SILANTRO FLIGHT SIMULATOR

v1.x TO v 2.x UPGRADE MANUAL

This document will guide you on how to upgrade an aircraft from the previous version to the new 2.x system

Due to numerous combinations, name/script position changes some missing script notifications will be produced on importing the asset, this document and the accompanied video will explain the process of reassigning the scripts and setting the new variables.

Video Link: https://youtu.be/3nXj4SRVOGE

Please my email is always open if you run into any problems or have any special request

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- Import new package
- Go to Oyedoyin/Fixed Wing/Miscellaneous/Setup Input to setup the new inputs. You should get the following notification

> ⚠ Keyboard Input Setup Successful!
> UnityEngine.Debug:Log(Object)
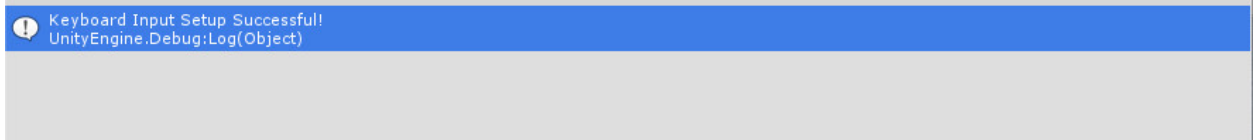
- Import the aircraft folder/package and open the scene
- Create the following layers required by the system
  - Ground: will be used to calculate ground effect by the aerofoils. Basically, anything that can be flown over
  - Aircraft: will be used to classify the aircraft colliders and avoid unwanted collisions
  - Munition: will be used by the weapon colliders
  - Human: will be used by character bodies to avoid unwanted collision with the aircrafts
- Go to physics and disable the following interactions in the collision matrix
  - Aircraft-Human
  - Aircraft-Munition
  - Human-Munition
  - Aircraft-Aircraft
  - Munition-Munition

- Drag and drop the "Basic Scenery" prefab into the scene and remove the old one
- Drag required scripts into their respective positions and set the new values as shown in the video.
- Assign the SilantroCamera script to the "Camera System" gameObject and remove the old one.

- Reassign the Light controller and SilantroLight scripts on the light bulbs as required.
- Remove the old scripts on the COG gameObject and assign the SilantroCore script.
- Reassign the aerofoil scripts and set the required values as shown in the video. Also reassign the airfoil prefab if necessary.
- Assign the controller script and set the aircraft sensitivity
- Drag and drop the "Display Canvas" prefab and assign the aircraft controller into the required space.