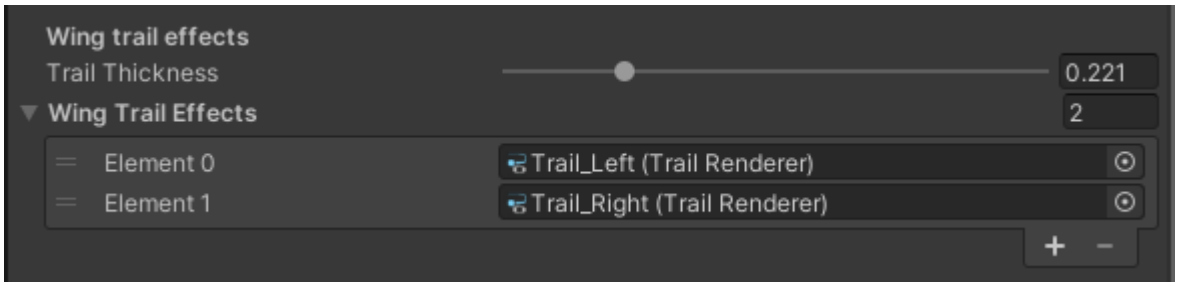
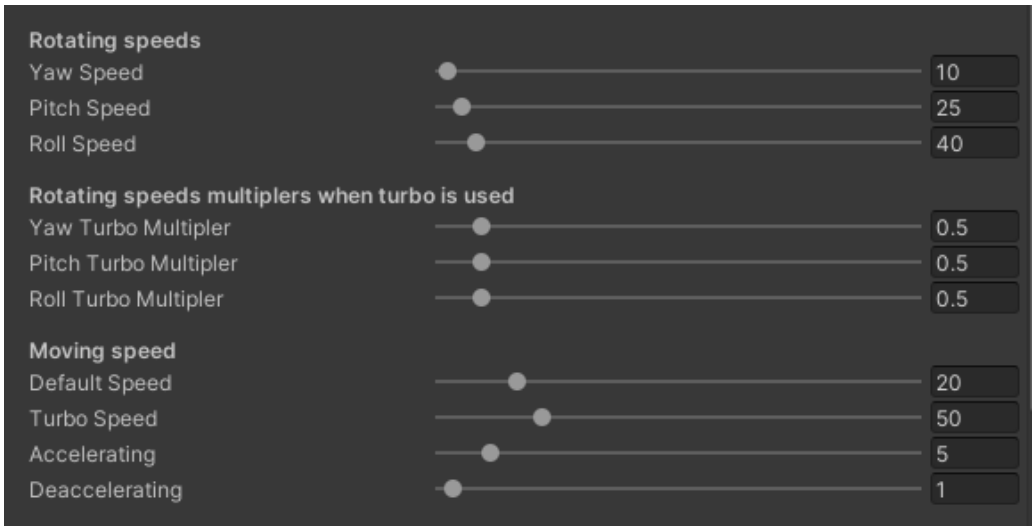
AIRPLANE CONTROLLER DOCUMENTATION

CONTENTS

Controller Editor Values



In this list you can put the trail renderers references, when the turbo is used these trails appear as thick as the trail thickness slider determines them.



These adjustments define the turning and movement speed of the aircraft. Test different values to find out the best settings for your use.

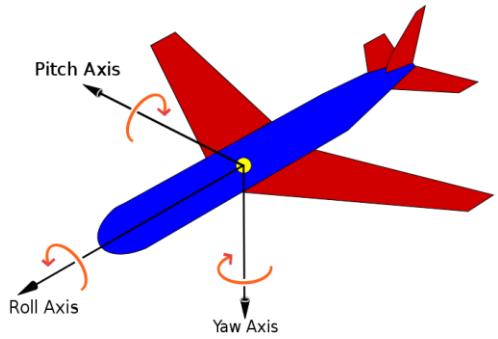
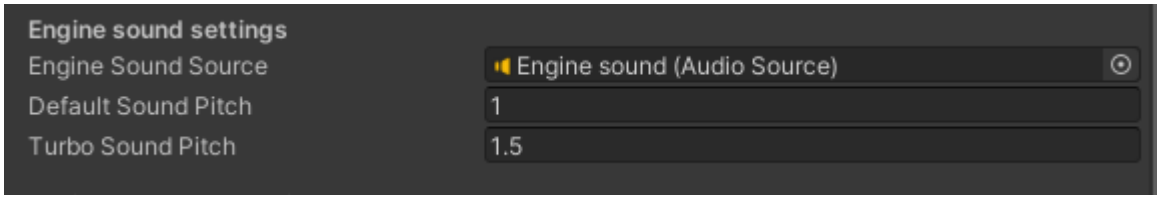
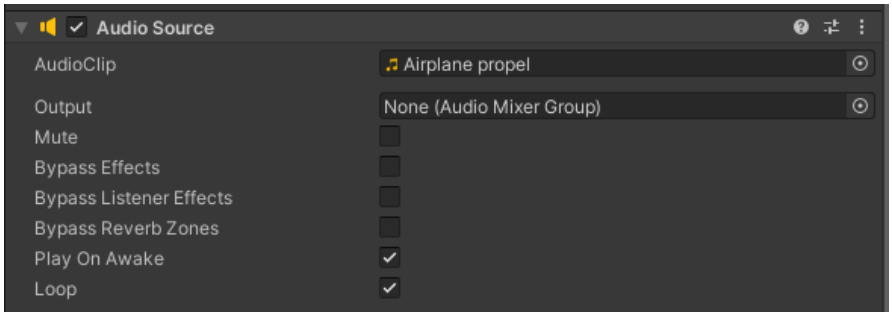


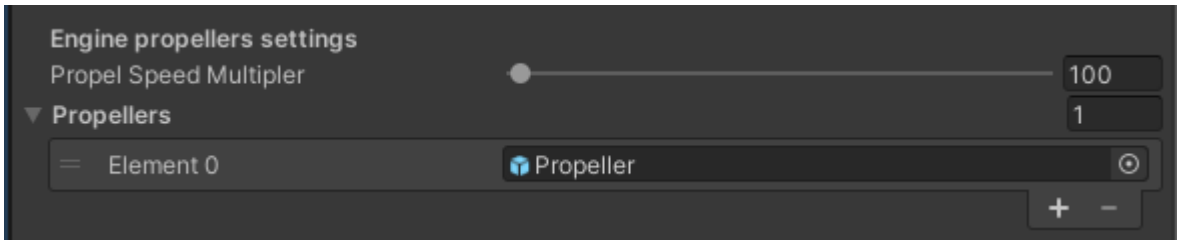
Image source.



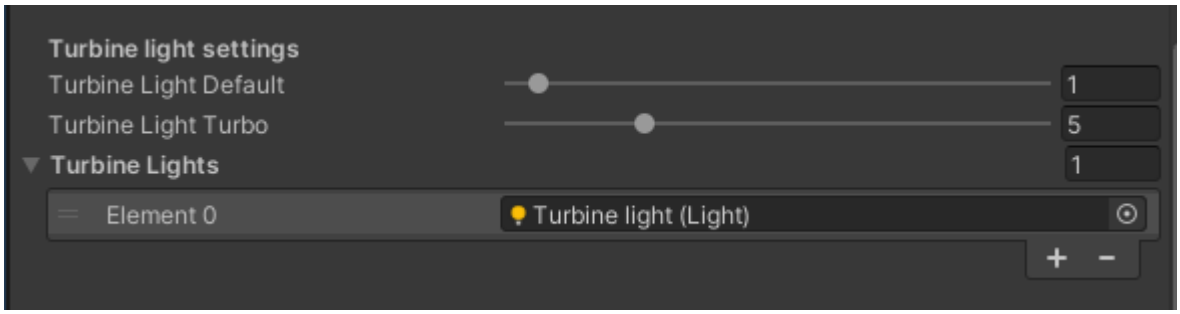
The audio source component reference of the aircraft is placed here. The script automatically adjusts the pitch according to the set values.



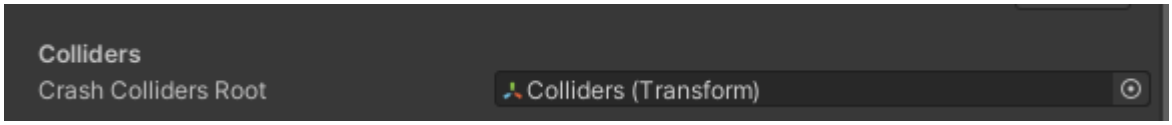
An example of an audio source component. Play is awake and loop Booleans must be on, I recommend using only looping sounds.



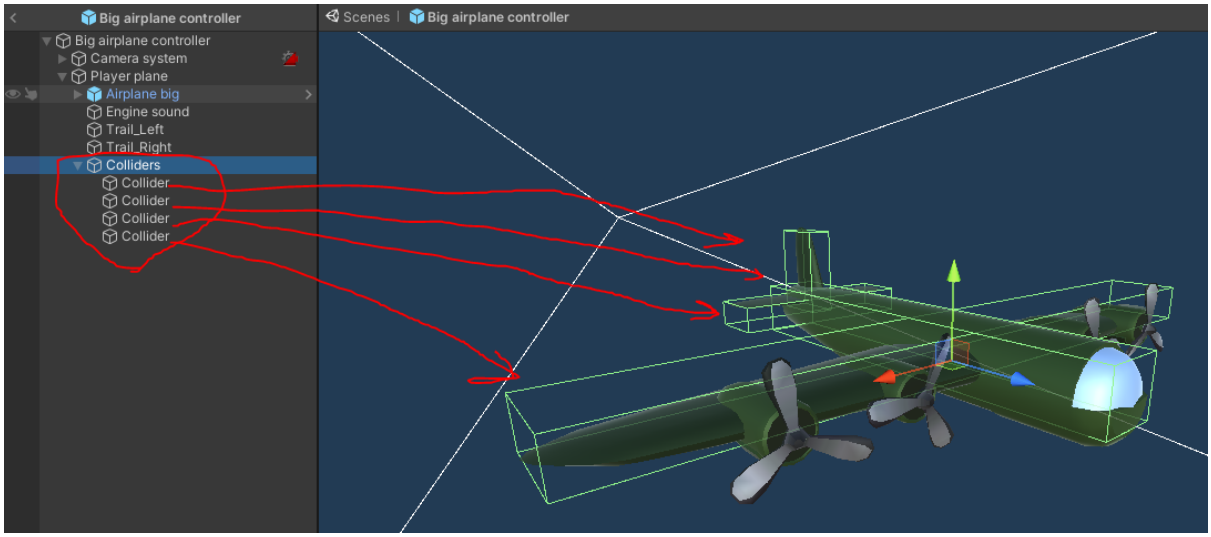
All propeller references are placed here, the code rotates all propellers around the Z axis according to the propel speed multiplier value and current speed. The airplane does not necessarily have to have propellers, but if so, this array must be empty.



If the aircraft does not use propellers, all the turbine lights references can be put in this list. The code changes the intensity of the lights according to the set values. The airplane does not necessarily have to have turbine lights, but if so, this array must be empty.



A reference to the object that contains all the aircraft's colliders is put here. All colliders must be primitive shape. The code converts all these colliders into triggers, adds a kinematic rigid body and **SimpleAirPlaneCollider** component to them. If one of these triggers even touches something with a collider, the **Crash** function is called.

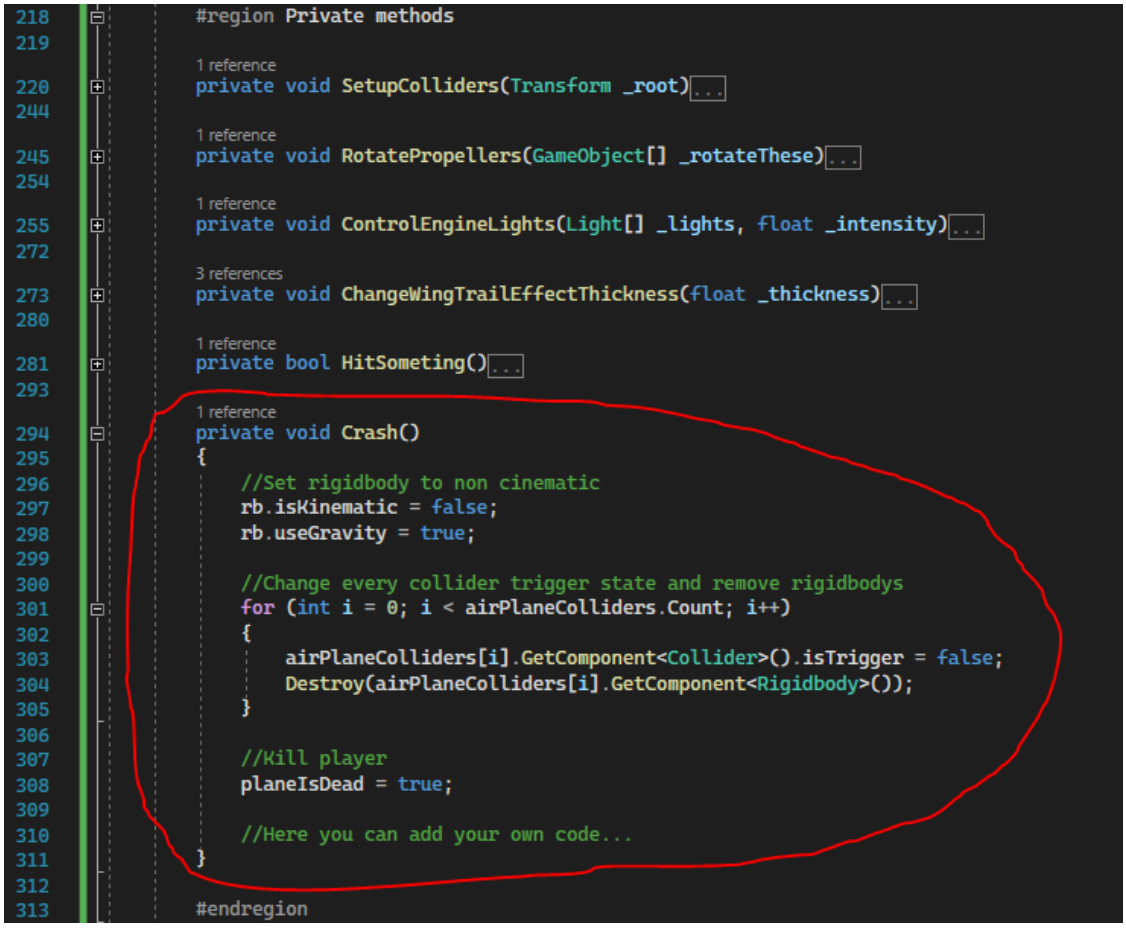


How To Use

From the folder **HeneGames/Simple Airplane Controller/Prefabs/Controllers** You can find all examples of airplane controllers, drag one of these prefabs into one of your own scenes and you're ready to fly (Make sure that there are no cameras or audio listener components in your scene).

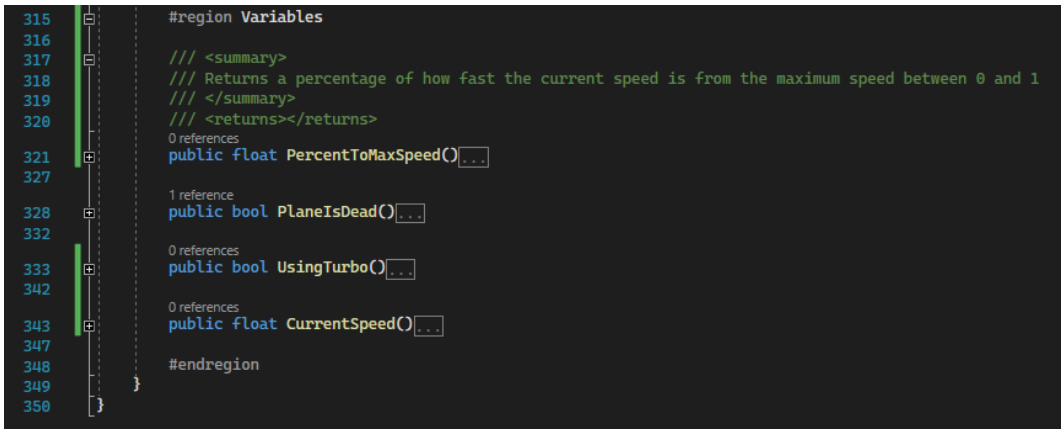
The asset also contains example scenes where you can test airplanes.

How To Use In Code



```
218     #region Private methods
219
            1 reference
220     private void SetupColliders(Transform _root)...
244
            1 reference
245     private void RotatePropellers(GameObject[] _rotateThese)...
254
            1 reference
255     private void ControlEngineLights(Light[] _lights, float _intensity)...
272
            3 references
273     private void ChangeWingTrailEffectThickness(float _thickness)...
280
            1 reference
281     private bool HitSometing()...
293
            1 reference
294     private void Crash()
295     {
296         //Set rigidbody to non cinematic
297         rb.isKinematic = false;
298         rb.useGravity = true;
299
300         //Change every collider trigger state and remove rigidbodys
301         for (int i = 0; i < airPlaneColliders.Count; i++)
302         {
303             airPlaneColliders[i].GetComponent<Collider>().isTrigger = false;
304             Destroy(airPlaneColliders[i].GetComponent<Rigidbody>());
305         }
306
307         //Kill player
308         planeIsDead = true;
309
310         //Here you can add your own code...
311     }
312
313     #endregion
```

In the Private methods region, there is a function named **Crash**, this function is called if **HitSometing** Boolean is true. The function stops the airplane now, but you can add your own functionalities to this, maybe some kind of explosion effect (see the video tutorials).



```
315     #region Variables
316
317     /// <summary>
318     /// Returns a percentage of how fast the current speed is from the maximum speed between 0 and 1
319     /// </summary>
320     /// <returns></returns>
            0 references
321     public float PercentToMaxSpeed()...
327
            1 reference
328     public bool PlaneIsDead()...
332
            0 references
333     public bool UsingTurbo()...
342
            0 references
343     public float CurrentSpeed()...
347
348     #endregion
349 }
350 }
```

Here you can also find convenient functions.

Video Tutorials

- Overview YouTube link
- Custom airplane YouTube link
- How to make hit effect YouTube link