



Simple Drone Controller User Manual



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Setup

1. All you need is to drag and drop the “DroneController” component into the object you wish to add drone controls to.
2. For camera, you can use the “DroneCamera” component which utilizes Cinemachine or create your own camera component, the “DroneController” does not require the “DroneCamera” to be present.
3. Refer to the below Drone Controller section for more details on the available customization for the drone controller.
4. A ready-made prefab is already available under the “Prefabs” folder.

Drone Controller

Below table describes the different drone variables available for the game designer to use.

#	Variable	Description
1.	Speed	This is the max speed of the drone.
2.	Longitudinal\Forward Key	This is the key used to move the drone forward on the z axis.
3.	Longitudinal\Backward Key	This is the key used to move the drone backward on the z axis.
4.	Longitudinal\Input	This displays the current forward/backward input.
5.	Longitudinal\Smooth	This is used to smooth the forward/backward inputs.
6.	Lateral\Left Key	This is the key used to move the drone to the left (x axis).
7.	Lateral\Right Key	This is the key used to move the drone to the right (x axis).
8.	Lateral\Input	This displays the current left/right inputs.
9.	Lateral\Smooth	This is used to smooth the left/right inputs.
10.	Vertical\Up Key	This is the key used to move the drone upward (y axis).
11.	Vertical\Down Key	This is the key used to move the drone downward (y axis).
12.	Vertical\Input	This displays the current up/down inputs.
13.	Vertical\Smooth	This is used to smooth the up/down inputs.
14.	Rotation\Yaw\Left Key	This is the key used to rotate (yaw) the drone to the left (y angle).
15.	Rotation\Yaw\Right Key	This is the key used to rotate (yaw) the drone to the right (y angle).
16.	Rotation\Yaw\Input	This displays the current yaw inputs.
17.	Rotation\Yaw\Max Speed	This is the max yaw speed.
18.	Rotation\Yaw\Smooth	This is used to smooth the yaw inputs.
19.	Visual\Transform	This is the transform object used to perform visual related movements that do not affect the physics of the drone, please attach a child object (usually the model object) here.
20.	Visual\Tilt\Lateral Angle	This is the max tilt on the Z angle the drone will rotate to while moving left/right.
21.	Visual\Tilt\Longitudinal Angle	This is the max tilt on the X angle the drone will rotate to while moving forward/backward.



22.	Visual\Tilt\Yaw Angle	This is the max tilt on the Z angle the drone will rotate to while yawing.
23.	Visual\Tilt\Vertical Angle	This is the max tilt on the X angle the drone will rotate to while moving up/down.
24.	Visual\Roll\IsEnabled	Enable if you wish to use the drone's barrel roll functions.
25.	Visual\Roll\IsRolling	This is set to true while the drone is doing a barrel roll.
26.	Visual\Roll\Key	This is the key used to barrel roll the drone.
27.	Visual\Roll\CoolDownSeconds	After finishing a barrel rolling, how long to wait before the drone can barrel roll again, in seconds.
28.	Visual\Hover\IsEnabled	When enabling this, the drone has a small "hover-like" visuals when not moving.
29.	Visual\Hover\Speed	The speed of the hover.
30.	Visual\Hover\Height	The height of the hover.
31.	Visual\Propeller\IsEnabled	If this is enabled, a rotation will be applied to the drone propellers.
32.	Visual\Propeller\Transforms	The propellers objects on the drone, please drag and drop them in this array.
33.	Visual\Propeller\Speed	How fast the propellers will spin.
34.	Sound\Enabled	If enabled, and if the engine sound is provided in the inspector, a SFX will play based on the drone's velocity.
35.	Sound\Engine	The SFX to play.