

# Animated Arms - Handgun v3 Documentation

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## ArmControllerHandgun.cs

### Current Ammo

How much ammo is left in the weapon.

### Ammo Settings

#### Ammo

##### Ammo

How many bullets the weapon has.

### Components

### Muzzleflash Holders

#### Side Muzzle

Sprite renderer that shows the side view muzzleflash sprite.

#### Top Muzzle

Sprite renderer that shows the top view muzzleflash sprite.

#### Front Muzzle

Sprite renderer that shows the front view muzzleflash sprite.

#### Muzzleflash Side Sprites

Array holding the muzzleflash sprites.

### Light Front

#### Light Flash

Point light attached to the gun, this light is enabled when shooting.

## Particle System

### Smoke Particles

Smoke particle system that plays when shooting.

## Bullet In Mag

### Bullet In Mag

The bullet model inside the guns magazine, this is disabled when ammo is 0, and enabled again when reloading.

## Prefabs

### Casing Prefab

#### Casing Prefab

The casing prefab that is spawned when shooting.

## Spawnpoints

### Spawnpoint

#### Casing Spawnpoint

The position from where the casing is spawned when shooting.

## Audio Clips

### Audio Source

#### Main Audio Source

The main audio source, that plays the audio clips.

## Audio Clips

### Shoot Sound

The audio clip that plays when shooting.

### Reload Sound

The audio clip that plays when reloading.

# 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.

# Contact & Support

## Need Support?

Send me an email, and I will get back to you as soon as possible!

### Email

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### Website

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