

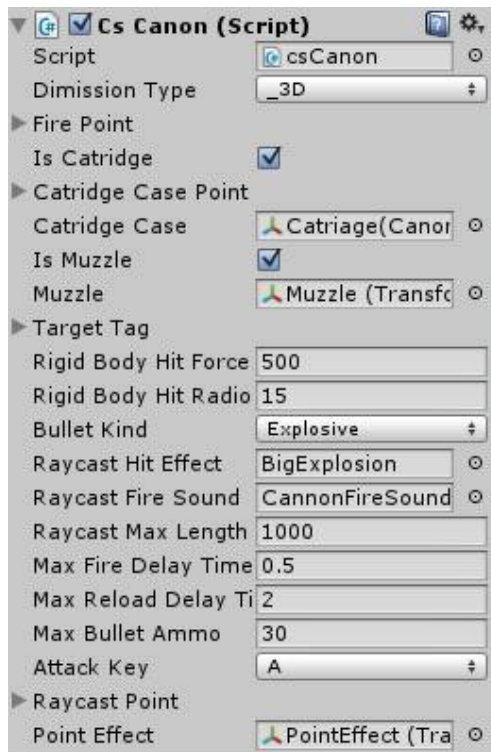
Weapon Make Kit Manual

by GAPH

Contents

- 1. Explain of Gun Code**
- 2. Explain of Laser Code**
- 3. Explain of Missile Code.**
- 4. Explain of Other Code.**

- Gun Code -



csCanon

Dimission Type : Type of Game Dimission.
if you want to make Gun in Unity3D System,
Check _3D.

if you want to make Gun in Unity3D System,
Check _2D.

Fire Point : Point of Muzzle or Raycast Fire
Sound Maked.

<Catridge Options>

IsCatridge : Check Make Catridge or not.

Catridge Case Point : if you check IsCatridge,
this is Point of Catridge Case Object

Catridge Case : if you check IsCatridge, this is
Made Catridge Object where Catridge Case
Point.

<Catridge Options>

<Muzzle Options>

IsMuzzle : Check Make Muzzle or not.

Muzzle : if you Check IsMuzzle, this is Made Muzzle Object where Fire Point.

<Muzzle Options>

Target Tag - this is for Check Object's Target when apply external force to Object. if
Check Object's target tag is included in TargetTag's List, apply external force.

Rigid Body Hit Force : if you want to apply Object external force that Raycast hitted,
Set this Value.

this Value is decide that Raycast hitted Object received external force.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

Rigid Body Hit Radius : if you want to apply Object's surroundings Objects external
force that Raycast hitted, Set this Value.

this Value is decide that Raycast hitted Object's surroundings Objects able to received
external force range.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

BulletKind : if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit Radius.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

Raycast Hit Effect : first Make this Effect on Awake or Start function, locating this Made effect where raycast hit point.

Raycast Fire Sound : if you want to Make Sound System attached Object Where Fire Point, Put sound System attached prefab in here.

Raycast Max Length : Length of Raycast's able to find object.

Max Fire Delay Time : Bullet Fire Delay Time.

Max Reload Delay : Bullet Reload Delay Time.

Max Bullet Ammo : Bullet Fire Ammo Count.

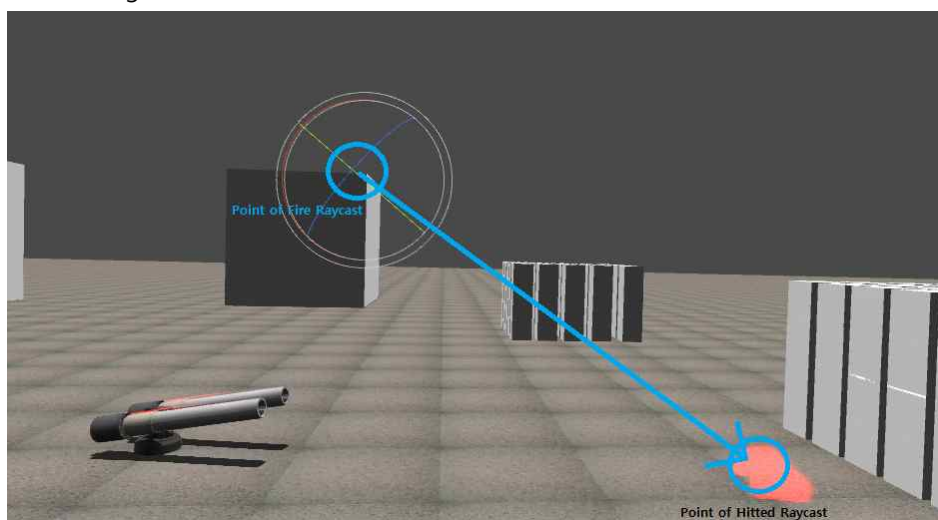
AttackKey : Key Of Cannon Fire.

Raycast Point :

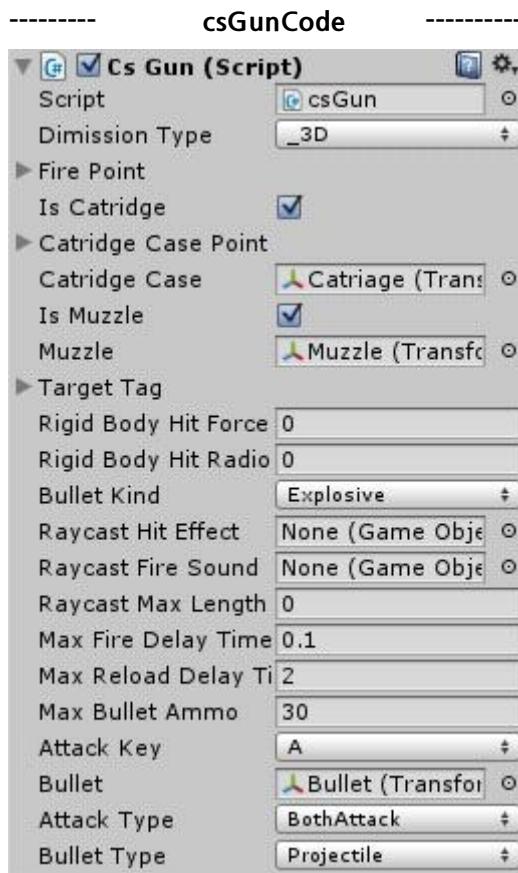
Fire Raycast in this Point's Forward Direction. if Object hitted, save hitted point. and Make Point Effect in hitted point.

Point Effect

this is point effect that is for check where Raycast hitted.
refer image.



More Detail Visual Mechanism, Check Canon Turret in 2D/3D Demoscene.



Dismissal Type : Type of Game Dismissal.

if you want to make Gun in Unity3D System, Check _3D.

if you want to make Gun in Unity3D System, Check _2D.

Fire Point : Point of Gun Bullet Fired

<Catridge Options>

IsCatridge : Check Make Catridge or not.

Catridge Case Point : if you check IsCatridge, this is Point of Catridge Case Object

Catridge Case : if you check IsCatridge, this is Made Catridge Object where Catridge Case Point.

<Catridge Options>

<Muzzle Options>

IsMuzzle : Check Make Muzzle or not.

Muzzle : if you Check IsMuzzle, this is Made

Muzzle Object where Fire Point.

<Muzzle Options>

<Raycast Bullet Fire Options - apply external force is not support in 2d>

Target Tag - this is for Check Object's Target when apply external force to Object.

Rigid Body Hit Force : if you check BulletType 'Raycast', and if you want to apply Object external force that Raycast hitted, Set this Value.

this Value is decide that Raycast hitted Object received external force.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

Rigid Body Hit Radius : if you check BulletType 'Raycast', and if you want to apply Object's surroundings Objects external force that Raycast hitted, Set this Value.

this Value is decide that Raycast hitted Object's surroundings Objects able to received external force range.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

BulletKind : this is applied when you check BulletType 'Raycast'.

if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit Radius.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

Raycast Hit Effect : if you check BulletType 'Raycast', first Make this Effect on Awake or Start function, locating this Made effect where raycast hit point.

Raycast Fire Sound : if you check BulletType 'Raycast', and if you want to Make Sound System attached Object Where Fire Point, Put sound System attached prefab in here.

Raycast Max Length : Length of Raycast's able to find object.

<Raycast Bullet Fire Options - applying external force is not support in 2d>

Max Fire Delay Time : Bullet Fire Delay Time.

Max Reload Delay : Bullet Reload Delay Time.

Max Bullet Ammo : Bullet Fire Ammo Count.

AttackKey : Key Of Gun Fire.

Bullet : if you check BulletType 'Projectile', Put bullet prefab in here.
this value is make object filled in Bullet prefab Box where Fire Point.

BulletType : Check Bullet Type what Raycast or Bullet. if you Check Raycast, this script Check Object use Raycast System. but if you Check Bullet, just Make Bullet Object Fire Point.

Refer 2D/3D Demoscene.

List of Bullet Used Turret - Rocket System, MinigunSystem, Gun System (Projectile)

List of Raycast Used Turret - Gun System (Raycast)



Life Time : Able to Bullet Survive Time.

<apply external force is not support in 2d>

Rigid Body Hit Force : if you want to apply Object external force that Raycast hitted, Set this Value.

this Value is decide that Unity collider hitted Object received external force.

(Object is Must Attached Raycast and not check isKineMatic and not Rigidbody2D)

Rigid Body Hit Radius : if you want to apply Object's surroundings Objects external force that Unity collider hitted, Set this Value.

this Value is decide that Unity collider hitted Object's surroundings Objects able to received external force range.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

<apply external force is not support in 2d>

Hit Effect : first Make this Effect on Awake or Start function, if collision is applied, locating this Maked effect where collide Point.

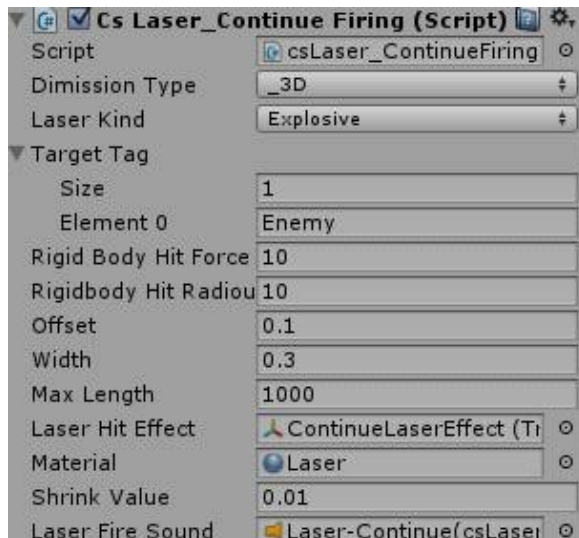
TargetTag : this is for Check Object's tag when apply external force if Object's tag is not included in this list, not apply external force.

BulletKind : if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit Radius.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

- Laser Code -

----- csLaser_ContinueFiring -----



Dimission Type : Type of Game Dimission.
if you want to make Laser in Unity3D System, Check _3D.
if you want to make Laser in Unity3D System, Check _2D.

<apply external force is not support in 2d>

Laser Kind : if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit Radiious.

(Object is Must Attached Raycast and not check isKineMatic and not Rigidbody2D)

TargetTag : this is for Check Object's tag when apply external force if Object's tag is not included in this list, not apply external force.

Rigid Body Hit Force : if you want to apply Object external force that Raycast hitted, Set this Value.

this Value is decide that Laser Raycast hitted Object received external force.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

Rigid Body Hit Radiious : if you want to apply Object's surroundings Objects external force that Laser Raycast hitted, Set this Value.

this Value is decide that Laser Raycast hitted's surroundings Objects able to received external force range.

(Object is Must Attached Rigidbody and not check isKineMatic and not Rigidbody2D)

<apply external force is not support in 2d>

Offset : Laser texture move speed.

Width : Laser texture width value.

MaxLength : Max Laser fired length.

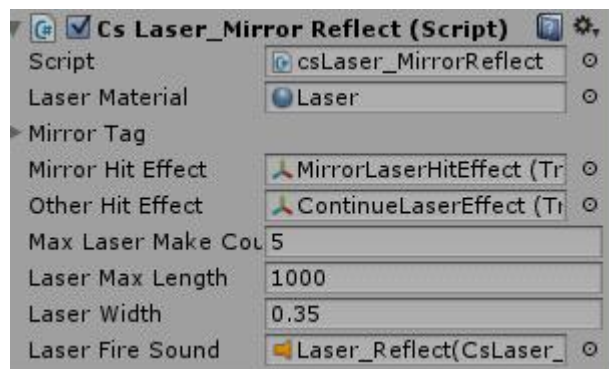
Laser Hit Effect : first Make this Effect on Awake or Start function, locating this Maked effect where raycast hit point.

Material : Laser texture applied material. this material decide fired laser's texture.

Shrink Value : when Start Laser Fire or End Laser Fire, Laser Texture's width change value.

Laser Fire Sound : receive AudioSource, change pitch value when Start Laser Fire or End Laser Fire

----- csLaser_MirrorReflect -----



Laser Material : Maked Laser's texture applied material. this material decide fired laser's texture.

Mirror Tag : Check for Mirror Reflect Object. if Object is not here,

Mirror Hit Effect : if Raycast hit Object that is Tag included in Mirror Tag list,

Make Effect in hit point Every Time. so I recommend that this blank fill very few survive time effect.

Other Hit Effect : if raycast hit Object that isn't Tag included in Mirror Tag list, first Make this Effect on Awake or Start function, locating this Maked effect where raycast hit point.

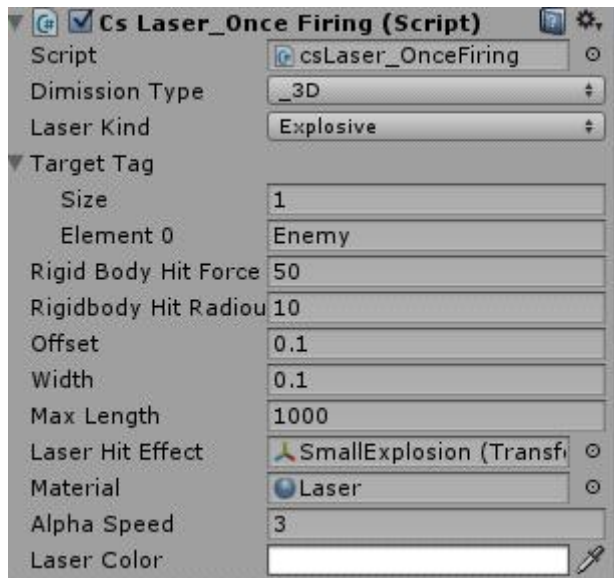
Max Laser Make Count : Count of Max Laser Count.

Laser Max Length : Max Laser fired length.

Laser Width : Laser texture width value.

Laser Fire Sound : receive AudioSource, turn on or turn off this audio when Start Laser Fire or End Laser Fire.

----- **csLaser_OnceFiring** -----



Dimission Type : Type of Game Dimission.

if you want to make Gun in Unity3D System, Check _3D.

if you want to make Gun in Unity3D System, Check _2D.

<apply external force is not support in 2d>

Laser Kind : if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit Radius.

(Object is Must Attached Raycast and not check isKinematic and not Rigidbody2D)

TargetTag : this is for Check Object's tag when apply external force if Object's tag is not included in this list, not apply external force.

Rigid Body Hit Force : if you want to apply Object external force that Raycast hit, Set this Value.

this Value is decide that Laser Raycast hit Object received external force.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

Rigid Body Hit Radius : if you want to apply Object's surroundings Objects external force that Laser Raycast hit, Set this Value.

this Value is decide that Laser Raycast hit's surroundings Objects able to received external force range.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

<apply external force is not support in 2d>

Offset : Laser texture move speed.

Width : Laser texture width value.

MaxLength : Max Laser fired length.

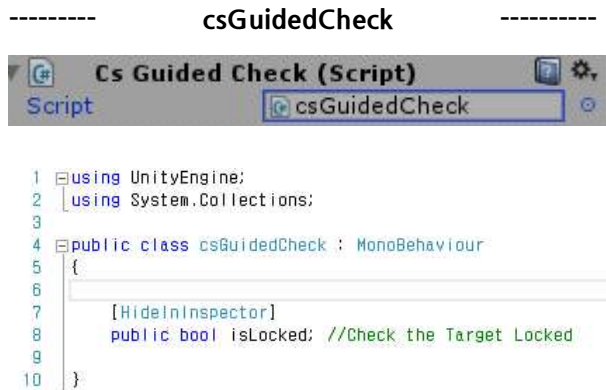
Laser Hit Effect : first Make this Effect on Awake or Start function, locating this Maked effect where raycast hit point.

Material : Laser texture applied material. this material decide fired laser's texture.

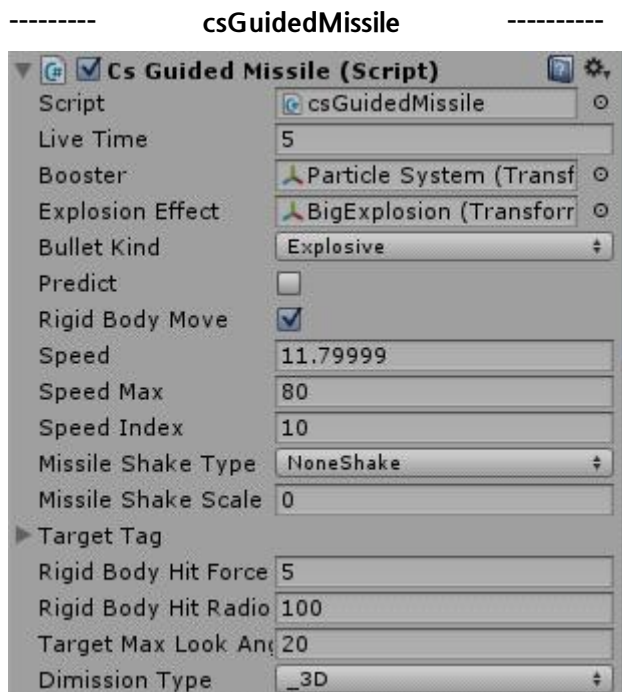
Alpha Speed : Texture alpha decrease speed.

Laser Color : Material applied Color.

- Missile Code -



this Code Attachd Object What you want to Check Guided.
this is for Guided System's Check What Object is Locked.



Live Time : Able to Missile Survive Time.

Booster:insided in Missile's Gameobject that is Function of Booster. if Missile is hitted and Destroied, Booster's afterimage is alive. so set this value.

ExplosionEffect : if Missile is hitted and Destroied, Make Explosion Effect. so set this value. you could make Effect.

BulletKind : if Explosion, apply external force to Object According to Rigid Body Hit Force, Rigid Body Hit

Radius.

Predict : if this is Checked, Missile predict target positon.

Rigid Body Move : Check this Object's Moving. if this Checked, Move missile using RigidBody's Function, if not, Move Missile using Translate

Speed : Missile's applied Move Speed.

Speed Max : Missile's Max Increased Speed.

Speed Index : Missile's applied Move Speed Increasing Index.

Missile Shake Type : if this is Check, apply Missile Shaking. if not, not apply Shaking.

Missile Shake Scale : Missile Shaking Value. if this Value is large, Missile Shake big.

TargetTag : this is for Check Object's tag when apply external force if Object's tag is not included in this list, not apply external force.

<apply external force is not support in 2d>

Rigid Body Hit Force : if you want to apply Object external force that Raycast hitted, Set this Value.

this Value is decide that Unity collider hitted Object received external force.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

Rigid Body Hit Radius : if you want to apply Object's surroundings Objects external force that Unity collider hitted, Set this Value.

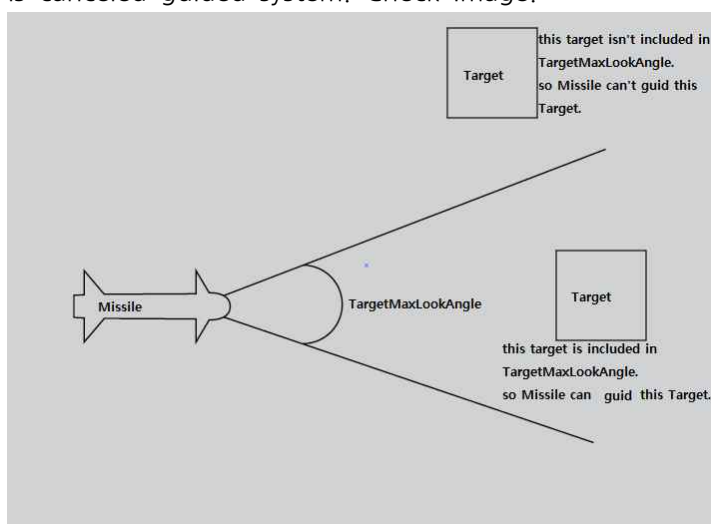
this Value is decide that Unity collider hitted Object's surroundings Objects able to received external force range.

(Object is Must Attached Rigidbody and not check isKinematic and not Rigidbody2D)

<apply external force is not support in 2d>

Target Max Look Angle : if target is suddenly change position, so missile miss target where able to Look, canceled guided system.

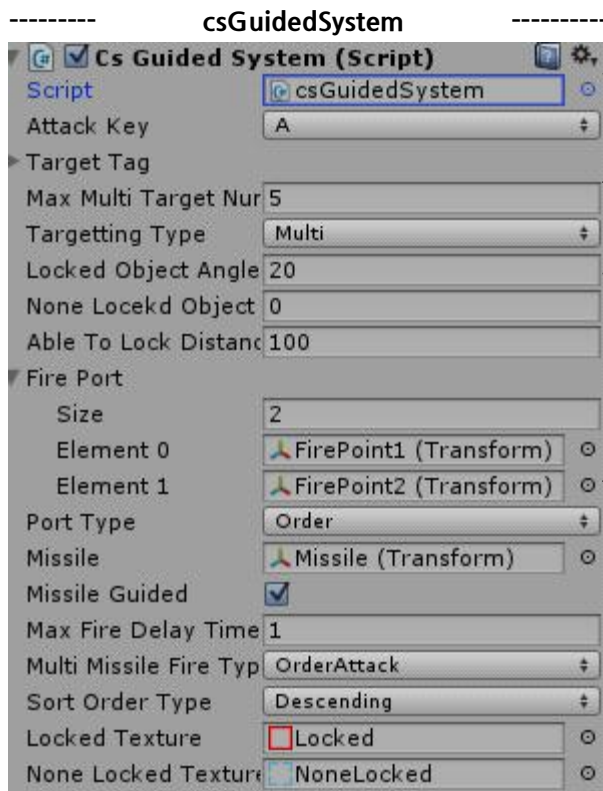
Check Angle Between Missile's Forward Direction Vector Value, Missile and Target's between Direction Vector Value. if this Value is Better Than Max Look Angle, Missile is canceled guided system. Check Image.



Dismiss Type : Type of Game Dismiss for Missile Rigidbody Move.

if you want to make Gun in Unity3D System, Check _3D.

if you want to make Gun in Unity2D System, Check _2D.



Attack Key : AttackKey : Key Of Missile Fire.

TargetTag : able to lock on object's Tag name. if object tag is not include in this value, althought object is attached csGuidedCheck, csGuidedSystem not catch that object.

Max Multi Taregt Number : if Targetting Type Check 'Multi', able to lock on target count.

Locked Object Angle : if Locked target is get out csGuidedSystem's able to Lock on Angle, csGuidedSystem should not catch target. so set this value.

Check Angle Between csGuidedSystem code attached Object's Forward Direction Value, this object's and target's between Direction Value. if this Value is Better Than Locked Object Angle, this object is not catch target.

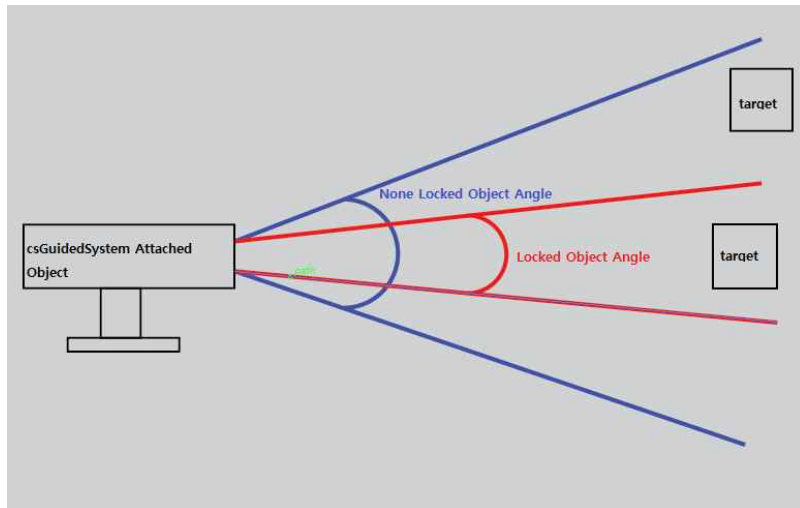
(target's tag must be included in TargetTag List, target must attached csGuided Check)

None Locked Object Angle : not only csGuidedSystem display locked target, but also display none locked object able to angle. so set this value.

Check Angle Between csGuidedSystem code attached Object's Forward Direction Value, this object's and none locked object's between Direction Value. if this Value is Better Than Locked Object Angle, this object is not catch none locked object.

(none locked object's tag must be included in TargetTag List, none locked object must attached csGuided Check)

Check Image.



Able to Lock Distance : Able to csGuidedSystem's Object catch Length.

Fire Point : Point of Missile Fired.

Port Type : Missile Firing order.

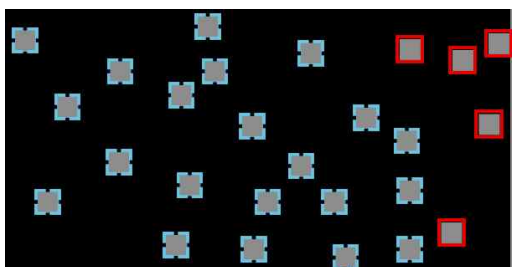
Missile : make object filled in this Missile prefab Box where Fire Point.

MissileGuided : Check MissileGuided. if this is Check, made missile can guided locked target. but this is not check missile can't guided target.

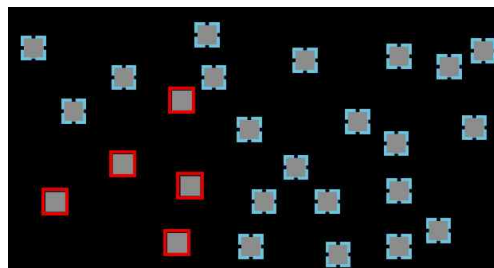
Max Fire Delay Time : delay Time of Missile Fire.

Multi Missile Fire Type : if Targetting Type Check 'Multi' , Check Missile Firing Order to Locked Objects that are included in MultiMissile List.

Sort Order Type : Check csGuidedSystem Lock on target order.
check image and demo.



Ascending Catch



Descending Catch

Locked Texture : Display Locked Target Texture (image's red texture box)

None Locked Texture : Display non Locked Texture (image's blue texture box)

- Other Code -



Barrel : Rotation or Recoil applied Transform.

is Barrel Recoil : if you want to Recoil Barrel, check this. if this boolean value checked, recoil to barrel.

Push Speed : Barrel's list objects push speed.

Recoil Speed : pushed object recoil speed.

Barrel Recoil Axis : apply to barrel push, recoil Axis.

Is Barrel Rotate : if you want to Rotate Barrel, check this. if this boolean value check, rotate to barrel.

Max Barrel Rotate Speed : allow Max Barrel Rotate speed.

Barrel Recoil Axis : apply to barrel rotate Axis.