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flight starter kit quick documentation

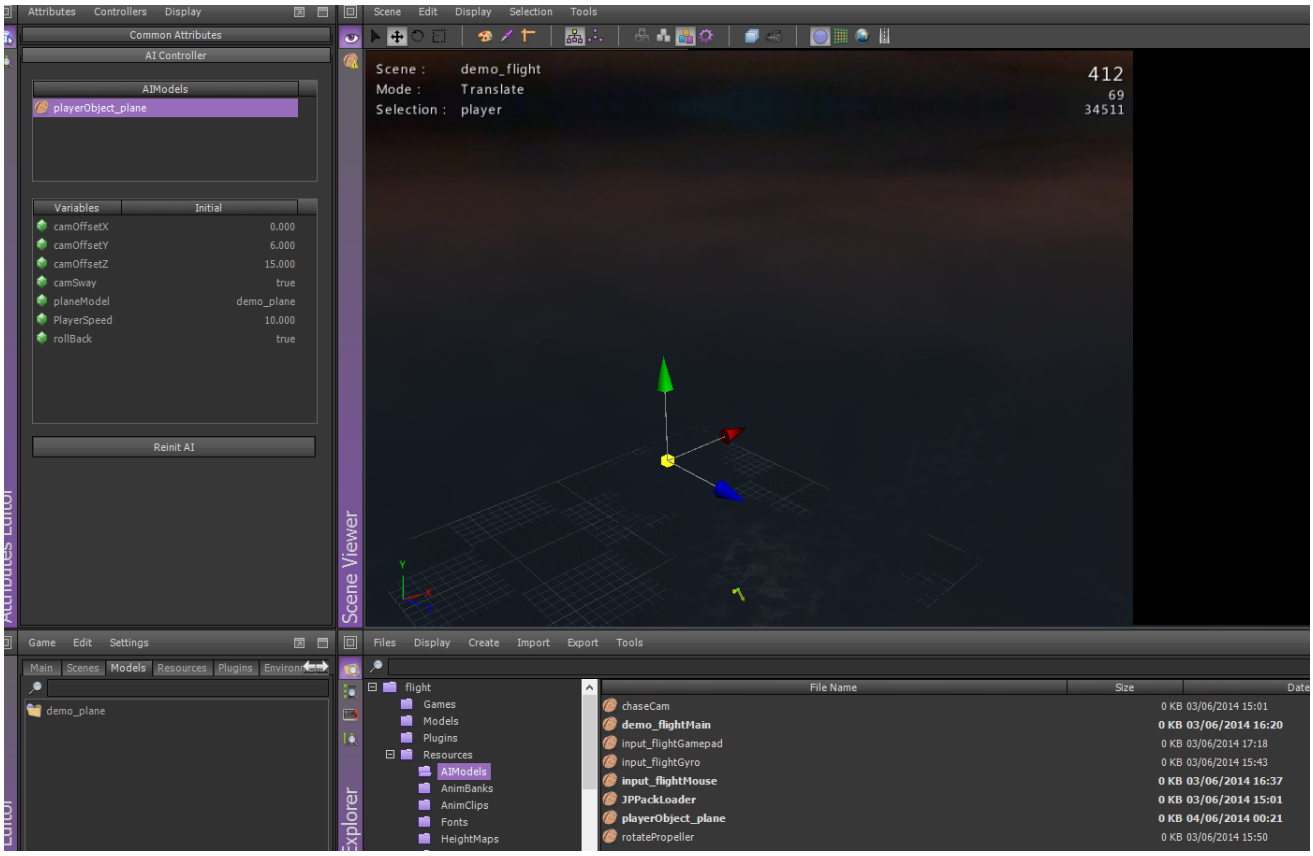
ABSTRACT

this STE contains an easy solution for arcade-style flight games. a demo with the standard shiva assets is included, so you know where things go and how they are supposed to behave.

LICENSE

PLAYER OBJECT

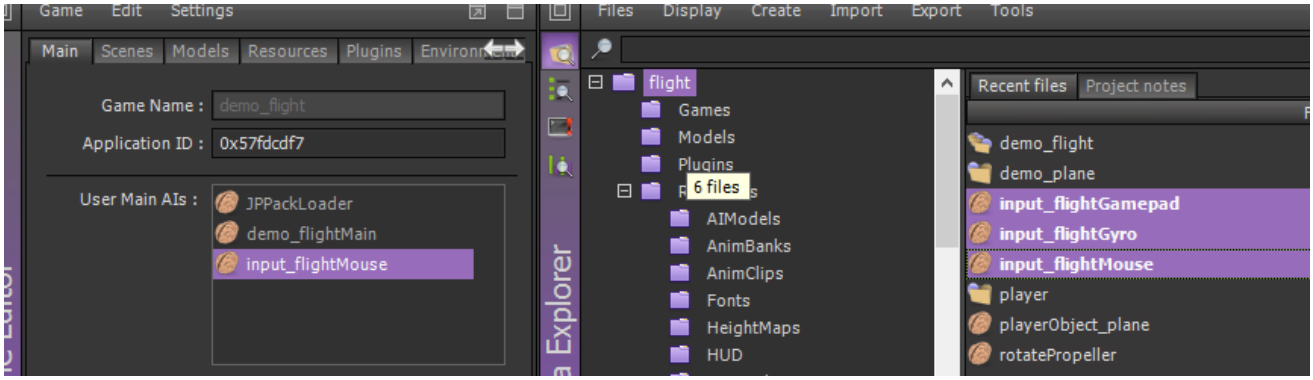
- drag the ‘chaseCam’ AI and a plane model into your game editor as resources.
- JPPackLoader is optional, but recommended if you want to use JPInput for accelerometer smoothing.
- create a helper object and drag it into your scene. assign the ‘playerObject_plane’ AI to the helper. you are presented with a number of public variables to play around with:



camOffset: where the chase cam is positioned
camSway: if the camera should bank left/right, looks cool and is kinda necessary for tablets
planeModel: model name string from the ‘models’ tab
playerSpeed: velocity of the plane moving forward, in m/s.
rollBack: TRUE for ‘earth’ plane behaviour (plane orients parallel to the horizon), FALSE for ‘space ship’ behaviour (rolls where it wants, looks good in space)

CAMERA
the chase cam is created dynamically and requires the chaseCam AI model. if you do not like the permanent swaying or need to adjust the code otherwise, you can do that in this AI.

INPUT
you can choose between 3 input models: mouse, controller, and accelerometer (tablet/ wiimote/phone/etc). just drag the desired aimodel into the user AI stack:



these AI models are very basic. feel free to do
- proper gamepad # and stick testing
- enable/disable JPInput support
- modify/add more sensitivity settings