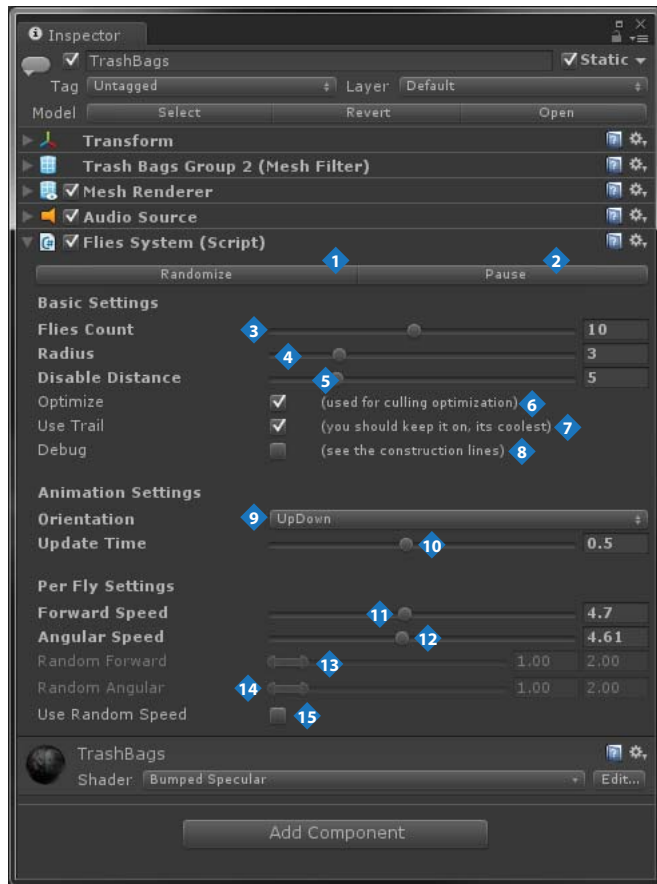


Flies System Guide

This document will help you create and setup the Flies System in your scene.

Component Outline

Understanding the component's parameters



- 1 Randomize**
Randomize the parameters, for fast unique values to your system;
- 2 Pause button**
Pause the system when in play mode;
- 3 Flies Count**
The amount of flies you want to create;
- 4 Radius**
The maximum distance the flies will orbit around the selected object;
- 5 Disable Distance**
The distance in which the system will pause the processing. Use it to save performance;
- 6 Optimize**
If the system should pause once the Disable Distance is reached (recommended);
- 7 Use Trail**
Adds a trail effect to each created fly;
- 8 Debug**
Enable it to see the construction lines;
- 9 Orientation**
The position in which the system will be created relative to the selected object;
- 10 Update Time**
Time multiplier used to update the system;
The higher the slower;
- 11 Forward Speed**
The speed in which the fly will move forward;
- 12 Angular Speed**
The speed in which the fly will make turns to face the target position inside the radius;
- 13 Random Forward**
Randomizes the Forward Speed parameter inside the selected minimum and maximum range;

14 Random Angular

Randomizes the Angular Speed parameter inside the selected minimum and maximum range;

15 Use Random Speed

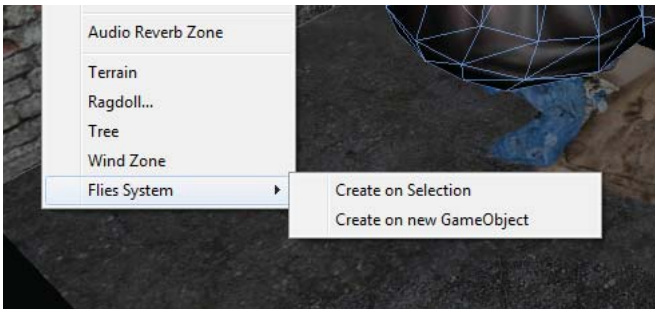
Uses all the random speed parameters instead the fixed ones (forward and angular speed);

Creating the Flies System

A step by step guide to create and setup the system;



- 1 Select the object where you want the flies to be flying around;



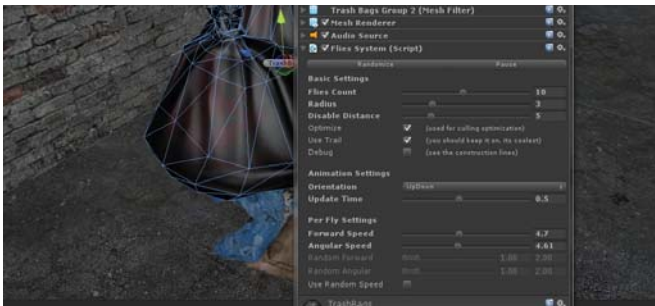
- 2 Go to GameObject > Create Other > Flies System and chose:

Create on Selection

To create all the flies as parent to the selected object;

Create on new GameObject

To create the flies on a empty game object but at the selected position;



- 3 Now adjust and customize the parameters;

Extending the parameters

If you want to increase the limits in which the system operates, just open the FliesSystem.cs script and change the constants shown in the image below.

```
1 using UnityEngine;
2 using System.Collections;
3 using System.Collections.Generic;
4
5 public class FliesSystem : MonoBehaviour
6 {
7     public const byte FLY_COUNT_LIMIT = 20;
8
9     public const float RADIUS_LIMIT = 10f;
10    public const float DISABLE_LIMIT = 20f;
11    public const float UPDATE_TIME_LIMIT = 1f;
12    public const float FORWARD_SPEED_LIMIT = 10f;
13    public const float ANGULAR_SPEED_LIMIT = 10f;
14
```

Help & Contact

For any questions, please contact ronaldocoder@gmail.com

Thank you!