Advanced Sniper Starter Kit 3.0

Advanced Bullet Edition

WARNING! Have many changed in this version Please backup your project before update.

New features
- Action Bullet Camera System.
- Able to apply with any shooting system. such as UFPS or others FPS system.
- Action Camera presets included.

Project Includes

- Sniper rifle M24 3d Model (.fbx) with animations (shoot, idle, bolt action)
- Realistic long range shooting system
- Action Bullet Camera
- Action Bullet Presets
- Basic Gun System (bolt action / semi auto)
- Keep breath
- Configurable zoom with mouse scroll
- Basic FPS controller
- Basic enemy
- Zombie shooting game

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Basic Manual

How to Setting Action Bullet Camera System in other FPS sytem.

1. Drag **AS_ActionCamera** to the scene (in AdvancedSniperStarterKit/AdvancedBullet/)
2. Using **AS_Bullet** as bullet prefab. *projectile in UFPS*
3. Adding **AS_BulletHiter.cs** to any object what do you want to action to
4. Enjoy the bullet time.

Action Bullet Concept .

See **AS_ActionPreset.cs**
The AS_ActionCamera will moving to any position and looking to any objects base on ObjectTarget variable. **AS_ActionPreset.cs** is the controller of this system they will update what the Target is and create the event by 5 states.

1. Shoot
When the bullet Instantiate from launcher e.g. Gun

2. FirstDetected
When bullet Instantiate and detected a target on the way.

3. TargetDetected
When bullet flying and detected a target on the way.

4. TargetHited
When bullet hit target

5. OnBulletDestroy
When bullet has been removed

See **AP_FastHit.cs** for example.