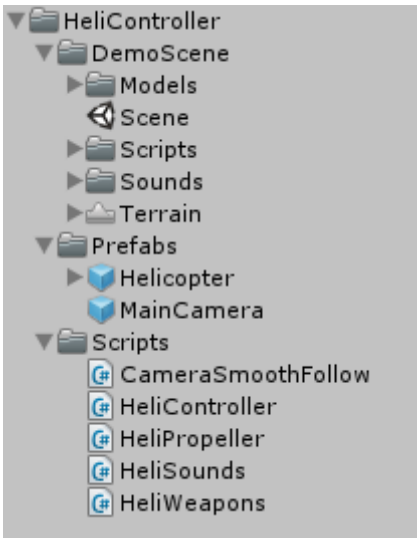
Helicopter controller v1.0

1. Description

This package contains arcade helicopter controller. All world objects with colliders and rigidbodies can affect correctly to helicopter.



Package content:

- Helicopter controller script
- Additional independent scripts that can be attached to helicopter
- Helicopter model
- Example sounds

2. Settings

First you need to place Helicopter prefab on the scene. Let's look at object hierarchy.

Helicopter - This is a main root object with attached box collider and rigidbody. You can change the size of collider for adjust to your helicopter model

Colliders - Put here other colliders of your helicopter model with no rigidbody attached

HeliPivot - This is a transform pivot of helicopter. In play mode pivot rotates only by Y and has a helicopter position

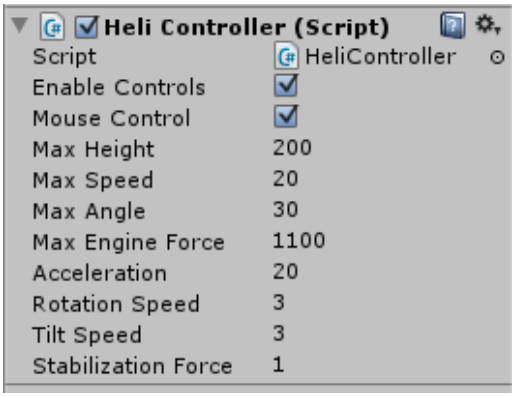
HeliSounds - AudioSource with HeliSounds.cs script attached. *You can remove this objects if audio is not necessary*

HeliWeapons – This objects contains two rocket launchers and machine gun pivots with HeliWeapons.cs script attached. *You can remove this object if weapons are not necessary*

MainRotor, TailRotor – This objects contains helicopter propeller with HeliPropeller.cs script attached. *You can remove this object if propeller is not necessary*

Meshes – Put here all meshes of your helicopter model.

Let's look at HeliController.cs script:



You can change these parameters to make individual helicopter physics.

Max Height	Maximum height by Y in world space
Max Speed	Maximim speed to any direction
Max Angle	Maximum rotation angle
Max Engine Force	Maximum engine force. This value affect only to vertical moving
Acceleration	Horizontal acceleration
Rotation Speed	Rotation speed. This value affect only to horizontal rotation
Tilt Speed	Speed of tilting in any direction
StabilizationForce	Speed of rotation stabilization

3. Scripting

`_heli.GetComponent<HeliController>().GetEngineForceValue();` - get current engine force value in between 0 and 1.

`_heli.GetComponent<HeliController>().HeliBladesHitting;` - Check if any objects collides with helicopter blades