LOW-POLY GUNS PACK instruction manual

Thank you for downloading the asset !

This asset basically consists of a 3D model only, which can be simply used by drag and drop into the scene view.

Each parameter of the reflex sight shader used in holographic sight

Reticle texture and Reticle color:
The shape and color of the reticle to be displayed on the holographic sight.

Vertical:
If you want to offset the reticle display position vertically, such as when placing the sight on a gun with height, you can adjust this value by varying it.

Reticle Size:
If you want to change the size of the reticle, adjust this value.

Magnification scopes

For the magnification scopes, there are pre-set GameObjects in the "Prefabs" folder, which you can drag & drop into the scene view to use.

How to change texture

Drag & drop the appropriate material from the "Materials" folder onto the GameObject with the material set under the "Mesh" of the object after you place in the scene view.

How to change magazine to empty

Set the value of "nobullet" of Skinned Mesh renderer to 1, in "Mesh/mag" in the model.