

# Scripted Arrows – Documentation

By Frostplay ❄️

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## Setup:

Add the script “ArcherController” to the GameObject that should shoot the arrows. In the Inspector of this script you can customize the properties.

Alternatively you can just Instantiate the arrow prefab by yourself and then call the “Shoot()” method with the right parameters.

## Suitable transform as parent:

A transform is not suitable to become a parent when it is non-uniform scaled and rotated. For more details on the Problem with non-uniform scaled parents see:

<https://answers.unity.com/questions/9356/geometry-distorts-on-parent-assignment.html>

Generally speaking, you should avoid giving non-uniform scaled object children.

## How to change the Arrow model:

Swap out the meshes as you see fit.

When you are done with changing the meshes, make sure to adjust the position of the Trail-GameObject to be positioned at the end of your arrow (or other object).

You can adjust the LOD-Settings in the LOD Group Component of the parent GameObject “Arrow”.

You can read more about LODs in Unity here:

<https://docs.unity3d.com/Manual/LevelOfDetail.html>

**When you change the Arrow model there are several things you should take into consideration.**

The new Model **MUST**:

1. Face to the positive-Z direction (in Unity)
2. Have its origin (pivot point) be at its tip (the pointy end)
  - a. This is important for the rotation and collision detection

The new Model **SHOULD**:

1. Be around the same size as the previous model (about 1 Unity unit)
2. Not be scaled or rotated (and in the best case not even offset)

I would always recommend some try and testing to see what works and what does not.

PS: The rotation of the mesh when imported into Unity might be different from what you have seen in your 3D-Modeling Software. Each of them (like Blender, Maya, etc.) handles rotation and scale slightly differently. You will need to test out and maybe google what you need to configure in your Software to have it properly imported into Unity.

## How to create different types of Arrows.

To create different arrow types, all you must do is clone the "Arrow"-Prefab, unpack, modify to your liking, and create a prefab out of it again.

When you want to tweak the settings of the arrow, just create a new "ArrowSO"-ScriptableObject and assign it to the "ArrowController"-Script of your new prefab.

If you have any questions or suggestions for improvement feel free to e-mail me at:

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