

WEAPON SYSTEM MANUAL

OVERVIEW

This is advanced weapon/shooting system, it is powerful flexible and user friendly simultaneously; It allows you to create any game much faster and bring some new features to it.

There is just a brief list of features:

- Works both for FPS and TPS games
- Support different types of weapons
- Can apply damage directly and generate decals
- Simulation of different effects (smoke, muzzle flash, etc)
- Integrated animation and sound subsystems
- And even more!

GENERAL

There are brief descriptions of main scripts:

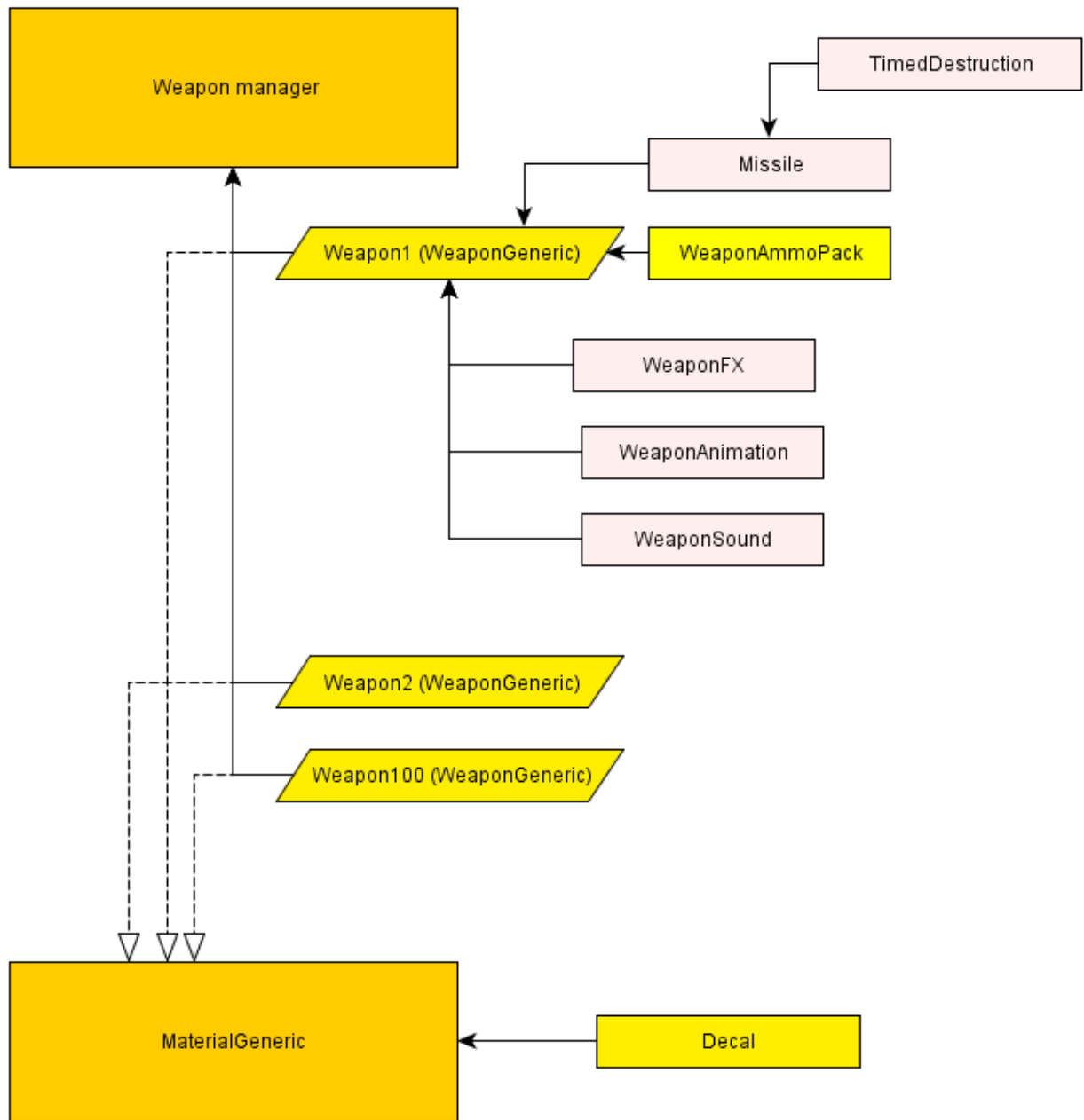
Basic:

- *WeaponManager.js* - Script to manage weapons. Fire, Reload, etc commands come to WeaponGeneric scripts from this one
- *WeaponGeneric.js* - MAIN SCRIPT for whole Shooting/Weapon system. Configure your weapon here
- *WeaponAmmoPack.js* - Service class for Weapon system (used in WeaponGeneric script)
- *MaterialGeneric.js* - Material script for Weapon system. Allow object to interact with missiles and ray tracer from WeaponGeneric script

Additional:

- *WeaponFX.js* - Can be attached to weapon as child object to simulate different effects
- *WeaponAnimation.js* - Play sound weapon according to it state { none, idle, fire, reload }
- *WeaponSounds.js* - Animate weapon according to it state { none, idle, fire, reload }
- *Missile.js* - Simulate missiles, balls, bombs, grenades etc.
- *TimedDestruction.js* - Simple script that destroys current object after some time

DEPENDENCIES DIAGRAM



QUICK START

There are just several easy steps to make your first FPS with this Weapon system:

1. Create the game world
2. Create FPS controller (just take standard one) and attach **WeaponManager** script to its camera
3. Create object(weapon) in front of the FPS camera and attach to it **WeaponGeneric** script
4. Assign object(weapon) to Weapons array entry in the WeaponManager script
5. Create other objects (enemies) and attach to them **MaterialGeneric** script

THAT'S ALL – just run the game, aim on object-enemy and press LMB

Experiment with parameters, investigate sample scene (included in package) – and you'll be able to create any types of any weapons and related FXs in couple minutes