How to use **animated arms - handgun v3**
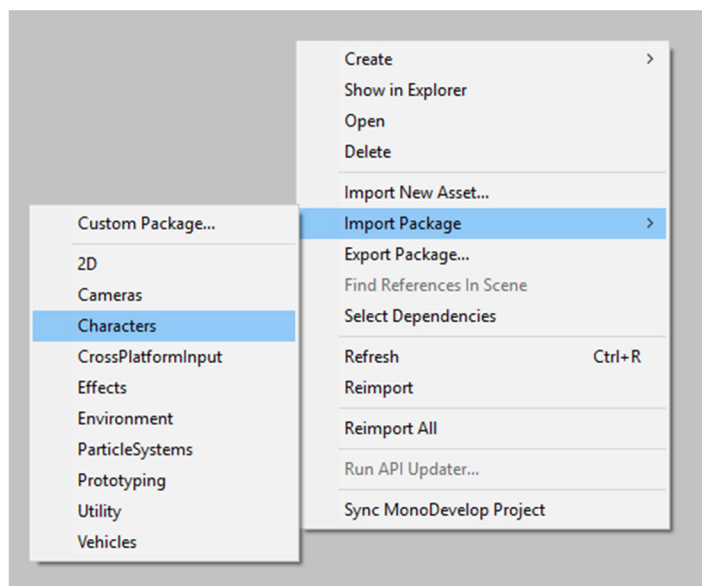
Importing standard assets

For everything to work properly, you will need to have some of the **Standard Assets** imported into your project.

1.Import Characters

The example prefabs use the standard FPS controller prefab, so make sure you have characters imported. Right click in your project folder area, choose **Import Package > Characters**.
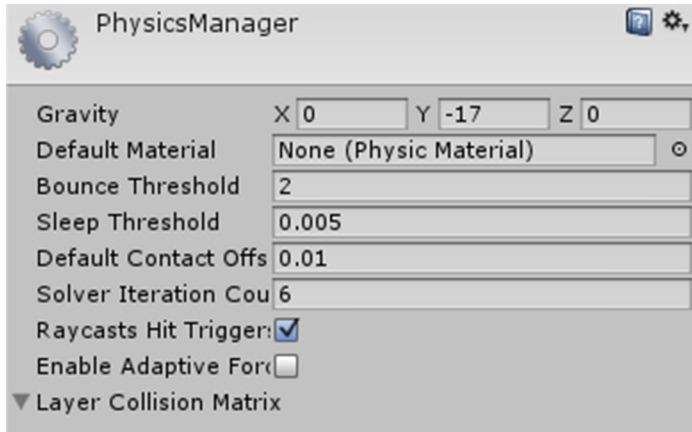

2. Done!

Gravity settings

The gravity settings are important to get the casing physics looking right. The value I used is **-17**, to change the gravity settings, go to **Edit > Project Settings > Physics**, and in the gravity settings, set the **Y** value to **-17**.

(You can try with different values to see what looks best.)

Using the example prefabs

This asset comes included with example prefabs, these can be found in the the folder **Example Prefabs**, they are set-up with scripts and fps controller, ready to use.

To start using them, click and drag any of the example prefabs from the folder into your scene view. Go into play mode to test them.

The default controls for the example prefabs are:

- **Left Click** to shoot
- **Right Click** to aim
- **R** key to reload
- **WASD** keys for movement
- **Left shift + W** to run
- **Space bar** to jump

Using the animation files

This asset comes included with 9 different animations:

- aim
- aim_fire
- draw
- fire
- idle
- jump
- reload
- run
- walk

You can find them by going to the folder **Components** > **Meshes** > **Arms**, then select one of the arm models, and expand it.
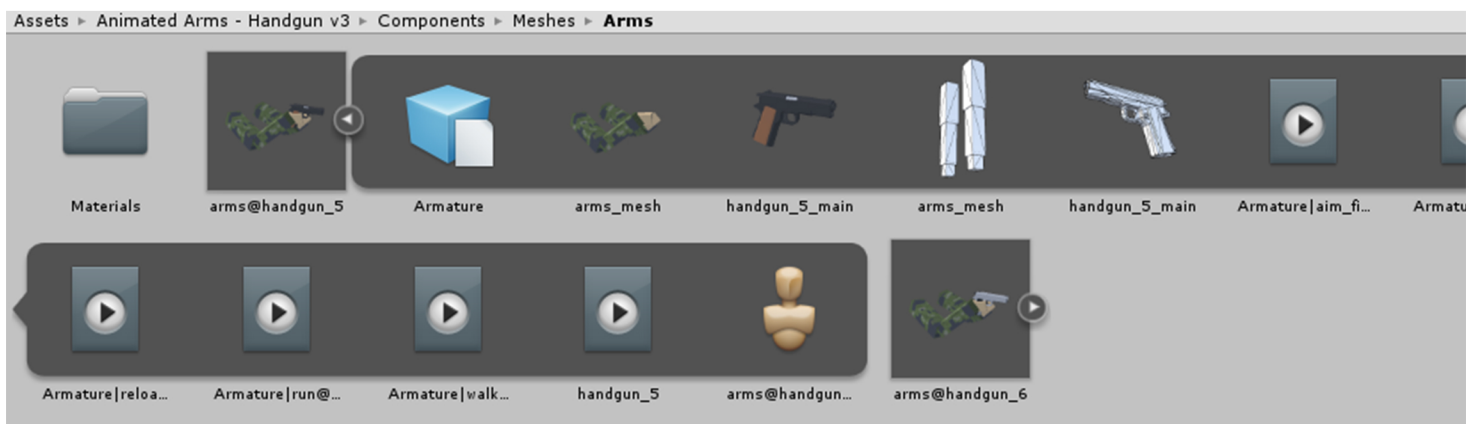
Contact & Support

Need Support?

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

Email
   davidstenfors.contact@gmail.com

Website
   https://www.davidstenfors.com/#!/contact

Twitter

Follow me on twitter to see what I'm currently working on!

@DavidStenfors

Youtube

Subscribe to me on youtube:

www.youtube.com/DavidStenfors