Professional Assets : Drone Package (version: 2.3)

Thank You for downloading

Professional Assets : Drone Pack!

Please leave us a review! ClickHere

This pack contains:

- 4 physics scripted drone prefabs
- 4 skin variations for each
- instructions on how to use your own custom models
- physics playground with desktop, mobile, & openvr presets
- FREE source code included

If you have any more questions about the pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address: ProfessionalAssetsUnity@gmail.com

CONTENTS:

THIRD PARTY ASSETS:

(3rd party assets not bundled with this pack in compliance with the Unity Asset Store Provider Agreement)

(these packages are optional and do NOT need to be downloaded)

- **Standard Assets / Effects** by Unity Technologies
- **Post Processing Stack** by Unity Technologies

WHAT'S NEW / CHANGELOG:

10 July 2019 (v2.3)

- **New** bonus ninja drone, FREE with a review!
- improved compatibility with unity version 2019
- improved compatibility with unity's new prefab system
- fixed minor bugs in physics playground

10 Sept 2018 (v2.2)

- **New** added "Headless Mode" [optional]
  (this allows drones to fly relative to controller's direction instead of it's native orientation)
- **New** added hoverable tooltips to script variables
- minor bug fixes

25 April 2018 (v2.1)

- **New** quad drone + 4 skin variations
- **New** animated materials/shaders
- **New** improved camera controls
- updated bumblebee's camera
- optimized physics playground
- optimized PA_DroneController(script)
- optimized PA_AxisInput(script)
- merged gloss .pngs into packed PBR .tga files
- improved emission textures
- **New** readme.pdf with illustrated instructions

1 January 2018 (v2.0) - MAJOR UPDATE

- **New** drone sound effects
- **New** OpenVR support
- **New** Gamepad support
- **New** custom Input Axis support
- re-worked Mobile support
- organized script structures
- **New** demo scenes (showcases drone's abilities)
- **New** smooth follow camera options
- **New** acceleration/deceleration sliders (allows drone to be independent from input axis smoothing)
- replaced "orientation assist" with "stability"
- re-structured package contents for cross-package updating

19 September 2017 (v1.2)

- **New** 4 skin variations for each drone
- updated demo scenes to include skins

30 October 2017 (v1.1)

- **New** mobile control support (including a UI joystick prefab)

19 September 2017 (v1.0)

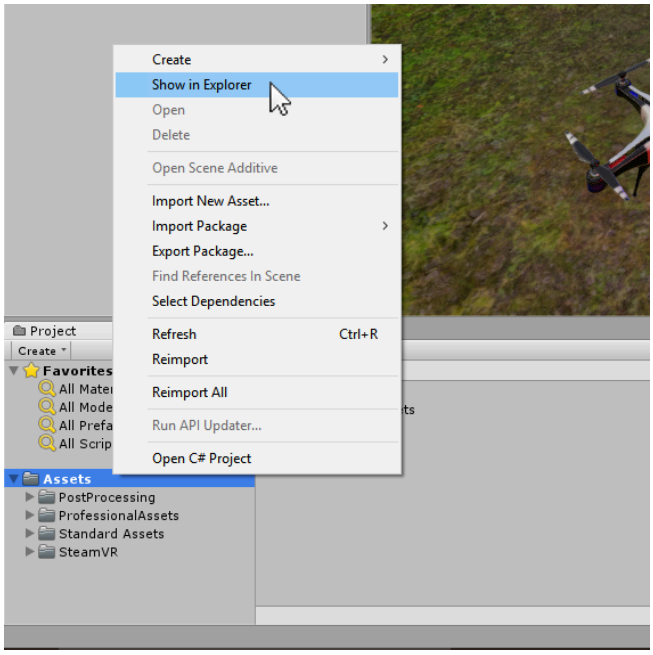
- Initial release created using unity 2017.1f

How to setup Drone Input - Video Tutorial : ClickHere

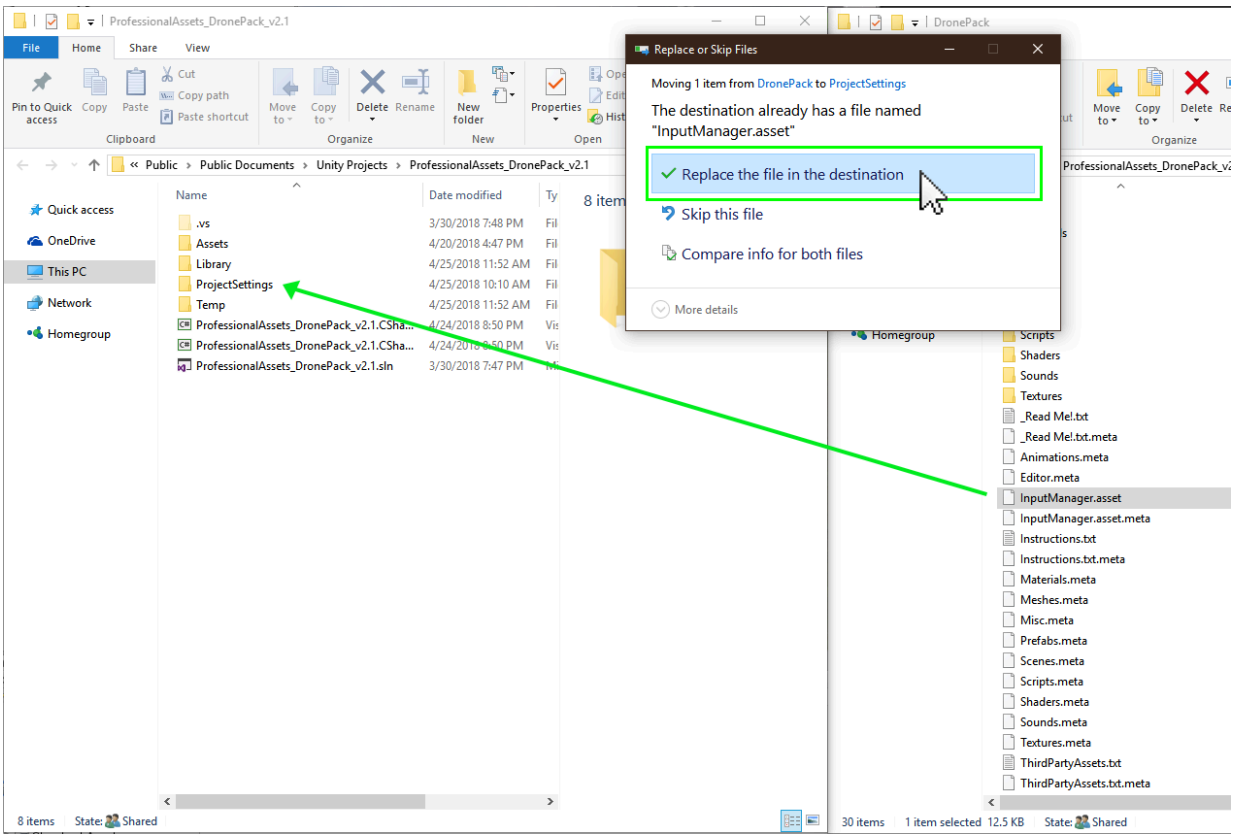
WARNING : this will overwrite all Input Axis data in your project!

(if you want to keep your current settings watch this video : ClickHere)

1) Right click on the "Assets" folder found in your project's "Project" tab and select "Show in Explorer" on the popup menu.

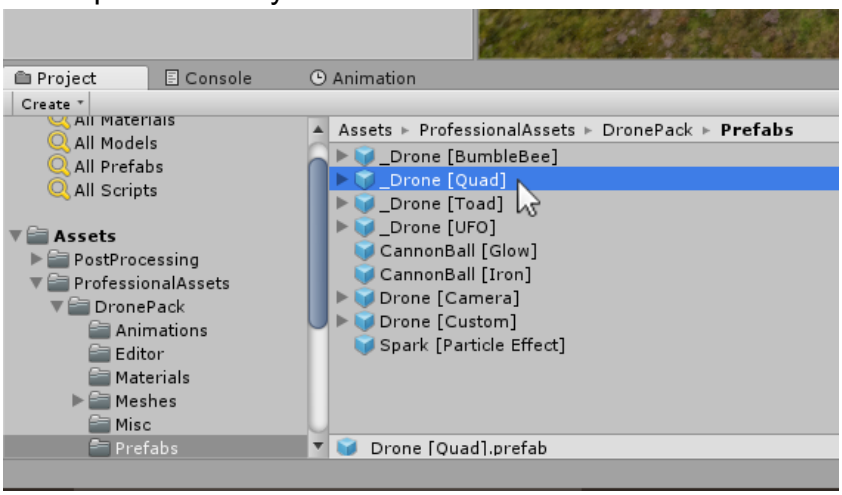


2) Replace the "InputManager.asset" file in the folder named "ProjectSettings" with the duplicate one found in (Assets > ProfessionalAssets > DronePack).

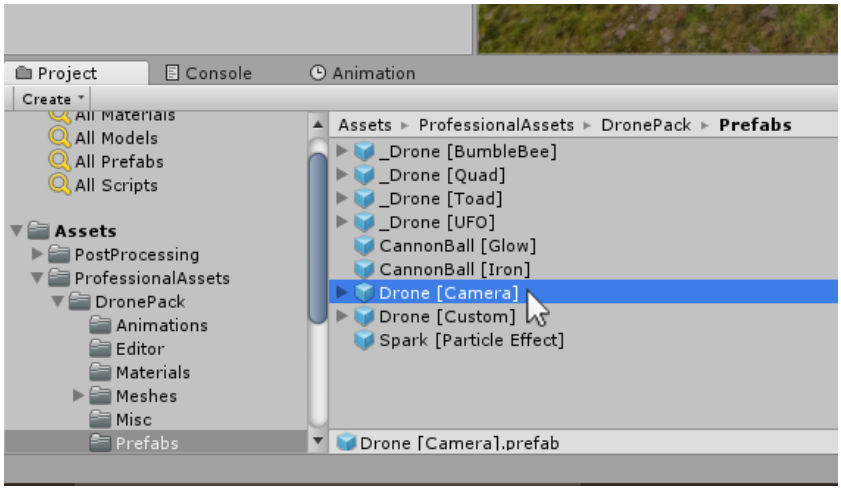


How to add a Drone to your Scene - Video Tutorial : ClickHere

1) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag any of the four drone prefabs into your scene.



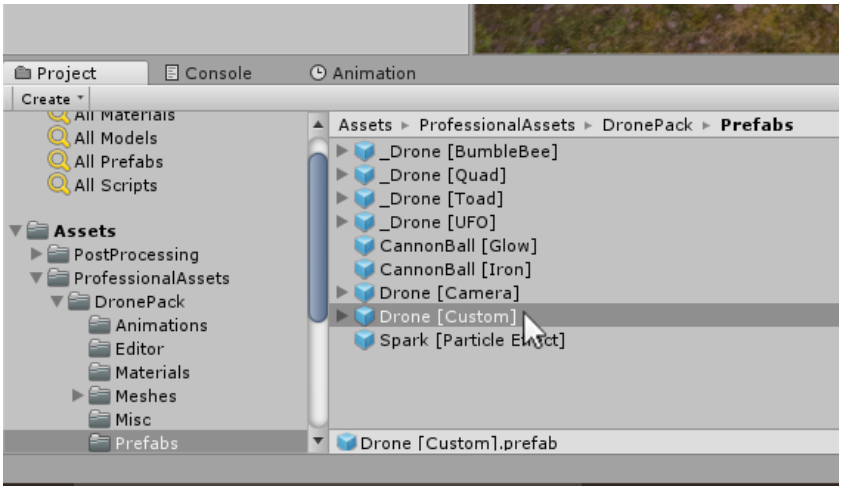
2) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag the "Drone [Camera]" prefab into your scene.



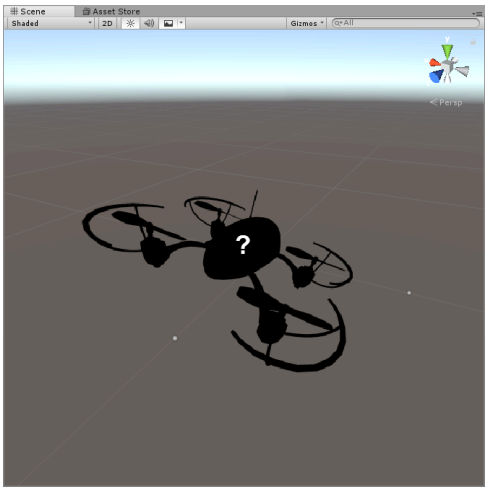
3) Position and Angle the camera prefab behind your drone. Press Play!

How to setup a Custom Drone - Video Tutorial : ClickHere

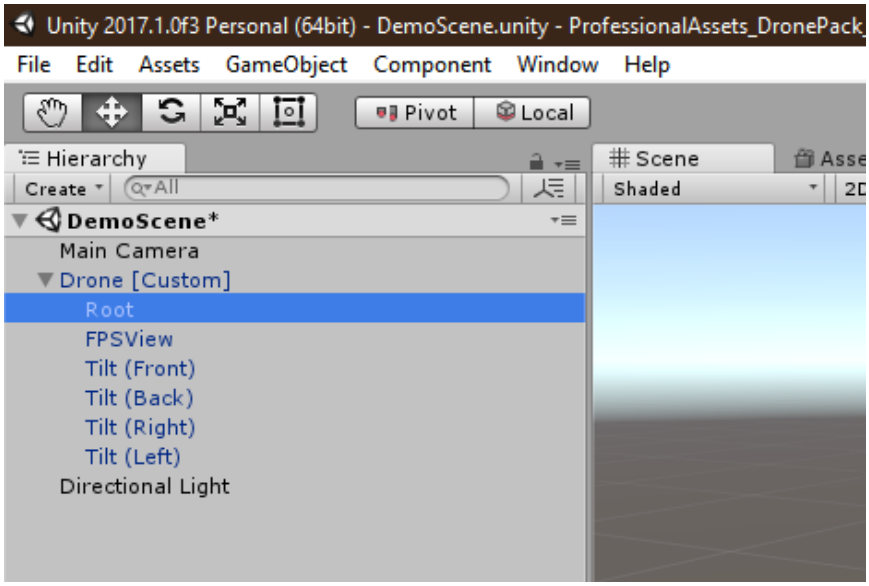
1) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag the "Drone [Custom]" prefab into your scene.



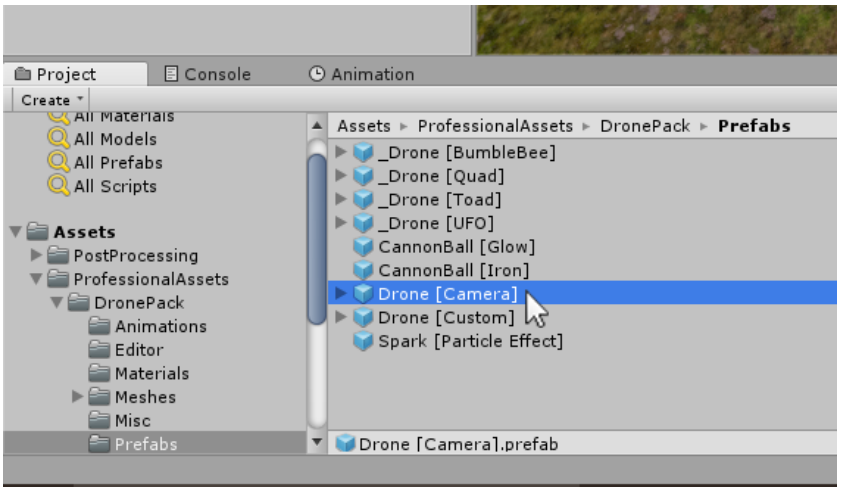
2) Drag/Import **your own** custom model or mesh into the scene.



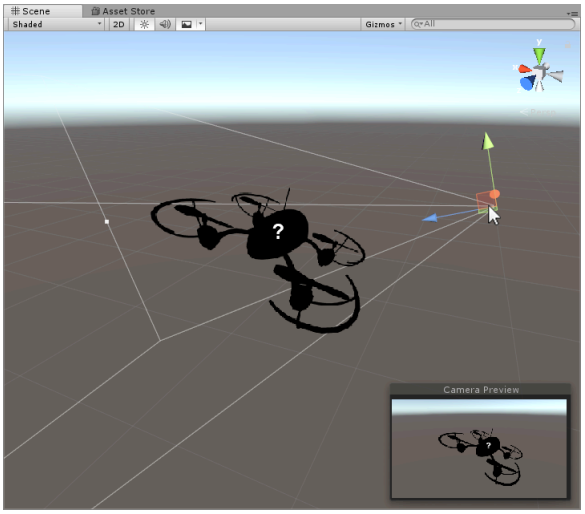
3) Parent your model to the Prefab Hierarchy under (Drone [Custom] > Root)



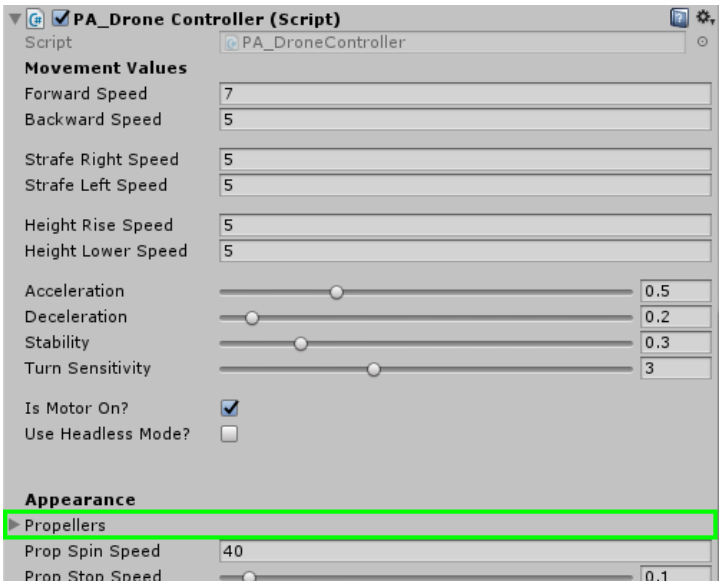
4) Navigate to (Assets > ProfessionalAssets > DronePack > Prefabs) and drag the "Drone [Camera]" prefab into your scene.



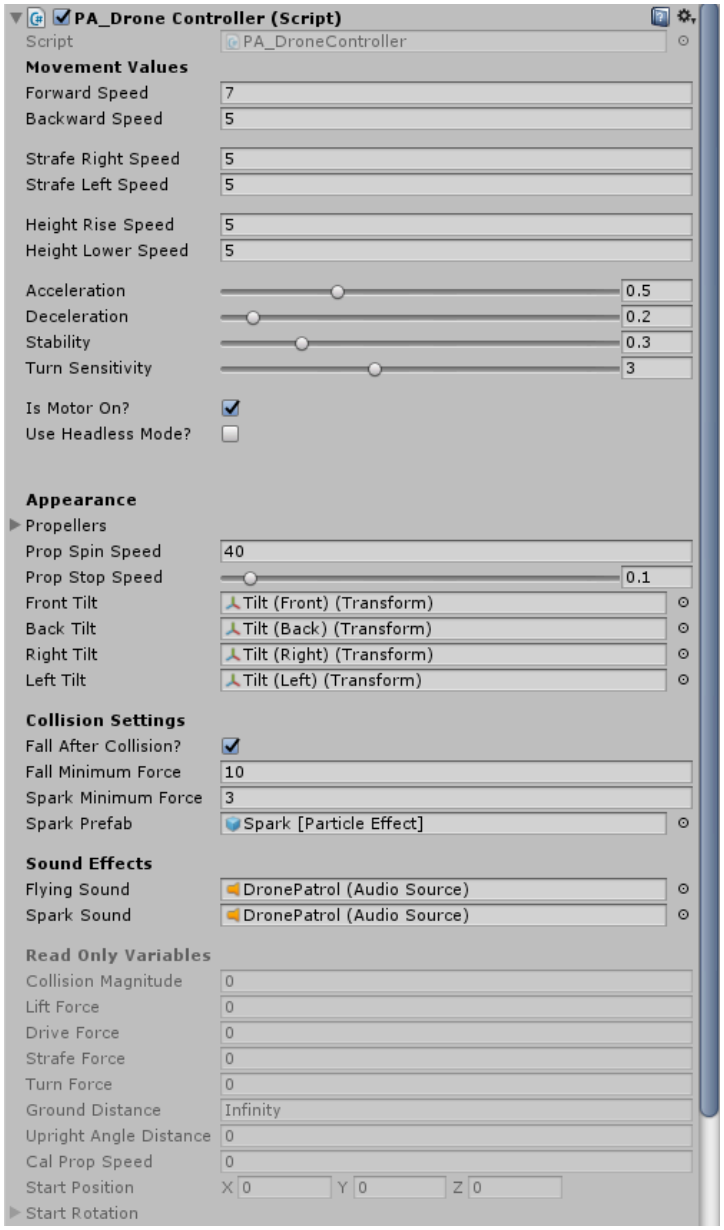
5) Position and Angle the camera prefab behind your custom drone.



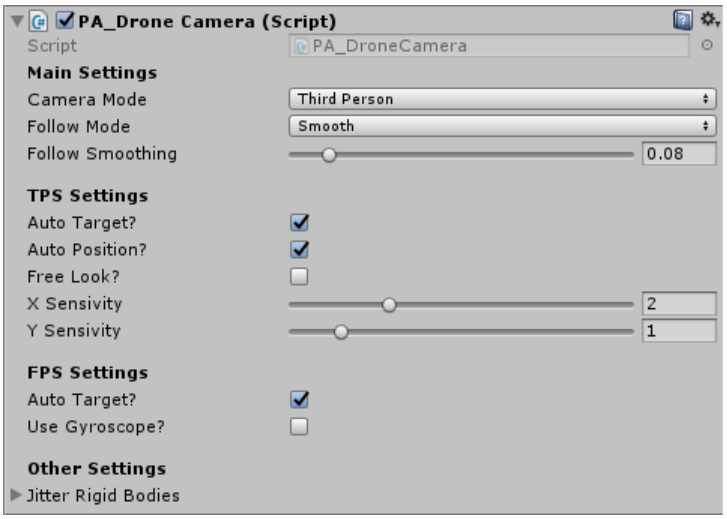
6) If your drone has propellers; drag them into the Propeller Array on the PA_DroneController(script) this will make them spin around the Z Axis.



7) You can now modify the Drone Behavior settings on the PA_DroneController(script).

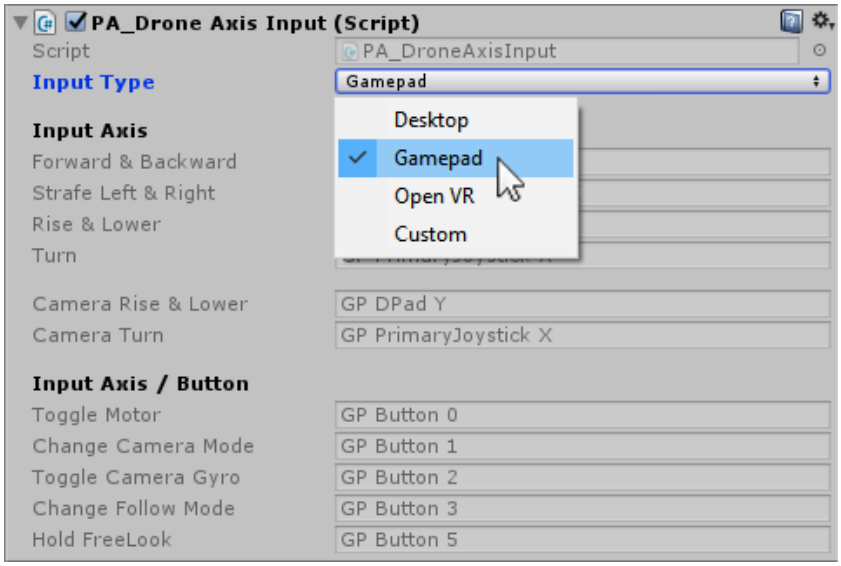


8) You can also modify the Drone Camera settings on the PA_DroneCamera(script).



How to setup Gamepad Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Gamepad.



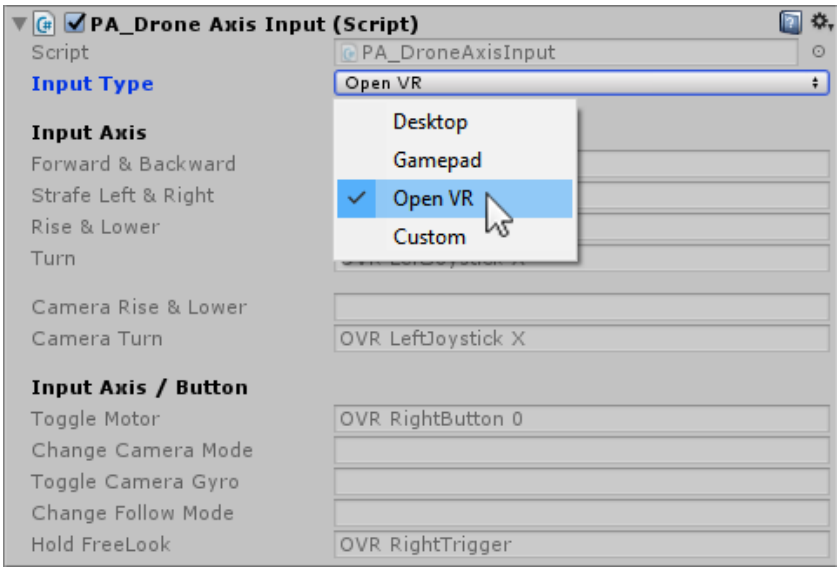
ADDITIONAL INFO:

Please restart Unity if your gamepad controller is not responding!

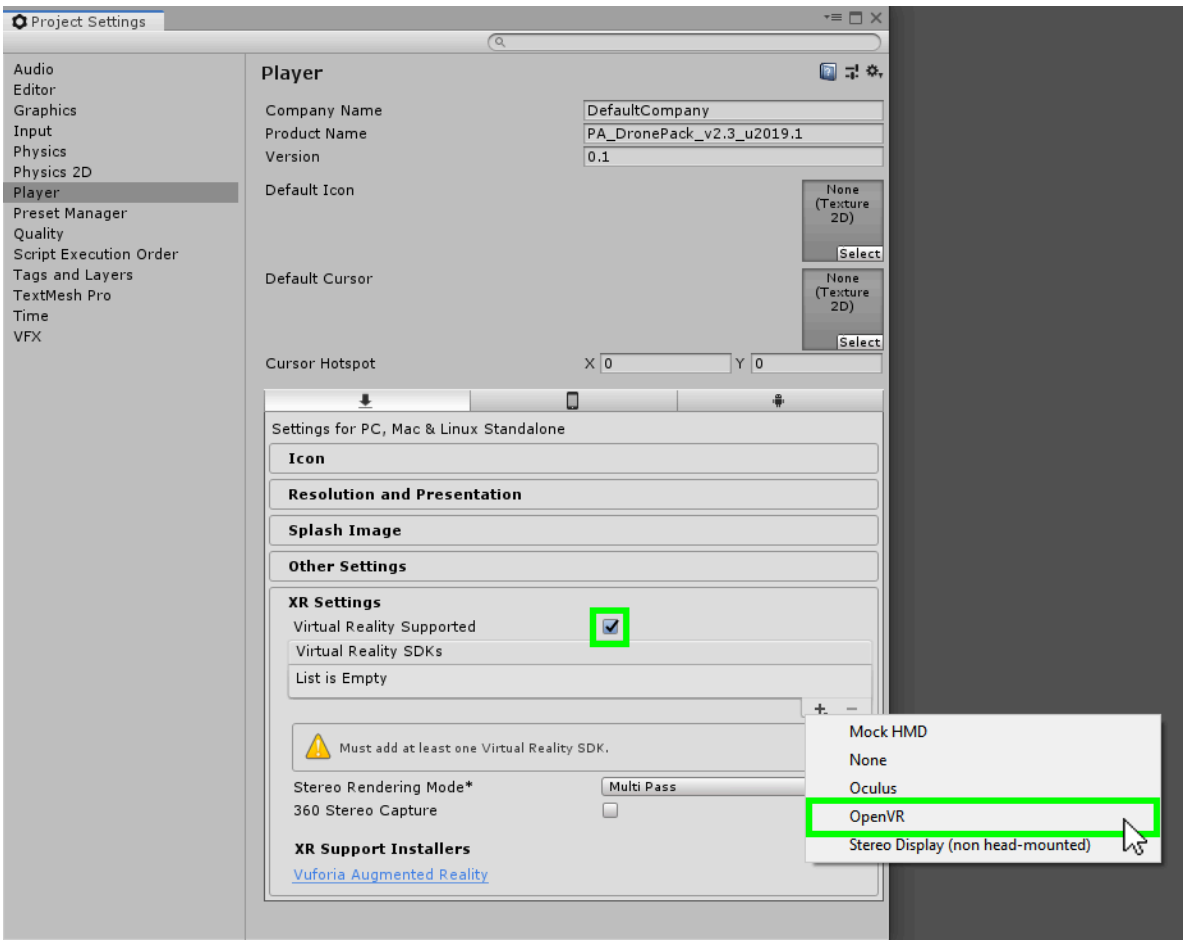
Make sure to break all prefab instances before changing the drone's values!

How to setup OpenVR Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Open VR.



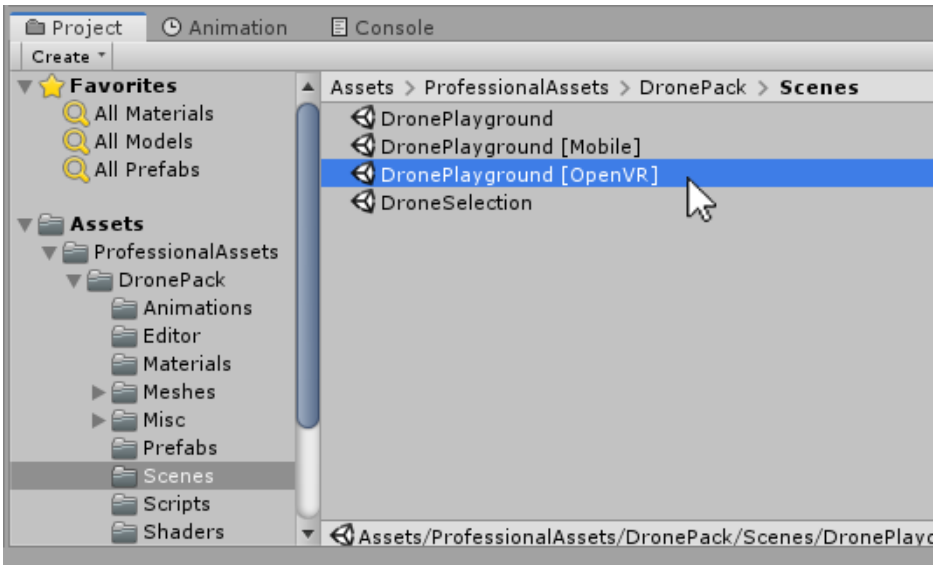
2) Navigate to (Project Settings > Player > XR Settings) and enable the “Virtual Reality Supported” checkbox, make sure the “OpenVR” sdk has been added to your project.



ADDITIONAL INFO:

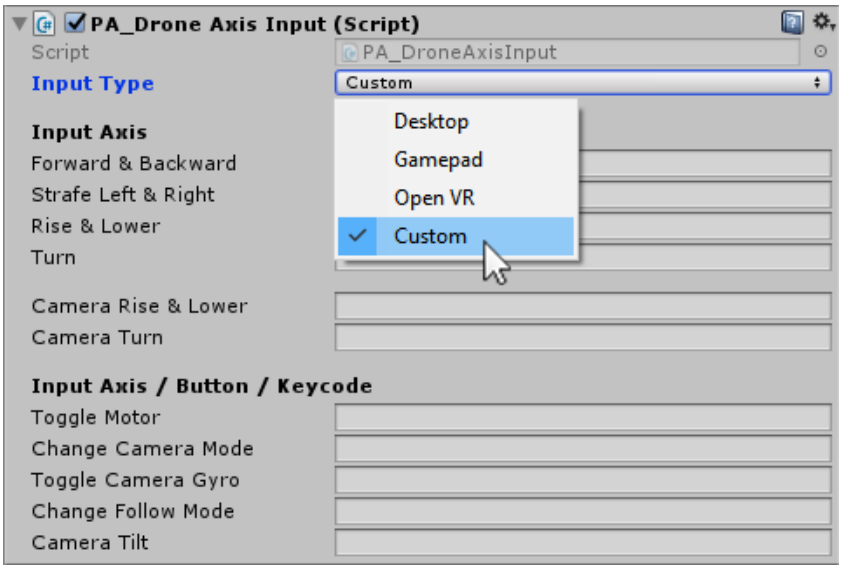
A demo scene using OpenVR controls is already setup, and can be found by Navigating to (ProfessionalAssets > DronePack > Scenes)

(All OpenVR devices are supported by default including the Oculus & HTC Vive)
(Using the SteamVR plugin is not required !)

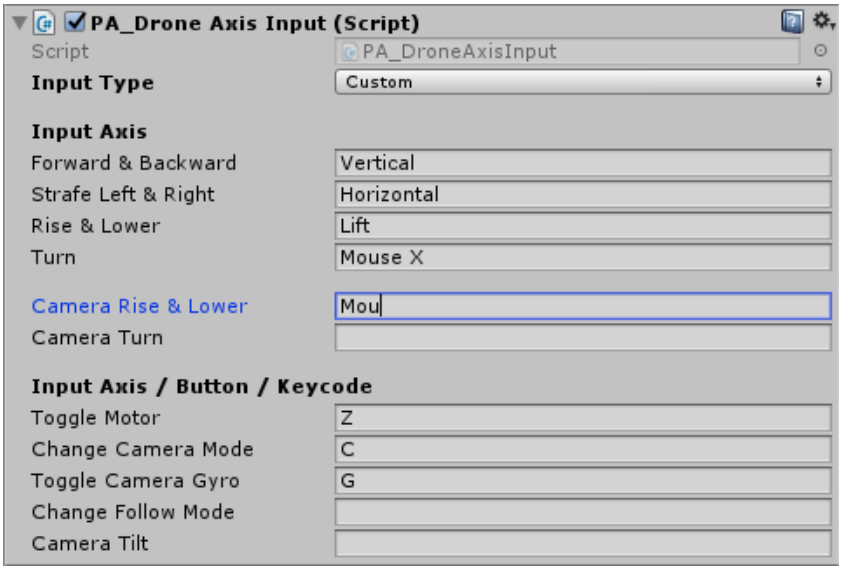


How to setup Custom Controls - Video Tutorial : ClickHere

1) After you setup Drone Input and add a Drone Prefab to your scene, change the Input Type on the PA_DroneAxisInput (script) from Desktop to Custom

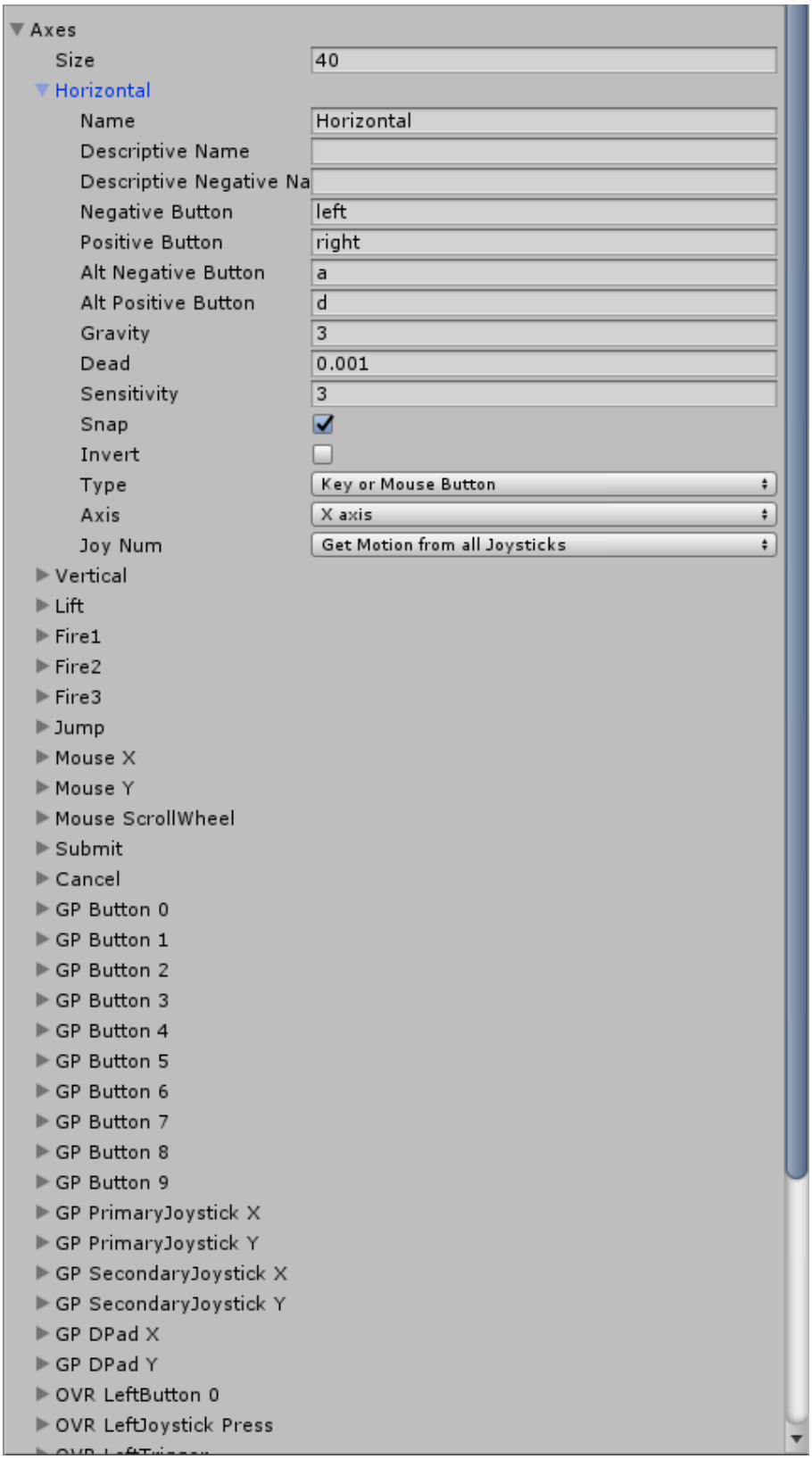


2) Fill in the empty text fields with the Input Axises you want to use



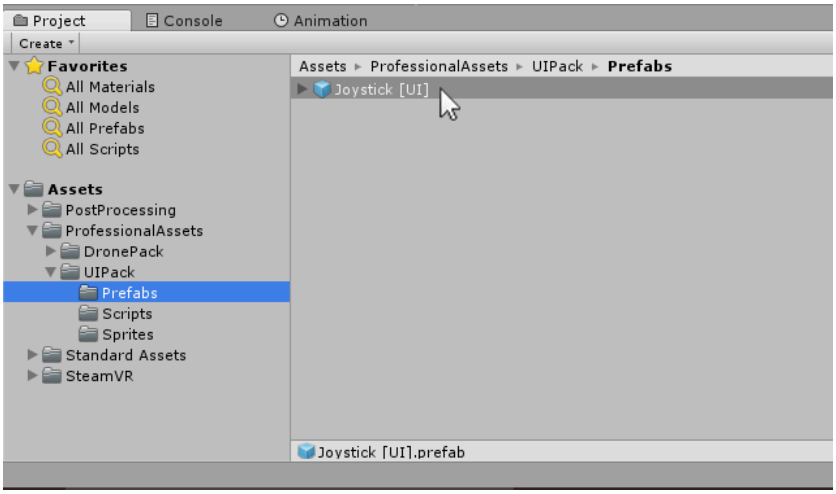
ADDITIONAL INFO:

You can find all the available Input Axises by navigating to (Edit > ProjectSettings > Input); you can also create new Input Axises and use them with the PA_DroneAxisInput (script).

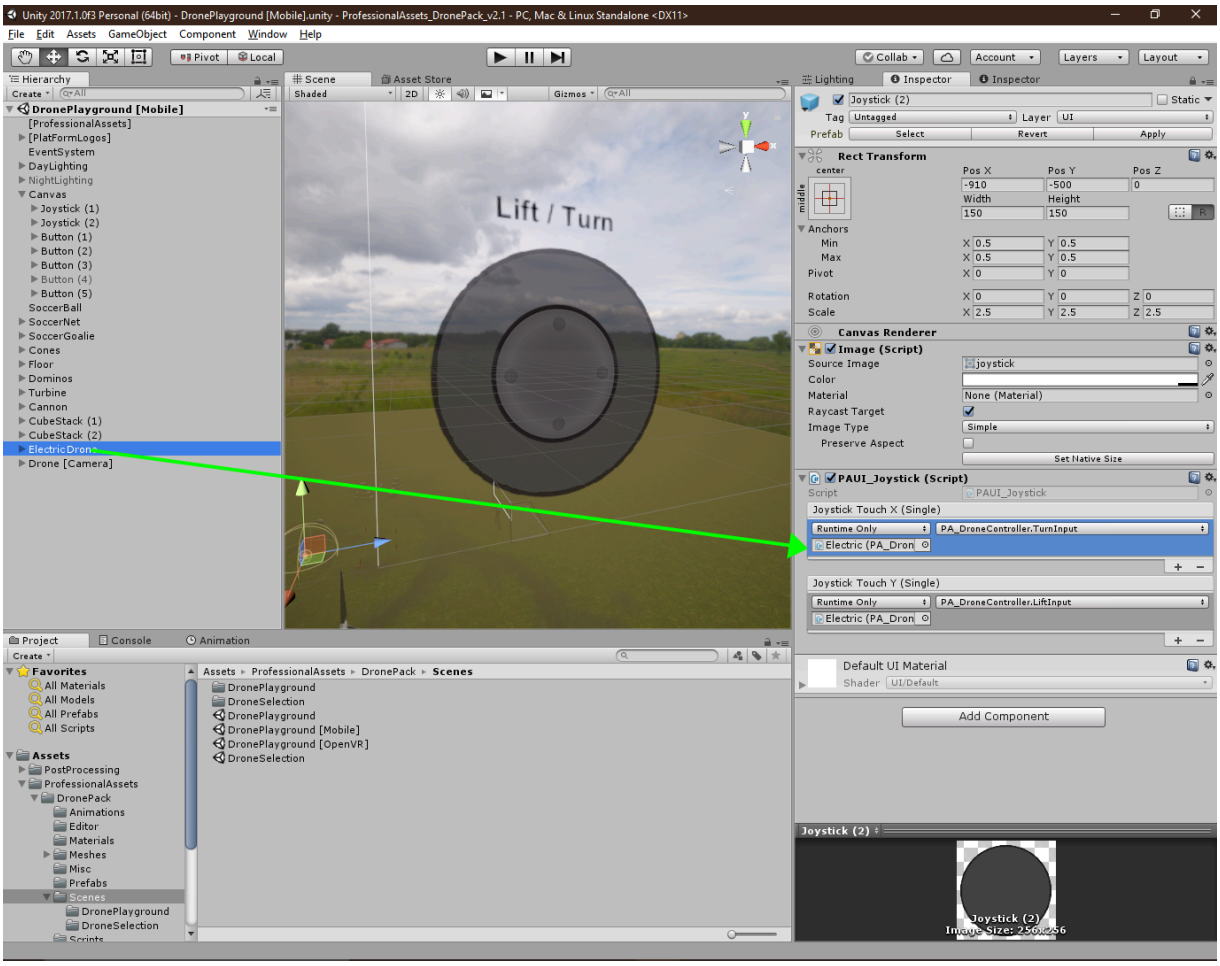


How to setup Mobile Controls - Video Tutorial : ClickHere

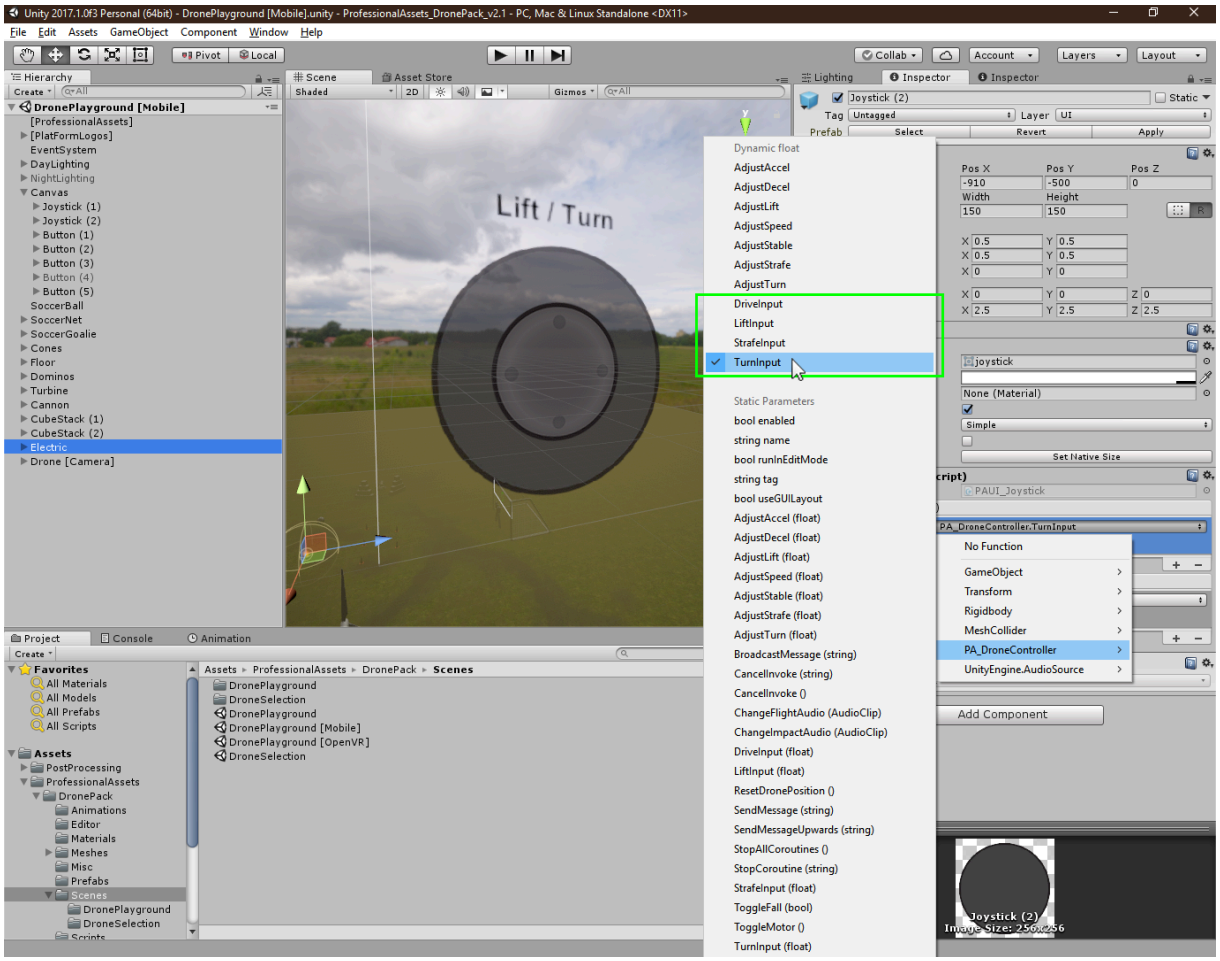
1) After you add a Drone Prefab to your scene, Navigate to (ProfessionalAssets > UIPack > Prefabs) and drag the Joystick [UI] prefab onto your scene's Canvas



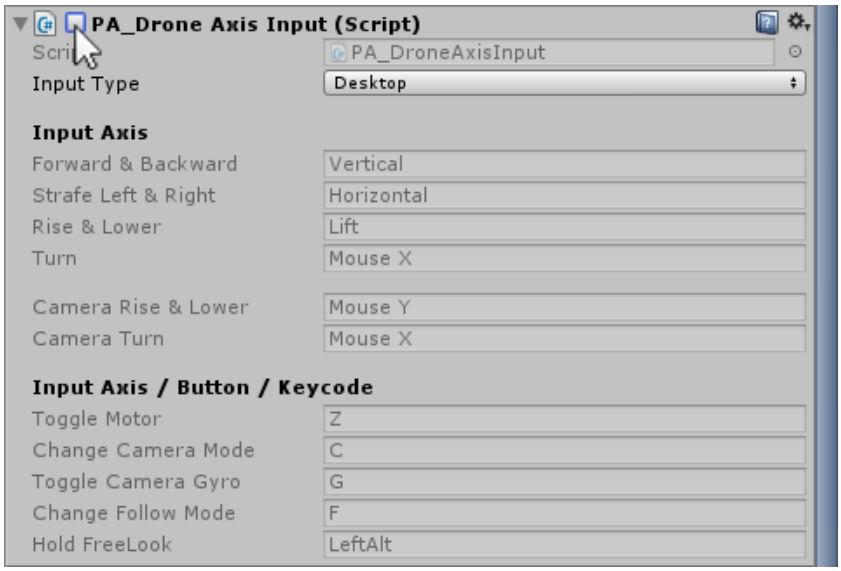
2) Now drag and drop your drone into one of the two Event Systems on the PAUI_Joystick, The first Event System is linked to the joystick's X Axis, the second is linked to the Y Axis.



3) Select which property you'd like to control on the PA_DroneController(script); DriveInput, LiftInput, StrafeInput, & TurnInput are all valid properties to control with the joysticks.

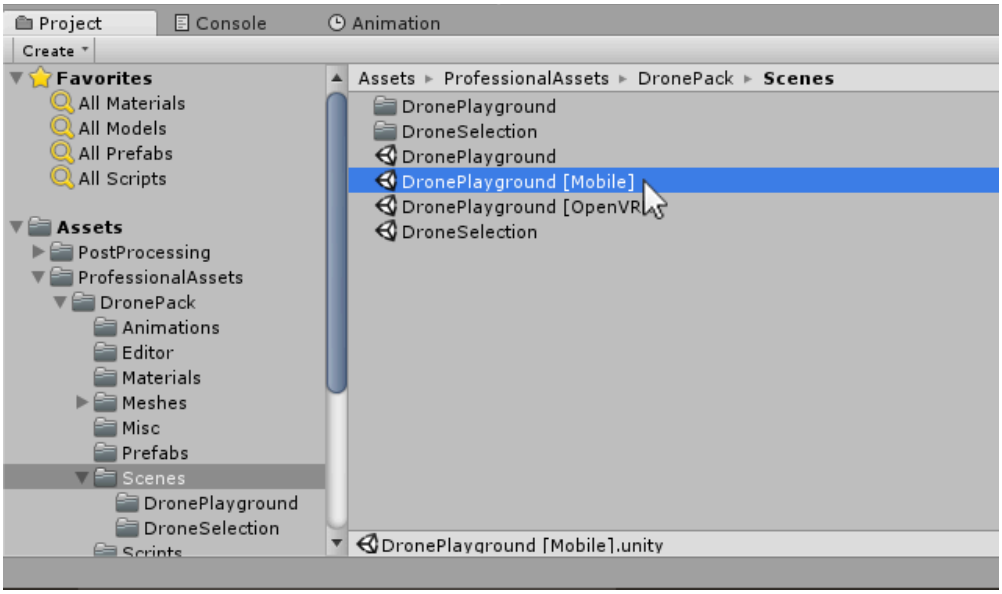


4) Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.



ADDITIONAL INFO:

A demo scene using Mobile controls is already setup, and can be found by Navigating to (ProfessionalAssets > DronePack > Scenes)



FREE EXTRA DRONE:

HOW TO DOWNLOAD:

1) Leave a review on the asset store page: ClickHere
2) Send a screenshot of your review to this email: ClickHere
3) All Done! You'll soon receive a download link for the drone in your email!

TROUBLESHOOTING + FAQ's:

Q: WHY DO SOME RIGIDBODIES LOOK JITTERY WHEN USING FIRM/SMOOTH CAMERA MODE?

A: Because of the dsync between Update, Late Update, and Fixed Update timelines some rigidbodies will look jittery when using different camera modes on the drone. To fix this add the affected Rigidbodies to the 'Jitter Rigidbodies' Array on the 'PA_DroneCamera (script)'.

Q: THE DRONE IS NOT RESPONDING TO MOBILE CONTROLS!

A: Make sure to either disable or remove the PA_DroneAxisInput (script) from the Drone.

Q: THE DRONE IS NOT RESPONDING TO GAMEPAD CONTROLS!

A: Unity needs to restart after connecting a new controller, restart unity and try again.

Q: THE DRONE IS NOT RESPONDING TO STEAMVR CONTROLS.

A: Our pack uses the OpenVR sdk by default and does not need the SteamVR plugin. If you would like to use the SteamVR plugin; you must read their documentation on how to use their Input System Here.

Q: HOW LARGE CAN THE DRONES BE SCALED?

A: Drones can be scaled to any size and/or mass but they behave best when their size is smaller than 2 meters (size of two unity standard cubes) and mass is between 1-10.

Q: HOW DO I REPLICATE THE WIND EFFECT USED IN THE PLAYGROUND DEMO?

A: Drones can be affected by any forces a normal rigidbody would be; so adding a directional force to the drones when inside a trigger collider will give the illusion of wind.

Q: I'M GETTING THE ERROR: You are trying to import an asset which contains a global game manager.

A: This error is harmless, it is caused when importing the InputManager file. This file is used when setting up Drone Input, however if you don't want to use this file you can delete it and the error will go away.

If you have any more questions about the pack, suggestions for future updates, or questions about other asset packs, please contact us through this email address:

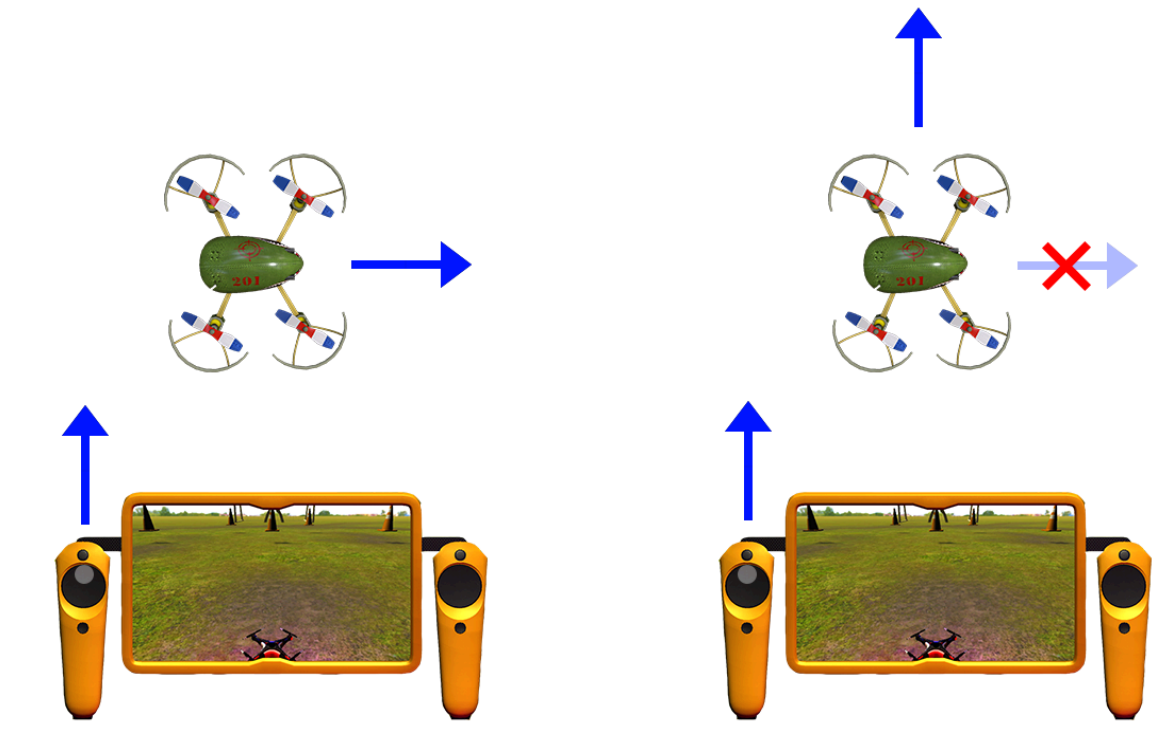
ProfessionalAssetsUnity@gmail.com

BONUS FEATURES:

- The SteamVR scene uses the Vive touchpads to move the drone, but you can also control it with a Physical 3D Joystick which can be found by Navigating to (ProfessionalAssets > DronePack > Prefabs) and works very similar to the 2D UI Joystick.

(more info on how it works can be found inside the source code)

- Under the “Toggle Motor” bool you’ll find the “Use Headless Mode” bool (this allows drones to fly relative to another objects direction instead of it’s own native orientation)



Headless mode OFF

When user pushes the joystick Forward
the drone will move Forward in the direction **It’s Head** is facing.

Headless mode ON

When user pushes the joystick Forward
the drone will move Forward in the direction **The Compass** is facing!

- The PA_DroneCamera (script) has special functions that can be called by Unity's UI / Event systems
  (Check the DronePlayground [Mobile] scene for references)

- If you delete or overwrite the InputManager file by mistake; you can re-download it here: ClickHere.

Please Leave Your Review

!!!

ClickHere

Thank You!