

Weapon System 3.1

The Weapons Template

Complete weapon system with features and weapon scripts template

Complete Weapons Included

- Prism Gun
- Homing Missile
- Machine Gun
- Storm Rocket
- Cannon
- Fragment Rocket
- Grenade Launcher
- Shotgun

How to add the weapons

This sample will show you how to install the weapon to your game object

1. create Empty Game Object named **GunHandle**
2. Add WeaponController.cs to **GunHandle**
3. Select Launcher from **Prefabs/Weapons/Launcher** and attached to **GunHandle** as a child
4. The Launcher will added to **WeaponController** automatically

How to access the weapons

you can access all parameters and shooting by follow this step

1. create new scripts named **GunHandle.cs**
2. declare variable `public WeaponController weapon;`
3. get **WeaponController** variable under it child by finding component

```
Start(){  
    weapon = this.transform.GetComponentInChildren  
        (typeof(WeaponController)).GetComponent<WeaponController> ();  
}
```

4. Shooting test

```
Update(){  
    if (Input.GetButton ("Fire1")) {  
        if (weapon)  
            weapon.LaunchWeapon ();  
    }  
  
}
```

5. You can access all weapon parameters by call **GetCurrentWeapon**
e.g.

```
weapon.GetCurrentWeapon().Ammo  
weapon.GetCurrentWeapon().AmmoMax  
weapon.GetCurrentWeapon().ReloadingProcess
```

How to Create New Weapon

The weapon included with 3 part

1. Launcher
2. Bullet
3. Combine

Part 1. Launcher

- Create empty object or using 3d mesh such as Gun model , Rocket Launcher etc...
- Add WeaponLauncher.cs Component
- Edit **Parameter**
 - **Target Tag** is tag of target e.g.. Enemy , Player
 - **Rigidbody Projectile** set True the gun will shoot with AddForce()
 - **Torque Speed Axis** Rotation Axis of Torque object
 - **Torque Object** using to rotation when shooting
 - **Missile Outer** position of bullet shoot out
 - **Missile** is Bullet Prefab
 - **Fire Rate**
 - **Spread** is how the gun accuracy 0 is very stable
 - **Force Shoot** shooting force of this gun
 - **Num Bullet** is num of bullet per shot
 - **Ammo**
 - **Ammo Max**
 - **Infinity Ammo**
 - **Time Reload**
 - **Show HUD** set True will show indicator of target seeker on screen
 - **TargetLockOnTexture**
 - **TargetLockedTexture**
 - **Distance Lock** Distance between weapon and target are posible to lock
 - **Time to Lock** Duration time before locked
 - **Aim Direction** 0 - 1 ,0 can lock every where around weapon.
 - **Seeker** enable / disable Target Seeker
 - **Shell** shell prefab
 - **ShellOuter** position shell spawning
 - **ShellOutForce** is shell out force
 - **Muzzle** muzzle effect object
 - **Muzzle Life Time**
 - **Sound Gun**
 - **Sound Reloading** sound when start reload
 - **Sound Reloaded** sound when reload finish

Part 2. Bullet you have 2 part

1. Mover is type of bullet move e.g.. Missile using MoverMissile.cs , Normal bullet with projectile using MoverBullet.cs
2. Damage using to be warhead or type of bullet damage you can also add any scripts or effect to this bullet

- Create empty object or use 3d mesh such as Bulelt model , Rocket model
- Add MoverBullet.cs or MoverMissile.cs to the object
- Edit Parameter of Mover Component
- Add Damage.cs Component
- **Edit Parameter**
 - **Effect** , ex. Explosion particle
 - **Damage** is Damage point
 - **Target Tag** can be null
 - **Explosive** Enable/Disable Explosion damage
 - **Explosion Radius**
 - **Explosion Force** is force of explosion
 - **Hited Actice**
 - **Time Active** time count down to active damage using to create grenade

Part 3 Combine

- Add bullet prefab to Launcher at '**Missile**' Parameter
- Call gameObject.GetComponent<**WeaponLauncher**>().Shoot();

Thank you.

if you have any question or need an assistance feel free and let me know

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