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## Demo Scene

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# ArmControllerScript.cs

## Current Ammo

How much ammo is left in the weapon.

## Melee Settings

### Melee Weapons

#### Is Melee Weapon

This should be checked if the current weapon is a melee weapon.

## Shoot Settings

### Ammo

#### Ammo

How many bullets the weapon has.

## Fire Rate & Bullet Settings

### Automatic Fire

This should be checked if the current weapon should use automatic fire.

#### Fire Rate

How fast the current weapon will shoot.

### Bullet Distance

How far the bullet raycast will reach.

#### Bullet Force

How much force that will be applied to rigidbodies hit by the raycast.

## Shotgun Settings

### Use Shotgun Spread

This should be checked if the current gun is a "shotgun style" weapon (shotgun & sawn of shotgun).

#### Spread Size

How big the spread area for the shotgun raycasts will be.

#### Pellets

How many raycasts will be used when shooting.

## Projectile Weapon Settings

### Projectile Weapon

This should be checked if the current weapon is a projectile style weapon (rpg & bazooka).

### Projectile

The projectile prefab that will be launched from the weapon.

### Current Projectile

The projectile object attached to the weapon (the projectile object is hidden when shooting, and visible again when the reload animation is finished).

### Reload Time

How long after shooting that the reload animation will start, only used for projectile style weapons.

## Grenade Settings

### Grenade

This should be checked if the current weapon is a grenade.

### Throw Delay

How long it takes for the grenade projectile to spawn, after left clicking. The default value used for the grenade prefabs is **1.125**.

### Hide Grenade Timer

How long it takes before the grenade mesh is disabled/hidden, after left clicking. The default value used for the grenade prefabs is **0.75**.

### Show Grenade Timer

How long it takes before the grenade mesh is enabled/shown, after left clicking. The default value used for the grenade prefabs is **0.75**.

## Reload Settings

### Casing On Reload

This should be checked if the weapon should only instantiate the casings when reloading (used on sawn off shotgun for example).

### Casing Delay

How much time after shooting should the casing be instantiated, this is used for all weapons, if no delay is needed, this value can be left at 0.

## Bullet In Mag

### Has Bullet In Mag

This should be checked if the current weapon has a bullet attached to the mag (this is used to hide the bullet while reloading, to make it look like a new mag is being used).

### Bullet In Mag

Array used for holding the bullets attached to the mag.

### Enable Bullet Timer

Amount of time after reloading that the bullet(s) become visible again.

## Bullet Or Shell Insert

### Uses Insert

This should be checked if the current weapon uses “insert style” reloading, for example the shotgun and sniper 1 use this, when inserting several bullets/shells while reloading.

## Impact Tags

### Metal Impact Static Tag

The tag used for identifying “static metal” colliders, default tag name is **Metal (Static)**.

### Metal Impact Tag

The tag used for identifying “metal” colliders, default tag name is **Metal**.

### Wood Impact Static Tag

The tag used for identifying “static wood” colliders, default tag name is **Wood (Static)**.

### Wood Impact Tag

The tag used for identifying “wood” colliders, default tag name is **Wood**.

### Concrete Impact Static Tag

The tag used for identifying “static concrete” colliders, default tag name is **Concrete (Static)**.

### Concrete Impact Tag

The tag used for identifying “concrete” colliders, default tag name is **Concrete**.

### Dirt Impact Static Tag

The tag used for identifying “static dirt” colliders, default tag name is **Dirt (Static)**.

### Dirt Impact Tag

The tag used for identifying “dirt” colliders, default tag name is **Dirt**.

## Components

## Muzzleflash Holders

### Use Muzzleflash

If the current weapon should use the **muzzleflash** effect when shooting.

## Light Front

### Use Light Flash

If the current weapon should use the **light flash** effect when shooting.

## Particle System

### Play Smoke

If the current weapon should use the **smoke particles** when shooting.

### Play Sparks

If the current weapon should use the **spark particles** when shooting.

### Play Tracers

If the current weapon should use the **bullet tracer particles** when shooting.

## Prefabs

### Casing Prefab

The casing prefab instantiated when shooting.

## Bullet Impacts & Tags

## Metal

### Metal Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal static".

### Metal Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "metal".

## Wood

### Wood Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood static".

### Wood Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "wood".

## Concrete

### Concrete Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete static".

### Concrete Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "concrete".

## Dirt

### Dirt Impact Static Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt static".

### Dirt Impact Prefab

The prefab that is instantiated when shooting at colliders tagged as "dirt".

## Spawnpoints

### Casing Spawnpoints

The position(s) where the casing is instantiated when shooting.

### Bullet Spawnpoint

The position from where the bullet raycast starts.

## Audio Clips

### Audio Source

#### Main Audio Source

The main audio source, attached to the arms prefab.

### Audio Clips

#### Shoot Sound

The sound effect played when shooting.

#### Reload Sound

The sound effect played when reloading.

## No Switch

### No Switch

Used in the demo scenes to check when the gun is reloading, to prevent gun switching during the reload.

# ExplosionScript.cs

## Customizable Options

### Despawn Time

How long time before the explosion prefab is destroyed, default value is **15**.

### Light Duration

How long time the light will be visible on the initial explosion, default value is **0.0325**.

## Light

### Light Flash

The light game object used in the explosion prefab.

## Audio

### Explosion Sounds

Array holding the explosion sounds, the script picks a random sound from the array to play.

### Audio Source

The audio source that will play the sounds.

# ImpactScript.cs

## Customizable Options

### Despawn Timer

How long time before the impact prefab is destroyed, default value is **10**.

## Audio

### Impact Sounds

Array holding the impact sounds, the script picks a random sound from the array to play.

### Audio Source

The audio source that will play the sounds.

## Bullet Hole Sprite

### Uses Bullet Hole

This should be checked if the bullet impact uses the bullet hole sprite (default for static impacts).

### Bullet Hole Sprite

The bullet hole sprite component.

## Bullet Hole Size

### Bullet Hole Min Size

The minimum size of the bullet hole sprite, default value is **0.0065**.

### Bullet Hole Max Size

The maximum size of the bullet hole sprite, default value is **0.0135**.

# CasingScript.cs

## Force X

### Minimum XForce

The minimum amount of force applied to the casing, on the x axis.

### Maximum XForce

The maximum amount of force applied to the casing, on the x axis.

## Force Y

### Minimum YForce

The minimum amount of force applied to the casing, on the y axis.

### Maximum YForce

The maximum amount of force applied to the casing, on the y axis.

## Rotation Force

### Minimum Rotation

The minimum amount of rotation applied to the casing.

### Maximum Rotation

The maximum amount of rotation applied to the casing.

## Despawn Time

### Despawn Time

How long time the casing will be visible, before getting destroyed.

## Audio

### Casing Sounds

Array holding the casing sounds, the script picks a random sound from the array to play.

### Audio Source

The audio source that will play the sounds.

# ProjectileScript.cs

## Explosion Prefabs

### Explosion Metal Prefab

The explosion prefab that is instantiated when the projectile collides with "metal" tag.

### Explosion Concrete Prefab

The explosion prefab that is instantiated when the projectile collides with "concrete" tag.

### Explosion Dirt Prefab

The explosion prefab that is instantiated when the projectile collides with "dirt" tag.

### Explosion Wood Prefab

The explosion prefab that is instantiated when the projectile collides with "wood" tag.

## Impact Tags

### Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

### Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

### Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

### Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

### Concrete Impact Static Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

### Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

### Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

### Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

## Customizable Options

### Force

How much force will be applied to the projectile at launch, higher values make the projectile fly faster.

### Despawn Time

How long time before the projectile is destroyed.

## Explosion Options

### Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

### Power

How much force will be applied to rigidbodies within the explosion radius.

# GrenadeScript.cs

## Timer

### Grenade Timer

How long time before the grenade explodes.

## Explosion Prefabs

### Explosion Metal Prefab

The explosion prefab that is instantiated when the grenade explodes on the "metal" and "metal (static)" tag.

### Explosion Concrete Prefab

The explosion prefab that is instantiated when the grenade explodes on the "concrete" and "concrete (static)" tag.

### Explosion Dirt Prefab

The explosion prefab that is instantiated when the grenade explodes on the "dirt" and "dirt (static)" tag.

### Explosion Wood Prefab

The explosion prefab that is instantiated when the grenade explodes on the "wood" and "wood (static)" tag.

## Impact Tags

### Metal Impact Static Tag

The tag used for identifying "static metal" colliders, default tag name is **Metal (Static)**.

### Metal Impact Tag

The tag used for identifying "metal" colliders, default tag name is **Metal**.

### Wood Impact Static Tag

The tag used for identifying "static wood" colliders, default tag name is **Wood (Static)**.

### Wood Impact Tag

The tag used for identifying "wood" colliders, default tag name is **Wood**.

### Concrete Impact Tag

The tag used for identifying "static concrete" colliders, default tag name is **Concrete (Static)**.

### Concrete Impact Tag

The tag used for identifying "concrete" colliders, default tag name is **Concrete**.

### Dirt Impact Static Tag

The tag used for identifying "static dirt" colliders, default tag name is **Dirt (Static)**.

### Dirt Impact Tag

The tag used for identifying "dirt" colliders, default tag name is **Dirt**.

## Explosion Options

### Radius

The size of the explosion, and how far it will reach, only affects rigidbodies.

### Power

How much force will be applied to rigidbodies within the explosion radius.

## Throw Force

### Minimum Force

Minimum amount of forward force that is applied to the grenade prefab.

### Maximum Force

Maximum amount of forward force that is applied to the grenade prefab.

## Smoke Grenade

### Is Smoke Grenade

This should be checked if the current grenade prefab is a smoke grenade.

### Start Smoke Time

How long it takes for the smoke particles to start playing, after the grenade prefab has been loaded into a scene.

### Stop Smoke Time

How long it takes before the smoke particles stop playing.

### Destroy Timer

How long it takes for the prefab to destroy itself, after the smoke particles have stopped playing.

### Smoke Particles

The smoke particle system that is attached to the smoke grenade prefab.

## Flashbang

### Is Flashbang

This should be checked if the current grenade prefab is a flashbang.

## Audio

### Impact Sound

The audio source with the impact sound, this sound will play every time the hand grenade collides with something.

# Demo Scene

## AimScript.cs

### Gun Options

#### Aim Speed

How fast the gun rotates to the new position when moving around the mouse, default value is **6.5**.

#### Move Speed

How fast the gun transitions between “default position” and “zoom position” when aiming down the sights, default value is **28**.

### Gun Positions

#### Default Position

This is the default position of the gun, the values are different for each gun, have a look at the demo scene for examples on how to use it.

#### Zoom Position

This is the position of the gun when “aiming down the sights”, or zooming in, the values are different for each gun, have a look at the demo scene for examples on how to use it.

### Camera

#### Gun Camera

The camera that holds the guns.

### Camera Options

#### FOV Speed

How fast the camera transitions between “default FOV” and “zoom FOV”, higher values gives faster transitions, default value is **20**.

#### Zoom FOV

The field of view when zoomed in, default value is **35**.

#### Default FOV

The default field of view, default value is **75**.

### Audio

#### Aim Sound

The audio source that holds the aim sound, this sound will play every time right click is pressed down.

# Demo Scene

## GunSwitchScript.cs

This script is used in **Demo Scene 1** and **Demo Scene 4** by the “manager” to switch between the guns, and handle the UI text, have a look at **Demo Scene 1** and **Demo Scene 4** to see how it can be used.

### Guns

#### Current Gun

The number value of the gun that is currently selected.

#### Current Gun Object

The current gun object, used to get the ammo values from the guns script.

### Guns

Array holding all the guns.

### Gun Text

#### Gun 1 Text

The name of gun 1, this is the text shown in the UI.

#### Gun 2 Text

The name of gun 2, this is the text shown in the UI.

#### Gun 3 Text

The name of gun 3, this is the text shown in the UI.

#### Gun 4 Text

The name of gun 4, this is the text shown in the UI.

#### Gun 5 Text

The name of gun 5, this is the text shown in the UI.

### UI Components

#### Total Ammo Text

The UI text component that shows the total ammo.

#### Ammo Left Text

The UI text component that show how much ammo there is left.

#### Tutorial Text

The UI text component showing the initial tutorial text.

#### Current Gun Text

The UI text component that show the name of the current gun.

## Demo Scene

### GunSwitchScript.cs

#### Customizable Options

##### **Tutorial Text Timer**

How long time the tutorial text should be visible, default value is **10**.

##### **Tutorial Text Fade Out Time**

How fast the tutorial text should fade out, default value is **4**.

# Demo Scene

## TargetScript.cs

This script is used in a few of the demo scenes, on the “targets” that you can shoot down.

### Is Hit

Bool that checks if the target has been hit, check out the demo scenes to see how it can be used.

## Customizable Options

### Min Time

The minimum amount of time before the target goes back up.

### Max Time

The maximum amount of time before the target goes back up.

## Audio

### Up Sound

The sound that plays when the target goes back up.

### Down Sound

The sound that plays when the target is hit.

### Audio Source

The audio source that plays the sounds.

## Demo Scene

### ExplosiveBarrelScript.cs

This script is used in a few of the demo scenes, on the “explosive barrels”.

#### Explode

Bool that checks if the barrel has been hit, check out the demo scenes to see how it can be used.

#### Prefabs

##### Explosion Prefab

The prefab that is instantiated when the barrel explodes.

##### Destroyed Barrel Prefab

The “destroyed barrel” prefab that is instantiated when the barrel explodes.

### Customizable Options

#### Min Time

The minimum amount of time before the barrel explodes, after being hit, default value is **0.05**.

#### Max Time

The maximum amount of time before the barrel explodes, after being hit, default value is **0.25**.

### Explosion Options

#### Explosion Radius

How far the explosion force will reach, default value is **2**.

#### Explosion Force

How powerful the explosion will be, default value is **1500**.

# Demo Scene

## GasTankScript.cs

This script is used in **Demo Scene 3** on the “gas tanks”.

### isHit

Bool that checks if the gas tank has been hit, check out **Demo Scene 3** to see how it can be used.

## Prefabs

### Explosion Prefab

The prefab that is instantiated when the barrel explodes.

### Destroyed Gas Tank Prefab

The “destroyed gas tank” prefab that is instantiated when the gas tank explodes.

## Customizable Options

### Explosion Timer

How long time before the gas tank explodes after being hit.

### Rotation Speed

How fast the gas tank rotates.

### Max Rotation Speed

The maximum rotation speed of the gas tank.

### Move Speed

The amount of force applied to the gas tank, to make it move.

### Audio Pitch Increase

How fast the audio pitch should increase over time for the flame sound.

## Explosion Options

### Explosion Radius

How far the explosion force will reach, default value is **3**.

### Explosion Force

How powerful the explosion will be, default value is **1500**.

## Light

### Light Object

The light that is activated when the gas tank is hit.

# Demo Scene

## GasTankScript.cs

### Particle Systems

#### Flame Particles

The flame particle system that plays when the gas tank is hit.

#### Smoke Particles

The smoke particle system that plays when the gas tank is hit.

### Audio

#### Flame Sound

The audio source holding the flame sound, this will play when the gas tank is hit, and the audio pitch will increase over time.

#### Impact Sound

The audio source holding the impact sound, this will play every time the gas tank collides with something.

## Demo Scene

### DebrisScript.cs

This script is used in the demo scenes on the debris objects from the destroyed explosive barrel and gas tank.

#### Audio

##### Debris Sounds

Array holding all the debris sounds.

##### Audio Source

The audio source that will play the sounds, every time the object collides with something.

# Demo Scene

## LightningScript.cs

This script is used in **Demo Scene 1**, for the lightning effect.

### Light Intensity

#### Min Intensity

The minimum light intensity for the directional light, the default value is **2**.

#### Max Intensity

The maximum light intensity for the directional light, the default value is **4**.

### Light Duration

#### Light Duration

How long the light flash and lightning sprite will be visible, default value is **0.0475**.

### Delay Between Flashes

#### Min Flash Delay

The minimum amount of time between the two flashes, default value is **0.05**.

#### Max Flash Delay

The maximum amount of time between the two flashes, default value is **0.9**.

### Total Delay

#### Min Delay

Minimum amount of time to wait between lightning strikes, default value is **5**.

#### Max Delay

Maximum amount of time to wait between lightning strikes, default value is **25**.

### Background Color

#### Main Background Color

The default background color, this changes the “background” of the gun camera.

#### Lightning Background Color

The background color when the lightning is active, this changes the “background” of the gun camera.

### Components

All the required components, such as the camera, directional light, audio source, and lightning sprites.

## Demo Scene

### FlashbangEffectScript.cs

This script is used in **Demo Scene 7**, for the flashbang effect.

#### Is Blinded

Bool to check if the player has been “blinded” by the flashbang or not, this bool is being activated from the grenade projectile.

#### Settings

##### Effect Timer

How long time before the effect can be used again, default value is **8.5**.

##### Alpha Transition Multiplier

How fast the alpha value decreases on the overlay image, higher value will make it decrease faster, default value is **0.15**.

##### Blur Transition Multiplier

How fast the motion blur value decreases, higher value will make it decrease faster, default value is **0.05**.

#### Components

All the required components, such as the camera, audio source and image overlay.

# **Version Changes**

## **Version 1.0**

- First release

## **Version 1.1**

- Added new gun (sniper)
- Fixed scale and pivot point issues
- Improved gun script
- Improved animations
- Improved rpg explosion
- New texture (All models now share the same texture)

## **Version 1.2**

- Added 4 new guns and animations (assault rifle 2, smg 2, revolver 1, revolver 2)
- Added 4 grenade models
- Added 6 attachments
- Added new casing and bullet (revolver casing and bullet)
- Improved gun script
- More example prefabs

## **Version 1.3**

- Added new guns and animations (grenade launcher, handgun, sniper)
- Added explosion effects
- Added bullet impact effects
- Improved particle systems
- Improved gun script
- More example prefabs

## **Version 1.4**

- Added demo scene
- Added five new guns and animations
- Improved gun script
- More example prefabs and props
- Stopped supporting Unity 4.6

# **Version Changes**

## **Version 1.5**

- Added five new guns and animations
- Added melee weapons
- Improved gun script
- Improved gun texture
- New demo scene
- More example prefabs and props

## **Version 1.6**

- Added three new guns and animations
- Added more melee weapons
- Added some audio effects
- Improved gun script
- New demo scene

## **Version 1.7**

- Added animated arms for most weapons
- New demo scene
- More prefabs and environment props

## **Version 1.8**

- Added animated arms for some melee weapons
- New demo scene
- More prefabs and environment props
- Changed name to "Low Poly FPS Pack"

## **Version 1.9**

- All models have been scaled down, to better match the default Unity scale
- Removed the "old example prefabs"
- New weapon models
- Added animated arms for the grenades
- New textures for the arm models
- New demo scenes
- Improved old demo scenes
- Improved explosions, and added large versions
- Made the trigger separate on all gun models

# Contact & Support

## Need Support?

Send me an email including your invoice number, and I will get back to you as soon as possible!

### Email

davidstenfors.contact@gmail.com

### Website

<https://www.davidstenfors.com/#!/contact>

## Have suggestions or feedback?

Leave a post in the Unity forum thread, link can be found in the asset store description.

### Twitter

Follow me on twitter to see what I'm currently working on!

@DavidStenfors

### Youtube

Subscribe to me on youtube:

[www.youtube.com/DavidStenfors](https://www.youtube.com/DavidStenfors)