

# Getting Started with Bow & Arrow Controller

Welcome to the **Bow & Arrow Controller** asset! This guide will help you quickly set up and integrate the asset into your Unity project. Follow these steps to explore the demo, configure bows, and use your own character models.

## 1. Exploring the Demo Scene

The main demo scene is located at: [RageRun Games/Bow & Arrow Controller/Scene/FPS Demo](#)

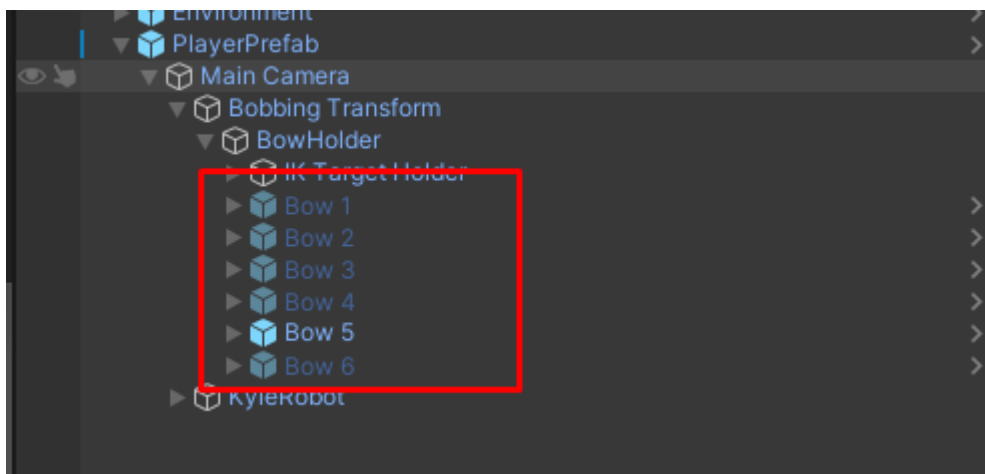
### Navigating the Player Prefab

Inside the demo scene, the bows are managed within the **PlayerPrefab** under:

PlayerPrefab

└─ Bobbing Transform

└─ Bow Holder

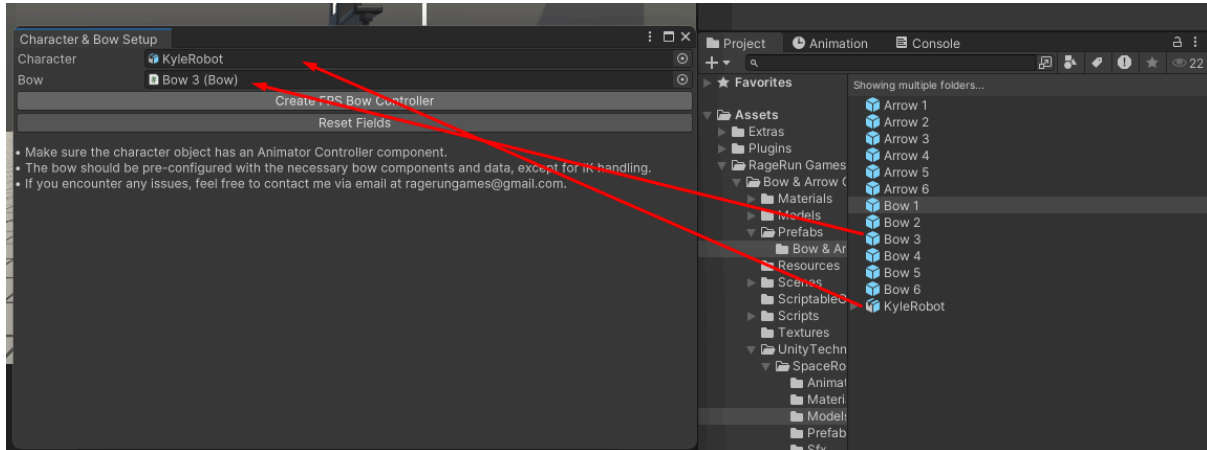


- **Switching Bows:**
  - To try a different bow, enable one under **Bow Holder** and disable the rest.
  - Each bow is numbered, e.g., **Bow5** corresponds to **Arrow5** prefab and **BowConfig5** ScriptableObject.
  - You can check the **BowConfigSO** for more customization details.
- **Enabling Glow Effect:**
  - To enable glow on bows and arrows, add or enable **Bloom** from the **Post Processing Stack**.

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## 2. Character & Bow Setup Window

You can find a setup window under: **Window > RageRun Games > Character & Bow Setup**



### Setting Up Your Character

- In the **Character & Bow Setup Window**, simply attach:
  - The **Bow Component**
  - A **Humanoid Character Model**

### Using a Custom Character Model

- If you want to use your own character, ensure:
  - It has an **Animator Component**.
  - It is rigged as a **Humanoid** in Unity's Rig settings.

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With this setup, you should be ready to explore and customize the Bow & Arrow Controller asset! 🎯 Happy developing!

For additional support, please contact us at ragerungames@gmail or DM me on discord <https://discord.gg/ZHxB9MkkR6>

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Thank you for using the **Bow and Arrow Controller**! We hope this documentation helps you create amazing archery experiences in your Unity projects. Happy developing! 🎯