

Coach Gun

Authenticity Guide

Introduction

First of all, thank you for purchasing this package! This document will be your guide if you wish to aim for an authentic usage in your project.



About the "Coach Gun"

This model is based on mid 19th century double barrelled shotguns.

It uses **shotgun** cartridges.

It can hold 2 cartridge in its chambers.

Package contents

This package comes with the Coach Gun (Coachgun) and the desired cartridges (CartridgeShotgunShell).

Each gun prefab uses the same hierarchy, the only difference is the models' materials, as it has 3 skins (two common, one old).

Prefab hierarchy

Coachgun - The weapon's body (with stock, firing mechanism attached)

Coachgun_Barrel - Double Barrel part that can be opened

Coachgun_Ejector - Ejector that helps unloading shotgun shells

ShotgunShells_Right - Parent object for shotgun shells in Right barrel

ShotgunShells_Left - Parent object for shotgun shells in Left barrel

Coachgun_HammerLeft - The hammer that fires shell in Left barrel

Coachgun_HammerRight - The hammer that fires shell in Right barrel

Coachgun_Lever - The lever that opens barrel

Coachgun_TriggerLeft - The trigger that releases Left Hammer

Coachgun_TriggerRight - The trigger that releases Right Hammer

Reloading and firing

This part will guide you how to animate or simulate the reload mechanism of this weapon.

For reloading and firing you should check the included example animation in this package:

1. Put Coachgun_SampleAnimation prefab in your scene.
2. With the animation window you can check a premade animation on how weapon should operate.