Black Gear

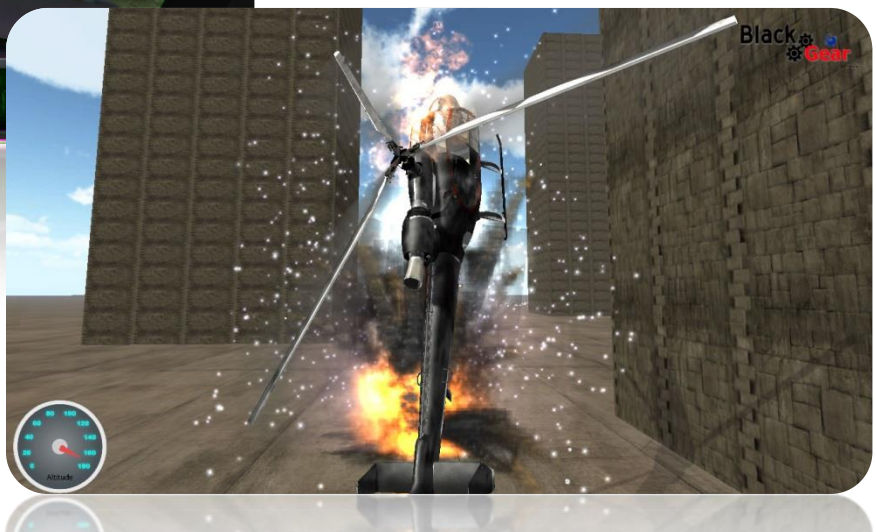
Studio

Thanks for purchasing Helicopter Pack from Black Gear Studio.

This manual will guide you through the process of using an existing helicopter or setting up your own custom helicopter.

Features of the Pack –

- Easy to use user friendly scripts.
- Realistic explosion effects.
- Missiles
- Crash simulation and helicopter health.
- GUI
- 2 Helicopters included
- 2 demo scenes.

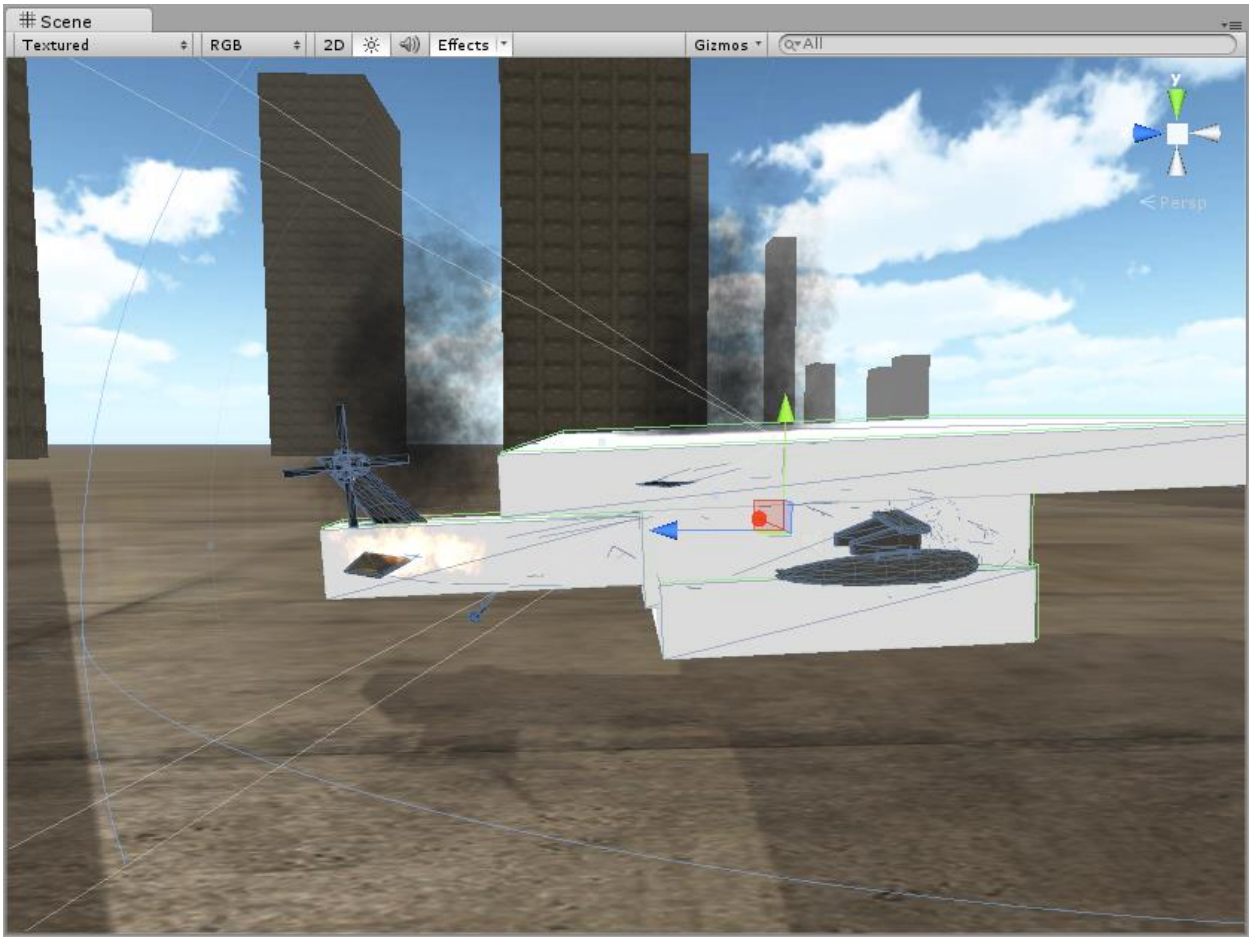


The Easy way (using an existing Helicopter) –

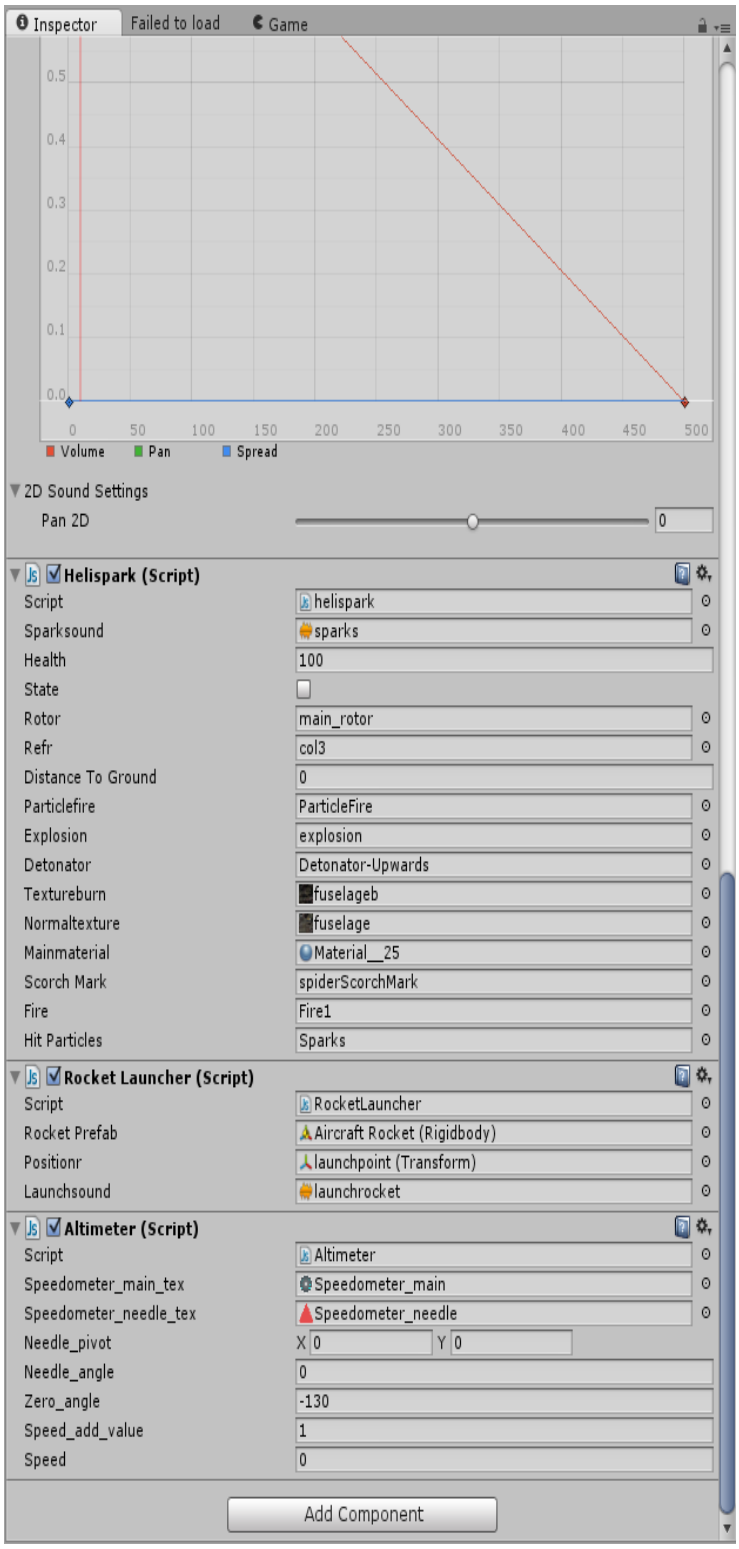
This is the easiest method to set up a fully functional helicopter for your game. Just drag and drop one of the two helicopter prefabs include in the package.

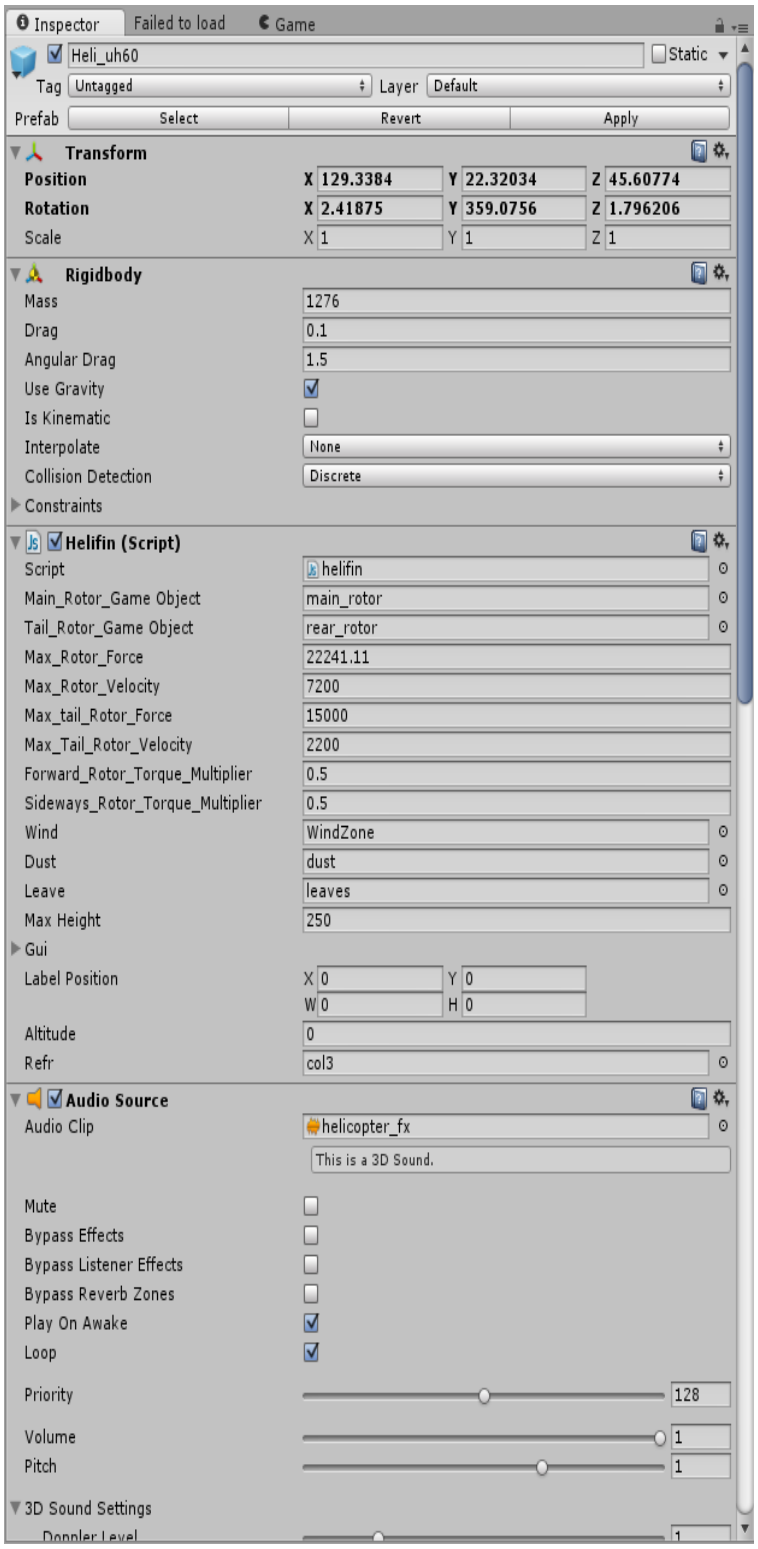
The other way round (setting up a custom helicopter)-

- To set up a new helicopter model make sure to turn off generate collider in import settings.
- Now first we need to create colliders for your helicopter by creating cubes of different sizes and parenting the main helicopter to these cubes.



- Disable the mesh renderer of each of these cube.
- Add the rigidbody component, Audio source, Helifin, Rocket launcher, altimeter and Helispark scripts to the parent helicopter.

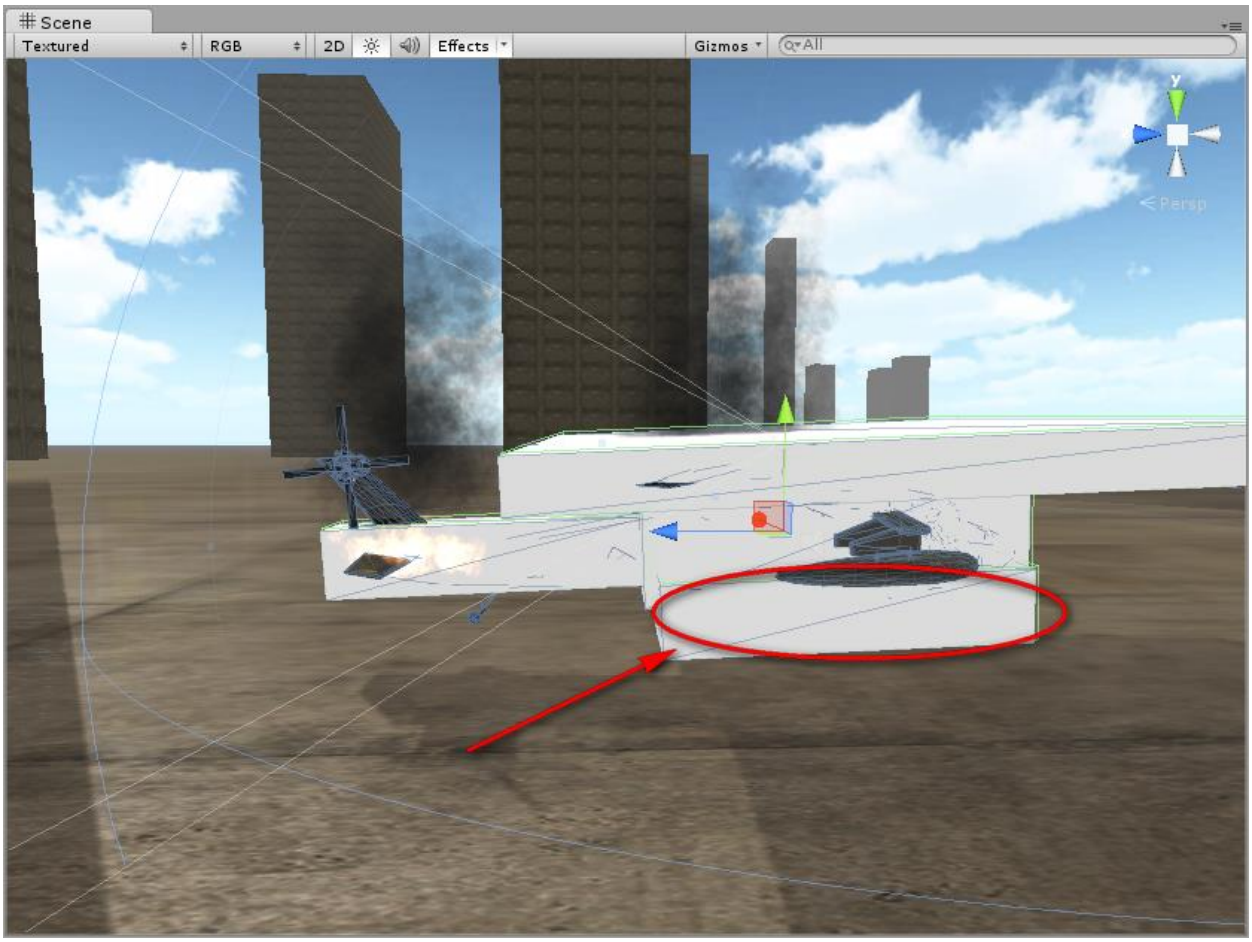




- Assign each of the variable of the attached scripts.
- Below you will find the meaning of each of the variables of the Scripts.

Helifin.js

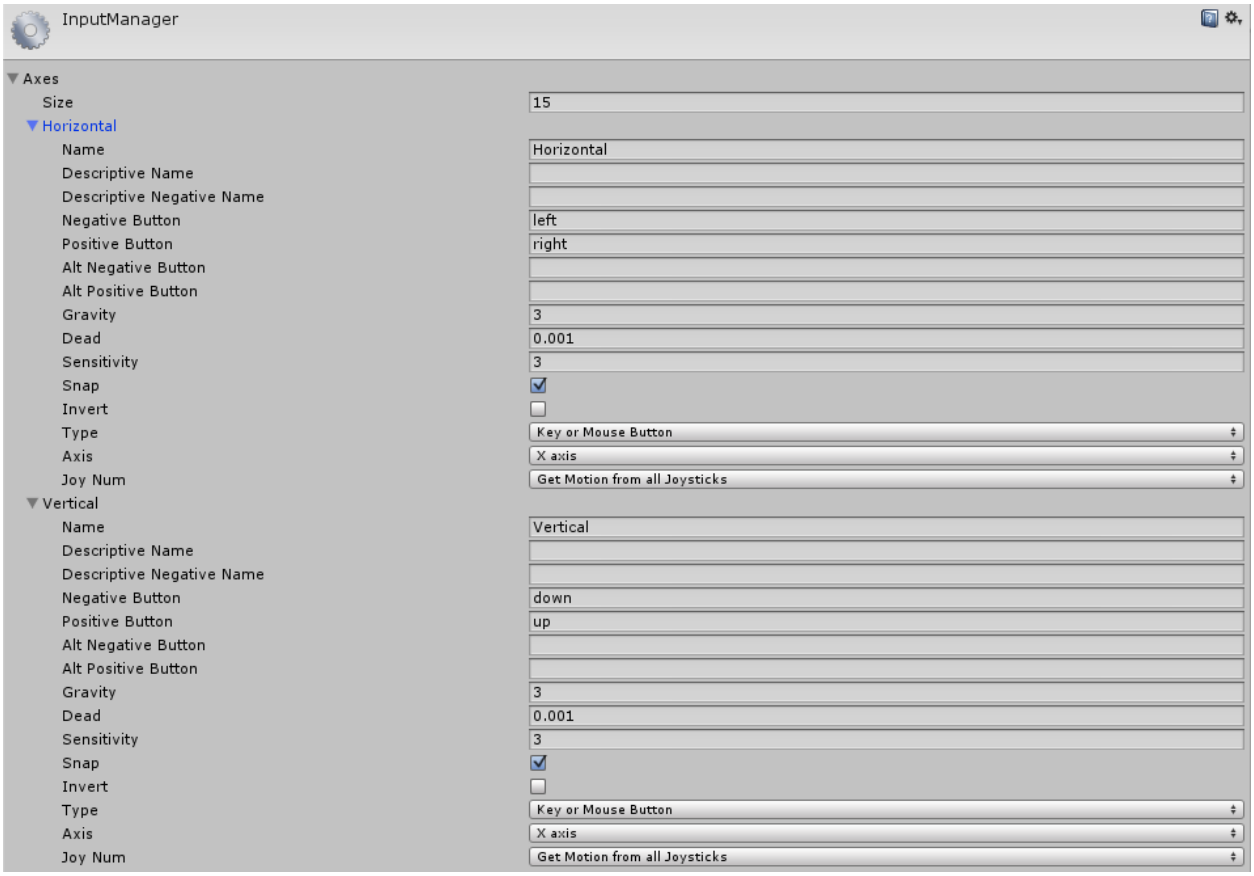
Main_Rotor_GameObject – The main rotor of your model helicopter.
Tail_Rotor_GameObject – The tail rotor of your model helicopter.
Wind – Assign the windzone of your helicopter to this. You can create a spherical windzone and make it a child of the parent helicopter.
Dust – The dust particles for your helicopter. You can find these under helicopter prefabs.
Leave – Leave particle for your helicopter. You can find these under helicopter prefabs.
Max Height – The maximum height above the ground your helicopter can go.
Refr - The refrence collider of your helicopter. This is the collider closest to the ground.
Axis – 1 for x, 2 for Y, 3 for Z.

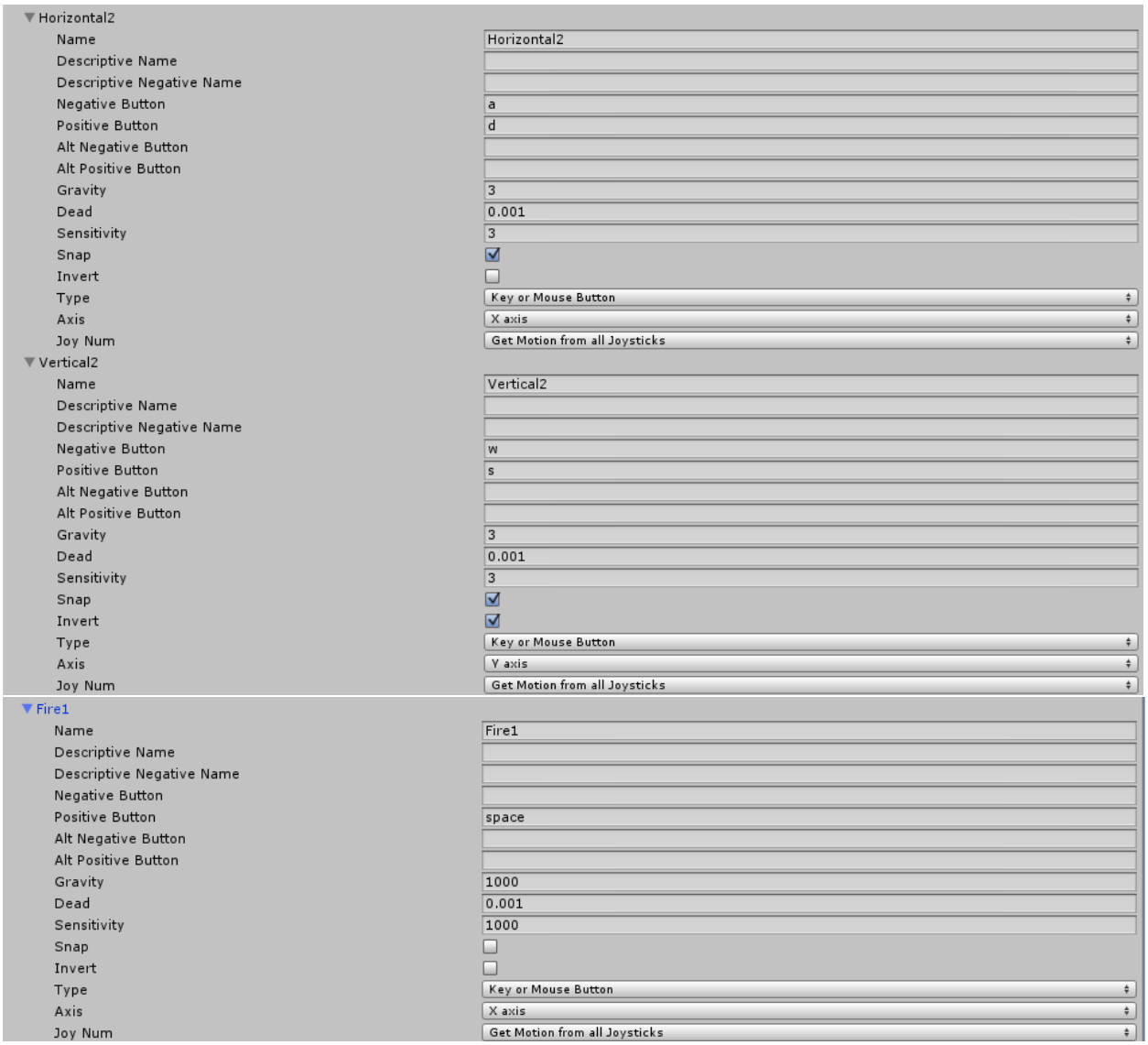


Helispark.js

Sparksound – The sound to play on damage.
Rotor – main Rotor of your helicopter.
Refr - The refrence collider of your helicopter. This is the collider closest to the ground.
Particlefire - The fire particles to play on helicopter death.
Explosion – The point where explosion takes place
Detonator – The explosion prefab.
Textureburn – The burnt texture of the helicopter.
NormalTexture – The normal textures of the helicopter.
Mainmaterial- The main material of your helicopter.
Scorch mark – The decal texture on explosion.
Fire – The fire particle instantiated when health is below 20.
Hit Particles – The damage particles.
Axis – 1 for x, 2 for Y, 3 for Z.

Setting up Input Settings




Horizontal2
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Sensitivity
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Snap
Invert
Type
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Axis
X axis
Joy Num
Get Motion from all Joysticks
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Get Motion from all Joysticks
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Sensitivity
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Snap
Invert
Type
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Axis
X axis
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Get Motion from all Joysticks

Contact Us

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