RETRO ARSENAL v1.00

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Introduction

Welcome to the documentation of Retro Arsenal! Here are just the basics to setting up the asset.

Before using the asset, please make sure to know which render pipeline your project is created in to avoid problems such as pink textures. This asset is created in the **Built-in Render Pipeline** by default. If you are using this pipeline, all you need to do is to **import** the latest **Post Processing package** to make the effects all nice and glowy.

If you are using URP, you'll have to find the **'Retro Arsenal/Upgrade'** folder, then open (double-click) and Import the bundled **'Retro Arsenal URP (Unity Version #)'** unitypackage to your project. This will replace all materials, shaders and some prefabs in the demo folder.

Now, if you're ready to dive right in, most effects can be found in the **'Retro Arsenal/Prefabs'** folder. Here they are sorted into 3 main categories: Combat, Environment and Interactive. To view an effect, you can simply drag and drop it into your Scene and the effect will start playing immediately.

You can also more efficiently browse effects directly in Unity by adding all the demo scenes from the **'Retro Arsenal/Demo/Scenes'** folder into the [Build Settings](#), open one of the scenes and press Play. While in the Game window you can click through the in-game button row at the bottom to navigate to the different scenes.

To get the broadest overview of the prefabs, the **R_Library** scene contains over 200 effects which you can browse through in Play mode.

Instantiating effects

In some cases you can simply drag and drop the effect into the scene, otherwise you will have to instantiate them through a script. This basic ClickExplode script shown below does two important things:

1. Instantiate your effect of choice at the GameObject it is attached to when left clicking
2. Delete the effect from the scene 5 seconds after it has been instantiated and is done playing

```csharp
using UnityEngine;
using System.Collections;

public class ClickExplode : MonoBehaviour
{
    public GameObject myVFX;

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Mouse0))
        {
         SpawnEffect();
        }
    }

    void SpawnEffect()
    {
      GameObject spawnedVFX = Instantiate(myVFX, transform.position, transform.rotation) as GameObject;
      Destroy(spawnedVFX, 5f);
    }
}
```

Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, meshes used for the effects may appear to be skewed.

The effects in Retro Arsenal consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

This does however mean that some parts of the effects such as **Point Lights**, **Trail Renderers** and **Audio Sources** may have to be manually adjusted afterwards if you scale an effect, as Transform does not affect them.

Extra scripts

In the **'Retro Arsenal/Scripts'** folder you can find some scripts to further help you customize the effects.

RetroStaticBeamScript - Spawns and loops a continuous beam effect with a variety of settings

RetroPitchRandomizer - When attached to a GameObject with an Audio Source, it will randomize the pitch of the sound effect, and may help some sounds from becoming repetitive

FAQ

Q: Can I use this asset in my commercial game?

A: Yes! Most assets from the Asset Store often use the same license. Read more here or check the EULA.

Q: Where is X effect in the asset folder?

A: There are a lot of prefabs in this project, please use the Search function or check the Library scene which contains most of the effects.

Q: Will this asset be available in HDRP?

A: At the moment it is not planned, but maybe!

Contact

Need help with anything? For the quickest response, please reach me at archanor.work@gmail.com.

If you're looking to refund the asset, please see this page.

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