

Air Strike Starter Kit *Basic Manual*

How to Setup Scene

1. Create **Camera**
2. Add **FlightView.cs** to the camera or using **FlightView.prefab**

How to Setup Player Fighter

1. import 3d Airplane to the scene
2. Add **FlightSystem.cs** to the model
3. Setting **parameters**

parameters

- **Speed** : normal speed
- **Speed Max** : max speed
- **Rotation Speed** : speed of rigid body rotation multiplier
- **Turn Speed** : speed of input rotation
- **Speed Pitch**
- **Speed Roll**
- **Speed Yaw**
- **Damping Target** // use only in AI mode
- **Auto pilot** // use only in AI

4. Add **PlayerManager.cs** into the model
5. Flying Test

How to Setup Cockpit Camera

1. Add Camera into Airplane hierarchy
2. Disable camera and sound listener
3. Indicator.cs will find the camera automatically

How to Create Weapon System

The weapon included 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 Bullet 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();

How to Add Weapon

1. Add **Weapon Object** into the Airplane hierarchy
2. Add **Weapon Object** to **WeaponList** in **WeaponController**

You can modify input and controller in **PlayerController.cs**

How to setup AI Fighter

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3. Setting **parameters**

parameters

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4. Add **AIController.cs** to the model
5. Setting **Parameters**

- **TargetTag** : Tags of target to follow and destroy
- **TimeToLock** : time before selected the target
- **AttackDirection** : direction to attacking
- **DistanceLock** : max distance of target finding
- **DistanceAttack** : distance of attacking
- **FlyDistance** : max distance to flying if over the distance I will turning back
- **CenterOfBattle** : center of battle using to calculate the flying distance
- **AIState Alstate** : first state of ai
- **AlstateTime** : time to change each state
- **AttackRate** : rate of gun fire **less** is more fire

Setup Health and Effect

See **Damage Manager** component

- **Sound Hit** : Sound when got hit
- **Effect** : Object replaced after dead
- **HP** : Health point

Thank you

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