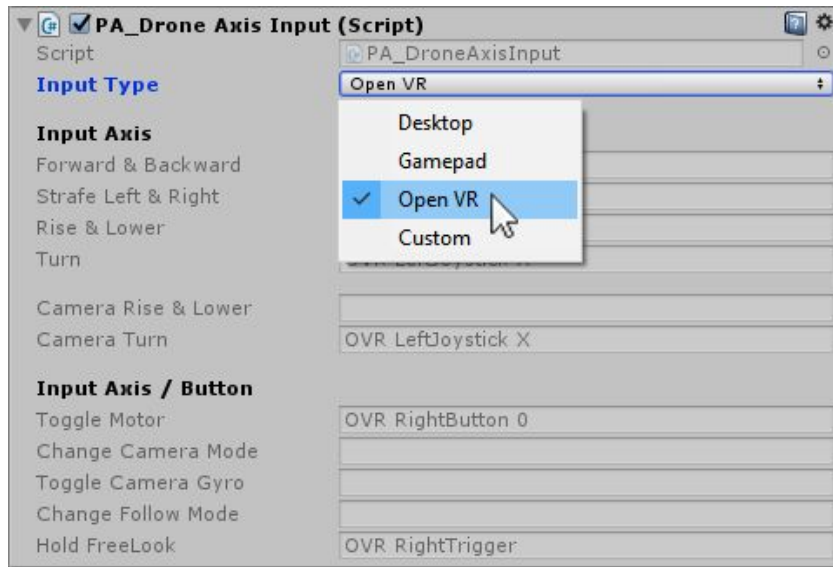

ADDITIONAL INFO:

Please restart Unity if your gamepad controller is not responding!

Make sure to break all prefab instances before changing the drone's values!

How to setup OpenVR Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Open VR.

2) Navigate to (Project Settings > Player > XR Settings) and enable the "Virtual Reality Supported" checkbox, make sure the "OpenVR" sdk has been added to your project
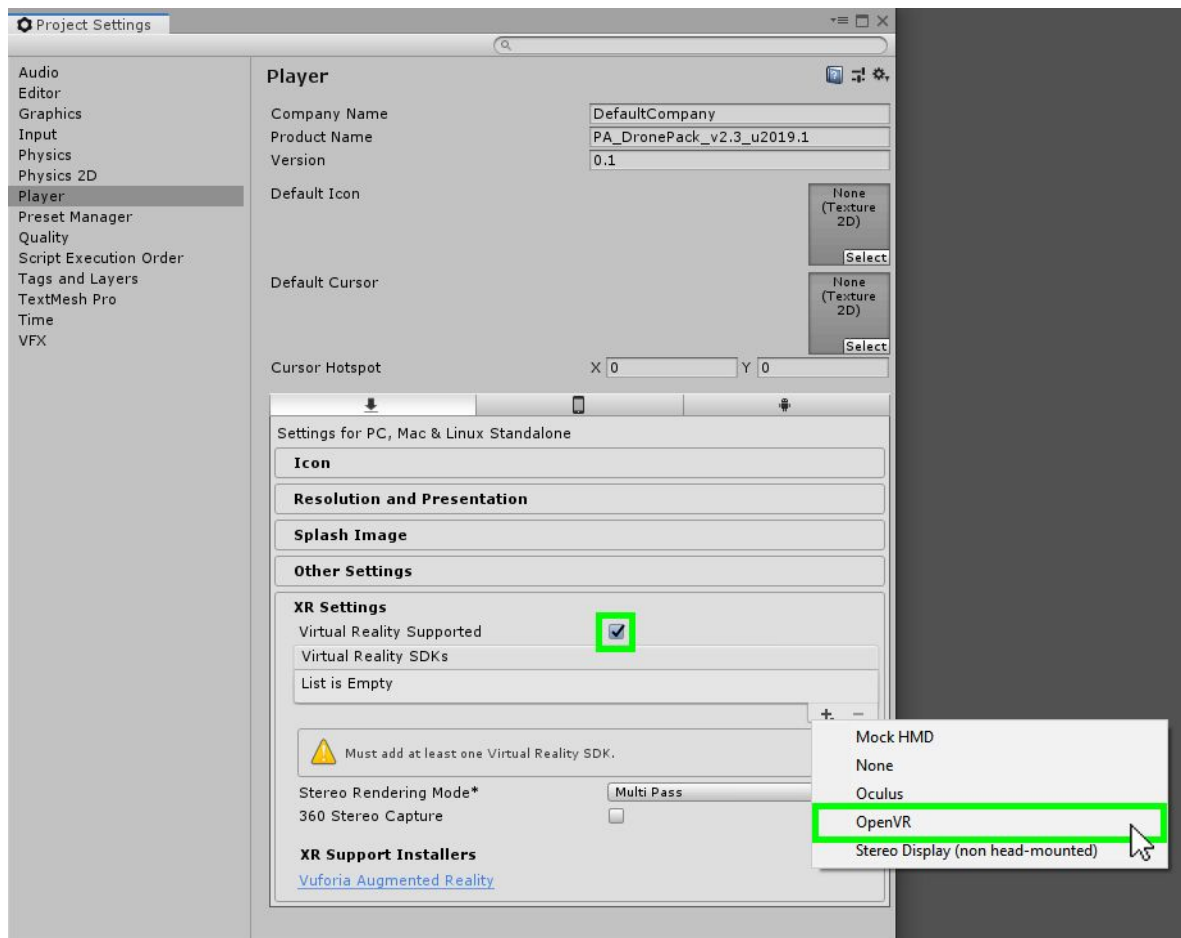
ADDITIONAL INFO:
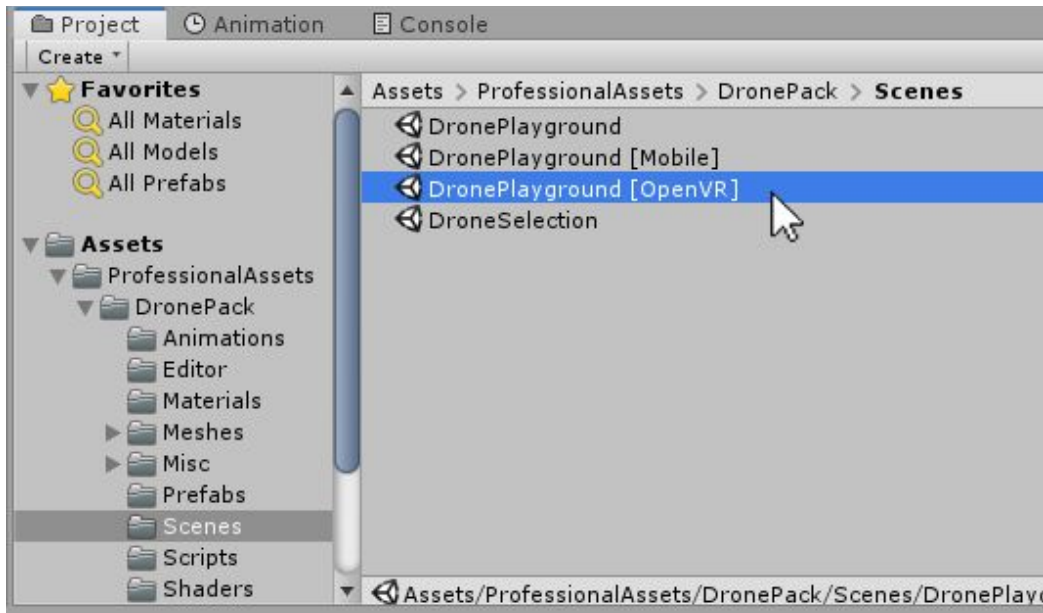
A demo scene using OpenVR controls is already setup, and can be found by Navigating to (ProfessionalAssets > DronePack > Scenes)

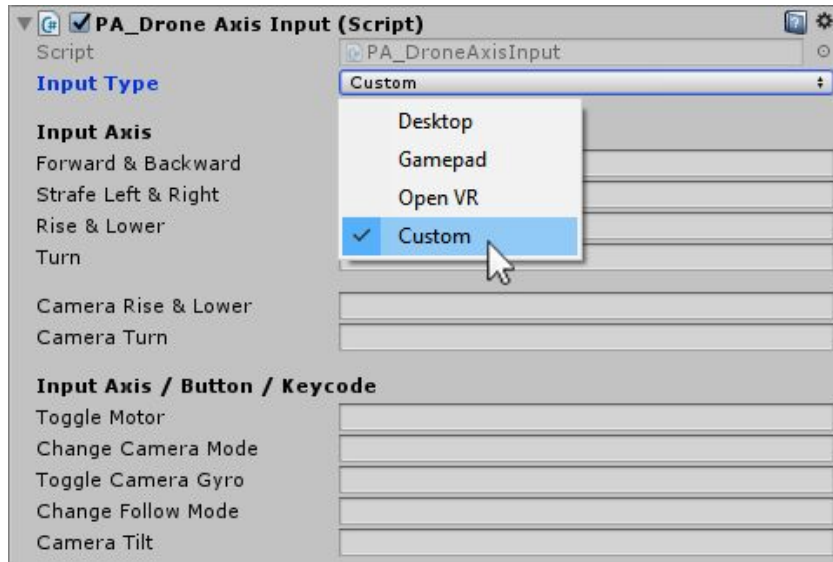(All OpenVR devices are supported by default including the Oculus & HTC Vive)
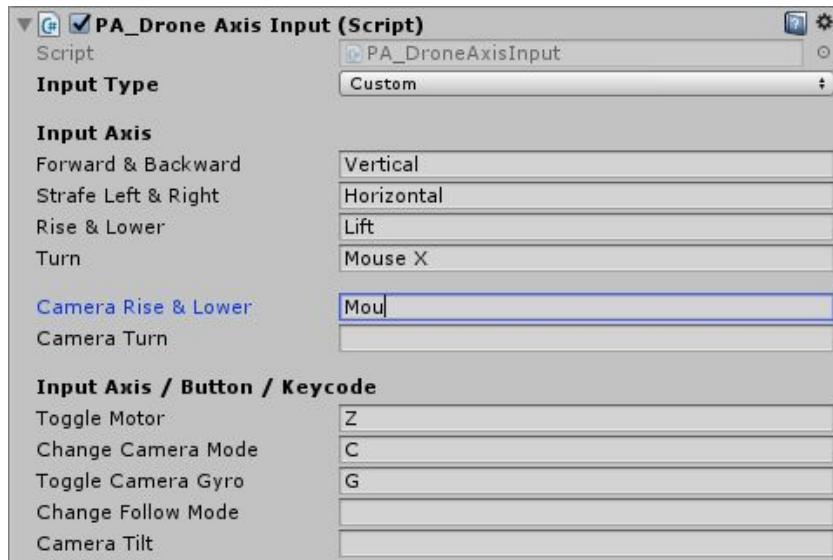(Using the SteamVR plugin is not required !)

How to setup Custom Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Custom

2) Fill in the empty text fields with the Input Axises you want to use

ADDITIONAL INFO:

You can find all the available Input Axises by navigating to (Edit > ProjectSettings > Input); you can also create new Input Axises and use them with the PA_DroneAxisInput (script).

```
▼ Axes
    Size                         40
    ▼ Horizontal
        Name                     Horizontal
        Descriptive Name
        Descriptive Negative Na
        Negative Button          left
        Positive Button          right
        Alt Negative Button      a
        Alt Positive Button      d
        Gravity                  3
        Dead                     0.001
        Sensitivity              3
        Snap                     ✔
        Invert                   ☐
        Type                     Key or Mouse Button        ↕
        Axis                     X axis                     ↕
        Joy Num                  Get Motion from all Joysticks  ↕
    ▶ Vertical
    ▶ Lift
    ▶ Fire1
    ▶ Fire2
    ▶ Fire3
    ▶ Jump
    ▶ Mouse X
    ▶ Mouse Y
    ▶ Mouse ScrollWheel
    ▶ Submit
    ▶ Cancel
    ▶ GP Button 0
    ▶ GP Button 1
    ▶ GP Button 2
    ▶ GP Button 3
    ▶ GP Button 4
    ▶ GP Button 5
    ▶ GP Button 6
    ▶ GP Button 7
    ▶ GP Button 8
    ▶ GP Button 9
    ▶ GP PrimaryJoystick X
    ▶ GP PrimaryJoystick Y
    ▶ GP SecondaryJoystick X
    ▶ GP SecondaryJoystick Y
    ▶ GP DPad X
    ▶ GP DPad Y
    ▶ OVR LeftButton 0
    ▶ OVR LeftJoystick Press
```

How to setup Mobile Controls - Video Tutorial : ClickHere

1) After you add a Drone Prefab to your scene, Navigate to (ProfessionalAssets > UIPack > Prefabs) and drag the Joystick [UI] prefab onto your scene's Canvas
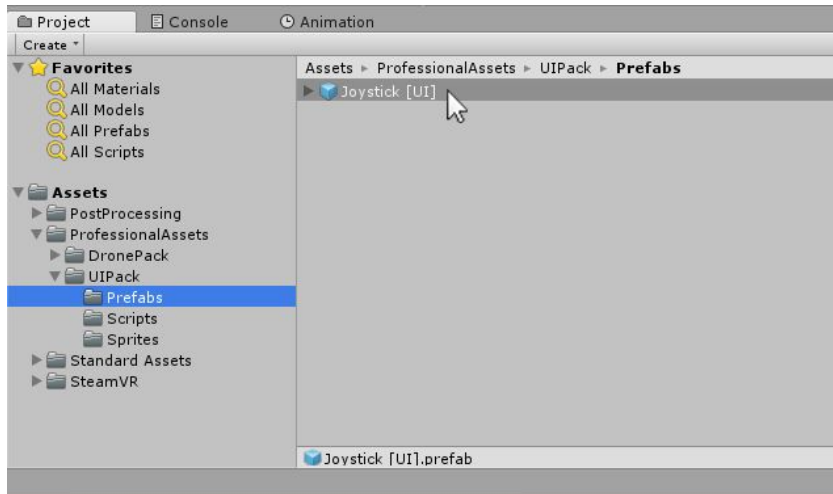

2) Now drag and drop your drone into one of the two Event Systems on the PAUI_Joystick, The first Event System is linked to the joystick's X Axis, the second is linked to the Y Axis.
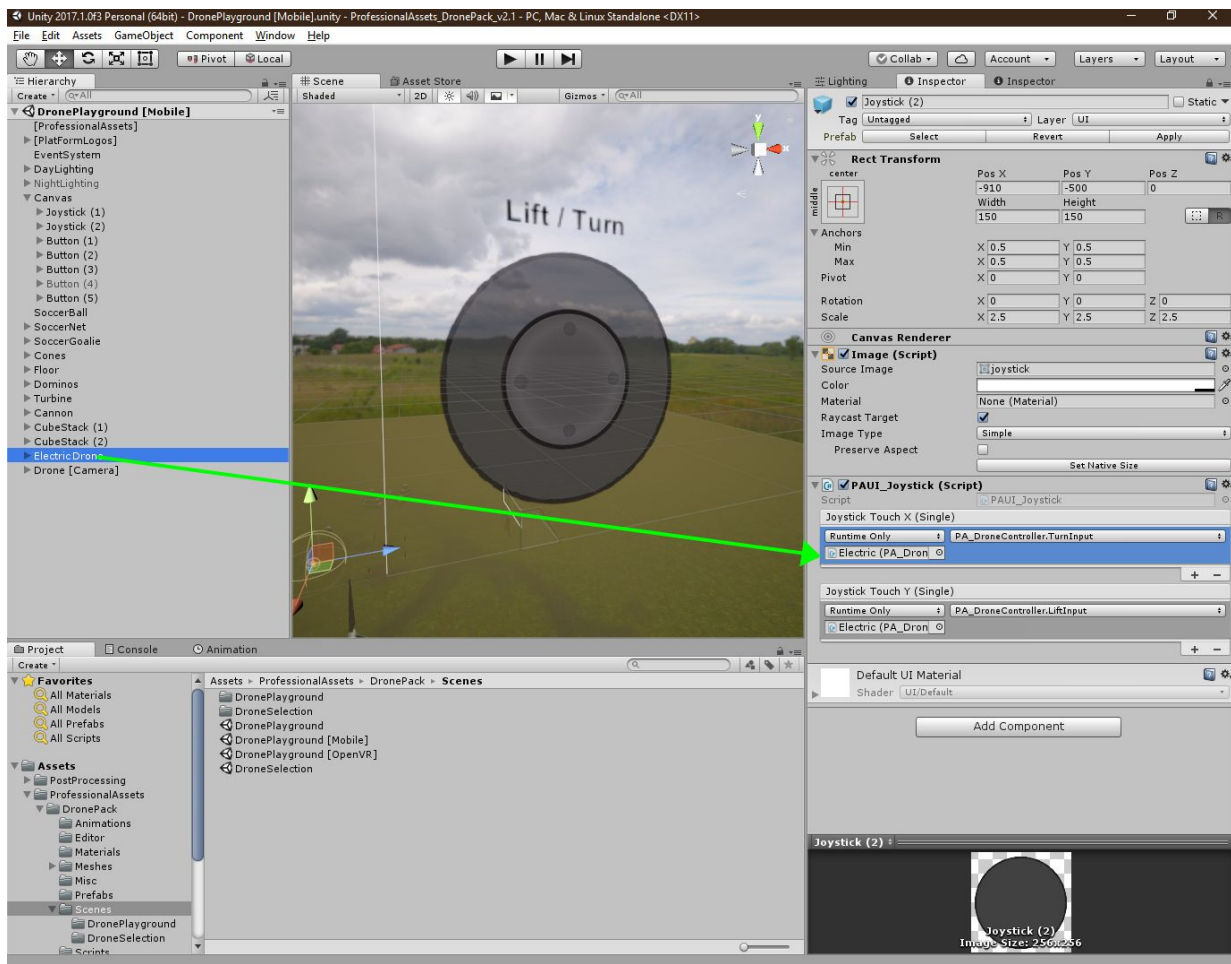
3) Select which property you'd like to control on the PA_DroneController(script); DriveInput, LiftInput, StrafeInput, & TurnInput are all valid properties to control with the joysticks.
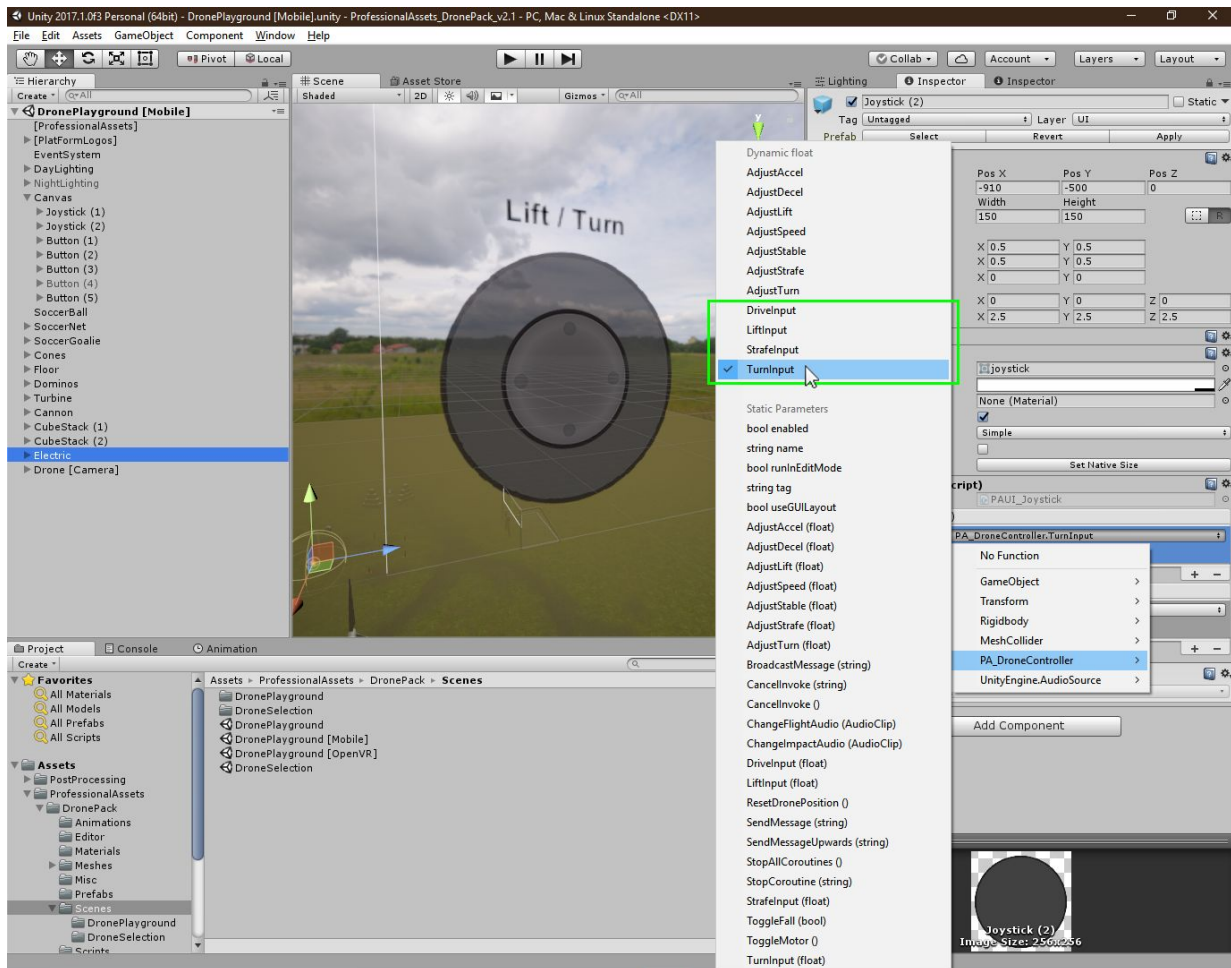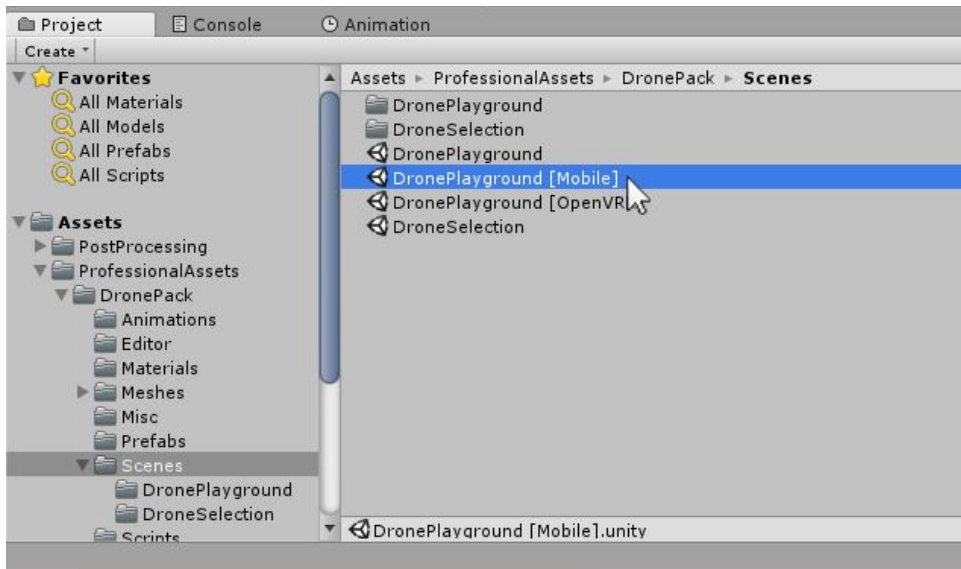

4) Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.
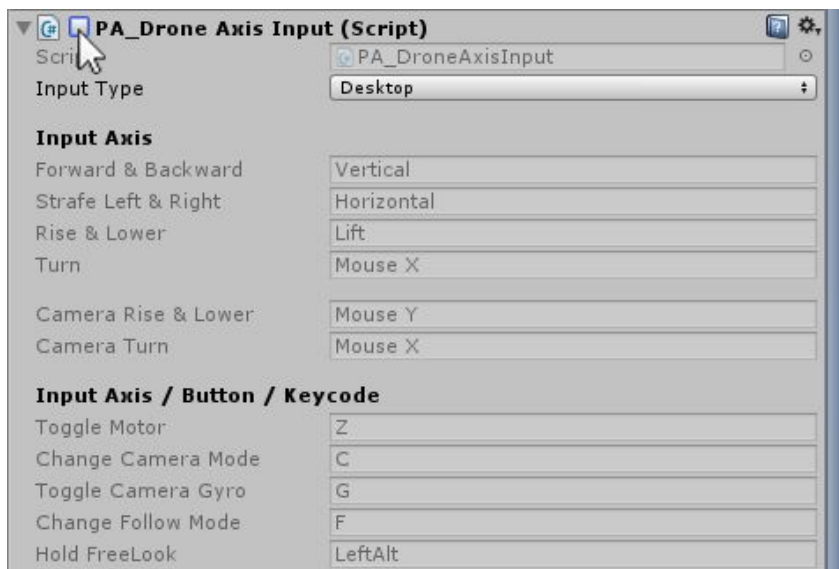
ADDITIONAL INFO:

A demo scene using Mobile controls is already setup, and can be found by Navigating to

(ProfessionalAssets > DronePack > Scenes)

TROUBLESHOOTING + FAQ's:

Q: WHY DO SOME RIGIDBODIES LOOK JITTERY WHEN USING FIRM/SMOOTH CAMERA MODE?

A: Because of the dsync between Update, Late Update, and Fixed Update timelines some rigidbodies will look jittery when using different camera modes on the drone. To fix this add the affected Rigidbodies to the 'Jitter Rigidbodies' Array on the 'PA_DroneCamera (script)'.

Q: THE DRONE IS NOT RESPONDING TO MOBILE CONTROLS!

A: Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.

Q: THE DRONE IS NOT RESPONDING TO GAMEPAD CONTROLS!

A: Unity needs to restart after connecting a new controller, restart unity and try again.

Q: THE DRONE IS NOT RESPONDING TO STEAMVR CONTROLS.

A: Our pack uses the OpenVR sdk by default and does not need the SteamVR plugin. If you would like to use the SteamVR plugin; you must read their documentation on how to use their Input System Here.

Q: HOW LARGE CAN THE DRONES BE SCALED?

A: Drones can be scaled to any size and/or mass but they behave best when their size is smaller than 2 meters (size of two unity standard cubes) and mass is between 1-10.

Q: HOW DO I REPLICATE THE WIND EFFECT USED IN THE PLAYGROUND DEMO?

A: Drones can be affected by any forces a normal rigidbody would be; so adding a directional force to the drones when inside a trigger collider will give the illusion of wind.

Q: I'M GETTING THE ERROR: You are trying to import an asset which contains a global game manager.

A: This error is harmless,and won't appear again. It is caused when importing the InputManager file, which is used when setting up Drone Input.

If you have any more questions about the pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address:

ProfessionalAssetsUnity@gmail.com

BONUS FEATURES:

- Under the "Toggle Motor" bool you'll find the "Use Headless Mode" bool (this allows drones to fly relative to controller's direction instead of it's native orientation) you can read more about it here:

- The PA_DroneCamera (script) has special functions that can be called by Unity's UI / Event systems
(Check the DronePlayground [Mobile] scene for references)

- The Physics Playground scene and the assets inside can work without the drone pack, if you'd like, use it to test your own assets.

- If you delete or overwrite the InputManager file by mistake; you can re-download it here: ClickHere.

Please Leave Your Review !!!

ClickHere

Thank You!