

# ScopeVR Version 1.0



## **Nice looking Sniper scope with many cool features.**

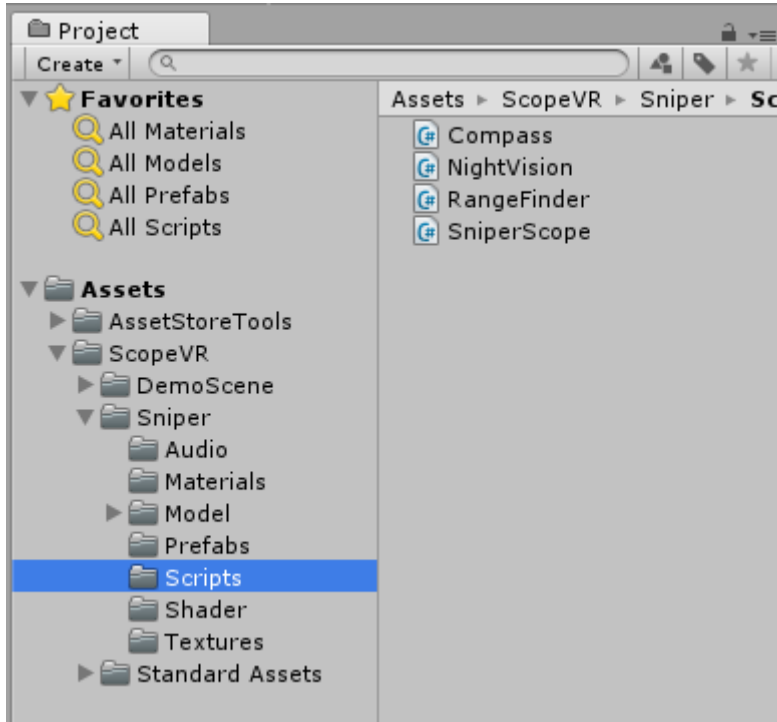
It comes with gameready prefabs, including scripts and sounds, ready to use in your own projects.

### **Key features**

- Easy setup
- Nice for VR games
- Nightvision mode.
- A compass attached to the scope.
- OSD with distance measurement. Choose between yards and meters.
- Choose between soft and fast zoom.
- A demo scene. Switch between day and night and hit the balloons and soldier paper targets.

# Assets

## ScopeVR



### Scripts

**Compass.cs** A compass attached to the SnipersCope/Compass.

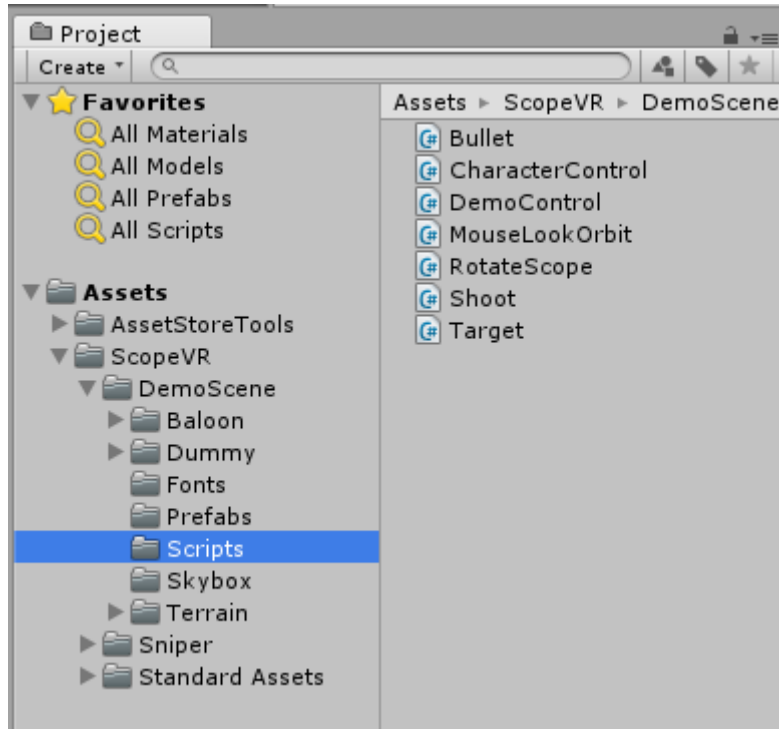
**NightVision.cs** A script that enables night vision. It is attached to SnipersCope/SniperCamera.

**RangeFinder.cs** Measures distances to all objects except the sky.  
One Unity unit is equal to 1 meter. You can choose between meters and yards.  
The script is attached to Canvas/SniperScope/LenseArea/LenseOSD.

**SniperScope.cs** This is the logic of the zoom functions and activation of night vision.  
This is attached to SnipersCope /SniperCamera.  
Here you can change the sounds, soft zoom and audio.

# DemoScene

The demo contains one demo level with you as the player who will shoot down a number of balloons and paper soldiers. The demo is pretty straightforward and you can easily understand how it works.



## Scripts

**Bullet.cs** A script that is attached to the bullet. The bullet will disappear when it hits a target or selfdestructs after 5 seconds.

**CharacterControl.cs** Character control script.

**DemoControl.cs** Demo scene control.

**MouseLookOrbit.cs** Mouse “look around” script.

**RotateScope.cs** A demo script that rotates the scope with the right mouse button pressed. It is attached to the demo Player object.

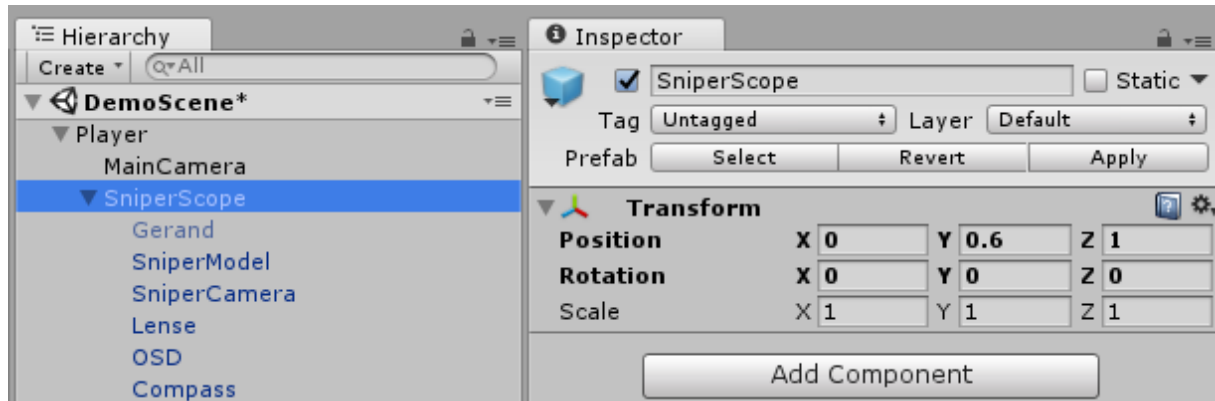
**Shoot.cs** Shoot a bullet with left mousebutton. Attached to Player. You can change the sounds and bullet speed (default 600km/h).

**Target.cs** A script attached to the targets (balloons and paper soldiers). It will randomly rotate each target and destroy it when hit.

## If you would like to use it in your own project...

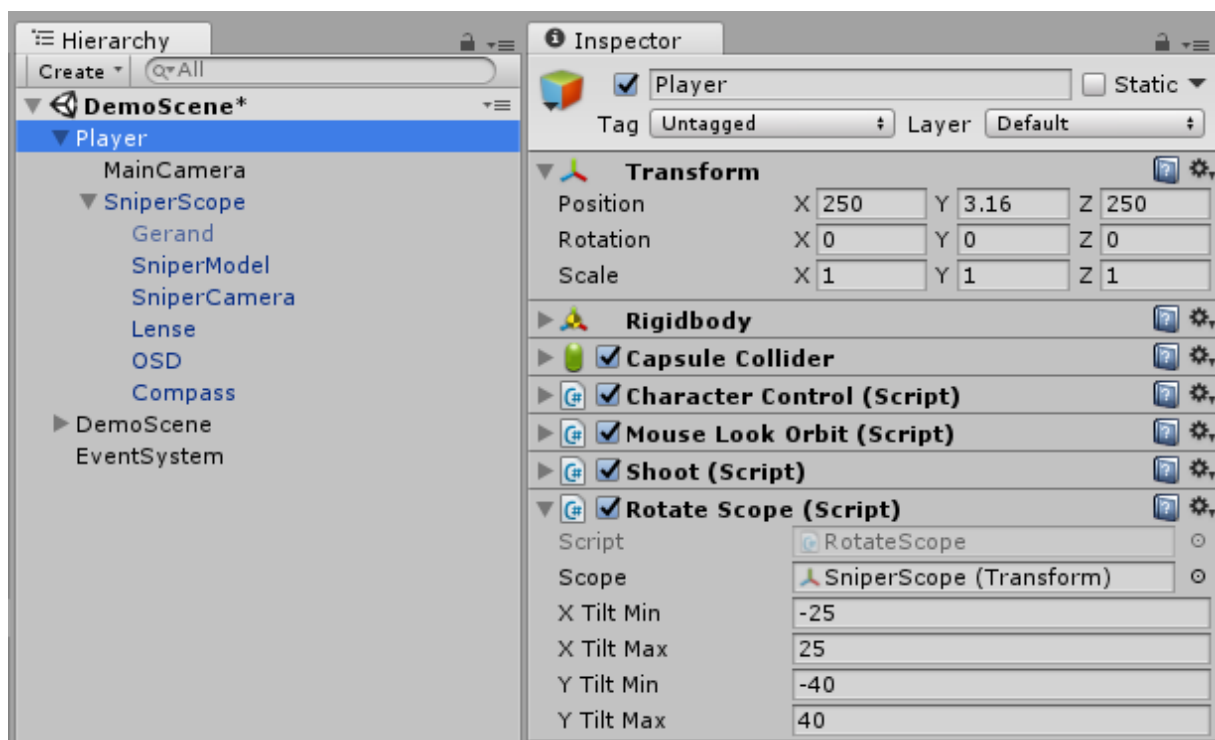
1.

Drag theScopeVR/Sniper/Prefabs/SniperScope prefab and make it a child of the Player object.



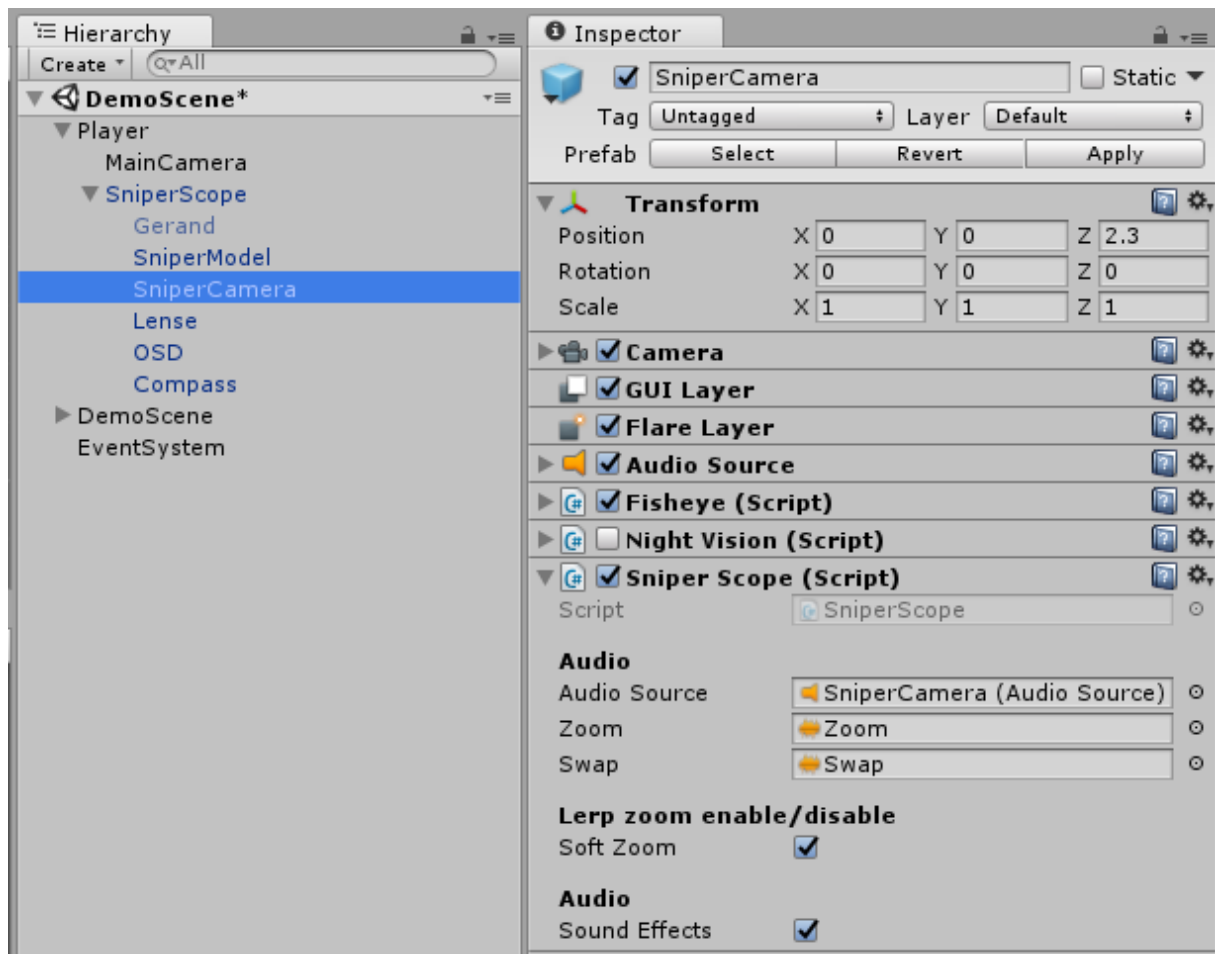
2.

Put the RotateScope script to the Player object if you want to rotate the scope with the right mouse button.



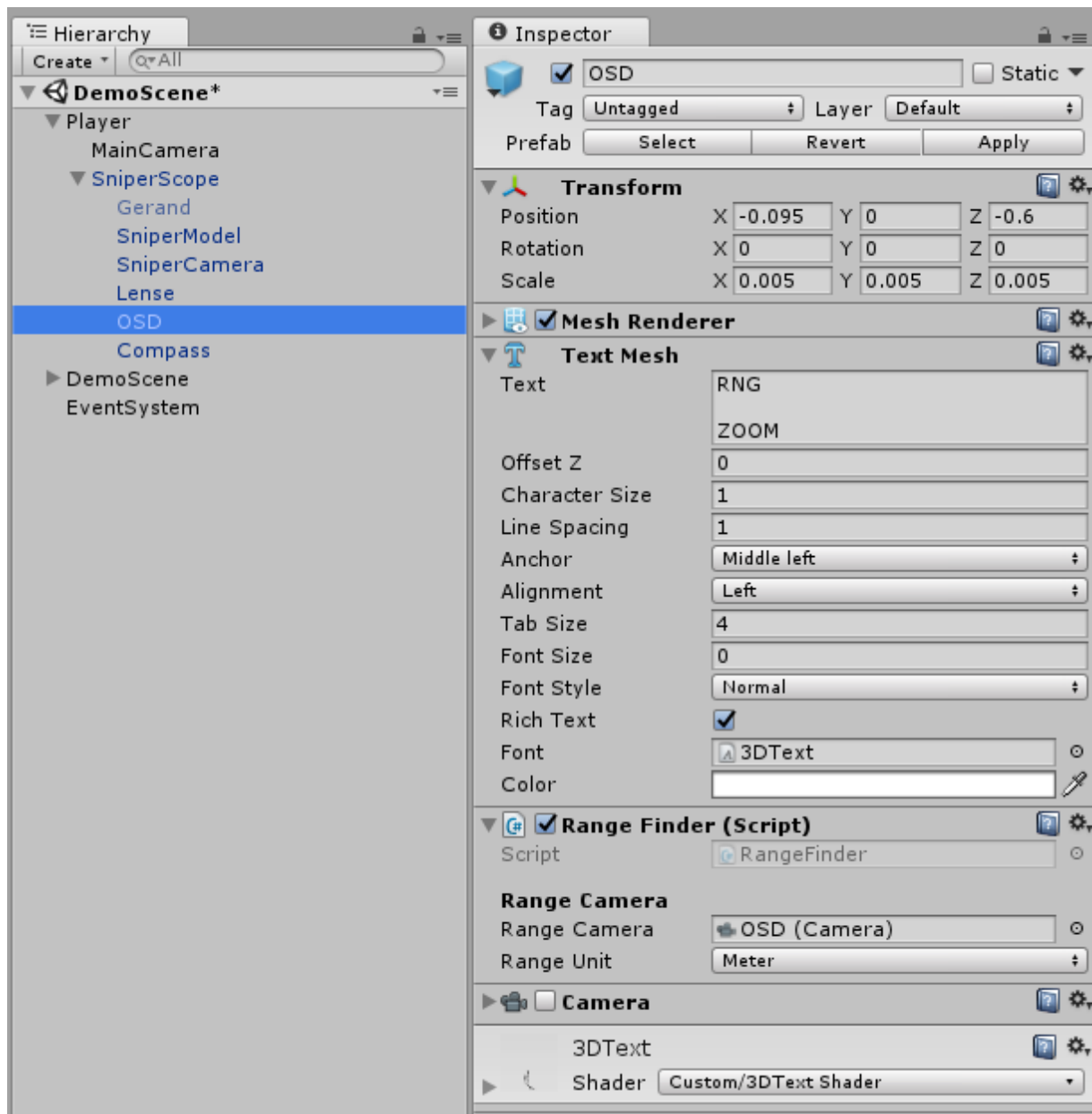
3.

Settings for the SniperScope script.



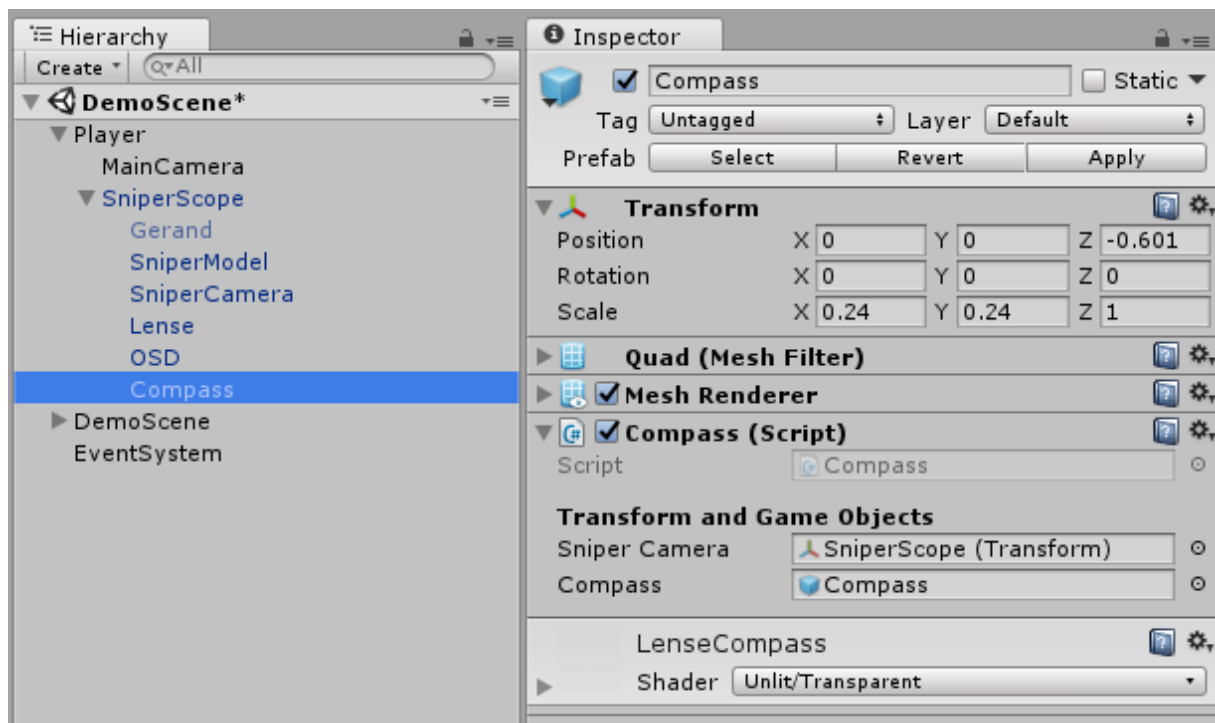
4.

Settings for the OSD. To measure the distance we are using a non active camera.



5.

Settings for the Compass.



**Have fun!**

If you have any further questions, write me an email: [and.gus@hotmail.com](mailto:and.gus@hotmail.com)