

SciFiMuzzleflash + Laser Pack

Thank you for buying this pack.

To use the muzzleflashes, simply drag the prefabs, located in the "Prefabs/ Muzzleflashes" folder into your scene and parent them to one of your weapons.

The muzzleflashes should be turned on and off via script, each time the weapon fires.

You can also use the front and side view prefabs separately (e.g. in 2D games) or build your own muzzleflashes.

The Lasers use a line renderer. You can increase the length of the laser beam directly in the line renderer under "Positions -> Element1 -> Z" or use a script to do that.

You can change the thickness of the laser beam under "Parameters -> Start Width / End Width" in the line renderer.

The tracers can also be used with a line renderer. They are useful for a rapid fire weapon.

Shader

This pack uses the standard "Particles/Additive" shader of Unity. You can adjust the brightness and color of the muzzleflashes with the "tint color" settings of the additive shader.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.