

TACTICAL IMMERSIVE UI

README | ELEMENTS LIST

This package aims to help creators achieve diegetic UI elements like in AAA games.

The set includes more than 70 elements to combine as well as some pre-made examples so you can create a huge immersive experience in your game.

What's inside:

- 35+ Custom mesh icons.
- 15+ Custom sprite icons.
- Mesh letters A-Z.
- Mesh numbers 0-9.
- Animated console sprites.
- Free character mesh.
- Demo scenes.



README

This is the first version of "Tactical UI", this document contains a quick walkthrough of the elements. The element list will grow in future updates so the examples and pre-made content, all without any extra fee.

With this package you can build diegetic UI elements and systems in no time without needing a Canvas object, although a sprite version for the items is included to use with a Canvas UI system if needed. In order to start constructing prefabs, just select the items you desire to compose your UI element from the folder structure.

Folders are structured the following way, inside the prefabs main folder:

- Animated Sprites | _black / _white
- Letter Prefabs | _black / _white
- Mesh Elements | _black / _translucid / _white
- Number Prefabs | _black / _white

Some elements have a sprite version variant under the textures folder:

- UI_Sprites

README

For the examples provided, inside the prefabs main folder:

- Combined Mesh Elements - Examples
- MenuUI - DemoPrefab

Over 70 elements with both black and white versions, depending your project's mood.

- There are several quick tips videos about this package in the product description, also there are 6 demo scenes included so you can see how items are built. Feel free to modify them and make it part of your next project!
- Elements can be combined with scripting in order to gain more presence in the scene. You can add trigger volumes to enable/disable UI elements, add animation curves to gain attention from the player, create behaviors for certain parts or add mouse interaction to make some cool UX. In the demo scenes you can find some examples that contain some documented scripts.

ITEM LIST | MESH LETTERS

A B C D E F
G H I J K L
M N O P Q R

ITEM LIST | MESH LETTERS

S T U V W X

Y Z

ITEM LIST | MESH NUMBERS

0 1 2 3 4 5

6 7 8 9

ITEM LIST | MESH BUILDERS



ITEM LIST | MESH BUILDERS



ITEM LIST | ANIMATED SPRITES

DOWNLOAD

/drive/usr/bin/file.obj

0000 KB/S

```
Reading package lists... Done
Building dependency tree
Reading state information... Done
Need to get 5.6 MB of archives.
0% [Working]
Get:1 /un.archive.sys.com fieldops/main amd64 loader-011 [5.6 MB]
0% [1 file-xzfat 00/5.6 MB]
0% [1 file-xzfat 3336/5.6 MB]
35% [1 file-xzfat 3536/5.6 MB]
56% [1 file-xzfat 3636/5.6 MB]
58% [1 file-xzfat 2630/5.6 MB]
75% [1 file-xzfat 2720/5.6 MB]
98% [1 file-xzfat 3620/5.6 MB]
Fetched 5.6 MB in 0.9s (341 kB/s)
Unpacking file.obj (7.1****.ftp.un)
Processing triggers for size-support
Setting up file.obj (7.1****.ftp.un)
```

IFCONFIG

/root/ksw/BSD TCP/IP

INTRANET

```
[silent@ADMIN ~]$ ifconfig
em1: flags=6572<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet 192.168.216.151 netmask 255.255.255.0
    inet6 fe80::b08b:3fff:fe57:6033 prefixlen 64 scopeid 0x20<1>
    ether b8:8b:33:57:60:33 txqueuelen 1000 (Ethernet)
    RX packets 98026 bytes 23498511 (23.9 MiB)
    RX errors 0 dropped 67 overruns 0 frame 0

lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
    inet 127.0.0.1 netmask 255.0.0.0
    inet6 ::1 prefixlen 128 scopeid 0x10<host>
    loop txqueuelen 0 (Local Loopback)
    RX packets 98026 bytes 790155 (771.6 KiB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

virbr0: flags=4099<UP,BROADCAST,MULTICAST> mtu 1500
    inet 127.0.0.1 netmask 255.0.0.0
    RX packets 0 bytes 0 (0 KiB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

[silent@ADMIN ~]$
```

SERVER PROTOCOL WPA2

IPv4 192.168.0.01

BSSID	STATION	BEACONS
19:62:2C:E0:00:83	A0:65:EC:5C:18:05	2
94:E7:F4:2D:0A:60	00:07:23:9B:12:14	3
F8:D1:11:74:DD:7C	C4:85:CC:D4:6F:07	3
30:60:77:91:C4:33		6
00:26:50:7A:03:A1		5

#DATA

BSSID/STATION	RATE	FRAMES	LOST
94:E7:F4:2D:0A:60	0	1	0
F8:D1:11:74:DD:7C	10	112	26
30:60:77:91:C4:33	0	1	0
00:26:50:7A:03:A1	2 -24	252	65

ITEM LIST | ANIMATED SPRITES

OPENVPN

/root/.ksu/ipjan.ovpn

SATELLITE

```
Thu Jan 13 01:39:29 2017 OpenVPN 2.3.4 -mobile
Thu Jan 13 01:39:29 2017 WARNING: no server cert verification
Thu Jan 13 01:39:29 2017 Socket Buffers: R=[856265] S=[365399]
Thu Jan 13 01:39:29 2017 Retransmitting to establish TCP connection
Thu Jan 13 01:39:29 2017 TCP finblock
Thu Jan 13 01:39:29 2017 TCP connection established [AF_INET] 10.19.19.19:8080
Thu Jan 13 01:39:29 2017 Send to HTTP proxy: 'CONNECT spltt.vz:443'
Thu Jan 13 01:39:29 2017 HTTP proxy returned: 'HTTP/1.1 Connected'
Thu Jan 13 01:39:29 2017 TCPv4_CLIENT link local: [undef]
Thu Jan 13 01:39:29 2017 TCPv4_CLIENT link remote: [AF_INET] 10.19.19.19:8080
Thu Jan 13 01:39:30 2017 initial packet from [AF_INET]* sid= 500v5
Thu Jan 13 01:39:30 2017 VERIFY OK: depth=2, C=US, O=G1, INC, G1INC
Thu Jan 13 01:39:30 2017 VERIFY OK: depth=1, C=US, O=G1, CRapidSSL
Thu Jan 13 01:39:30 2017 VERIFY OK: depth=0, OU=G11772020, RSSL
Thu Jan 13 01:39:30 2017 event_wait: unknown --redirect-gateway
Thu Jan 13 01:39:31 2017 Interrupted system call (code=4)
Thu Jan 13 01:39:31 2017 restarting protocol TCPv4_CLIENT remote
```

WAYPOINT

30 37N 01 27W

GPS

ASSET	OBJECTIVE	DISTANCE
ECHO	54 41N 66 53W	25
DELTA	23 13N 68 9W	3
TOMBSTONE	25 6N 65 17W	19
HELIX	19 3N 40 0W	23
MONK	36 10N 60 11W	5

SATELLITE LINK

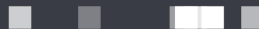
SIGNAL QUALITY RATE

```
TUNER 1 STATUS: 1
F8:D1:11:74:0D:7C 112
TUNER 2 STATUS: 1
00:26:50:7A:03:A1 252
```

SATELLITE



NOT SECURE



MEET DIMA | FREE CHARACTER

Meet Dima, a free character meant to be part of the Tactical UI kit testing.

Dima has less than 2k polys, is fully UV unwrapped, and comes pre-rigged with generic idle, walk and run cycle animations.

Feel free to modify the mesh, textures, animations and include Dima in your project.

I'd be really glad to know how you changed Dima to make him fit in your game.



DISCLAIMER | CONTACT

Thank you so much for getting this kit.

This is a project built in spare/free time, so there's a lot more to be included/expanded.

If you have any issues, questions, or suggestions, feel free to contact via email to:

- kestrelsoftworks@protonmail.com

You can check the online tutorials on the dev's vimeo channel:

- vimeo.com/album/5499572



OPENVPN

OPENVR
/root/.ksm/ipjun.ovpn

SATELLITE

```

OPENSSL
root@kali:~/python/openssl
Thu Jun 18 01:39:29 2017 OpenSSL v3.3.4 - mobile
Thu Jun 18 01:39:29 2017 No server cert verification
Thu Jun 18 01:39:29 2017 Socket Buffer size: 65535
Thu Jun 18 01:39:29 2017 Attempting to establish TCP connection
Thu Jun 18 01:39:29 2017 Connection established IPAF_INET 1
Thu Jun 18 01:39:29 2017 TCP connection established IPAF_INET 1
Thu Jun 18 01:39:29 2017 Send to HTTP proxy: "CONNECT msl.vc.d
10.19.19.80:80"
Thu Jun 18 01:39:30 2017 TCP proxy returned: "HTTP/1.1 Connec
Thu Jun 18 01:39:30 2017 HTTP_PROXY link local: (socket)
Thu Jun 18 01:39:30 2017 TCPv4_CLIENT link remote: IPAF_INET 1
Thu Jun 18 01:39:34 2017 TCP connection established IPAF_INET 1
10.19.19.80:80
Thu Jun 18 01:39:36 2017 Initial packet from IPAF_INET 1 sta
Thu Jun 18 01:39:38 2017 VERIFY OK: depth=2, C=US, O=Net, CN=
Thu Jun 18 01:39:38 2017 VERIFY OK: depth=1, C=US, O=Net, CN=
Thu Jun 18 01:39:39 2017 VERIFY OK: depth=0, C=US, O=Net, CN=
Thu Jun 18 01:39:39 2017 event.msl: unknown --redir-cookies-
Thu Jun 18 01:39:39 2017 Interrupted system call (code=4)
Thu Jun 18 01:39:31 2017 restarting protocol TCPv4_CLIENT r

```