

Grenades pack



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Scene

An example of a grenade simulation can be found in the demo scene "SpawnGrenade" in the ProjectAAA folder.

Prefabs

The package contains 10 types of grenades:

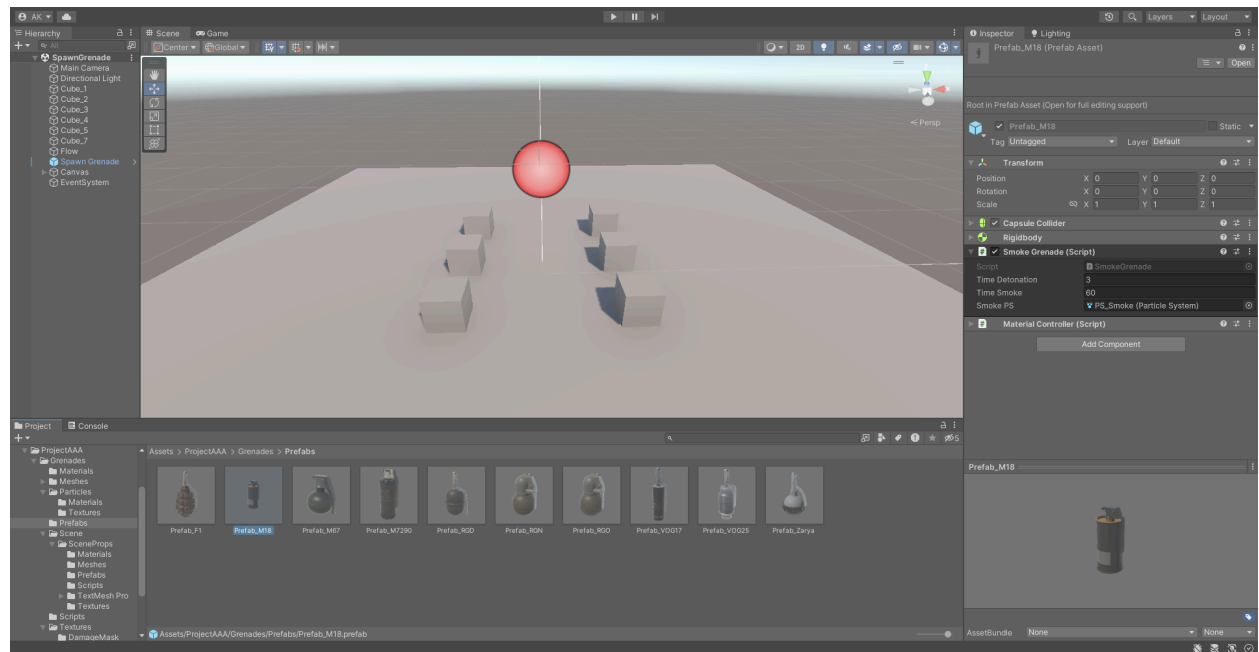
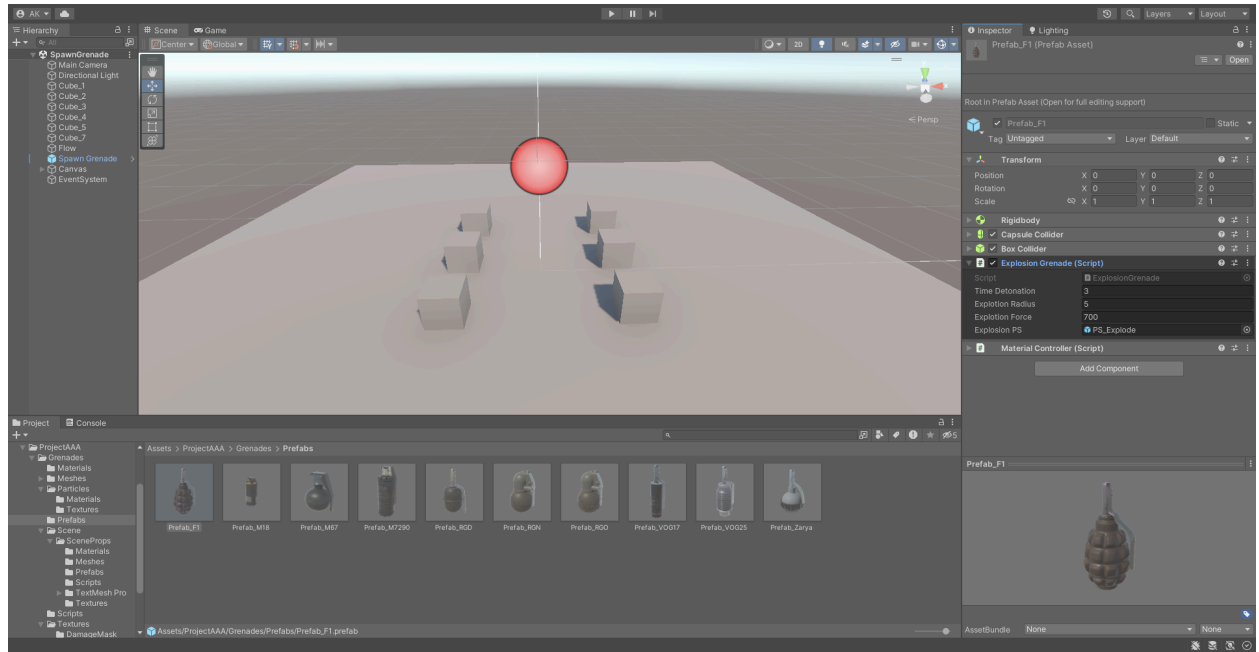
- 7 fragmentation grenades
- 2 flashbang grenades
- 1 smoke grenade

The blueprints are located in the ProjectAAA/Grenades/Prefabs folder. Each blueprint consists of three (four for M67) parts.

The `_Pin` and `_Safety` meshes are initially disabled in the prefabs. When the simulation is started, the `_LeverArm` is separated from the parent element, given acceleration, and after a specified time, the detonation effect is played.

You can set the detonation time using the Time Detonation parameter. For the smoke grenade, there's an additional parameter called Smoke Time, which determines the duration of the smoke screen.

In fragmentation and flashbang grenades, you can also adjust the explosion force (Explosion Force) and its radius (Explosion Radius).



Particle System

The explosion and smoke effects are located in the ProjectAAA/Grenades/Particles folder.

To replace the explosion or smoke effect, select the desired prefab and add your own Particle System to the Explosion PS parameter (or Smoke PS for smoke, respectively).

Textures

Textures for materials are located in the ProjectAAA/Grenades/Textures folder.

In the ProjectAAA/Grenades/Textures/DamageMask folder, you'll find RGB masks for grunge effects:

- Red channel: Alpha mask for damage.
- Green channel: Alpha mask for wear.
- Blue channel: Alpha mask for dirt.

In the ProjectAAA/Grenades/Textures/MaterialMasks folder, there are RGB masks for materials:

- Green channel: Alpha mask for plastic.
- Blue channel: Alpha mask for metal.

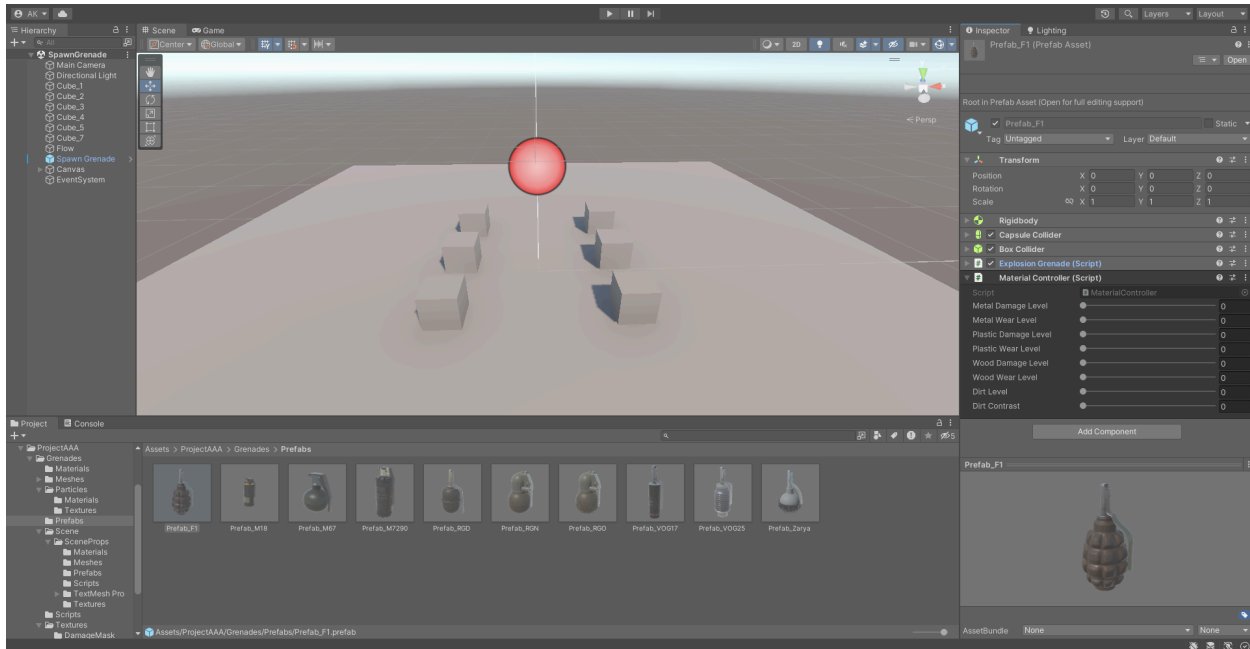
Materials

Materials are located in the ProjectAAA/Grenades/Materials folder. All of them are based on the "Shader_Base" shader, which can be found in the ProjectAAA folder.

Setting up materials

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You can add dirt, damage, and wear to an object within the prefab using the parameters in the MaterialController script. Select the relevant prefab and customize it using these parameters.



Dirt:

- The Dirt Level parameter controls the level of dirt.
- The Dirt Contrast parameter manages the contrast of the dirt effect.

Metal:

- The Metal Damage parameter controls the level of damage to metal parts.
- The Metal Wear parameter controls the level of wear on metal parts.

Plastic:

- The Plastic Damage Level parameter determines the level of damage to plastic parts.
- The Plastic Wear Level parameter manages the level of wear on plastic parts.

Animations

Each skeletal mesh with the "_Pin" suffix has an animation assigned to it. These animations are essential for creating custom animations for the preparation of throwing.