

NIGHT CLUB SYSTEM

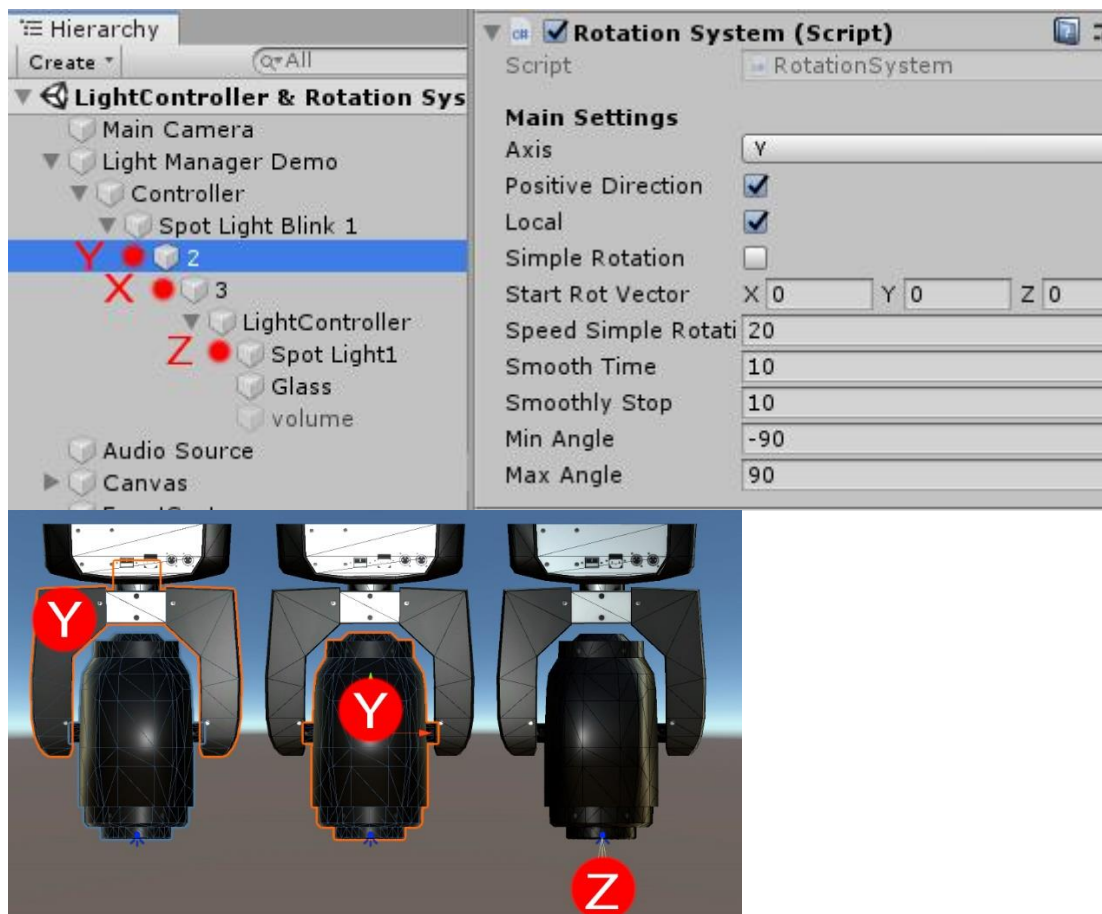
SHORT VERSION

*This version is not complete.
Asset does not have a DJ and dancers with animations, and also does not have realistic volume lights!*

Tutorial – RotationSystem scripts

Скрипт RotationSystem – Sets rotation along axes X Y Z

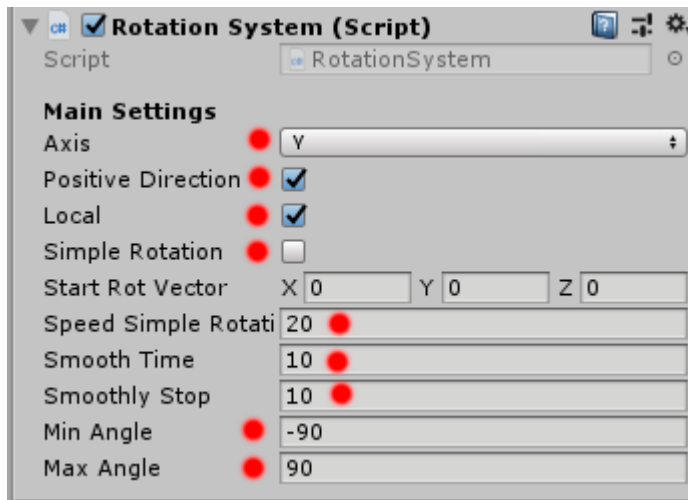
For example: we have a 3-axis light spot.



In the figure above, we see that the light spot rotates along three axes, and we place the RotationSystem script on all three objects and specify different axes of motion in the script. Please note that the light source itself rotates along the Z axis, and the RotationSystem script is on it.

Now about the functions of the RotationSystem script:

1. **Axis** – Choose one of the three axes to rotate.
2. **Positive Direction** - Starting direction of rotation.
3. **Local** - Rotation in local coordinates (if our object is a child, then you must enable the Local checkbox).
4. **Simple Rotation** – Simple rotation in one direction.
5. **Start Rot Vector** – The initial angle of rotation of the object (enter manually).
6. **Speed simple rotation** - Rotational speed in the “No Limit” mode.
7. **Smooth time** - Smoothing time
8. **Smoothly Stop** - Smoothing braking (The smaller the number, the smoother the braking).
9. **Min Angle** – Minimum rotation angle.
10. **Max Angle** – Maximum angle of rotation.



GOOD LOOK! 😊