Turret – The script containing the basic parameters of the weapon. The script is added to the base of the turret.

GoTurret – A reference to the parent object.

Gui_id – Weapon type indicates what type of weapons will
work on this turret:
1 - Plasma Gun
2 - Laser Gun
3 - Rocket Gun
4 - Tesla Gun
Used to switch between weapons, if a turret added some
weapons.

Not Destroyed – If true, does not act on the turret damage.

Armor – stock turret armor.

ForceField – A reference to the object to which the script is
applied ForceField. This script is included in other Asset:
Sci-Fi ForceField&Hologram.

Explosion – The array to which you add the explosions destroy
the turret. By default, it added another explosion.
However, the user can create their own kinds of explosions
and add them to the array. In this case, the explosion will
be determined randomly. This will diversify the visual
range.

Power Or Ammo – Ammo or energy (depending on the type of weapon)

D Power – Power Consumption. Used for Laser Gun and Tesla Gun.

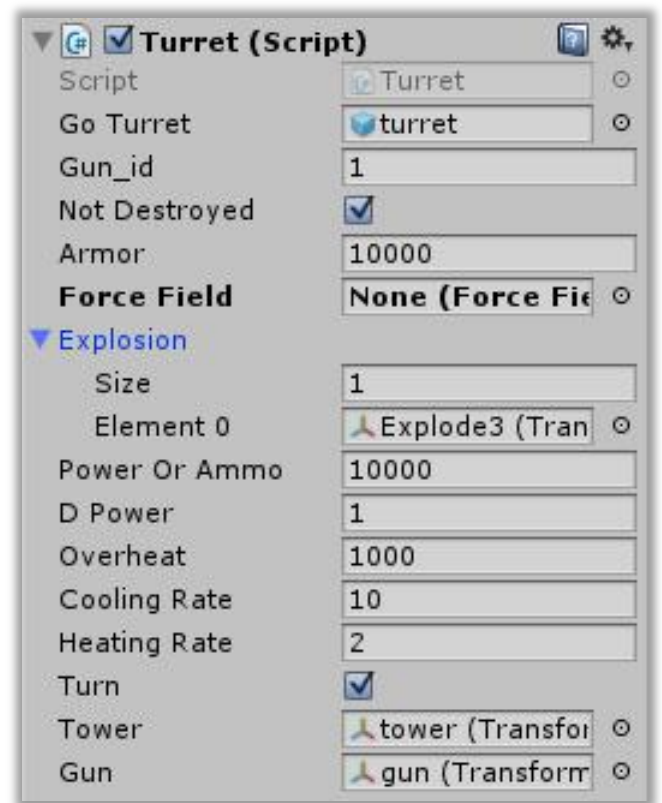**Overheat** – The threshold of overheating weapons.

Cooling Rate – The rate of cooling of the weapons.

Heating Rate – The rate of heating of weapons.

Turn – Rotating tower.

**Tower** – Tower turret.

Gun – Weapon fixed on the tower.

Turret Control – The script control turret.

Turret – Link to the script containing the basic parameters of
the weapon.

Ai Controls – Automatic pointing and shooting, if the enemy is
in sight. (Field of view is adjusted radius Sphere Collider)

Shot Rate – The time between shots mode Ai.

Entity Tag – tag, in which Ai defines an object that can be attacked. (The same tag is necessary to register all objects
that should attack Ai)
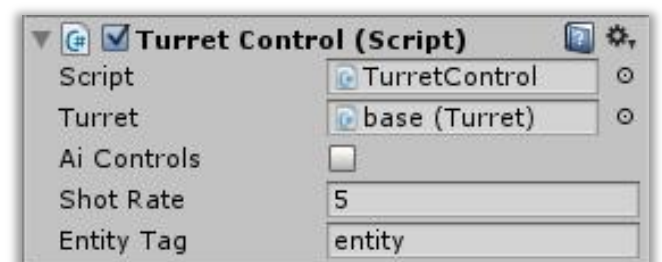
Plasma Gun – Script plasma weapons. Adding to the game object, placed in a location from where the shot.

Turret – Link to the script containing the basic parameters of the weapon.

Explosion – The array to which you add the explosions from falling projectile. By default, it added another explosion. However, the user can create their own kinds of explosions and add them to the array. In this case, the explosion will be determined randomly. This will diversify the visual range.

Bullet – Prefab plasma projectile.

Flash – Prefab flash of the shot.

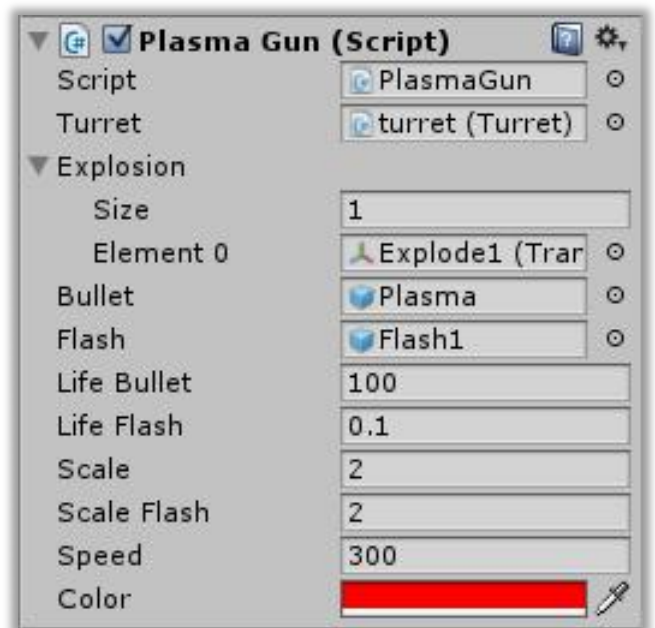**Life Bullet** – The lifetime of the projectile.

Life Flash – The lifetime of the flash.

Scale – The size of the projectile.

Scale Flash – The size of the outbreak.

Speed – The speed of the projectile.

Color – The color of the plasma and the color of the flash shot.

Laser Gun – Script laser weapons. Adding to the game object, placed in a location from where the shot.

Turret – Link to the script containing the basic parameters of the weapon.

Explosion – The array to which you add the explosions from falling projectile. By default, it added another explosion. However, the user can create their own kinds of explosions and add them to the array. In this case, the explosion will be determined randomly. This will diversify the visual range.

Laser – Prefab laser beam.

Flash – Prefab flash of the shot.

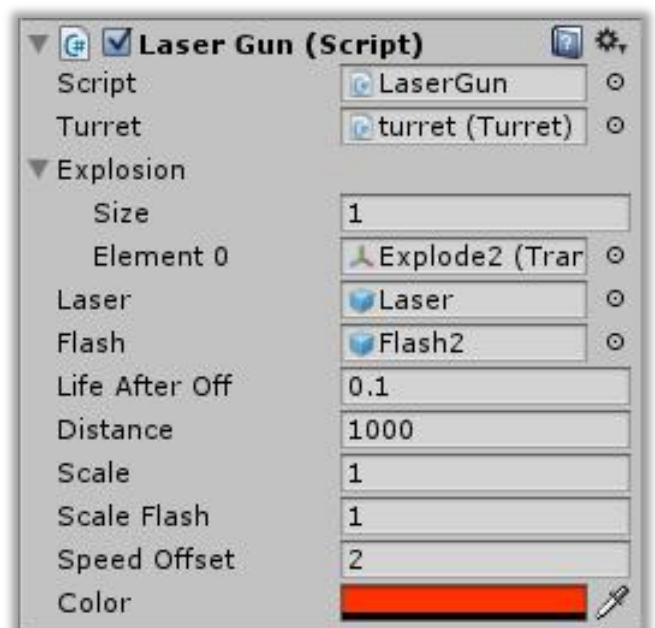**Life After Off** – Time attenuation of the beam after the cessation of attacks.

Distance – The length of the beam.

Scale – The size of the beam. (thickness)

Scale Flash – The size of the outbreak.

Speed Offset – The rate of movement of energy in the beam. (achieved at the expense of shifting textures)

Color – The color of the laser beam and the color of the flash shot.

Rocket Gun – Script missiles. Adding to the game object, placed in a location from where the shot.

Turret – Link to the script containing the basic parameters of the weapon.

Homing – Enables homing missiles at the specified target.

Explosion – The array to which you add the explosions from falling projectile. By default, it added another explosion. However, the user can create their own kinds of explosions and add them to the array. In this case, the explosion will be determined randomly. This will diversify the visual range.

Bullet – Prefab missiles.

Flash – Prefab flash of the shot.

Life Bullet – The lifetime of the rocket.

Life Flash – The lifetime of the flash.

Scale – The size of the rocket.

Scale Flash – The size of the outbreak.

Speed Max – Maximum speed of the rocket.

Start Accel Range – Starting acceleration of the rocket. It determined randomly from X to Y.

Speed Turn Range – The speed of rotation. It determined randomly from X to Y.

Distance Target Break – Distance to the purposes for which the guidance is switched off and the rocket begins to catch up with the target line. It determined randomly from X to Y. In the case of the turrets on moving objects (tanks, planes) by this parameter you can dodge missiles with the help of a sharp maneuver.

Color – The color of the flash shot.
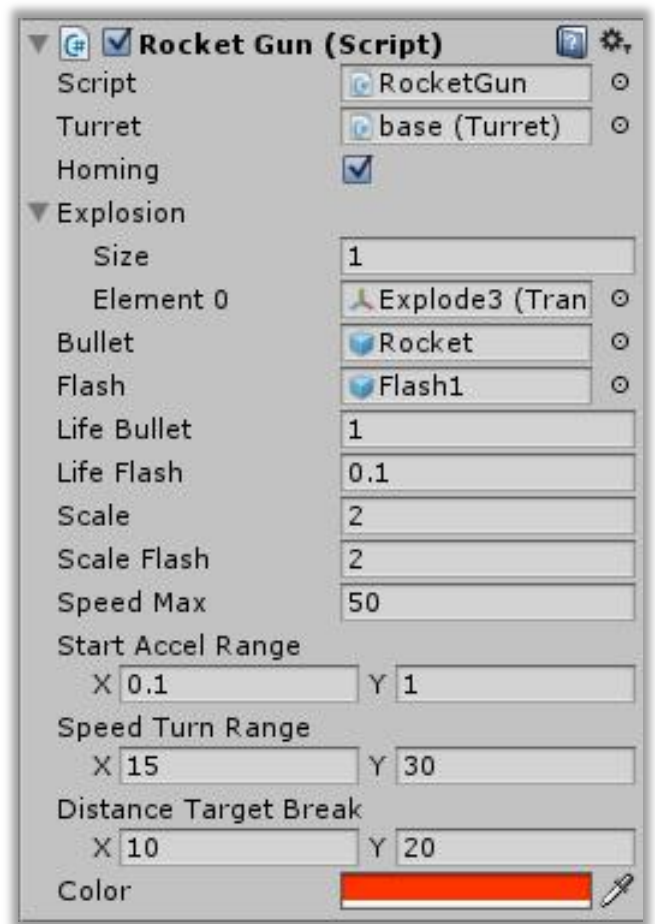
Tesla Gun – Weapons Tesla script. Adding to the game object, placed in a location from where the shot.

Turret – Link to the script containing the basic parameters of the weapon.

Homing – If true, then the lightning "pursues" the selected target.

Explosion – The array to which you add the explosions from falling projectile. By default, it added another explosion. However, the user can create their own kinds of explosions and add them to the array. In this case, the explosion will be determined randomly. This will diversify the visual range.

Lightning – Prefab lightning.

Flash – Prefab flash of the shot.

Scale Flash – The size of the outbreak.

Speed Offset – The rate of movement of energy in the lightning. (achieved at the expense of shifting textures)

Life – Lifetime lightning.

Life After Off – The decay time after the termination of a lightning attack.

Branches Pre Receiver – Number of branches of lightning.

Lightning Bolt Jitter – The size of the curvature of the central axis of lightning.

Lightning Width – The width of the lightning.

Lightning Frequency – Update rate of lightning. (The rate of curvature)

Lightning Part Branch – Crushing lightning segments.

Lightning Curve – Bend central axis of lightning.

Color – The color and the color of the lightning flash of the shot.