

German Granatwerfer 36 Crew Demo

Introduction -

Thank you for your interest in the WW2 Heavy Weapons Crew Pack. I know many of you desire to have some WW2 assets that can “punch up” your level and add some wonderful explosions to your battles.

Operating Instructions -

1 - To understand how this asset will work in your scene you can simply grab the DEMO prefab onto your scene and watch it in action when you hit play. The DEMO asset will fire away lobbing mortar rounds at random intervals. This is satisfying to watch and can add a wonderful war-fighting feel to an otherwise boring scene.

That said, you probably want an asset that you can control instead of one that randomly lobs mortars. To do this use the G36_Crew_no_auto_fire prefab (located in the Crew_Prefabs folder and put it in your scene. This asset has 2 states - Idle and fire. Locate the script on the G36 Squad Leader called “Squad_Leader_Mortar” and that script has a public function called “FireMortar()”. Simply call that function and the mortar crew will fire 1 round.

If you wish to actually aim the mortar you can do so by adjusting the mortar barrel end and the round will fly out in that direction. This works as long as the mortar is pointed in the general direction of the target. If the mortar is facing away from the target the whole mortar crew will need to be turned. There are no animations for turning a mortar around so you can grab the transform of the whole thing and rotate it or say that the target is out of the mortar “fire zone” and leave it at that.

There are no animations for death, movement, or mount/dismount. There are plenty of these types of animations in other low-poly asset kits and those should work here if you wish to extend the operation and playability of this asset - and I hope you do.

One more thing - if you wish the mortar explosion to create a crater you will need to tag the terrain with the “Terrain” tag. This enables the mortar to select the explosion containing the crater mesh. This crater works reasonably well but it needs to be on LEVEL ground only otherwise you will see the edges and the illusion breaks down.

Good Luck!

-Andrew

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