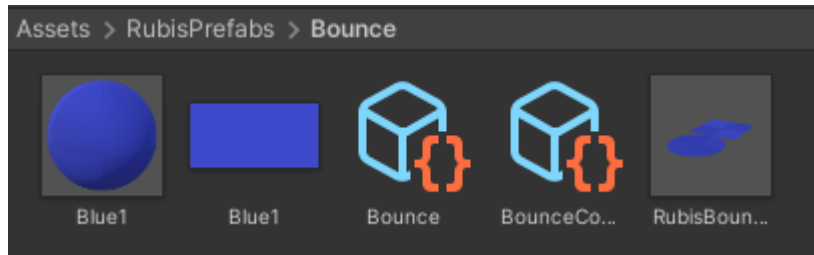


How to use the bounce prefab

The prefab comes with 5 elements.

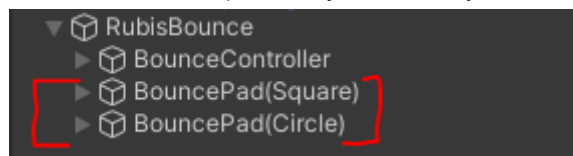


From left to right:

- 1 & 2 - Placeholder material and texture for the prefab.
- 3 - Bounce : Udongraph script to create the bouncing effect.
- 4 - BounceController : Udongraph script that provides a delay count and velocity measure.
- 5 - RubisBounce : The prefab to drop into the scene.

Setup:

- 1 - Move the "RubisBounce" element into your scene/hierarchy and set the position to 0, 0, 0
- 2 - Select the "RubisBounce" element in your hierarchy, then right-click and select "unpack prefab".
- 3 - Move/duplicate/scale the bounce pads as you wish in your scene.



Changeable variables:

TempJumpImpulse: The value for the player's jump impulse while they are on the pad.

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

MaxThresholdVelocity: The maximum velocity value the player will gain from the pad.

VelocityMultiplier: The amount in which the player's velocity will be multiplied by when their velocity is smaller than the MaxThresholdVelocity value.

MinThresholdVelocity +1 : The minimum velocity value a player will start with.

If you have any issues or suggestions, feel free to reach out to me on discord: **Rubisorange#6525**
For credits, a simple mention of my name would be appreciated.