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Using the example gun prefabs

This pack comes included with many example prefabs, these can be found in the folder **Prefabs > Example Prefabs**, they are set-up with scripts and are ready to use.

To start using them, click and drag any of the gun prefabs from the folder into your scene view. Go into play mode to test them.

The default controls for all the guns are **Left Click** to shoot, and **R** key to reload.

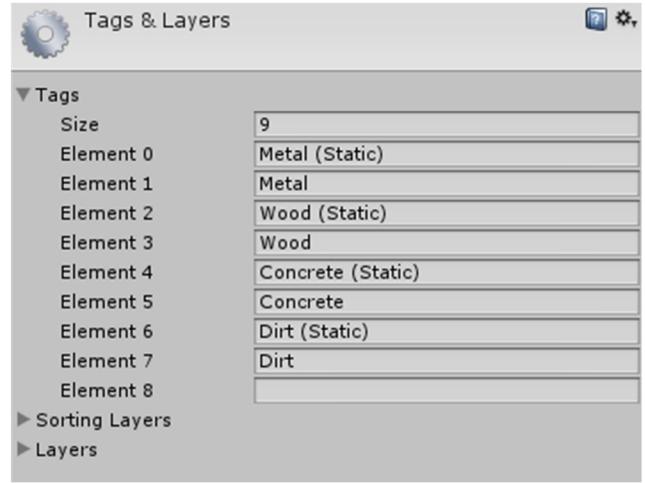


For the gravity settings I use -60, to get the casing physics to look good. To change the gravity, go to **Edit > Project Settings > Physics**, and set the **Gravity** to **-60** on the **Y** axis.

Tags

To use the bullet impacts, and explosion prefabs with the gun prefabs, some new tags need to be added. In the inspector click on the **Tag** drop down, and go to **Add Tag...**

Add these tags:



The gun prefabs use raycast to detect which collider was hit, and instantiate the bullet impact, except for **Grenade Launcher** and **RPG**, they use projectiles that detect collision, and then instantiate the explosion.

The "static" tag should be used for colliders that are not moving, the difference between the static and normal bullet impacts are that the static ones have a bullet hole sprite attached.

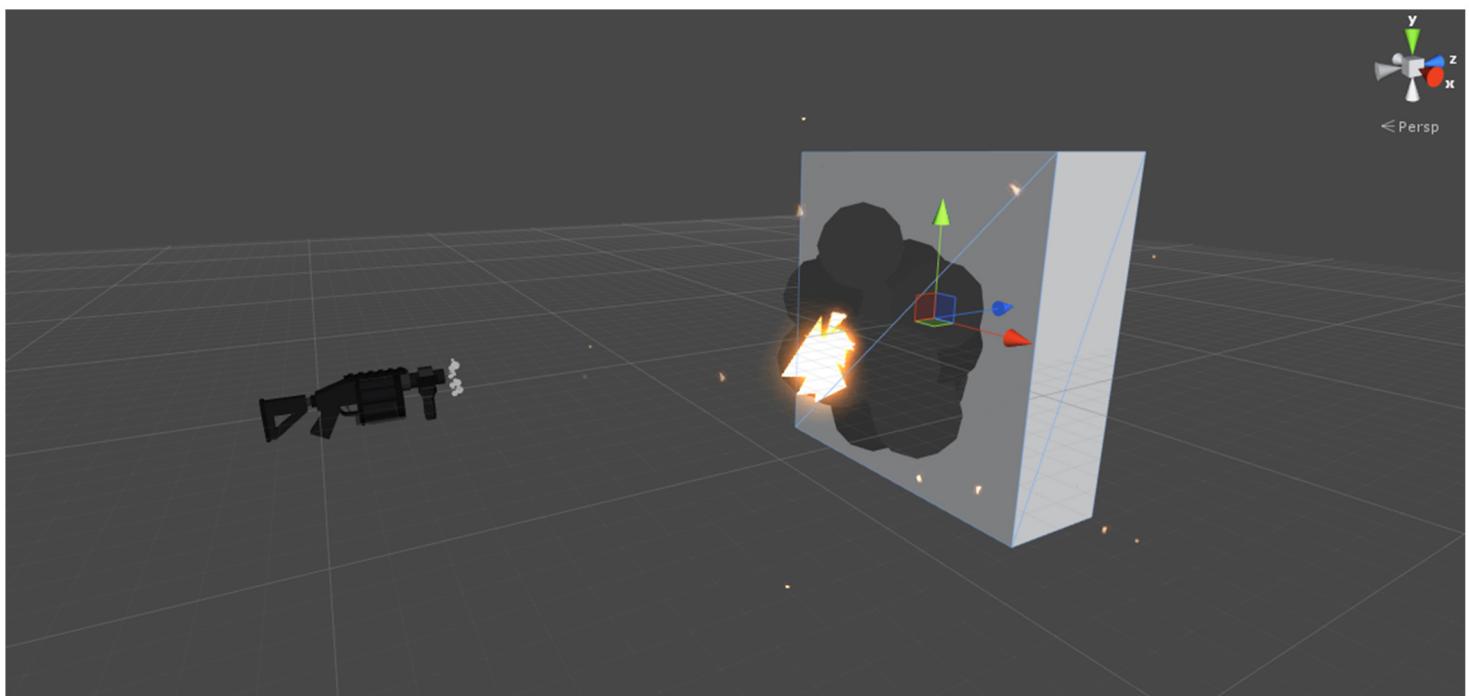
The explosion prefabs are set up to use the same explosion prefab for both static and non-static tags.

Using the explosion prefabs

The explosion prefabs are only used by the **Grenade Launcher** and **RPG** gun prefabs. To use them, tag the objects in your scene with the **Metal**, **Wood**, **Concrete** or **Dirt** tag.

In play mode, shoot the gun, and it will launch a projectile, depending on what collider tag the projectile hits, the explosion prefab will be instantiated at the projectiles position.

It will look something like this (using the **Metal** tag with the **Grenade Launcher** prefab):



You can also use the explosion prefabs separately, by instantiating them from the folder. They can be found in the folder **Prefabs > Example Prefabs > Explosions**.

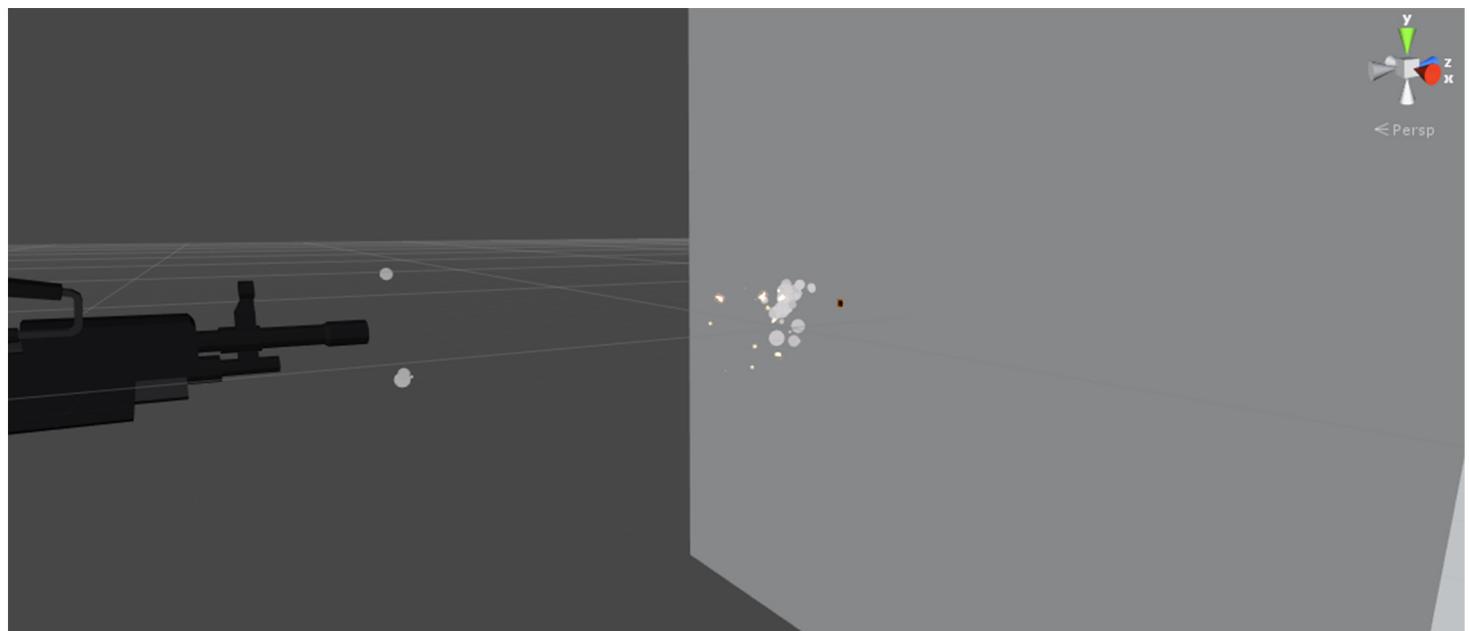
Using the bullet impact prefabs

The bullet impact prefabs are used by all guns except for **Grenade Launcher** and **RPG**.

To use them, tag the objects in your scene with the **Metal**, **Wood**, **Concrete** and **Dirt** tag, or **Metal (Static)**, **Wood (Static)**, **Concrete (Static)** and **Dirt (Static)**. The "static" tags should only be used for objects that are not moving in the scene.

In play mode, shoot the gun, depending on what collider tag the raycast hits, the bullet impact prefab will be instantiated on the surface of that collider.

It will look something like this (using the **Metal (Static)** tag with the **Machine Gun** prefab):



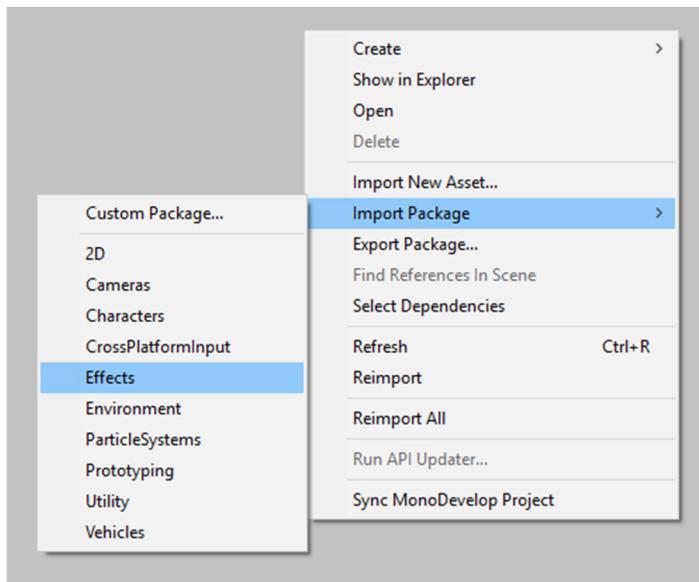
You can also use the bullet impact prefabs separately, by instantiating them from the folder. They can be found in the folder **Prefabs > Example Prefabs > Bullet Impacts**.

Using the demo scenes

1. For the demo scenes to work properly, you will need to have some of the **Standard Assets** imported to your project.

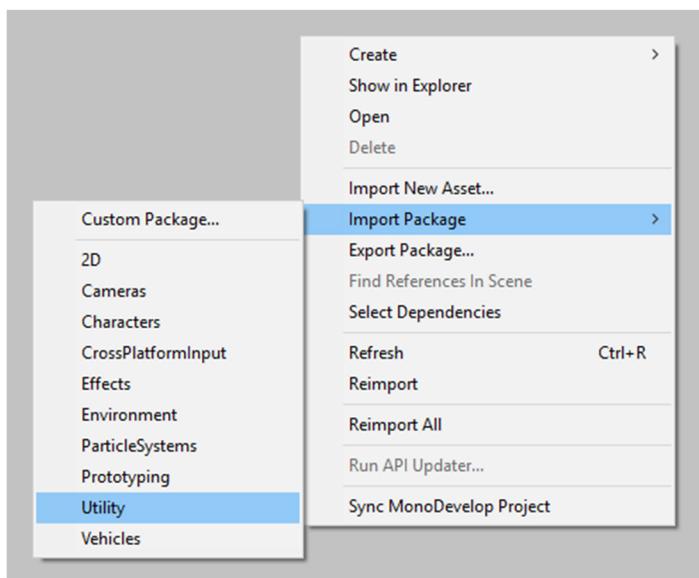
2. Import Effects

The demo scenes use image effects from the standard assets, so make sure you have effects imported. Right click in your project folder area, choose **Import Package > Effects**.



3. Import Utility

The demo scenes also use a mouse rotator script from the standard assets, which needs to be imported as well, right click in your project folder area and choose **Import Package > Utility**.



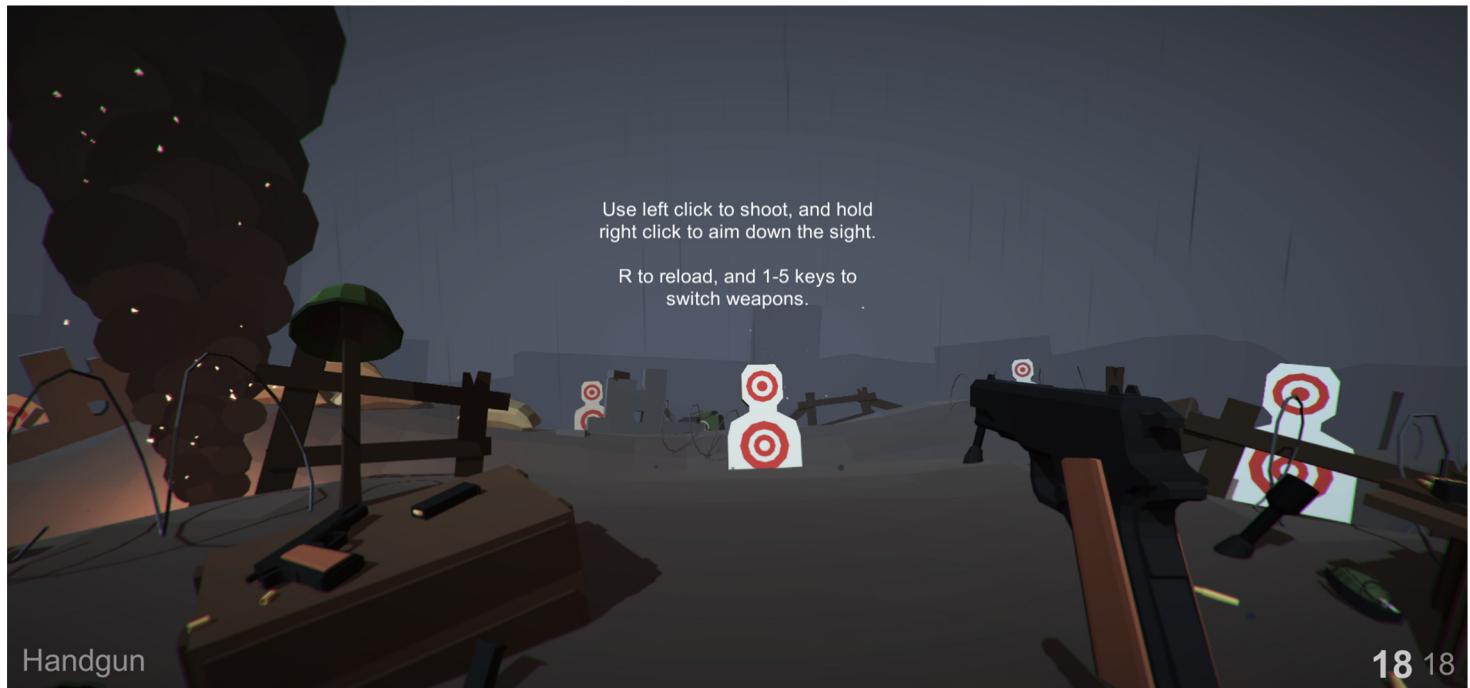
4. Done!

Demo Scene 1

The scene is set up with some basic gun movement and aiming scripts. Image effects and a mouse rotation script from the Unity Standard Assets Pack are also used in the scene.

There is also UI text, such as the current gun name and how much ammo is left, have a look at the documentation for more information about the different scripts.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 1 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim down the sights
- **R** key to reload
- **Number keys 1 - 5** to switch weapons
- **Mouse** to move around the gun

The targets in the scene can be shot at to make them fall down, they will pop back up after the set amount of time, see the documentation for more information about the [TargetScript.cs](#).

For the **Gravity** value I used **-53**, to get the physics to look good.

Demo Scene 2 (Minigun)

The scene is set up with some basic gun movement and aiming scripts. Image effects and a mouse rotation script from the Unity Standard Assets Pack are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 2 (Minigun) are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim down the sights
- **Mouse** to move around the gun

The barrels in the scene can be shot at, to make them explode, see the documentation for more information about the **ExplosiveBarrelScript.cs**.

For the **Gravity** value I used **-53**, to get the physics to look good.

Demo Scene 3

The scene is set up with some basic gun movement and aiming scripts. Image effects and a mouse rotation script from the Unity Standard Assets Pack are also used in the scene.

The scene is ready to use, and can be tested by going into play mode.



The default controls for Demo Scene 3 are:

- **Left Click** to shoot
- **Right Click** (hold down) to aim through the scope
- **R** to reload
- **Mouse** to move around the gun

The gas tanks in the scene can be shot at, to make them fly around, and eventually explode, see the documentation for more information about the **GasTankScript.cs**.

For the **Gravity** value I used **-53**, to get the physics to look good.

Contact

Feel free to contact me about this asset if you have any questions!

You can also leave requests and feedback in the Unity forums thread, link can be found in the asset store description.

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