

```

using BNG;
using UnityEngine;
using VRExplorer;
/// <summary>
/// Apply forward force to instantiated prefab
/// </summary>
public class LaunchProjectile : MonoBehaviour,
    ITriggerableEntity, IGrabbableEntity
{
    #region Entity
    // Time to hold this entity
    public float TriggeringTime => 1.5f;
    // Tag for Task Generator to recognize this entity
    public string Name => Str.Gun;
    public Grabbable Grabbable
    {
        get
        {
            var g = GetComponent<Grabbable>();
            if(g) return g;
            return gameObject.AddComponent<Grabbable>();
        }
    }
    // Grabbable.Destination, not used in this case
    public Transform Destination => null;
    public void Triggerring() { }
    public void Triggerred() { Fire(); }
    public void OnGrabbed() { }
    #endregion

    public GameObject projectilePrefab = null;
    public Transform startPoint = null;
    public float launchSpeed = 1.0f;
    public void Fire()
    {
        GameObject newObject = Instantiate(projectilePrefab,
            startPoint.position, startPoint.rotation);
        if(newObject.TryGetComponent(out Rigidbody rigidBody))
            ApplyForce(rigidBody);
    }
    private void ApplyForce(Rigidbody rigidBody)
    {
        Vector3 force = startPoint.forward * launchSpeed;
        rigidBody.AddForce(force);
    }
}

```