

Thank you for buying **Low Poly FPS Pack!**

Content

Page

- FpsControllerLPFP.cs	- 2
- AutomaticGunScriptLPFP.cs	- 3, 6
- HandgunScriptLPFP.cs	- 7, 10
- RocketLauncherScriptLPFP.cs	- 11, 13
- SniperScriptLPFP.cs	- 14, 17
- PumpShotgunScriptLPFP.cs	- 18, 22
- GrenadeLauncherScriptLPFP.cs	- 23, 26
- BoltActionSniperLPFP.cs	- 27, 30
- BulletScript.cs	- 31
- CasingScript.cs	- 32
- GrenadeScript.cs	- 33
- ProjectileScript.cs	- 34

Demo Scenes

- ExplosionScript.cs	- 35
- ExplosiveBarrelScript.cs	- 36
- GasTankScript.cs	- 37
- DebrisScript.cs	- 38
- ImpactScript.cs	
- TargetScript.cs	
- LightMovementScript.cs	- 39
- LightningScript.cs	

Third Person Character Scenes

- ThirdPersonDemoLPFP.cs	- 40
- FieldOfViewIncreaseLPFP.cs	- 41
- PlaneDoorLightsLPFP.cs	- 42
- BlinkingLightLPFP.cs	
- PropellerRotateLPFP.cs	
- Version changes	- 43
- Contact & Support	- 47

FpsControllerLPFP.cs

Arms

Arms

The transform component that holds the gun camera.

Arm Position

The position of the arms and gun camera relative to the fps controller GameObject.

Audio Clips

Walking Sound

The audio clip that is played while walking.

Running Sound

The audio clip that is played while running.

Movement Settings

Walking Speed

How fast the player moves while walking and strafing, default value is **5**.

Running Speed

How fast the player moves while running, default value is **9**.

Movement Smoothness

Approximately the amount of time it will take for the player to reach maximum running or walking speed, default value is **0.125**.

Jump Force

Amount of force applied to the player when jumping, default value is **35**.

Look Settings

Mouse Sensitivity

Rotation speed of the fps controller, default value is **7**.

Rotation Smoothness

Approximately the amount of time it will take for the fps controller to reach maximum rotation speed, default value is **0.05**.

Min Vertical Angle

Minimum rotation of the arms and camera on the x axis, default value is **-90**.

Max Vertical Angle

Maximum rotation of the arms and camera on the x axis, default value is **90**.

Input

The names of the axes and buttons for Unity's Input Manager.

AutomaticGunScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming.

Default Fov

The default camera field of view value.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments (Only use one scope attachment)

Scope 1

Enable this if you want to use scope 1.

Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot_Sight_Blue_Texture**.

Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

Scope 2

Enable this if you want to use scope 2.

Scope 2 Texture

The sight texture used for scope 2, default texture is **Red_Dot_Sight_Texture**.

Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

Scope 3

Enable this if you want to use scope 3.

Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange_Square_Sight_Texture**.

Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

AutomaticGunScriptLPFP.cs

Scope 4

Enable this if you want to use scope 4.

Scope 4 Texture

The sight texture used for scope 4, default texture is **Red_Dot_Sight_2_Texture**.

Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

Iron Sights

Enable this if you want to use iron sights to aim.

Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

AutomaticGunScriptLPFP.cs

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

Bullet In Mag Renderer

The bullet skinned mesh renderer.

Grenade Settings

Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

HandgunScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming.

Default Fov

The default camera field of view value.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments (Only use one scope attachment)

Scope 2

Enable this if you want to use scope 2.

Scope 2 Texture

The sight texture used for scope 2, default texture is **Red_Dot_Sight_Texture**.

Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

Scope 3

Enable this if you want to use scope 3.

Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange_Square_Sight_Texture**.

Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

Iron Sights

Enable this if you want to use iron sights to aim.

Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

HandgunGunScriptLPFP.cs

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Slider Back Timer

Used for moving the slider back into default position after reloading, default value is **1.58**.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

Bullet In Mag Renderer

The bullet skinned mesh renderer.

Grenade Settings

Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

HandgunGunScriptLPFP.cs

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

RocketLauncherScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

Default Fov

The default camera field of view value, default value is **40**.

Aim Fov

The camera field of view value while aiming, default value is **18**.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Rocket Launcher Projectile

Projectile Renderer

The projectiles skinned mesh renderer component.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Auto Reload Delay

How much time to wait before auto reloading.

Show Projectile Delay

Amount of time after shooting that the projectile renderer is enabled again.

Grenade Settings

Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

RocketLauncherScriptLPFP.cs

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **50**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **85**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

RocketLauncherScriptLPFP.cs

Prefabs

Projectile Prefab

The projectile object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Bullet Spawn Point

The location from where the projectile spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound

The sound effect that plays when reloading.

Aim Sound

The sound effect that plays when aiming in.

SniperScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

Default Fov

The default camera field of view value, default value is **40**.

Aim Fov

The camera field of view value when aiming, default value is **12**.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **1.4**.

Bullet In Mag Renderer

The bullet skinned mesh renderer.

Grenade Settings

Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Scope Settings

Scope Render Material

The material used for the scope zoom effect.

Fade Color

The color of the scope material when not aiming.

Default Color

The color of the scope material while aiming.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

PumpShotgunScript.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

Default Fov

The default camera field of view value, default value is **40**.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments (Only use one scope attachment)

Scope 1

Enable this if you want to use scope 1.

Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot_Sight_Blue_Texture**.

Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

Scope 2

Enable this if you want to use scope 2.

Scope 2 Texture

The sight texture used for scope 2, default texture is **Red_Dot_Sight_Texture**.

Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

Scope 3

Enable this if you want to use scope 3.

Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange_Square_Sight_Texture**.

Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

PumpShotgunScriptLPFP.cs

Scope 4

Enable this if you want to use scope 4.

Scope 4 Texture

The sight texture used for scope 4, default texture is **Red_Dot_Sight_2_Texture**.

Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

Iron Sights

Enable this if you want to use iron sights to aim.

Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

PumpShotgunScriptLPFP.cs

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Grenade Settings

Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **75**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **125**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

PumpShotgunScriptLPFP.cs

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Delay Timer

How long after shooting should the casing prefab be spawned.

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

Array holding all the locations for the bullet spawn points.

Use Random Bullet Spawn Rotation

Enable this if you want to use randomized bullet spread.

Bullet Spawn Point Min Rotation

Minimum rotation value of the bullet spawn points, bigger value creates a larger bullet spread, default value is -5.

Bullet Spawn Point Max Rotation

Maximum rotation value of the bullet spawn points, bigger value creates a larger bullet spread, default value is 5.

Grenade Spawn Point

The location from where the grenade prefab spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Take Out Sound

The sound effect that plays when taking out the weapon.

PumpShotgunScriptLPFP.cs

Holster Sound

The sound effect that plays when holstering the weapon.

Aim Sound

The sound effect that plays when aiming in.

GrenadeLauncherScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming.

Default Fov

The default camera field of view value.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments (Only use one scope attachment)

Scope 1

Enable this if you want to use scope 1.

Scope 1 Texture

The sight texture used for scope 1, default texture is **Dot_Sight_Blue_Texture**.

Scope 1 Texture Size

The size of the sight texture, default value is **0.0045**.

Scope 1 Aim FOV

The camera field of view value while aiming with scope 1, default value is **10**.

Scope 2

Enable this if you want to use scope 2.

Scope 2 Texture

The sight texture used for scope 2, default texture is **Red_Dot_Sight_Texture**.

Scope 2 Texture Size

The size of the sight texture, default value is **0.01**.

Scope 2 Aim FOV

The camera field of view value while aiming with scope 2, default value is **25**.

Scope 3

Enable this if you want to use scope 3.

Scope 3 Texture

The sight texture used for scope 3, default texture is **Orange_Square_Sight_Texture**.

Scope 3 Texture Size

The size of the sight texture, default value is **0.006**.

Scope 3 Aim FOV

The camera field of view value while aiming with scope 3, default value is **20**.

GrenadeLauncherScriptLPFP.cs

Scope 4

Enable this if you want to use scope 4.

Scope 4 Texture

The sight texture used for scope 4, default texture is **Red_Dot_Sight_2_Texture**.

Scope 4 Texture Size

The size of the sight texture, default value is **0.0025**.

Scope 4 Aim FOV

The camera field of view value while aiming with scope 4, default value is **12**.

Iron Sights

Enable this if you want to use iron sights to aim.

Always Show Iron Sights

Enable this if you want iron sights to show while using a scope.

Iron Sights Aim FOV

The camera field of view value while aiming with iron sights, default value is **16**.

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Auto Reload Delay

How much time to wait after shooting to start auto reloading.

Grenade Settings

Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

GrenadeLauncherScriptLPFP.cs

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **50**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **100**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

GrenadeLauncherScriptLPFP.cs

Prefabs

Projectile Prefab

The projectile object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Bullet Spawn Point

The location from where the projectile spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound

The sound effect that plays when reloading.

Aim Sound

The sound effect that plays when aiming in.

BoltActionSniperScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming, default value is **15**.

Default Fov

The default camera field of view value, default value is **40**.

Aim Fov

The camera field of view value when aiming, default value is **15**.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Attachments

Silencer

Enable this if you want to use the silencer attachment.

Weapon Attachment Renderers

Holds all the different renderers and components used for the attachments.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Grenade Settings

Grenade Spawn Delay

Timer before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Scope Settings

Scope Render Material

The material used for the scope zoom effect.

Fade Color

The color of the scope material when not aiming.

Default Color

The color of the scope material while aiming.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **5**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **35**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Silencer Shoot Sound

The sound effect that plays when shooting with silencer enabled.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

BulletScript.cs

Destroy After

Destroys the bullet object after set amount of time unless it collides with something, default value is **5**.

Destroy On Impact

Enable this if the bullet should be destroyed instantly when it collides with something.

Min Destroy Time

Minimum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.01**.

Max Destroy Time

Maximum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.05**.

Impact Effect Prefabs

Blood Impact Prefabs

Array holding the blood impact particle effects.

Metal Impact Prefabs

Array holding the metal impact particle effects.

Dirt Impact Prefabs

Array holding the dirt impact particle effects.

Concrete Impact Prefabs

Array holding the concrete impact particle effects.

CasingScript.cs

Force X

Minimum X Force

The minimum amount of force applied on the x axis when spawning the casing, default value is **35**.

Maximum X Force

The maximum amount of force applied on the x axis when spawning the casing, default value is **50**.

Force Y

Minimum Y Force

The minimum amount of force applied on the y axis when spawning the casing, default value is **10**.

Maximum Y Force

The maximum amount of force applied on the y axis when spawning the casing, default value is **20**.

Force Z

Minimum Z Force

The minimum amount of force applied on the z axis when spawning the casing, default value is **-12**.

Maximum Z Force

The maximum amount of force applied on the z axis when spawning the casing, default value is **12**.

Rotation Force

Minimum Rotation Force

The minimum amount of initial rotation applied to the casing, default value is **-360**.

Maximum Rotation Force

The maximum amount of initial rotation applied to the casing, default value is **360**.

Despawn Time

Despawn Time

Amount of time after spawning before the casing object is destroyed, default value is **1**.

Audio

Casing Sounds

Array holding all the casing sound effects.

Audio Source

The main audio source attached to the casing prefab.

Spin Settings

Speed

How fast the casing spins over time, default value is **2500**.

GrenadeScript.cs

Timer

Grenade Timer

Amount of time before the grenade explodes, default value is **2.5**.

Explosion Prefabs

Explosion Prefab

The explosion particle effect prefab.

Explosion Options

Radius

How far the explosion reaches, default value is **5**.

Power

How much force is applied to nearby rigidbodies, default value is **3500**.

Throw Force

Minimum Force

The minimum amount of force applied to the grenade when spawned, default value is **1500**.

Maximum Force

The maximum amount of force applied to the grenade when spawned, default value is **2500**.

Audio

Impact Sound

Audio source that plays impact sound effect every time the grenade collides with something.

ProjectileScript.cs

Use Constant Force

Enable this if the projectile should use constant force (used for rocket launcher projectile).

Constant Force Speed

How much force is applied to the projectile during constant speed, default value is **5000**.

Explode After

Amount of time before the projectile explodes and destroys itself (unless it collides with something), default value is **2.5**.

Explosion Prefabs

Explosion Prefab

The explosion particle effect prefab.

Customizable Options

Force

Force applied to the projectile when spawned, is used when constant force is false, default value is **2500**.

Despawn Time

Amount of time before the projectile is destroyed, unless it collides with something, default value is **30**.

Explosion Options

Radius

How far the explosion reaches, default value is **5**.

Power

How much force is applied to nearby rigidbodies, default value is **2250**.

Rocket Launcher Projectile

Uses Particles

Should be enabled if the projectile uses particle effects (used for rocket launcher projectile).

Smoke Particles

The smoke particle effect attached to the projectile.

Flame Particles

The flame particle effect attached to the projectile.

Destroy Delay

Amount of time to wait after collision before destroying the projectile object, this is used to let the particle effects finish playing before destroying the projectile prefab.

ExplosionScript.cs

Customizable Options

Despawn Time

Time until the explosion prefab is destroyed, default value is **15**.

Light Duration

How long the light flash is visible during the explosion, default value is **0.0325**.

Light

Light Flash

The light component attached to the explosion prefab.

Audio

Explosion Sounds

Array holding all the explosion sound effect clips.

Audio Source

The main audio source used to play the explosion sound effects.

ExplosiveBarrelScript.cs

Explode

If enabled, the barrel explodes.

Prefabs

Explosion Prefab

The explosion prefab that is spawned when the barrel explodes.

Destroyed Barrel Prefab

The destroyed barrel prefab that is spawned when the barrel explodes.

Customizable Options

Min Time

Minimum time to explode after getting hit by a bullet, default value is **0.05**.

Max Time

Maximum time to explode after getting hit by a bullet, default value is **0.25**.

Explosion Options

Explosion Radius

How far the explosion reaches, default value is **3**.

Explosion Force

How much force that is applied to nearby rigidbodies, default value is **5000**.

GasTankScript.cs

Is Hit

If enabled, the gas tank starts exploding.

Prefabs

Explosion Prefab

The explosion prefab that is spawned when the gas tank explodes.

Destroyed Gas Tank Prefab

The destroyed gas tank prefab that is spawned when the gas tank explodes.

Customizable Options

Explosion Timer

Amount of time after getting hit by a bullet that the gas tank explodes, default value is **5.5**.

Rotation Speed

Initial rotation speed of the gas tank after getting hit by a bullet, default value is **15**.

Max Rotation Speed

Maximum amount of rotation speed, default value is **25**.

Move Speed

Amount of force applied to the gas tank after getting hit by a bullet, default value is **2500**.

Audio Pitch Increase

How fast the audio pitch increases over time after the gas tank is hit by a bullet, default value is **0.225**.

Explosion Options

Explosion Radius

How far the explosion reaches, default value is **3**.

Explosion Force

How much force that is applied to nearby rigidbodies, default value is **1500**.

Light

Light Object

The light component attached to the gas tank prefab.

Particle Systems

Flame Particles

The flame particle effect attached to the gas tank prefab.

Smoke Particles

The smoke particle effect attached to the gas tank prefab.

Audio

Flame Sound

Flame sound effect that plays when the gas tank is hit by a bullet.

Impact Sound

Impact sound effect that plays whenever the gas tank collides with something.

DebrisScript.cs

Audio

Debris Sounds

Array holding all the debris sound effects.

Audio Source

The main audio source attached to the debris prefab.

ImpactScript.cs

Impact Despawn Timer

Despawn Timer

Amount of time before the impact effect is destroyed after being spawned, default value is **10**.

Audio

Impact Sounds

Array holding all impact sound effects.

Audio Source

The main audio source attached to the impact prefab.

TargetScript.cs

Is Hit

If enabled, the target falls down.

Customizable Options

Min Time

Minimum amount of time that the target stays down after getting hit by a bullet, default value is **5**.

Max Time

Maximum amount of time that the target stays down after getting hit by a bullet, default value is **25**.

Audio

Up Sound

The sound effect that is played when the target goes back up.

Down Sound

The sound effect that is played when the target is hit and falls down.

Audio Source

The main audio source attached to the target prefab.

LightMovementScript.cs

Min Intensity

Minimum intensity value of the light component, default value is **0.5**.

Max Intensity

Maximum intensity value of the light component, default value is **1**.

LightningScript.cs

This script is used in **Demo Scene 1**, for the lightning effect.

Light Intensity

Min Intensity

The minimum light intensity value for the directional light, default value is **2**.

Max Intensity

The maximum light intensity value for the directional light, default value is **4**.

Light Duration

Light Duration

How long the light flash and lightning sprite will be visible, default value is **0.0475**.

Delay Between Flashes

Min Flash Delay

The minimum amount of time between the two flashes, default value is **0.05**.

Max Flash Delay

The maximum amount of time between the two flashes, default value is **0.9**.

Total Delay

Min Delay

Minimum amount of time to wait between lightning strikes, default value is **5**.

Max Delay

Maximum amount of time to wait between lightning strikes, default value is **25**.

Background Color

Main Background Color

The default background color, this changes the “background” of the gun camera.

Lightning Background Color

The background color when the lightning is active, this changes the “background” of the gun camera.

Components

All the required components, such as the camera, directional light, audio source and lightning sprites.

ThirdPersonDemoLPFP.cs

This script is used in **Third_Person_Character_Demo_Scene**.

Camera

Main Camera

The main camera in the scene.

Camera FOV Settings

Zoomed FOV

The camera field of view value while zoomed in.

Default FOV

The camera field of view value while not zoomed in.

FOV Speed

How fast the field of view value increases, higher value increases faster.

Weapon Settings

Semi

When enabled the weapon fires only once while holding down left click.

Auto

When enabled the weapon fires continuously while holding down left click.

Fire Rate

How fast the weapon fires, default value is **11**.

Weapon Components

Muzzleflash Particles

The muzzleflash particle system that is played when shooting.

Muzzleflash Light

The muzzleflash light component that is enabled when shooting.

Prefabs

Casing Prefab

The casing prefab that is spawned when shooting.

Bullet Prefab

The bullet prefab that is spawned when shooting.

Bullet Force

Amount of force that is applied to the bullet when shooting, default value is **500**.

Grenade Prefab

The grenade prefab that is spawned when throwing a grenade.

Grenade Spawn Delay

Amount of time after pressing G key that the grenade prefab is spawned, default value is **0.56**.

ThirdPersonDemoLPFP.cs

Spawnpoints

Casing Spawnpoint

The position from where the casing is spawned when shooting.

Bullet Spawnpoint

The position from where the bullet is spawned when shooting.

Grenade Spawnpoint

The position from where the grenade is spawned when pressing G key.

Audio Clips

Shoot Sound

The sound clip that is played when shooting.

Audio Sources

Shoot Audio Source

The audio source attached to the player.

FieldOfViewIncreaseLPFP.cs

These scripts are used in **Plane_Demo_Scene**.

Player Camera

Player Camera

The camera component attached to the player character head bone.

Player Flashlight

Flashlight

The spotlight component attached to the player character head bone.

FOV Settings

Target FOV

The maximum field of view value reached, default value is **60**.

FOV Speed

How fast the field of view value increases, default value is **0.4**.

Start After

Amount of time before the field of view starts increasing, default value is **33.5**.

Flashlight Start After

Amount of time before the flashlight is enabled, default value is **38**.

PlaneDoorLightsLPFP.cs

These scripts are used in **Plane_Demo_Scene**.

Plane Lights Object

Plane Door Lights

The plane lights object, is used to change the emission material of the light models.

Green Light Material

Green Emission

The green emissive material that is used for the light model.

Light Components

Red Light

The red light component.

Green Light

The green light component.

Timer

Open Door Timer

Amount of time before the lights should switch, default value is **25.5**.

BlinkingLightLPFP.cs

Light Component

Blinking Light

The light component attached to the wing of the plane.

Timers

Blink Timer

Amount of time that the light component is enabled, default value is **0.03**.

Blink Duration

Amount of time in between blinks, default value is **3.5**.

PropellerRotateLPFP.cs

Rotation Speed

How fast the propeller rotates on the Z axis, default value is **2500**.

Version Changes

Version 1.0

- First release

Version 1.1

- Added new gun (sniper)
- Fixed scale and pivot point issues
- Improved gun script
- Improved animations
- Improved rpg explosion
- New texture (All models now share the same texture)

Version 1.2

- Added 4 new guns and animations (assault rifle 2, smg 2, revolver 1, revolver 2)
- Added 4 grenade models
- Added 6 attachments
- Added new casing and bullet (revolver casing and bullet)
- Improved gun script
- More example prefabs

Version 1.3

- Added new guns and animations (grenade launcher, handgun, sniper)
- Added explosion effects
- Added bullet impact effects
- Improved particle systems
- Improved gun script
- More example prefabs

Version 1.4

- Added demo scene
- Added five new guns and animations
- Improved gun script
- More example prefabs and props
- Stopped supporting Unity 4.6

Version Changes

Version 1.5

- Added five new guns and animations
- Added melee weapons
- Improved gun script
- Improved gun texture
- New demo scene
- More example prefabs and props

Version 1.6

- Added three new guns and animations
- Added more melee weapons
- Added some audio effects
- Improved gun script
- New demo scene

Version 1.7

- Added animated arms for most weapons
- New demo scene
- More prefabs and environment props

Version 1.8

- Added animated arms for some melee weapons
- New demo scene
- More prefabs and environment props
- Changed name to "Low Poly FPS Pack"

Version 1.9

- All models have been scaled down, to better match the default Unity scale
- Removed the "old example prefabs"
- New weapon models
- Added animated arms for the grenades
- New textures for the arm models
- New demo scenes
- Improved old demo scenes
- Improved explosions, and added large versions
- Made the trigger separate on all gun models

Version Changes

Version 2.0

- Added animated arms for the flamethrower
- Added animated arms for the grenade launcher
- Added animated arms for shotgun 2
- Added animated arms for minigun
- Added new weapons (tactical shield, lever action rifle, bow)

Version 2.01

- Added third person character model with animations
(currently only handgun 1, more will be added over time)
- Added third person character ragdoll
- Added new character textures
- Improved casing script
- New demo scene

Version 3.0

- Updated arm and hand model
- Updated weapon models
- New improved animations for all weapons
- Customizable scopes
- New demo scenes
- Improved scripts
- New explosion & impact VFX
- Improved particle effects
- Integrated knife & grenade throwing animations
- Inspect weapon animations
- Physical bullet
- New scope textures
- UI icons for all weapons & attachments

Version 3.1

- Improved FPS controller script
- Improved weapon scripts
- Bug fixes

Version Changes

Version 3.2

- Added third person character model (mecanim ready)
- Character props
- Character textures
- Character rifle & handgun animations
 - Running, walking, reloading, grenade throwing, and more!
- Brand new animated demo scene
- New demo scenes
- Added ragdoll prefab

Contact & Support

Need Support?

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

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Have suggestions or feedback?

Leave a post in the Unity forum thread, link can be found in the asset store description.

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