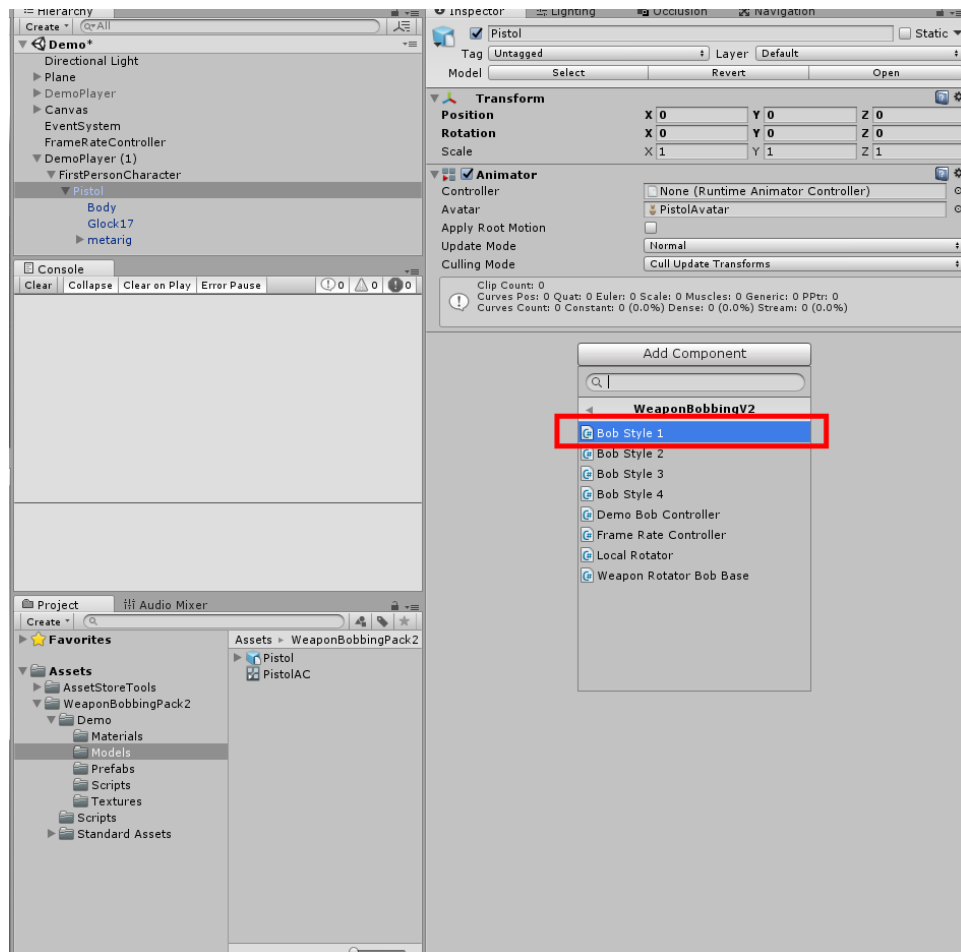




Weapon Bobbing Script Pack V2

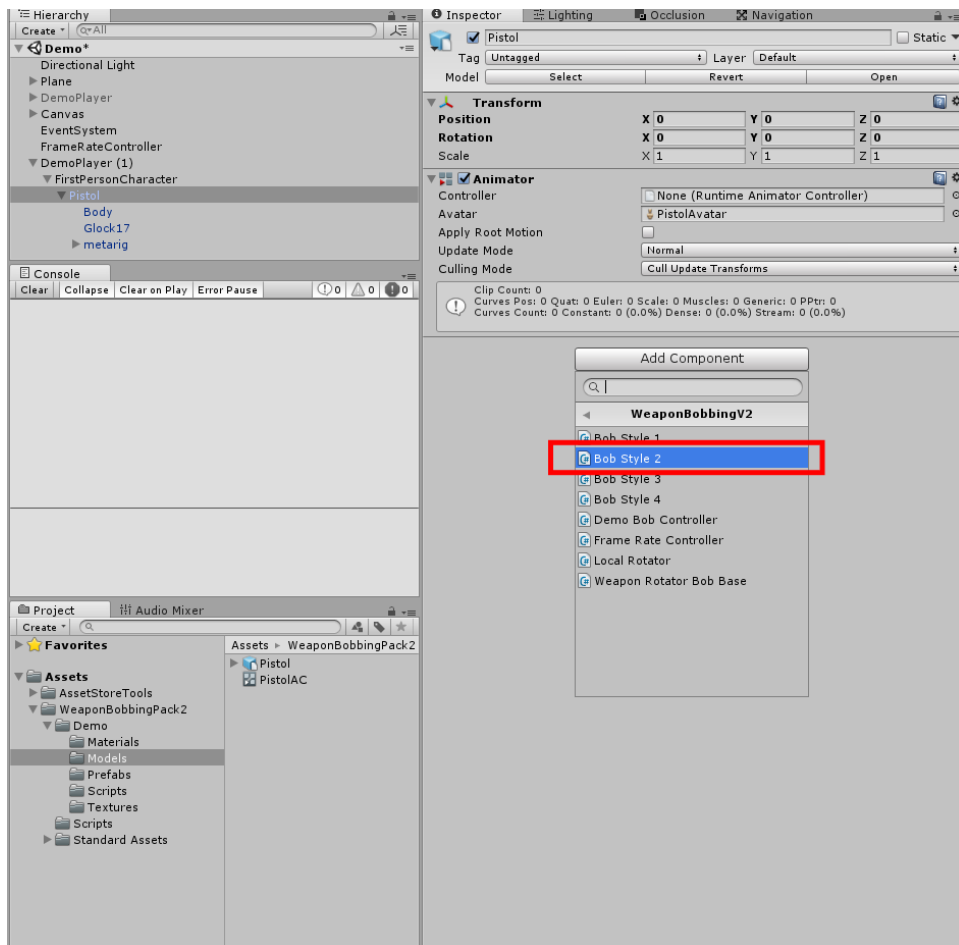
Bob Style 1 Usage:

1. Select your weapon object and add new script in “Scripts/WeaponBobbingV2/BobStyle1.cs”

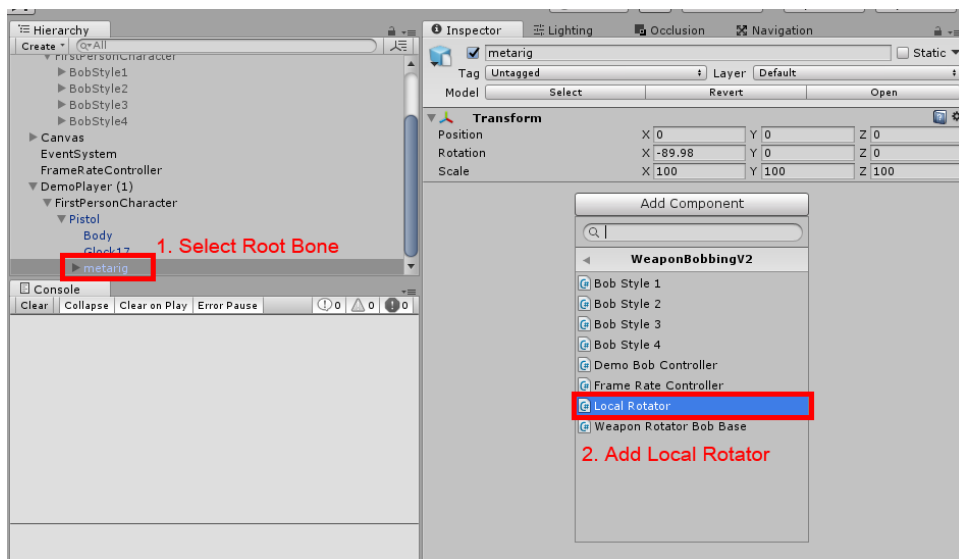


Bob Style 2 Usage:

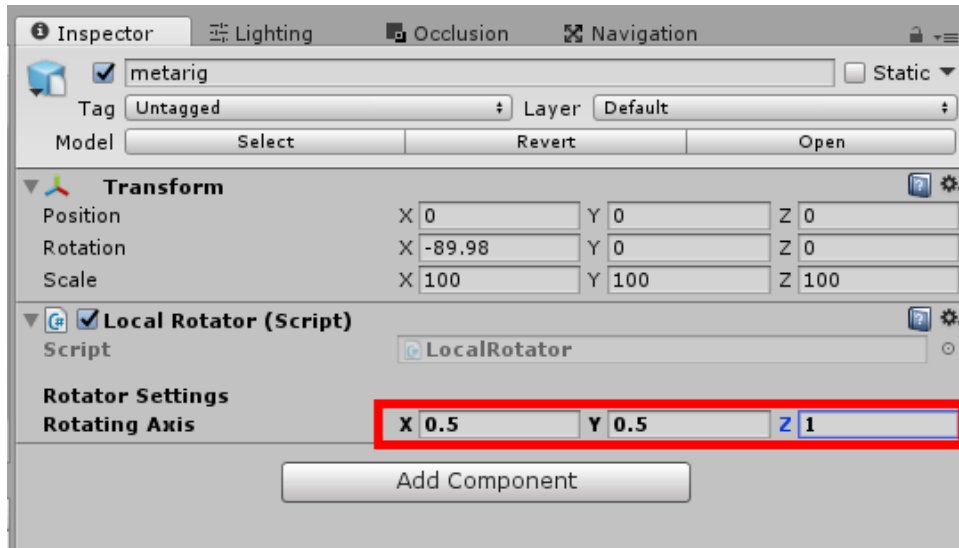
1. Select your weapon object and add new script in “Scripts/WeaponBobbingV2/BobStyle2.cs”



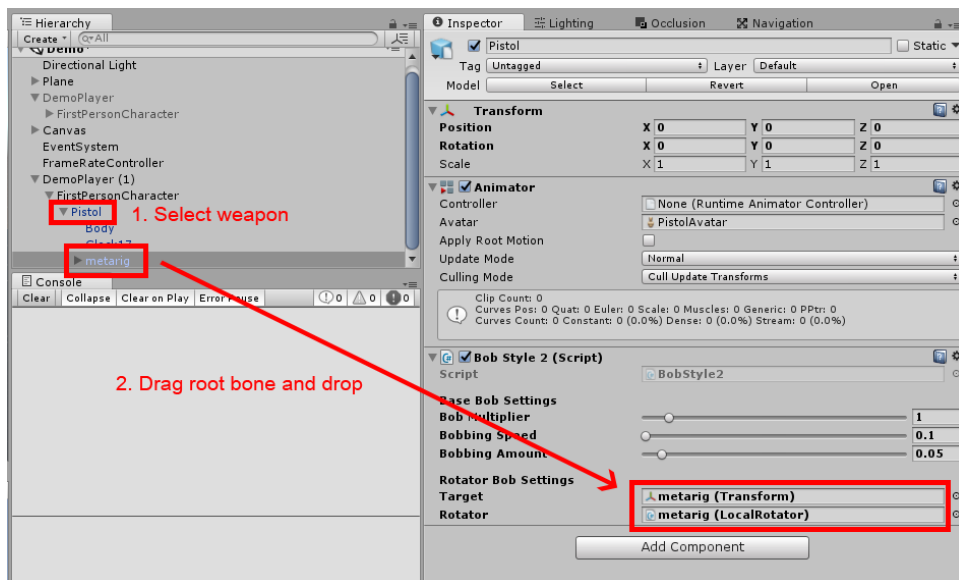
2. Select your root bone and add "Scripts/WeaponBobbingPackV2/LocalRotator.cs"



3. Set Local rotator rotating axis value to 0.5, 0.5, 1

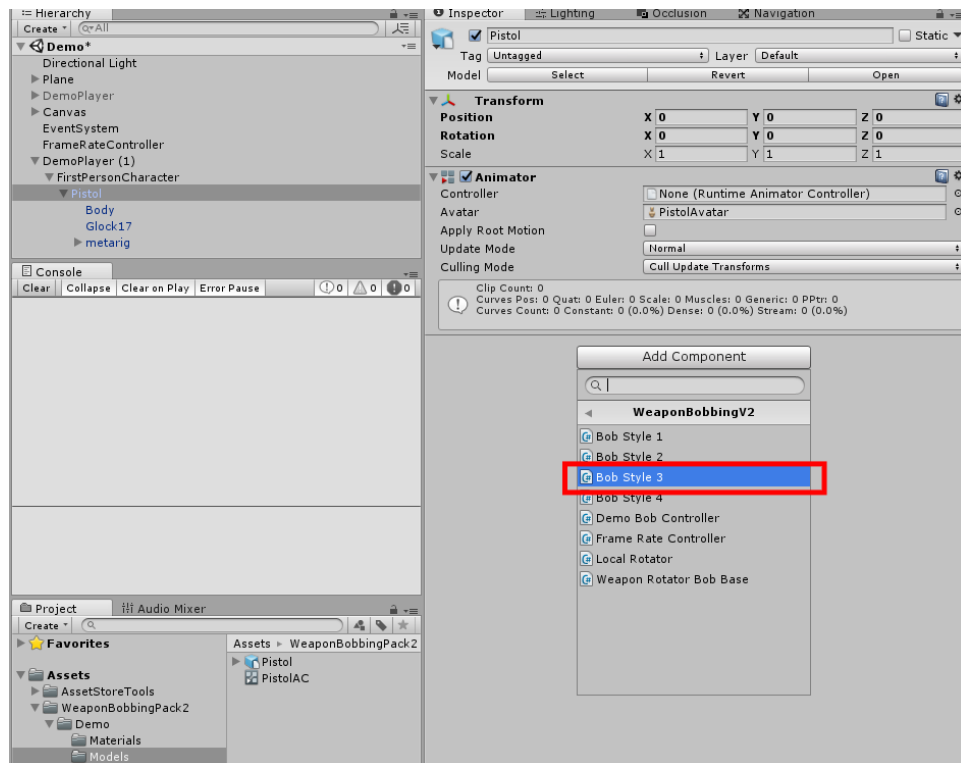


4. Select your weapon object(parent of root bone) and assign Target and Rotator parameter in BobStyle2 script.

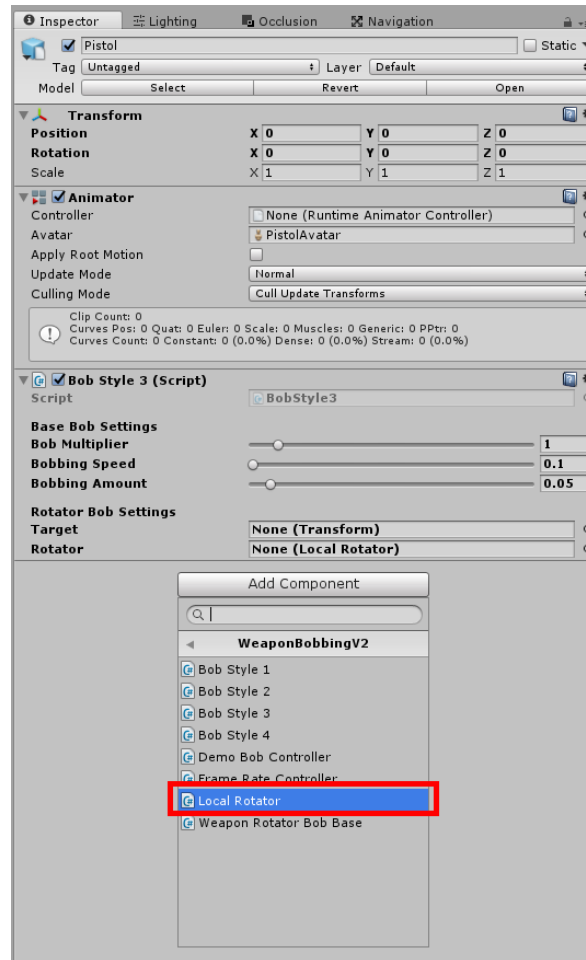


Bob Style 3 Usage:

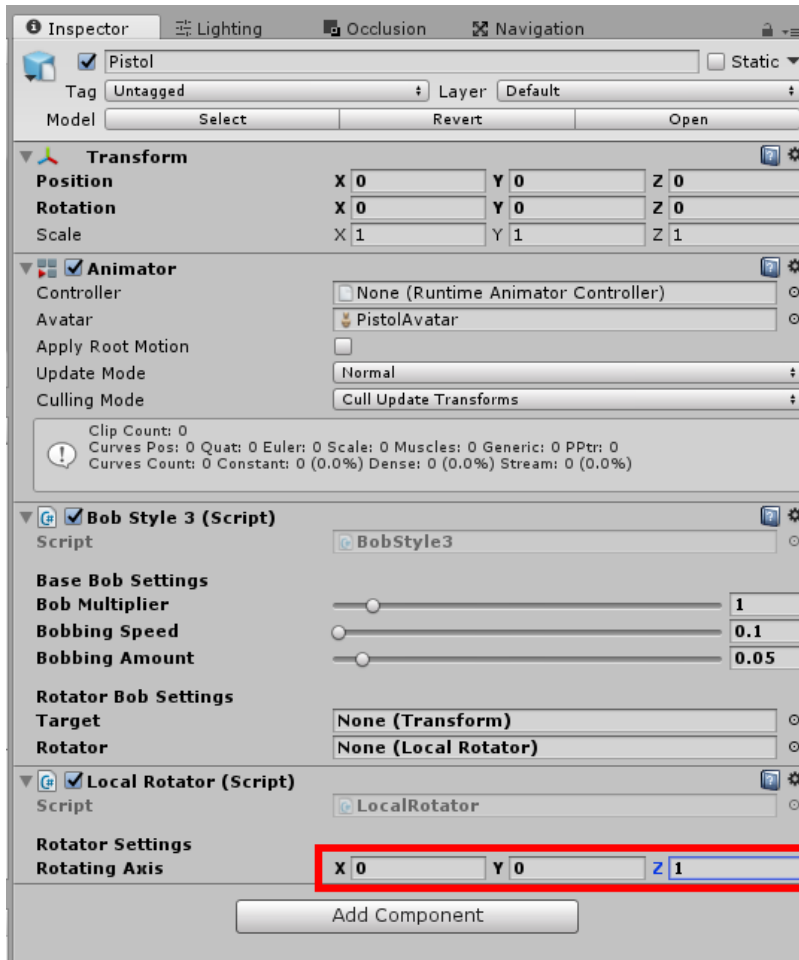
1. Select your weapon object and add new script in "Scripts/WeaponBobbingV2/BobStyle3.cs"



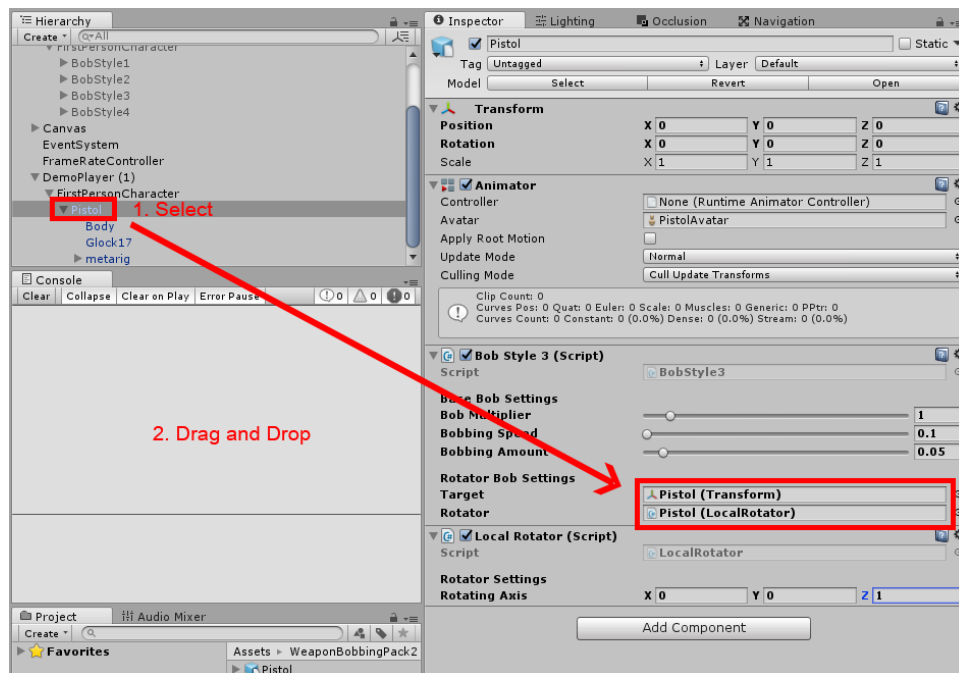
2. Select your weapon object and add new script in "Scripts/WeaponBobbingV2/LocalRotator.cs"



3. Set LocalRotator rotating axis value to 0, 0, 1

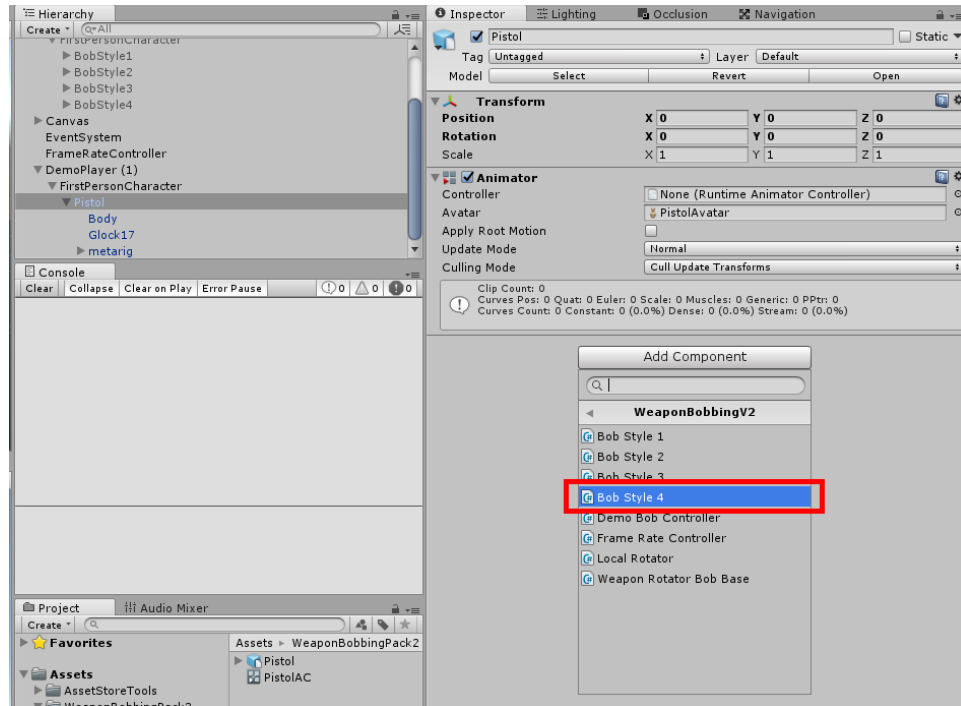


4. Assign Target and Rotator parameter in Bob Style 3 script.

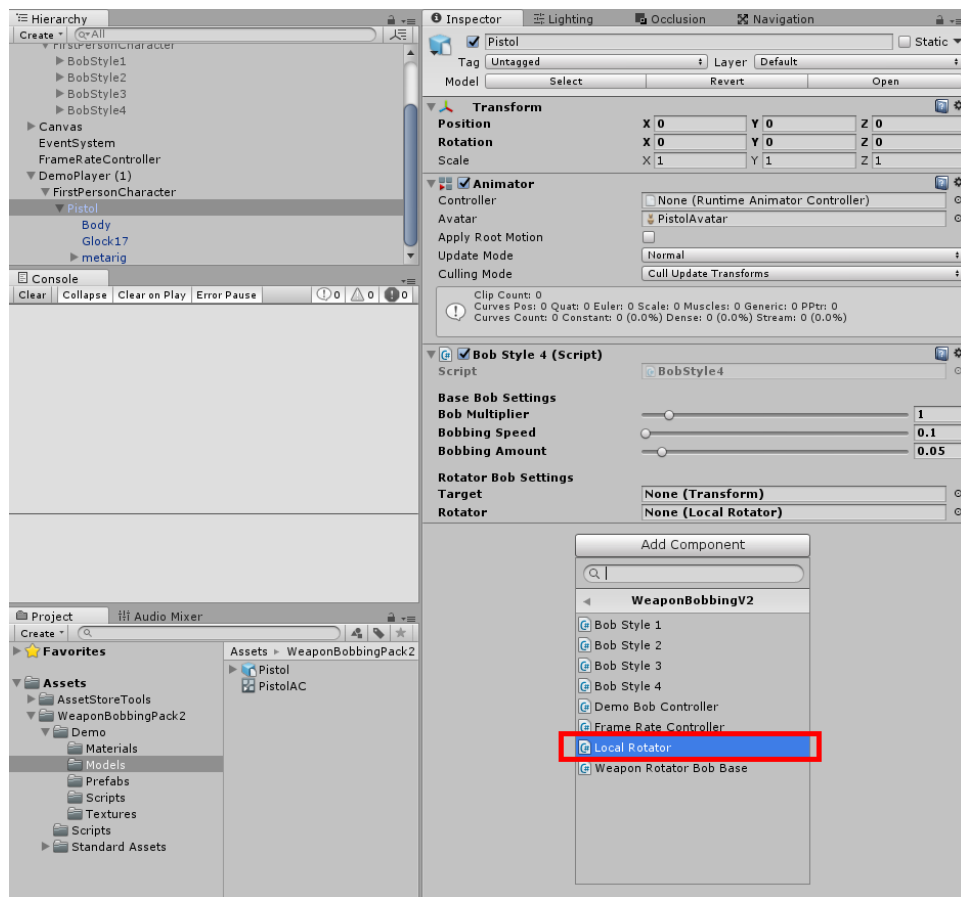


Bob Style 4 Usage:

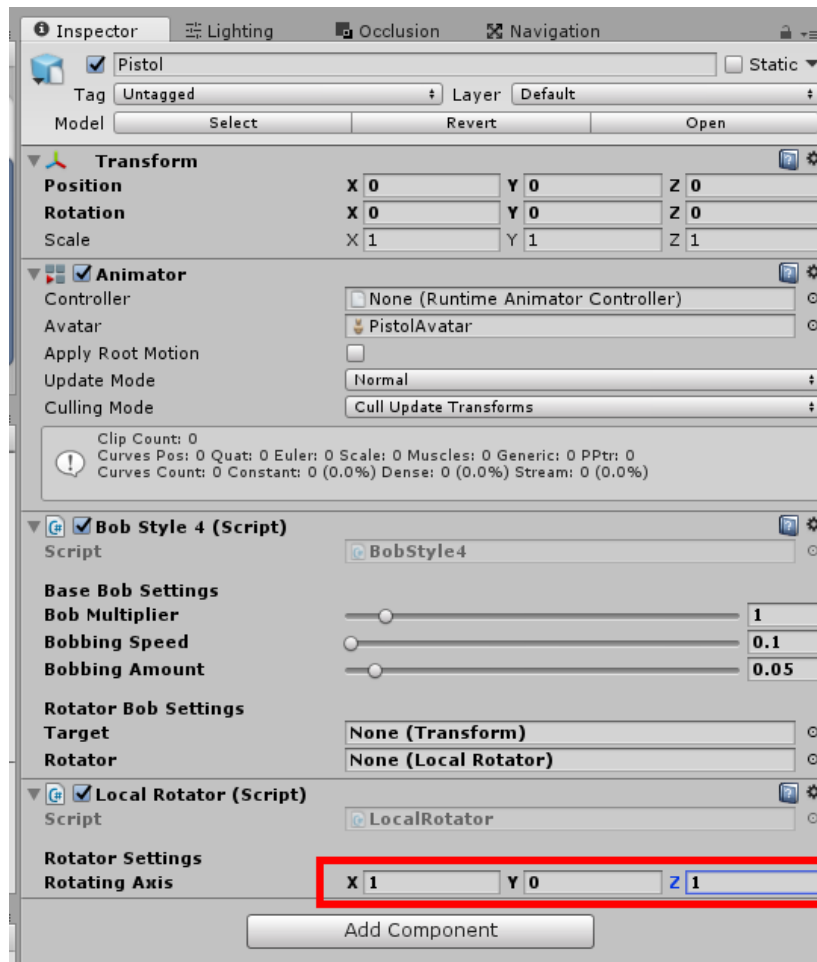
1. Select your weapon object and add new script in “Scripts/WeaponBobbingV2/BobStyle4.cs”



2. Select your weapon object and add new script in “Scripts/WeaponBobbingV2/LocalRotator.cs”



3. Set LocalRotator rotating axis value to 1, 0, 1



4. Assign Target and Rotator parameter in Bob Style 4 script.

