Slingshot Manual

By Shoebill Games

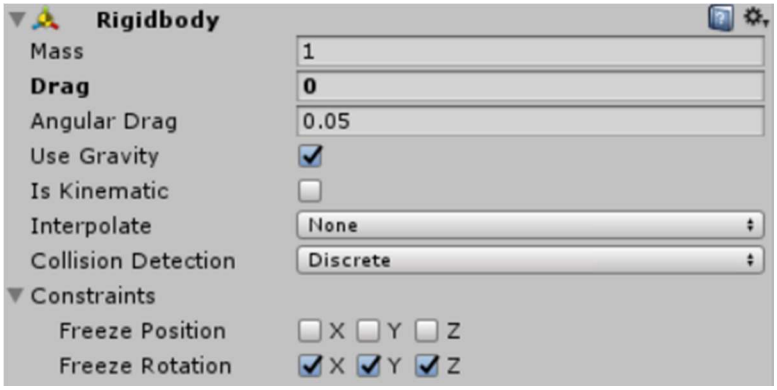
Thank you for buying our asset!

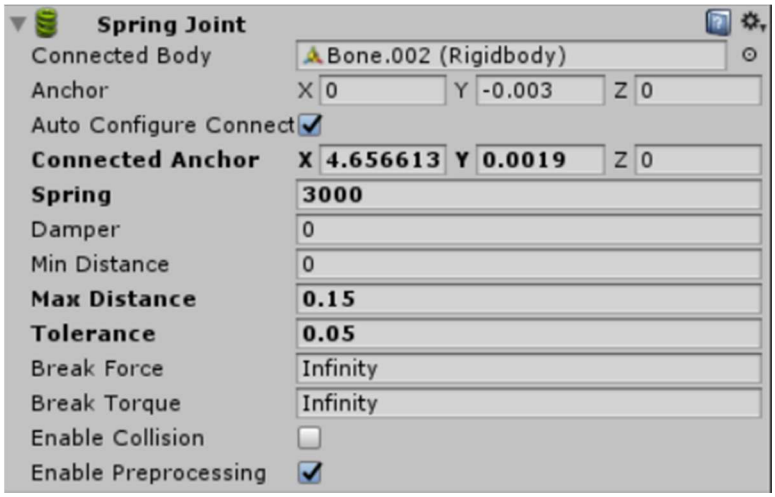
In this manual, you see how the slingshot works and how you can change it for best fit your needs.

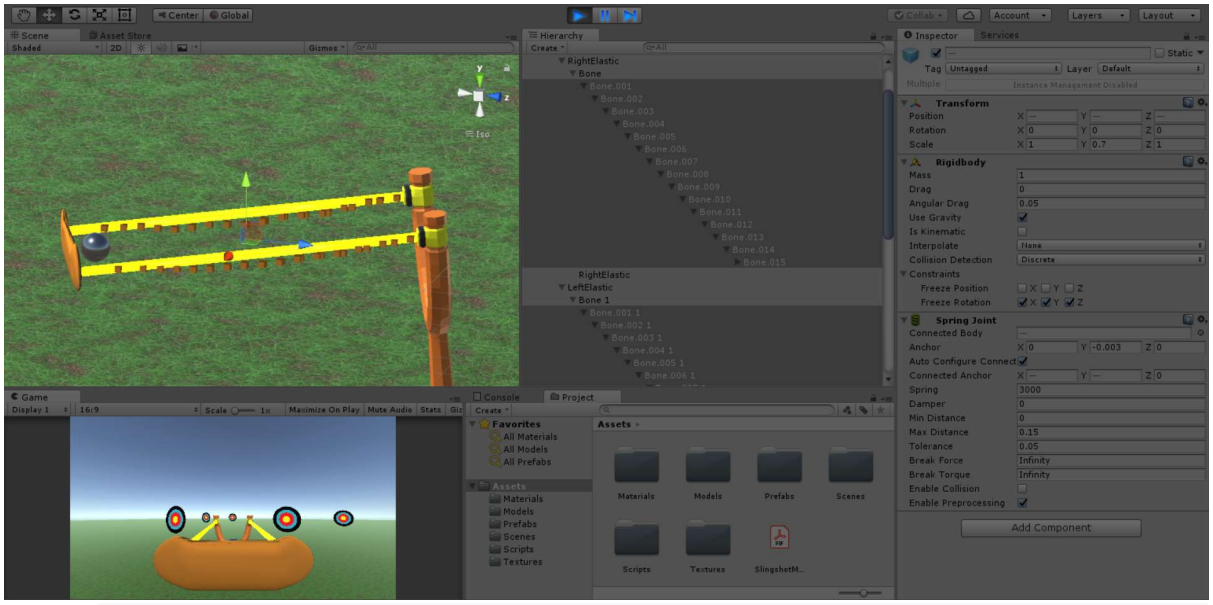
We hope you enjoy!

The elastic works with bones each bone has a rigidbody and a collider.

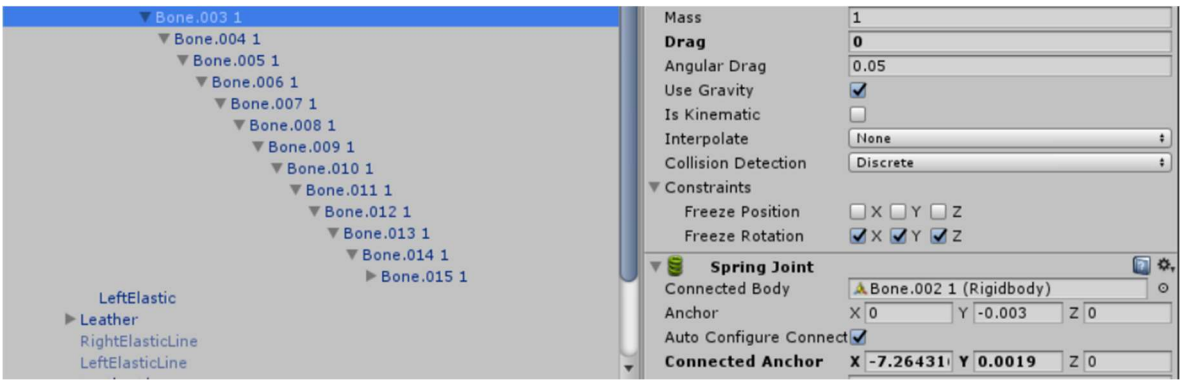
The rigidbody of each bone has "freeze rotation" enabled. This is extremely important and should not be changed, because the elastic would break.

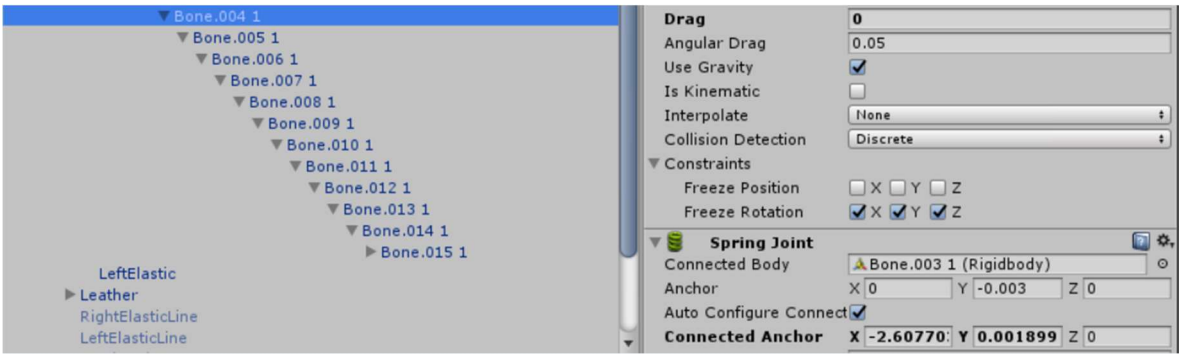




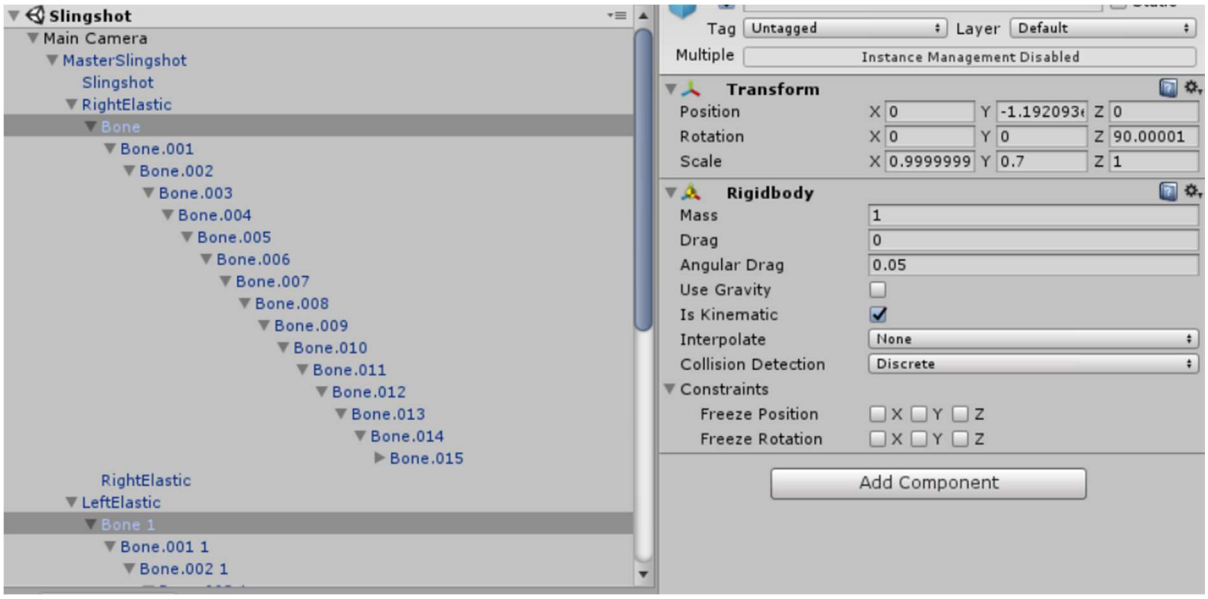


The SpringJoint component of each bone is connected with the Rigidbody of the previous bone, just like in the example, bone 3 (Bone.003 1) is connected to bone 2 (Bone.002 1), the bone 4 (Bone.004 1) is connected to bone 3 (Bone.003 1) and so on. It makes the movement fluid and elastic.

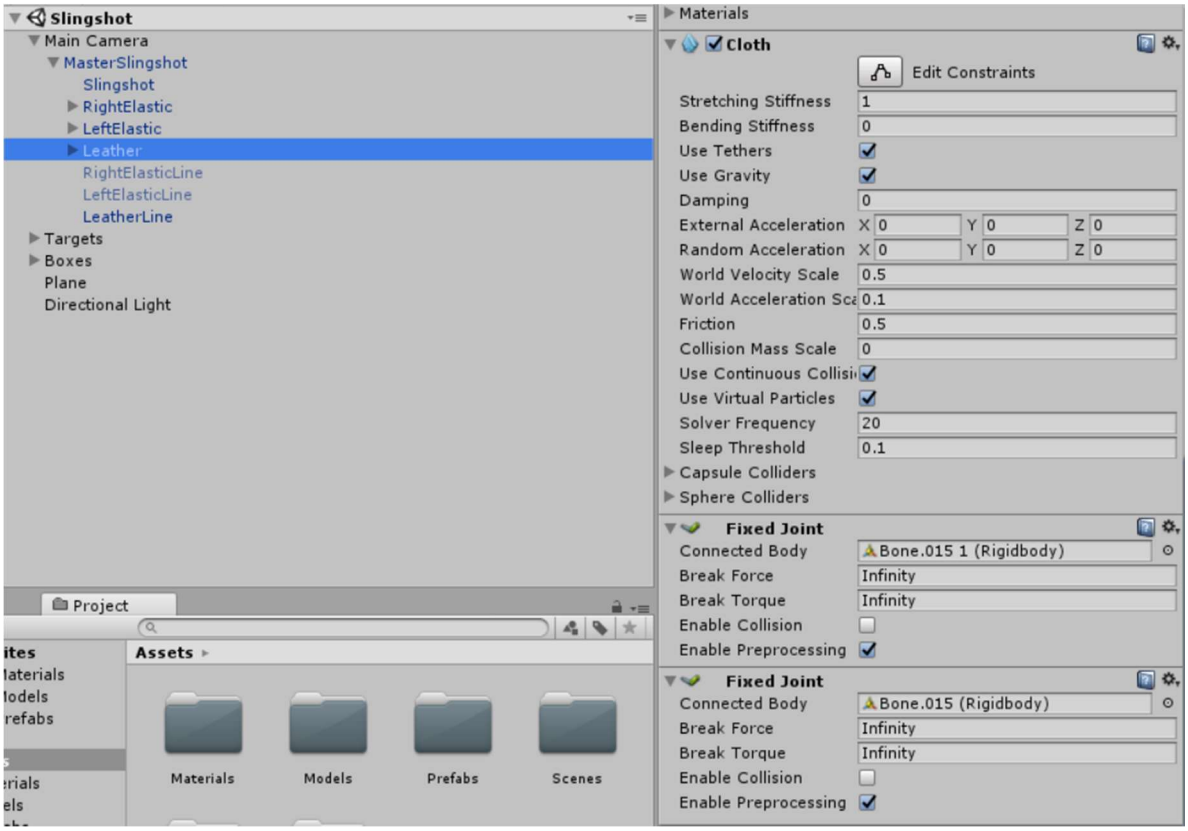




The elastic is attached to the body of the slingshot by the first bone (Bone and Bone 1), wich has a kinematic rigidbody, for the elastics to be locked in the body of the slingshot.

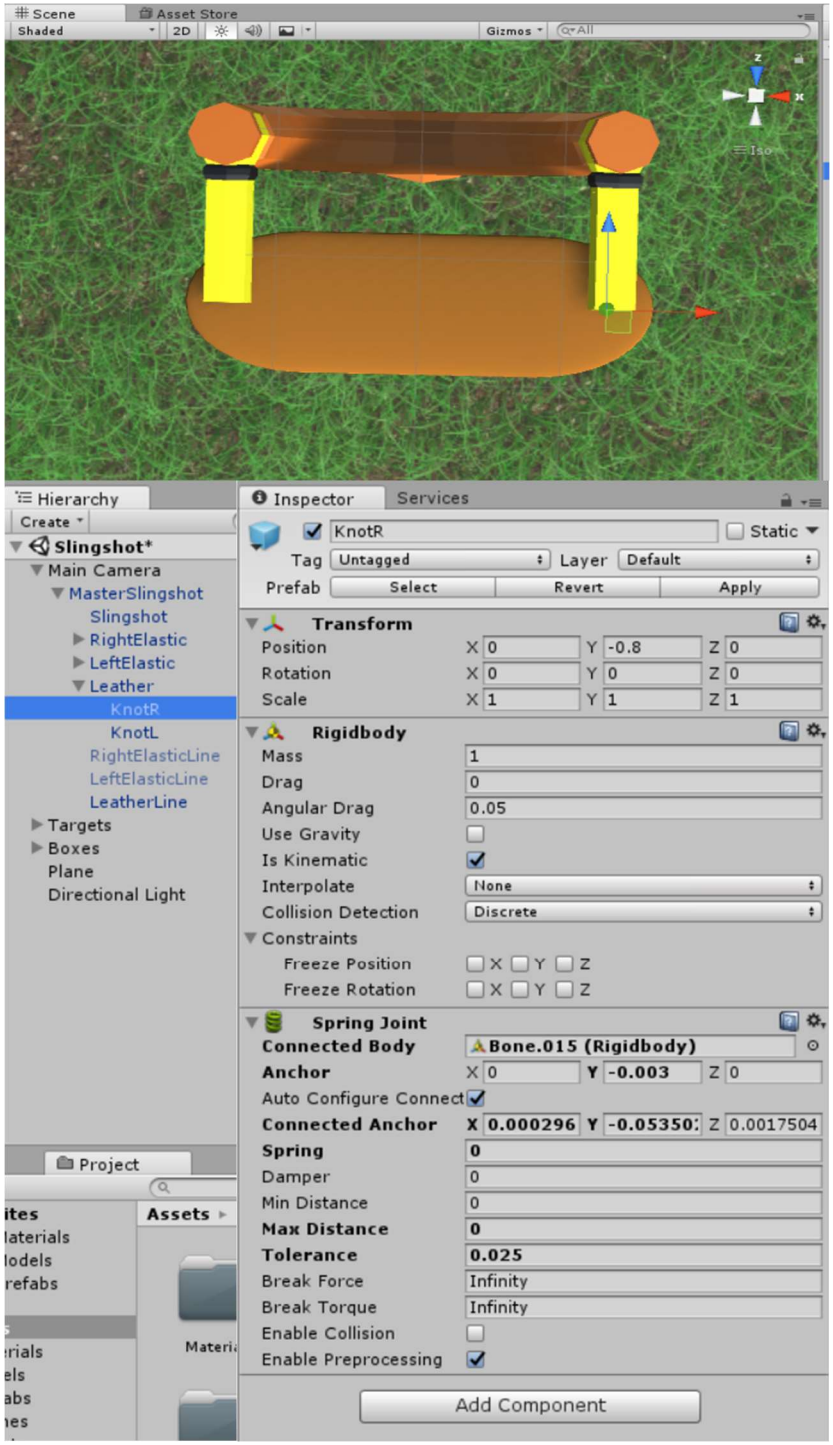


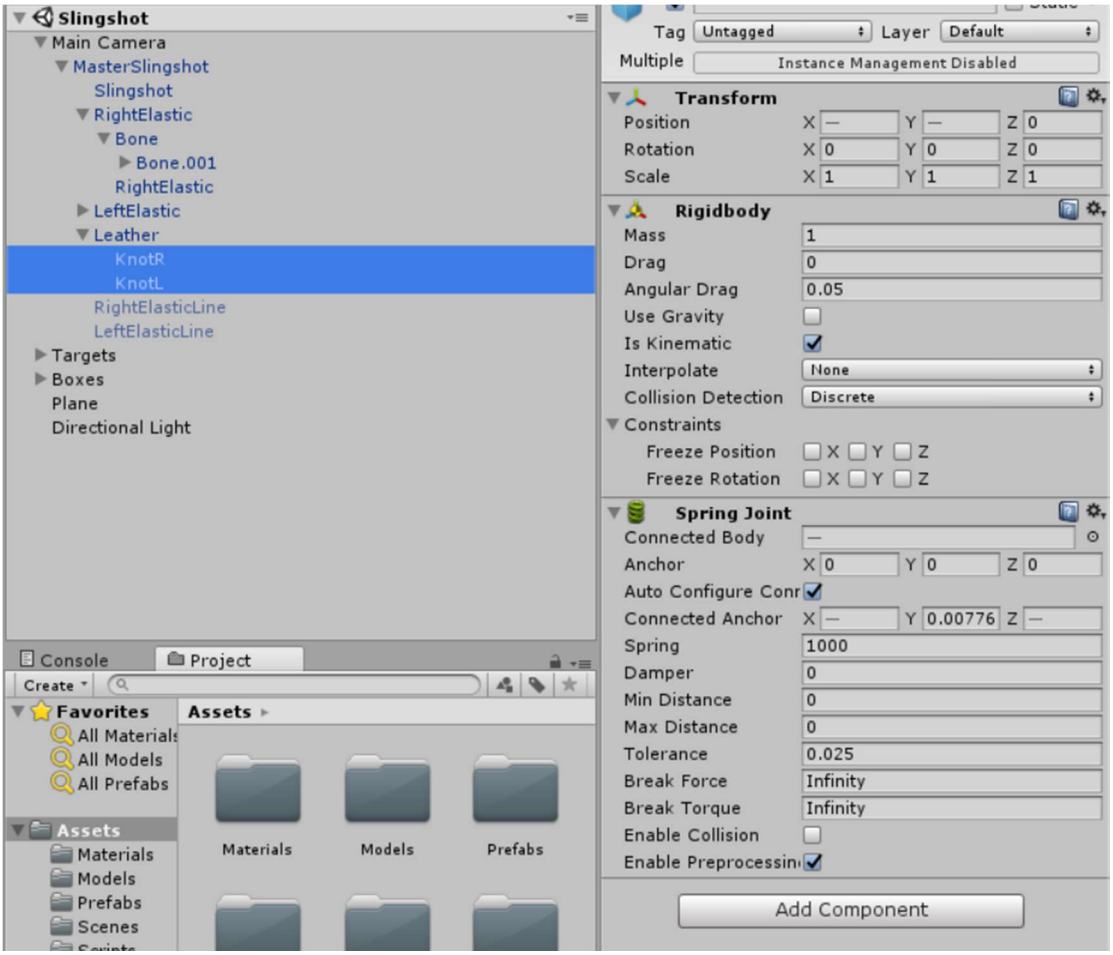
The leather is attached to the last bones (Bone.015 and Bone.015 1) by two fixed joints.



The leather has two knots as its children. Each of this knots has a rigidbody and is located between each elastics and the leather, as if they were real knots from the elastics.

The elastic is attached to these two knots by the last bone (Bone.015 and Bone.015 1) with spring joints.

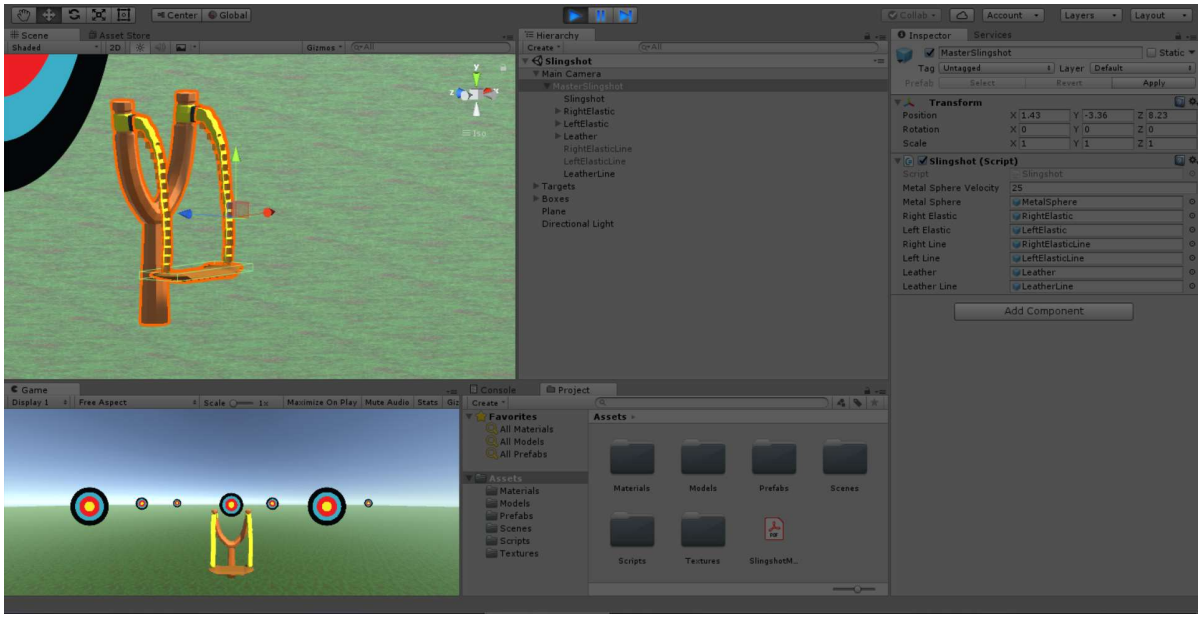




To make the elastics more rigid or flexible, it is necessary to change the spring joint values of each bone, increasing and decreasing the spring, max distance and tolerance parameters.

Spring	**3000**
Damper	0
Min Distance	0
Max Distance	**0.15**
Tolerance	**0.05**

The Master Slingshot has the Slingshot Script. This script controls the stretch of the elastic bands and it's also responsible for the shooting, creating a metal ball whenever the player clicks to shoot. The ball velocity is set in this component.


Scene
Asset Store
Hierarchy
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