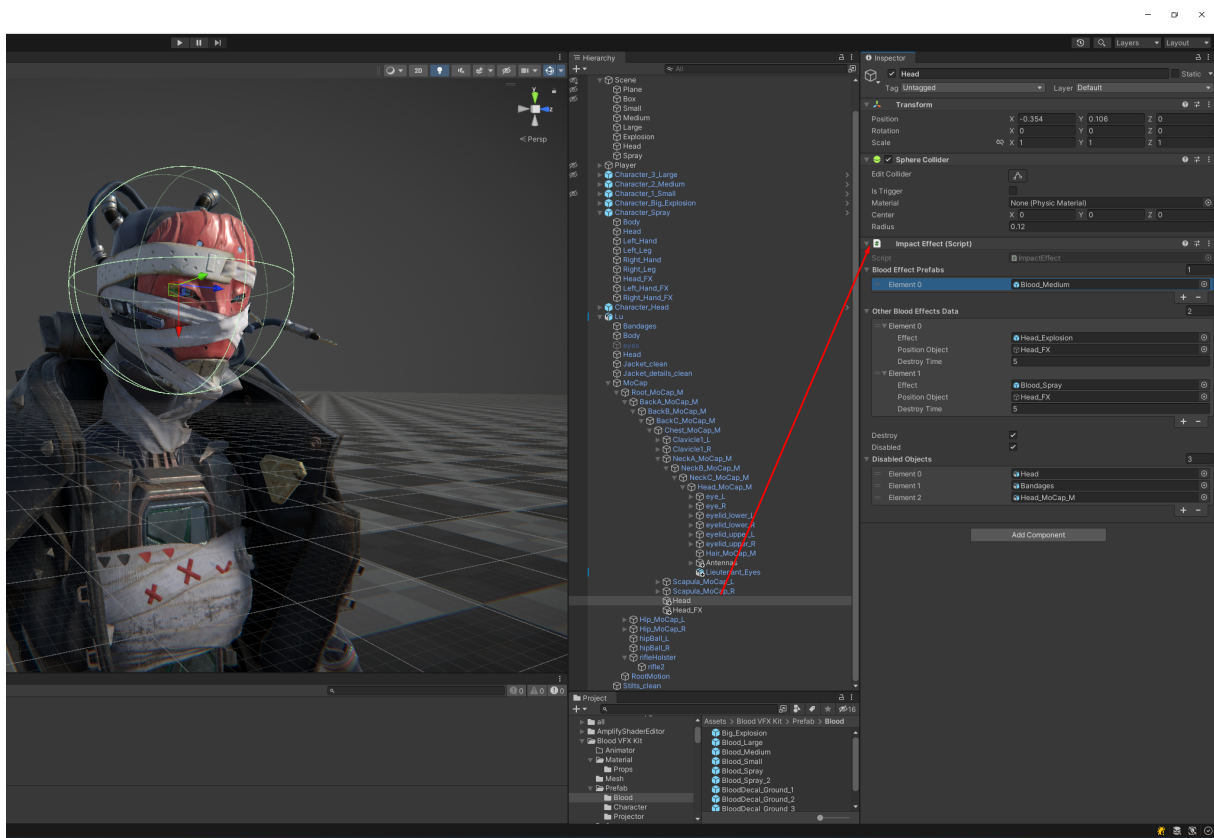Thank you for your purchase
Support email: biostart61@gmail.com

For good quality texture, set the settings
Compression: Hihg Quality

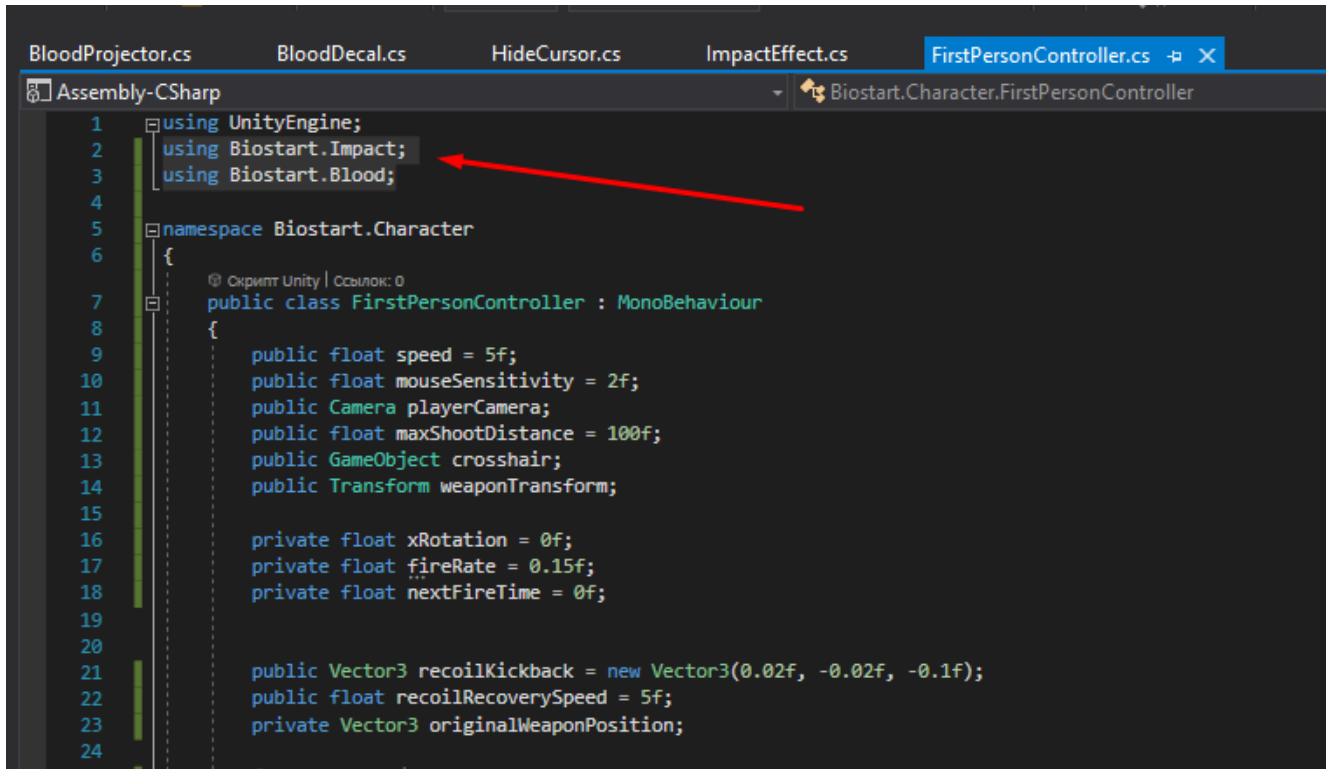You must set the additiv through the material
settings

This package does not require any special unity3d
settings

The script must be added to the collider located on the character's bone.
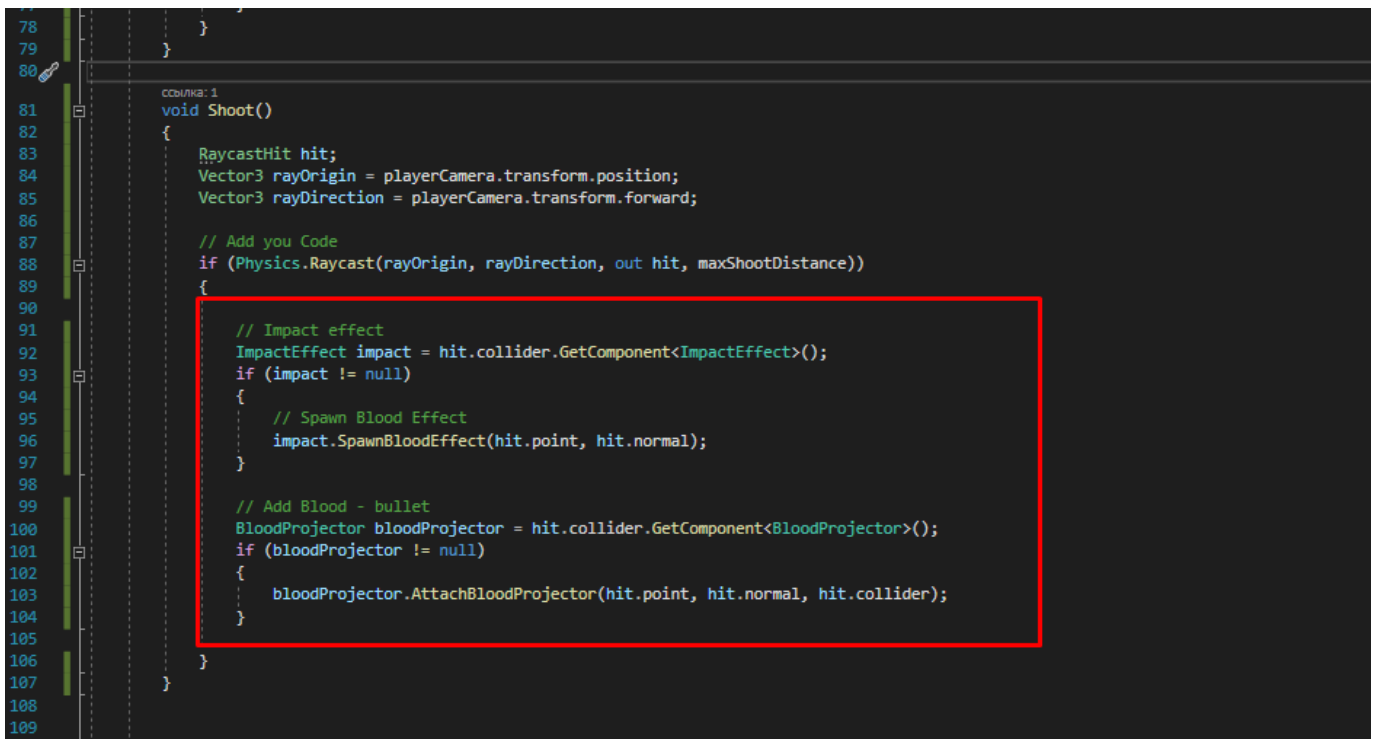This is necessary to trigger an accurate effect during all character animations.

Other blood effect – triggers an additional effect, such as an explosion or a blood spray.
Destroy and Disabled can disable or remove the necessary character object, for example, to detach the head.

Add this code to trigger shooting effects.

```
BloodProjector.cs    BloodDecal.cs    HideCursor.cs    ImpactEffect.cs    FirstPersonController.cs  ✕
Assembly-CSharp                                          Biostart.Character.FirstPersonController
1    using UnityEngine;
2    using Biostart.Impact;
3    using Biostart.Blood;
4
5    namespace Biostart.Character
6    {
       Скрипт Unity | Ссылок: 0
7        public class FirstPersonController : MonoBehaviour
8        {
9            public float speed = 5f;
10           public float mouseSensitivity = 2f;
11           public Camera playerCamera;
12           public float maxShootDistance = 100f;
13           public GameObject crosshair;
14           public Transform weaponTransform;
15
16           private float xRotation = 0f;
17           private float fireRate = 0.15f;
18           private float nextFireTime = 0f;
19
20
21           public Vector3 recoilKickback = new Vector3(0.02f, -0.02f, -0.1f);
22           public float recoilRecoverySpeed = 5f;
23           private Vector3 originalWeaponPosition;
24
```

```
78              }
79          }
80
         ссылка: 1
81          void Shoot()
82          {
83              RaycastHit hit;
84              Vector3 rayOrigin = playerCamera.transform.position;
85              Vector3 rayDirection = playerCamera.transform.forward;
86
87              // Add you Code
88              if (Physics.Raycast(rayOrigin, rayDirection, out hit, maxShootDistance))
89              {
90
91                  // Impact effect
92                  ImpactEffect impact = hit.collider.GetComponent<ImpactEffect>();
93                  if (impact != null)
94                  {
95                      // Spawn Blood Effect
96                      impact.SpawnBloodEffect(hit.point, hit.normal);
97                  }
98
99                  // Add Blood - bullet
100                 BloodProjector bloodProjector = hit.collider.GetComponent<BloodProjector>();
101                 if (bloodProjector != null)
102                 {
103                     bloodProjector.AttachBloodProjector(hit.point, hit.normal, hit.collider);
104                 }
105
106             }
107         }
108
109
```

In Custom Data, we can control how quickly the blood fades based on its lifetime.
Don't forget to add the necessary Custom Vertex Streams for Custom Data to work.