Plane Controller (Glider)

This is the lite version of our [Plane Controller] asset. Contains examples with explanations in codes.

If you have any question about how it works or if you are experiencing any trouble, feel free to email us at: atakan_naci@hotmail.com

If you downloaded this asset illegally for studies or prototype purposes, please reconsider purchase if you want to publish your work, you can buy on the AssetStore or send us a email and we can figure something out, you can even post your work on our Discord, we will be happy to help and advertise your game.

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Asset Content

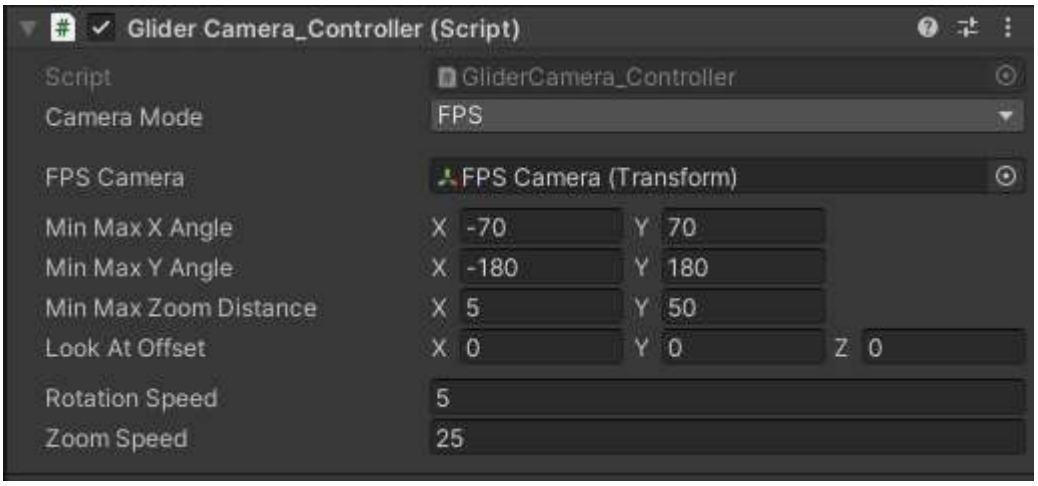
The Realistic Arcade Plane Controller is a comprehensive Unity package designed to provide a realistic and immersive flying experience. The asset includes a first-person and third-person camera system that allows players to rotate, zoom in and out using the mouse. The plane is equipped with aileron, rudder, and slat surfaces, enabling players to control various aspects of the aircraft's movement. The canvas UI displays essential information such as airspeed, true airspeed, indicated airspeed, roll angle, pitch angle, slats amount, angle of attack, drag, lift, air density, temperature, and wing area.

Setup

If you want to use your plane, just drag and drop the SETUP script to your plane. It adds the necessary scripts to your plane and camera. You need to add the necessary parts to the public variables in the scripts. Use Glider Input Present.

GliderCamera_Controller

The Camera_Controller script provides a flexible camera control system for both first-person (FPS) and third-person (TPS) perspectives. It includes features such as mode switching, mouse-based rotation, and customizable offsets for different camera modes.

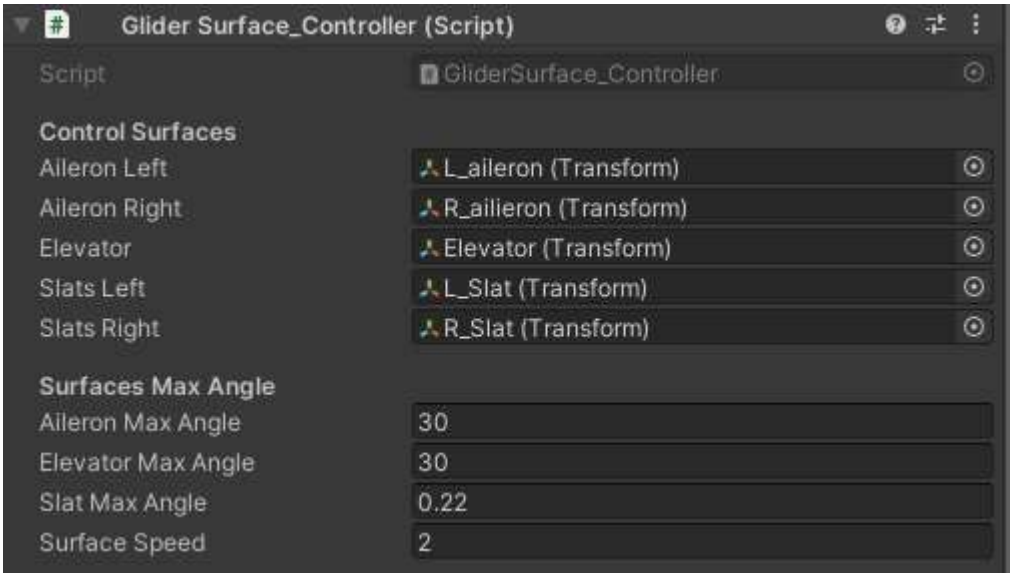


Public Variables;

- **CameraMode (enum):** This variable determines the current camera mode, which can be either First Person Shooter (FPS) or Third Person Shooter (TPS)..
- **FPSCamera (GameObject):** Reference to the First Person Shooter camera's transform. This is the camera that will be used in FPS mode.
- **minMaxXAngle (Vector2):** Represents the minimum and maximum allowed rotation angles around the X-axis (vertical rotation) for the TPS camera.
- **minMaxYAngle (Vector2):** Represents the minimum and maximum allowed rotation angles around the Y-axis (horizontal rotation) for the TPS camera.
- **minMaxZoomDistance (Vector2):** Defines the minimum and maximum allowed distance for zooming in and out in TPS mode.
- **LookAtOffset (Vector3):** Represents an offset from the target's position that the camera will look at in TPS mode. Helps to customize the view direction.
- **RotationSpeed (float):** Controls the speed of camera rotation around the target in TPS mode. Higher values result in faster rotation.

- **ZoomSpeed (float):** Controls the speed of zooming in and out in TPS mode. Higher values result in faster zooming..

GliderSurface_Controller



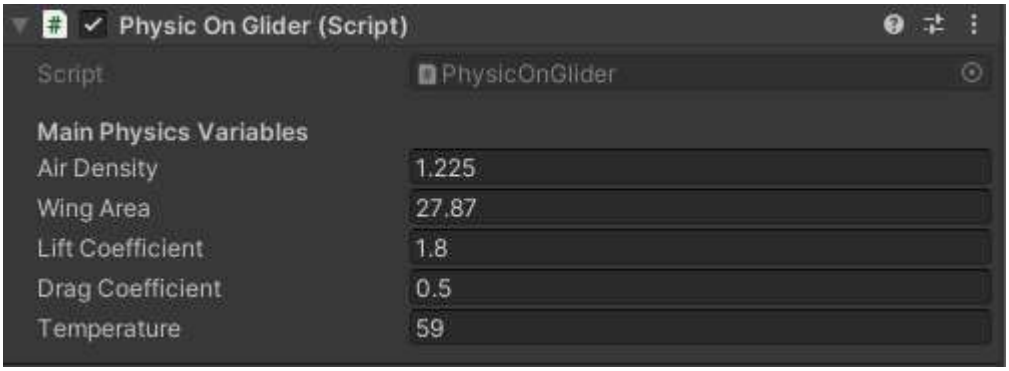
Control Surfaces;

- **aileronLeft, aileronRight, elevator, slatsLeft, slatsRight (Transform):** References to the transform components of different control surfaces on the glider, such as ailerons, elevators, and slats.

Surfaces Max Angle;

- **aileronMaxAngle (float):** Maximum angle of deflection allowed for aileron control surfaces.
- **elevatorMaxAngle (float):** Maximum angle of deflection allowed for elevator control surfaces.
- **slatMaxAngle (float):** Maximum angle of deflection allowed for slat control surfaces.
- **surfaceSpeed (float):** The speed at which control surfaces respond to input, influencing their movement.

PhysicOnGlider



Public Variables;

- **airDensity (float):** Represents the air density affecting the glider's flight.
- **windArea (float):** Indicates the wing area of the glider.
- **liftCoefficient (float):** Coefficient determining lift force.
- **dragCoefficient (float):** Coefficient determining drag force.
- **Temperature (float):** Represents the temperature in Celsius affecting the glider's flight.

Other Scripts are ready to use. You can check all scripts to learn more. Every code has comments

Contacts

Please leave a review and rating

If you have any questions, issues, or feedback regarding the Realistic Arcade Plane Controller, please don't hesitate to reach out:

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