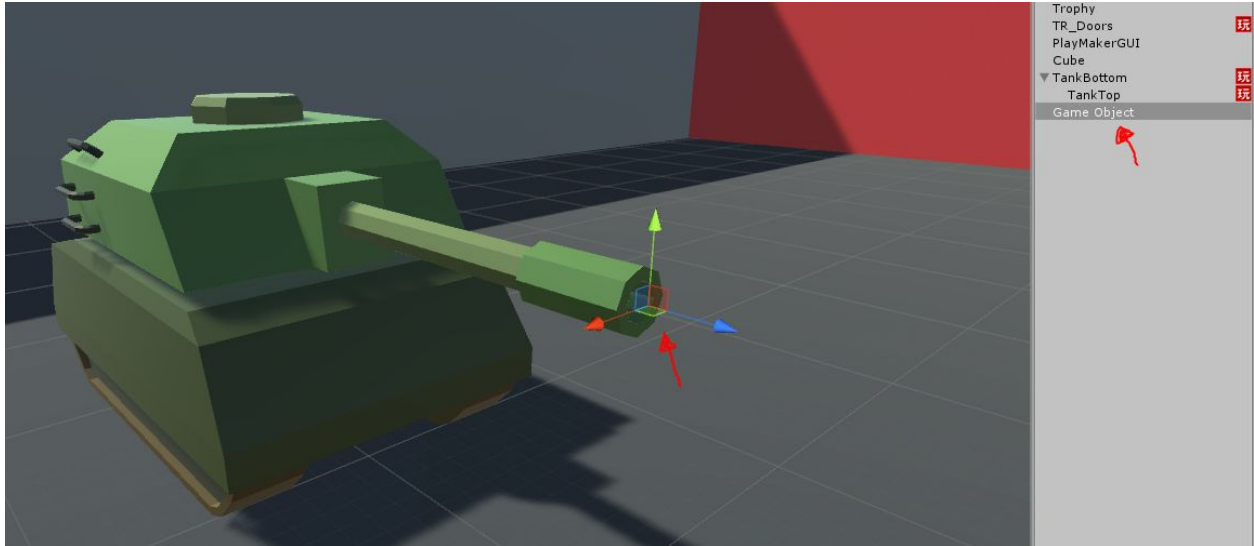
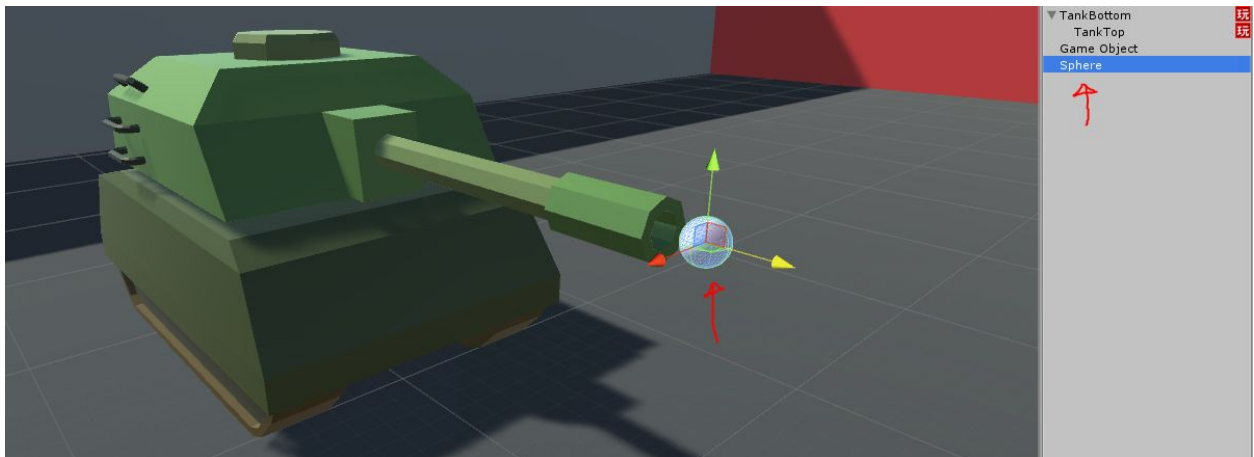


Projectiles:

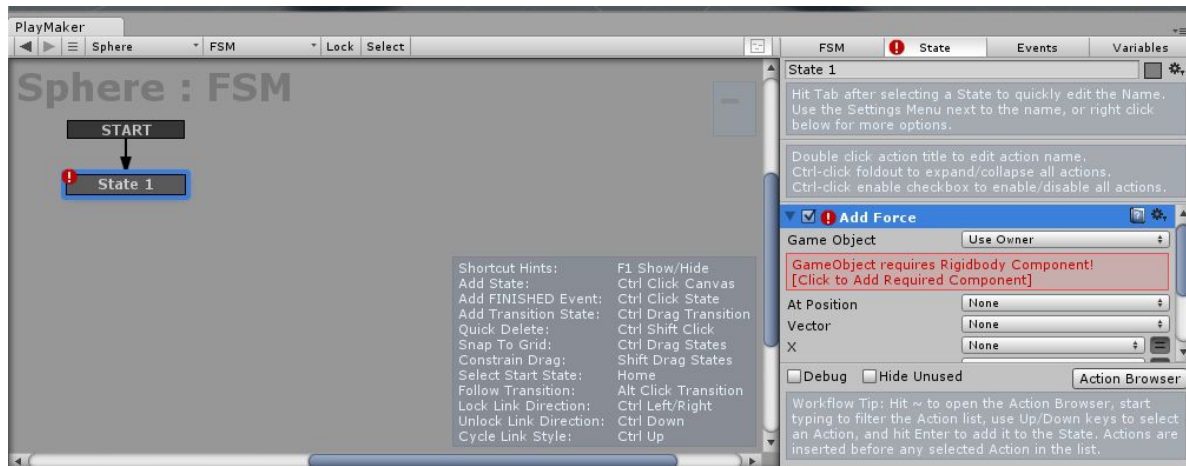
1: Create an “empty game object” and place it in front of your weapon.



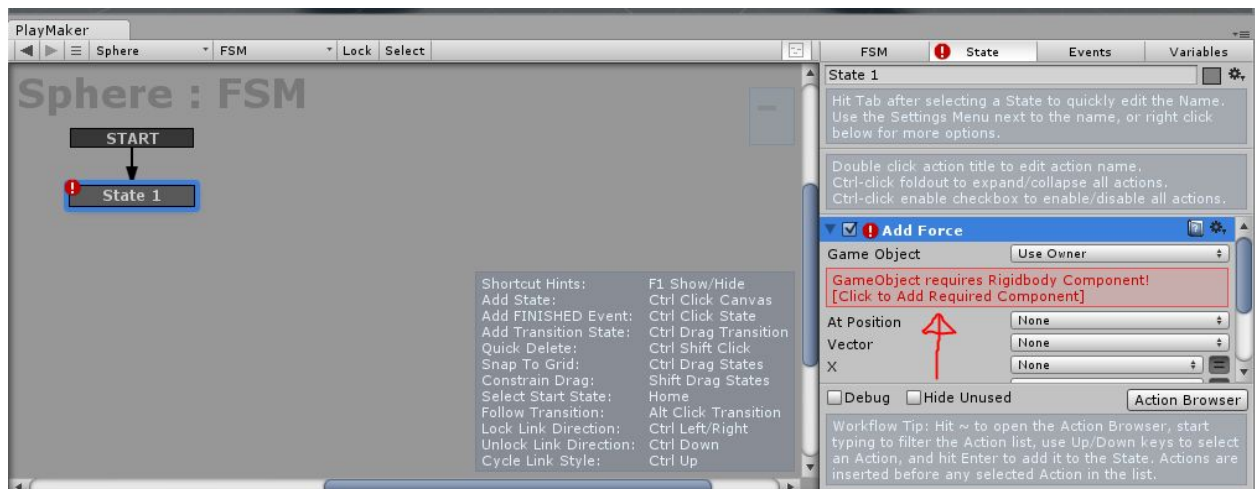
2: Create an object that will be your bullet/projectile.



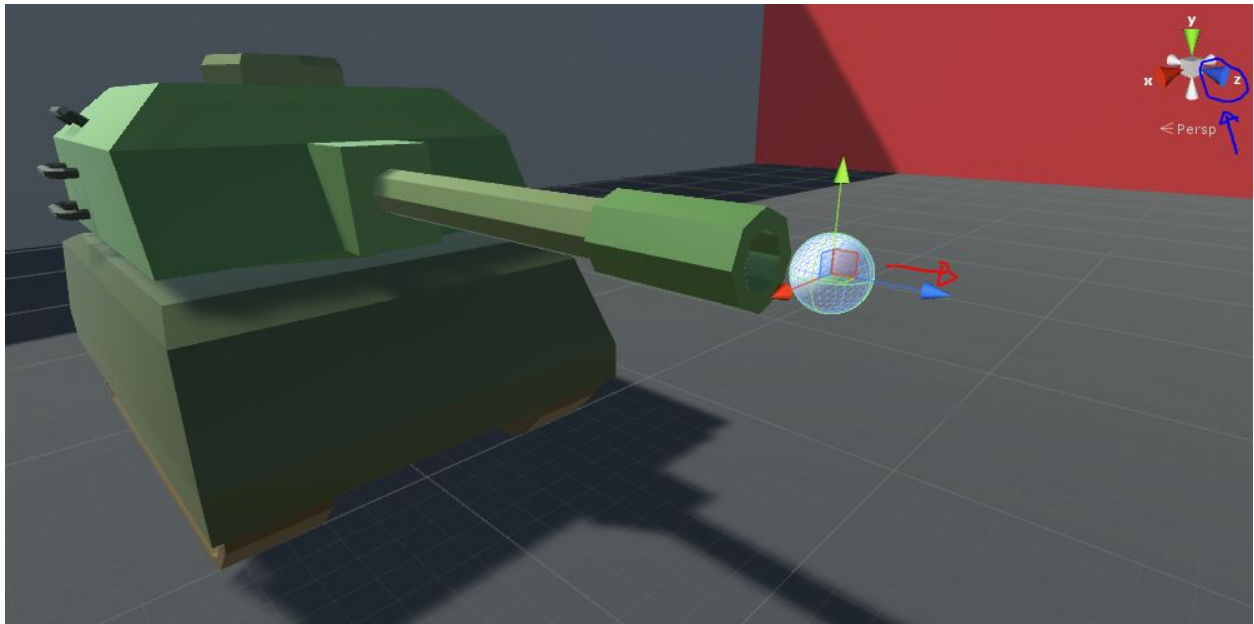
3: Create an FSM on the projectile and “Add Force” to state one.



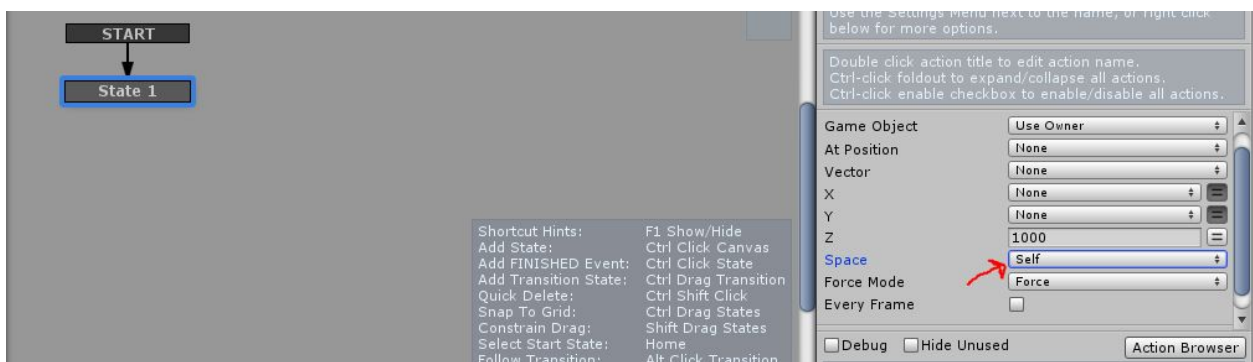
4: Click on the red warning to add a rigidbody to the object.



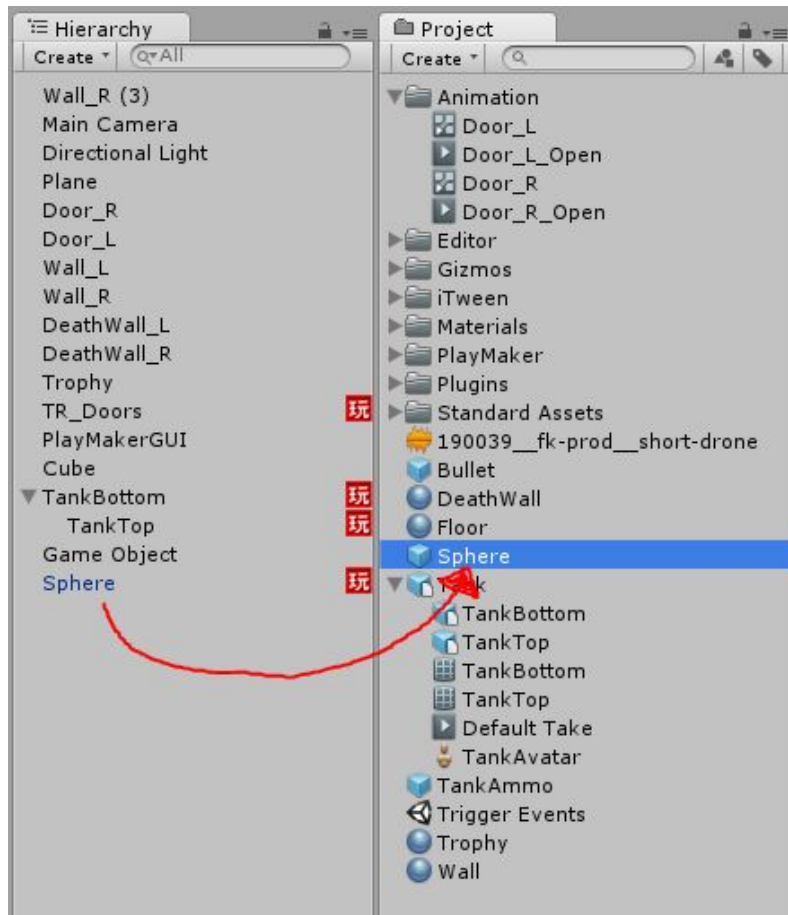
5: Add force on the axis that your weapon is facing.



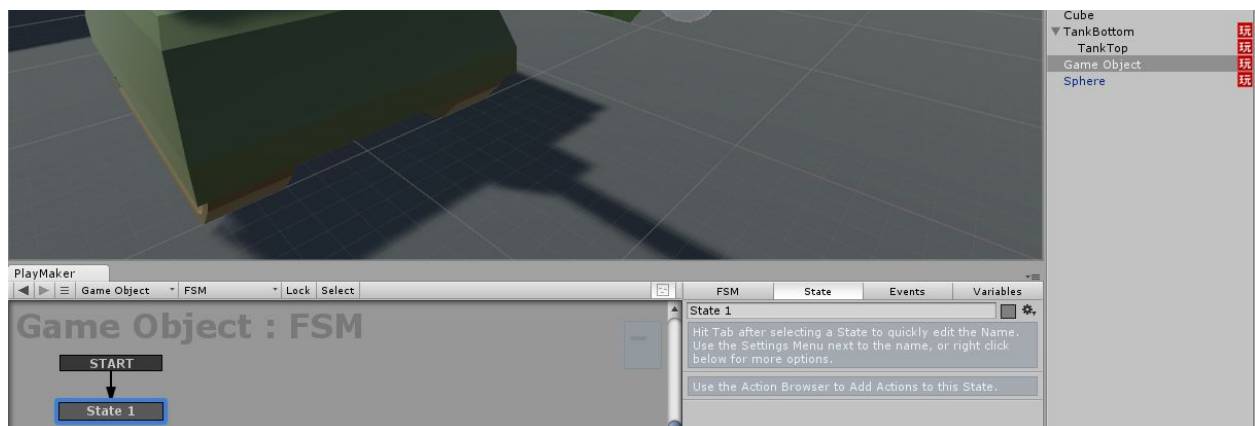
6: Set "Space" to "Self"



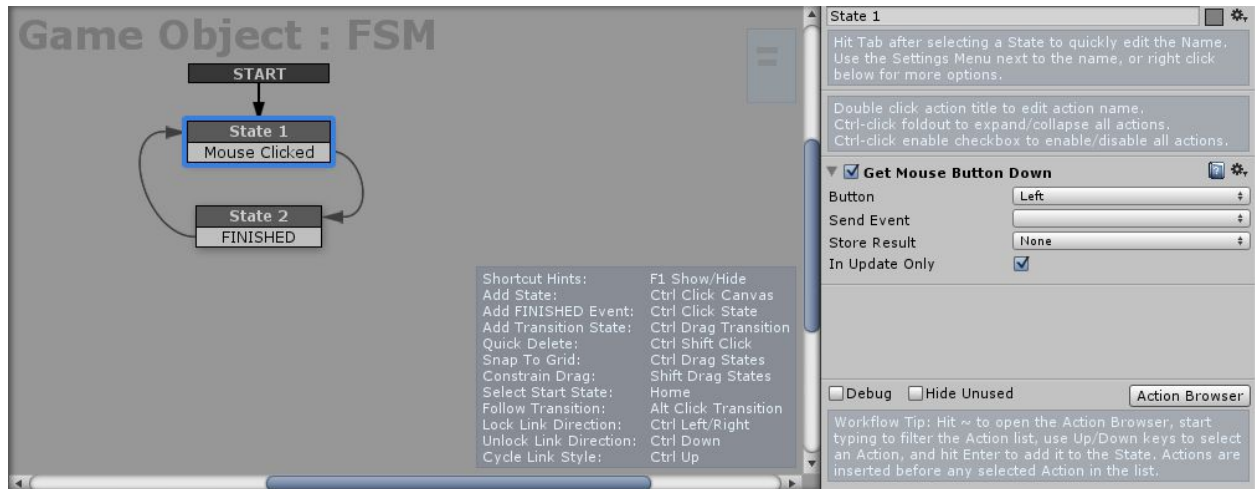
7: Drag the projectile into the project window to make it a prefab.



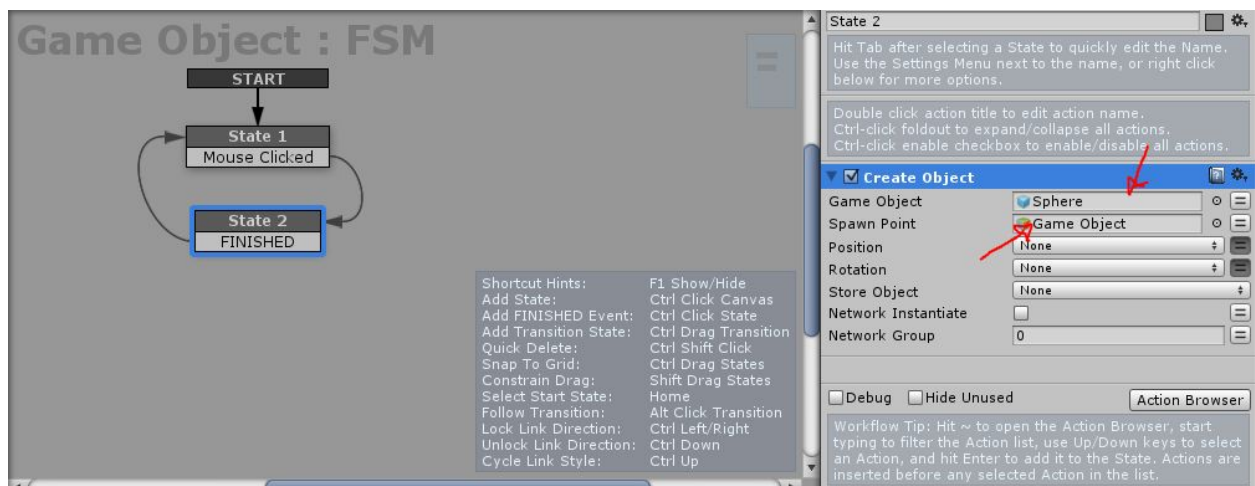
8: Add an FSM to the “empty game object” that you created earlier.



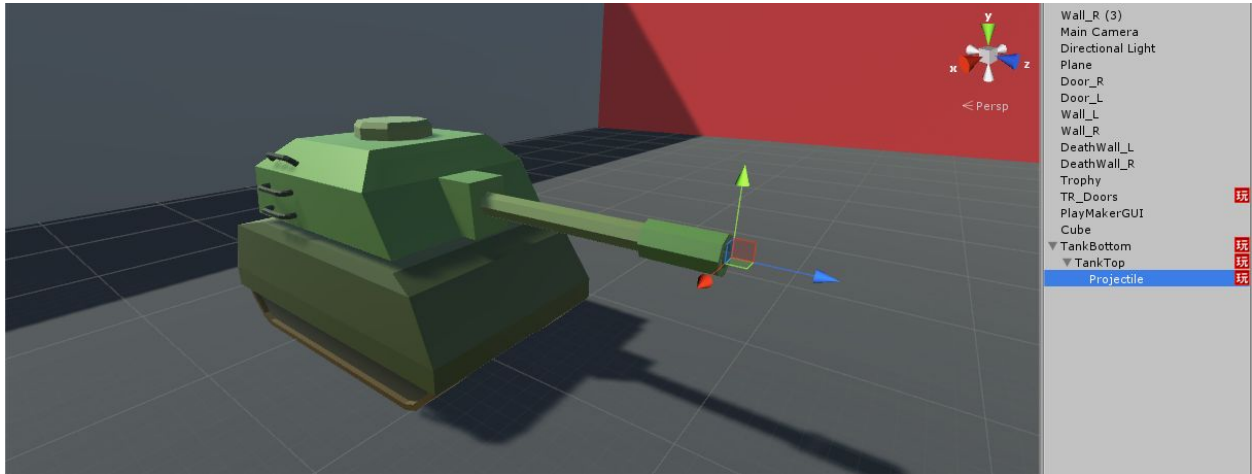
9: Add the action “Get Mouse Button Down” to state 1. Create an event and add it to state 1. Connect the event/transition to state 2. Use a finished event to state 2 and link it back to state 1.



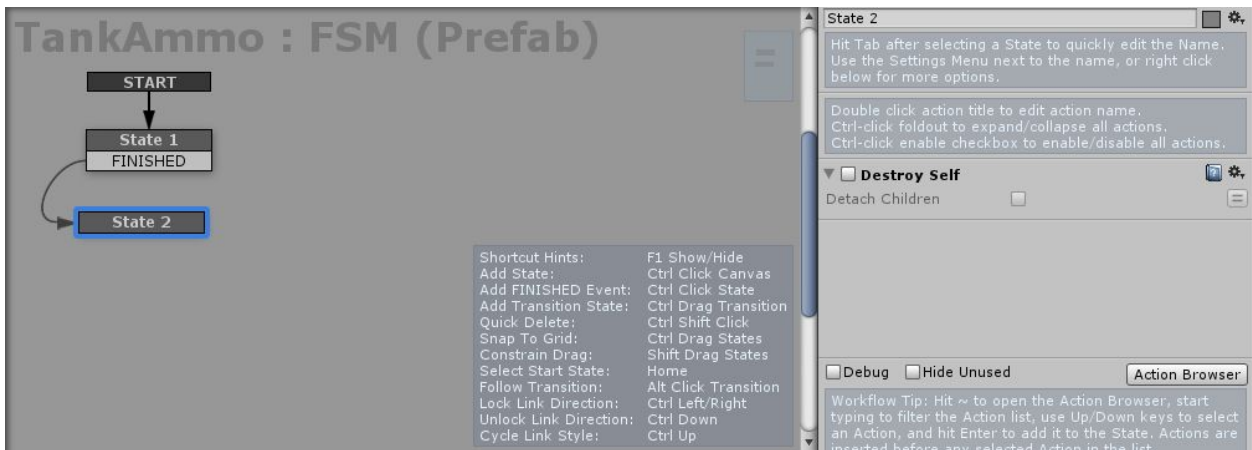
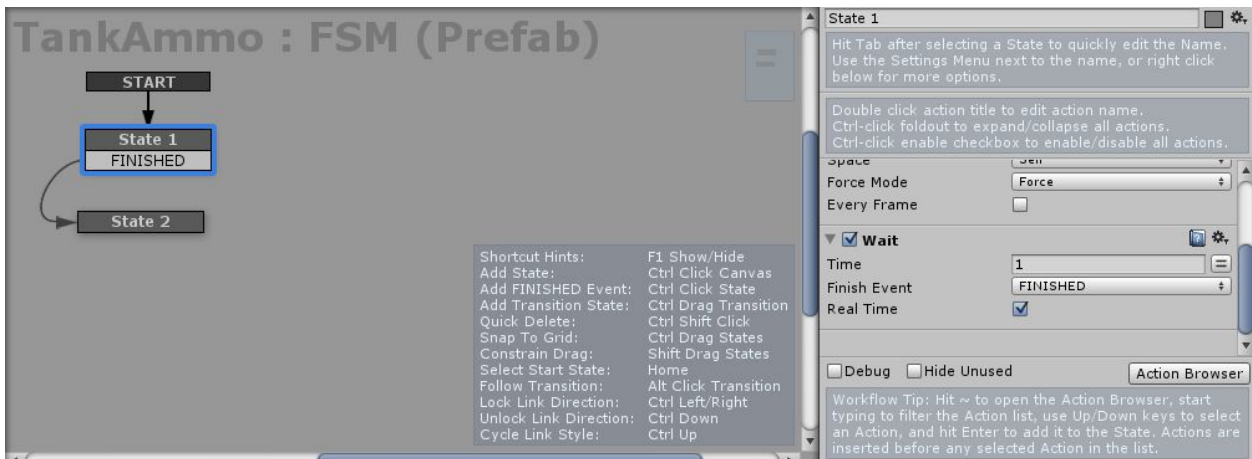
10: Add the “create object” to state 2. Drag the projectile prefab to the “Game Object” bar. Drag your “empty game object” to the “Spawn Point” bar.



11. Rename the “empty game object” to “Projectile” so you know what it’s supposed be. Drag “projectile” into the weapon object to make it a group.

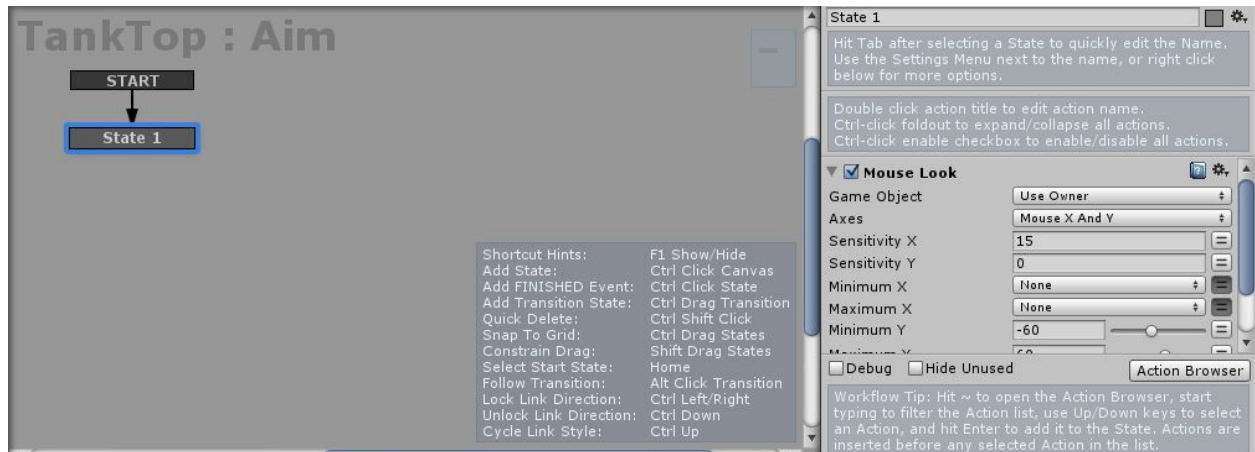


12. On **State 1**, add a “wait” action for the desired time. Create **State 2** and connect **State 1** to **State 2** with an even. Add the “destroy self” action to **State 2**.



Aiming Projectile:

1. Add an FSM to the object you want to aim. Add the action “Mouse Look” to State 1. In this example I’ll be using the top half of a tank. So I will be setting the “Y” value to 0.



For tank movement you can view the “Character Movement” tutorial.