

Thank you for using **Low Poly FPS Pack - Free version!**

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MovementControllerLowPolyFPSPack.cs

Cursor Lock

Cursor

Locks the cursor to the screen during play mode, is set to **Locked** by default.

Arms Object

Arms

The GameObject that holds the animated arm model and it's components.

Gun Camera

Gun Camera

The camera used to render the weapon and arms model.

Run FOV Settings

Default FOV

The default field of view value of the camera.

Run FOV

The camera field of view value when running.

Run FOV Speed

How fast the field of view changes when running, higher values give faster change.

Movement Settings

Movement Speed

How fast the player moves by default (walking).

Run Speed

How fast the player moves while running.

Mouse Look Settings

Mouse Look Speed

How fast the camera rotates when moving the mouse, higher value increases sensitivity.

Mouse Look Clamp X Rotation

Min X Value

Minimum camera rotation on the X axis allowed.

Max X Value

Maximum camera rotation on the X axis allowed.

AutomaticGunScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming.

Default Fov

The default camera field of view value.

Aim Fov

The camera field of view value while aiming.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Fire Rate

How fast the weapon fires, higher value means faster rate of fire.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

AutomaticGunScriptLPFP.cs

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

Bullet In Mag Renderer

The bullet skinned mesh renderer.

Grenade Settings

Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

Audio Source

Main Audio Source

The main audio source used to play sound effects.

Shoot Audio Source

The audio source used to play shooting sound effects.

UI Components

Timescale Text

The UI text component used to display timescale values.

Current Weapon Text

The UI text component used to display the name of the current weapon.

Current Ammo Text

The UI text component used to display how much ammo is currently left.

Total Ammo Text

The UI text component used to display the total amount of ammo.

Prefabs

Bullet Prefab

The bullet object that is spawned when shooting.

Casing Prefab

The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

Spawnpoints

Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

HandgunScriptLPFP.cs

Gun Camera

Gun Camera

The camera used to render the arms and weapon model.

Gun Camera Options

Fov Speed

How fast the camera field of view value changes when aiming.

Default Fov

The default camera field of view value.

Aim Fov

The camera field of view value while aiming.

UI Weapon Name

Weapon Name

The current weapon name, shown in the game UI.

Weapon Sway

Weapon Sway

Enable this if you want to use weapon sway.

Sway Amount

How much the arms and weapon move around when moving the mouse, default value is **0.02**.

Max Sway Amount

The maximum amount of movement when moving the mouse, default value is **0.06**.

Sway Smooth Value

How fast the weapon moves to the new position, default value is **10**.

Weapon Settings

Slider Back Timer

Used for moving the slider back into default position after reloading, default value is **1.58**.

Auto Reload

Enable this if you want the weapon to auto reload when out of ammo.

Auto Reload Delay

How much time to wait before auto reloading, if out of ammo.

Ammo

How much ammo the weapon has.

HandgunGunScriptLPFP.cs

Bullet Settings

Bullet Force

The amount of force applied to the bullet when shooting, default value is **400**.

Show Bullet In Mag Delay

How long after reloading that the bullet model becomes visible again, only used for out of ammo reload animations, default value is **0.6**.

Bullet In Mag Renderer

The bullet skinned mesh renderer.

Grenade Settings

Grenade Spawn Delay

Time before grenade prefab is spawned when initiating a grenade throw, default value is **0.35**.

Muzzleflash Settings

Random Muzzleflash

Enable this if you want to use random muzzleflashes.

Max Random Value

Lower value means higher probability that muzzleflash will show, higher value makes the muzzleflash show less, default value is **2**.

Enable Muzzleflash

Enable this if you want to use muzzleflash.

Muzzle Particles

The muzzleflash particle system.

Enable Sparks

Enable this if you want to use sparks particle effect.

Spark Particles

The sparks particle system.

Min Spark Emission

The minimum amount of spark particles emitted when shooting, default value is **1**.

Max Spark Emission

The maximum amount of spark particles emitted when shooting, default value is **7**.

Muzzleflash Light Settings

Muzzleflash Light

The muzzleflash light game object.

Light Duration

For how long the muzzleflash light is visible when shooting, default value is **0.02**.

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The main audio source used to play sound effects.

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The audio source used to play shooting sound effects.

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Timescale Text

The UI text component used to display timescale values.

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The UI text component used to display the name of the current weapon.

Current Ammo Text

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The casing object that is spawned when shooting.

Grenade Prefab

The grenade object that is spawned when throwing a grenade.

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Casing Spawn Point

The location from where the casing spawns when shooting.

Bullet Spawn Point

The location from where the bullet spawns when shooting.

Grenade Spawn Point

The location from where the grenade spawns when throwing a grenade.

HandgunGunScriptLPFP.cs

Sound Clips

Shoot Sound

The sound effect that plays when shooting.

Take Out Sound

The sound effect that plays when taking out the weapon.

Holster Sound

The sound effect that plays when holstering the weapon.

Reload Sound Out Of Ammo

The sound effect that plays when reloading while out of ammo.

Reload Sound Ammo Left

The sound effect that plays when reloading while there is ammo left.

Aim Sound

The sound effect that plays when aiming in.

BulletScript.cs

Destroy After

Destroys the bullet object after set amount of time unless it collides with something, default value is **5**.

Destroy On Impact

Enable this if the bullet should be destroyed instantly when it collides with something.

Min Destroy Time

Minimum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.01**.

Max Destroy Time

Maximum time before the bullet is destroyed after colliding with something, is only used if **Destroy On Impact** is false, default value is **0.05**.

Impact Effect Prefabs

Metal Impact Prefabs

Array holding the metal impact particle effects.

CasingScript.cs

Force X

Minimum X Force

The minimum amount of force applied on the x axis when spawning the casing, default value is **35**.

Maximum X Force

The maximum amount of force applied on the x axis when spawning the casing, default value is **50**.

Force Y

Minimum Y Force

The minimum amount of force applied on the y axis when spawning the casing, default value is **10**.

Maximum Y Force

The maximum amount of force applied on the y axis when spawning the casing, default value is **20**.

Force Z

Minimum Z Force

The minimum amount of force applied on the z axis when spawning the casing, default value is **-12**.

Maximum Z Force

The maximum amount of force applied on the z axis when spawning the casing, default value is **12**.

Rotation Force

Minimum Rotation Force

The minimum amount of initial rotation applied to the casing, default value is **-360**.

Maximum Rotation Force

The maximum amount of initial rotation applied to the casing, default value is **360**.

Despawn Time

Despawn Time

Amount of time after spawning before the casing object is destroyed, default value is **1**.

Audio

Casing Sounds

Array holding all the casing sound effects.

Audio Source

The main audio source attached to the casing prefab.

Spin Settings

Speed

How fast the casing spins over time, default value is **2500**.

GrenadeScript.cs

Timer

Grenade Timer

Amount of time before the grenade explodes, default value is **2.5**.

Explosion Prefabs

Explosion Prefab

The explosion particle effect prefab.

Explosion Options

Radius

How far the explosion reaches, default value is **5**.

Power

How much force is applied to nearby rigidbodies, default value is **3500**.

Throw Force

Minimum Force

The minimum amount of force applied to the grenade when spawned, default value is **1500**.

Maximum Force

The maximum amount of force applied to the grenade when spawned, default value is **2500**.

Audio

Impact Sound

Audio source that plays impact sound effect every time the grenade collides with something.

ExplosionScript.cs

Customizable Options

Despawn Time

Time until the explosion prefab is destroyed, default value is **15**.

Light Duration

How long the light flash is visible during the explosion, default value is **0.0325**.

Light

Light Flash

The light component attached to the explosion prefab.

Audio

Explosion Sounds

Array holding all the explosion sound effect clips.

Audio Source

The main audio source used to play the explosion sound effects.

ExplosiveBarrelScript.cs

Explode

If enabled, the barrel explodes.

Prefabs

Explosion Prefab

The explosion prefab that is spawned when the barrel explodes.

Destroyed Barrel Prefab

The destroyed barrel prefab that is spawned when the barrel explodes.

Customizable Options

Min Time

Minimum time to explode after getting hit by a bullet, default value is **0.05**.

Max Time

Maximum time to explode after getting hit by a bullet, default value is **0.25**.

Explosion Options

Explosion Radius

How far the explosion reaches, default value is **3**.

Explosion Force

How much force that is applied to nearby rigidbodies, default value is **5000**.

DebrisScript.cs

Audio

Debris Sounds

Array holding all the debris sound effects.

Audio Source

The main audio source attached to the debris prefab.

ImpactScript.cs

Impact Despawn Timer

Despawn Timer

Amount of time before the impact effect is destroyed after being spawned, default value is **10**.

Audio

Impact Sounds

Array holding all impact sound effects.

Audio Source

The main audio source attached to the impact prefab.

TargetScript.cs

Is Hit

If enabled, the target falls down.

Customizable Options

Min Time

Minimum amount of time that the target stays down after getting hit by a bullet, default value is **5**.

Max Time

Maximum amount of time that the target stays down after getting hit by a bullet, default value is **25**.

Audio

Up Sound

The sound effect that is played when the target goes back up.

Down Sound

The sound effect that is played when the target is hit and falls down.

Audio Source

The main audio source attached to the target prefab.

Version Changes

Version 1.0

- First release

Contact & Support

Need support or have questions?

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

Email

davidstenfors.contact@gmail.com

Website

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

Interested in the full version?

The link to the full version of **Low Poly FPS Pack** 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