Image Shotgun Prefab

Version 1.0

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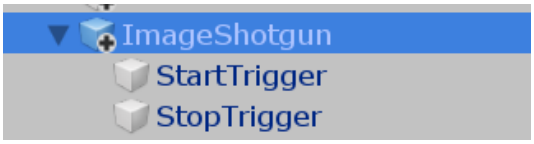
The image shotgun prefab creates image polygons that fly at the player from the prefab's location. It steps sequentially through a list of images mapped to the polygons that is provided by the designer.

The Image Shotgun root game object has two sub objects, the Start Trigger and the Stop Trigger.



Each of these is an empty object that has a Spherical Collision component set as a trigger, and a glue component that forwards entry and exit events to the Image Shotgun script.

When a playr enters the StarTrigger's collider, the shotgun starts firing images. When a player enters the Stop Trigger collider, the firing of images stops. When a player leaves the Stop Trigger's collision radius firign of images starts again and when a player leaves the Start Trigger's collision radius, image firing stops.

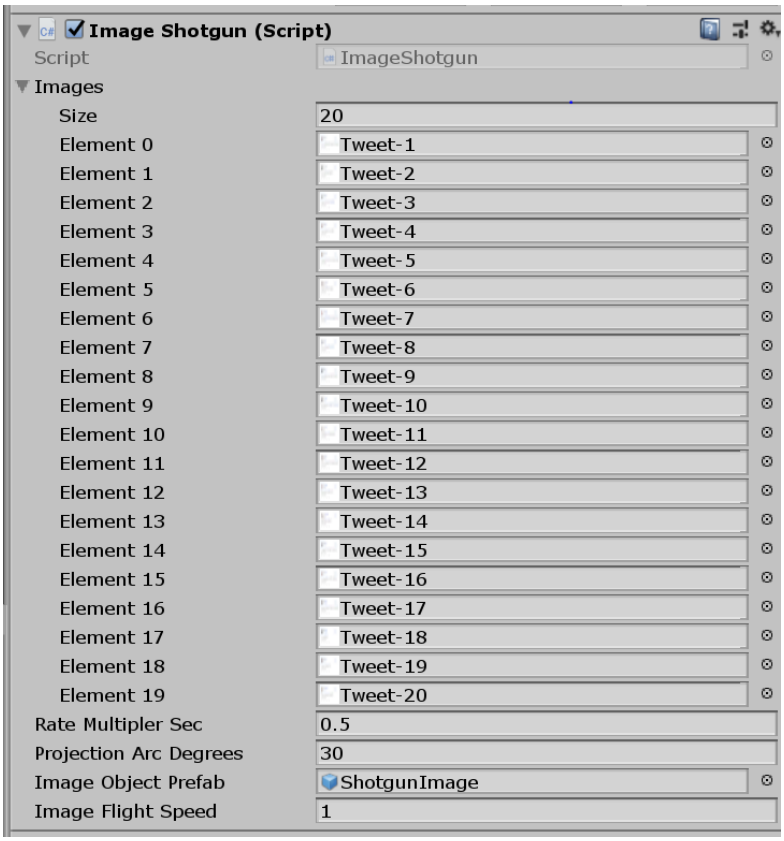
The radii of the two collision spheres may be modified as desired, with the following caveat: **The code assumes that the stop trigger's collision sphere is fully contained by the star trigger's collision sphere. Violating this constraint will produce unpredictable behavior.**

Other then the collision spheres, all control of the Image Shotgun is provided through the editor on the root component.

The images list contains the designer specified list of images to map to the fired polygons.

The Rate multiplier is the number of seconds to delay between firing individual images. This gets multiplied by the normalized distance of the camera from the center of the Image Shotgun, so the closer a user gets to the center, the faster the images come.

The Projection arc sets the spread of the image trajectories, the center of the arc is the vector from the center of the Image Shotgun pointed at the main camera's position at time of image launch.



The Image Object prefab sets the polygon to which the image gets mapped. The fault is a simple quad. **This should not be changed unless you understand all the details of how this object is controlled.**

The flight speed is how quickly the image moves on its flight path.