

Animated Arms - Assault Rifle v2 Documentation

Thank you for buying **Animated Arms - Assault Rifle v2!**

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ArmControllerAssaultRifle.cs

Current Ammo

How much ammo is left in the weapon.

Fire Rate

How fast the weapon fires (lower the value to fire slower).

Ammo Settings

Ammo

Ammo

How many bullets the weapon has.

Components

Muzzleflash Holders

Side Muzzle

Sprite renderer that shows the side view muzzleflash sprite.

Top Muzzle

Sprite renderer that shows the top view muzzleflash sprite.

Front Muzzle

Sprite renderer that shows the front view muzzleflash sprite.

Muzzleflash Side Sprites

Array holding the muzzleflash sprites.

Light Front

Light Flash

Point light attached to the gun, this light is enabled when shooting.

Particle System

Smoke Particles

Smoke particle system that plays when shooting.

Bullet In Mag

Bullet In Mag

The bullet model inside the guns magazine, this is disabled when ammo is 0, and enabled again when reloading.

Prefabs

Casing Prefab

Casing Prefab

The casing prefab that is spawned when shooting.

Spawnpoints

Spawnpoint

Casing Spawnpoint

The position from where the casing is spawned when shooting.

Audio Clips

Audio Source

Main Audio Source

The main audio source, that plays the audio clips.

Audio Clips

Shoot Sound

The audio clip that plays when shooting.

Reload Sound

The audio clip that plays when reloading.

CasingScript.cs

Force X

Minimum XForce

The minimum amount of force applied to the casing, on the x axis.

Maximum XForce

The maximum amount of force applied to the casing, on the x axis.

Force Y

Minimum YForce

The minimum amount of force applied to the casing, on the y axis.

Maximum YForce

The maximum amount of force applied to the casing, on the y axis.

Rotation Force

Minimum Rotation

The minimum amount of rotation applied to the casing.

Maximum Rotation

The maximum amount of rotation applied to the casing.

Despawn Time

Despawn Time

How long time the casing will be visible, before getting destroyed.

Audio

Casing Sounds

Array holding the casing sounds, the script picks a random sound from the array to play.

Audio Source

The audio source that will play the sounds.

Contact & Support

Need Support?

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>

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