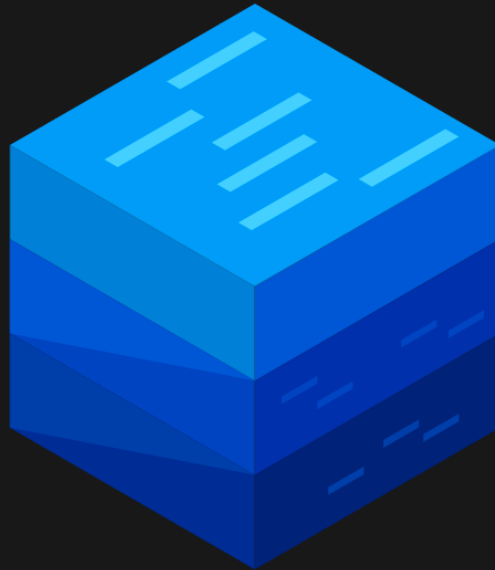


FLIGHT SIMULATOR KIT



INDIAN OCEAN ASSETS

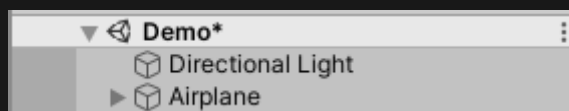


Contact :

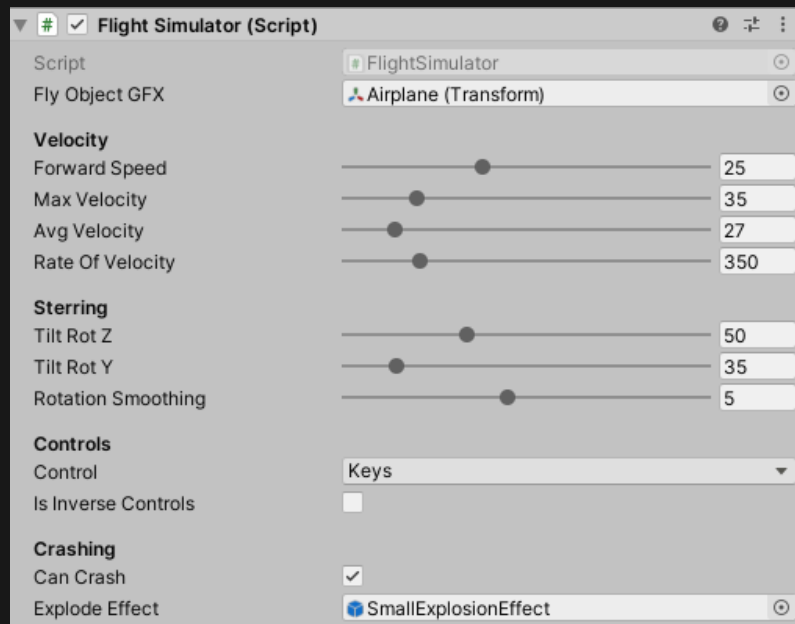
indianoceanassets@gmail.com

Steps to Add Flight Simulation

1. Create an empty gameobject.
2. Add any object to the scene in which you want to give Flight! & make it the child of that empty object.



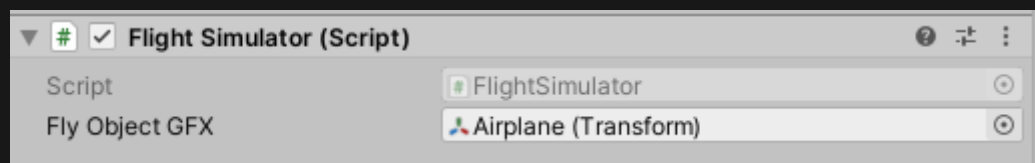
3. Add the **Flight Simulator Component** to this (airplane) object.



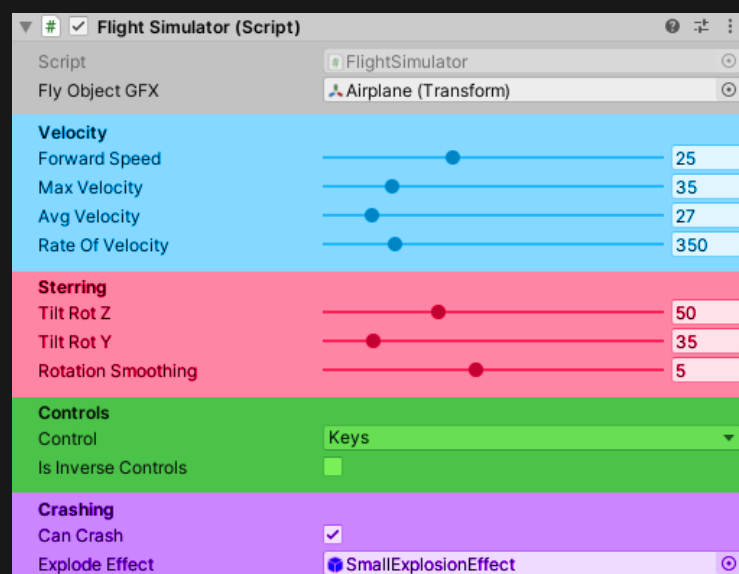
- Set the Values accordingly, and note that the Transform of the Aeroplane (& its child object) should face the **Forward(Z)** direction.



- Assign the Child object of Aeroplane in **Fly Object GFX** slot.



- Test and Change the Variables' Value as you need the Flight Simulator to work.



What Camera to use :

You can create your custom Camera Controller or
Use CineMachine (recommended)

Make sure you unparent the **Main Camera**.