

## The following is a quick guide on how to use the bounce prefab

The prefab comes with 6 elements.



From left to right:

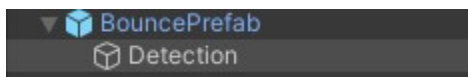
- 1 & 2- The default material and texture for the prefab.
- 3-Bounce: It is a script that creates the bouncing effect.
- 4-BounceController: It is a script that provide a delay count and a velocity measure.
- 5-BounceController: It is a prefab for the bouncecontroller script.
- 6-BouncePrefab: It is a prefab of the bounce pad.

### Setup:

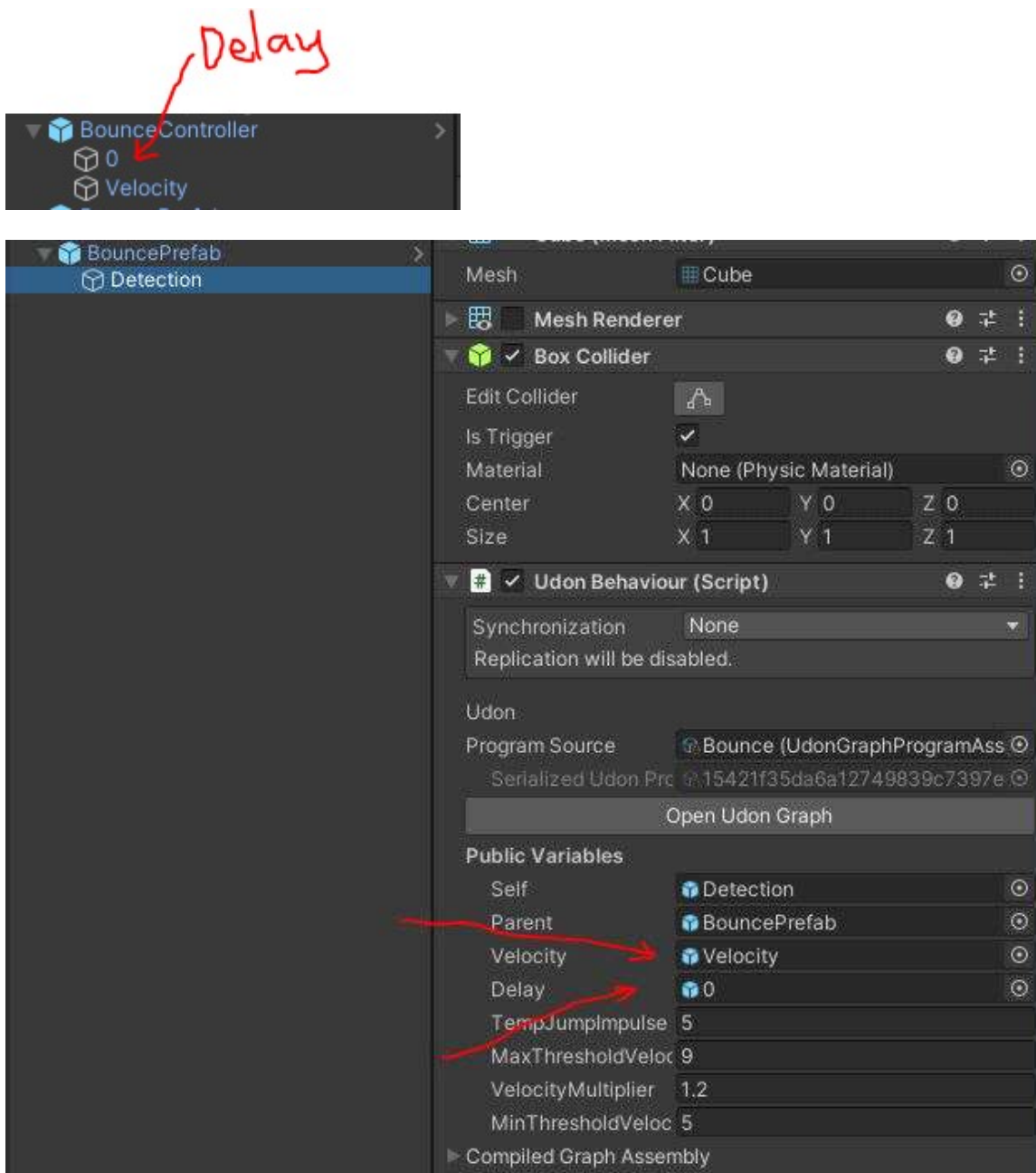
**Step 1** - Move the "BounceController" prefab into your scene, set it to position 0, 0, 0.

**Step 2** - Move the "BouncePrefab" prefab into your scene, set it where you want, and change the X, Y, scale and rotation values to your liking.

**Step 3** - Select the "Detection" object in the BouncePrefab.



**Step 4** - In the Udon Behaviour for the "Detection" object assign the delay and velocity object from the "BounceController".



**Step 5** - If you want multiple bounce pads, simply duplicate the "BouncePrefab" object with all the settings already setup.

You do not need multiples of the "BounceController".

**Changeable variables:** (You can change them if you want, the default values are the same as the

ones used in my Jump Zone world.)

**TempJumpImpulse** is the value of the player's jump while they are on the pad.

(Note: It reset to 3 when they leave the pad. If your world has a custom jumpimpulse value go into the graph and change the value in the "OnPlayerTriggerExit" event line.)

**MaxThresholdVelocity** is the maximum velocity values the player will gain.

**VelocityMultiplier** is the amount in which the player's velocity is multiplied for each bounce before reaching the max threshold value.

**MinThresholdVelocity** +1 is the minimum velocity value a player will have when bouncing.

And that should be all.

If you have any issues feel free to reach out to me on discord: Rubisorange#6525