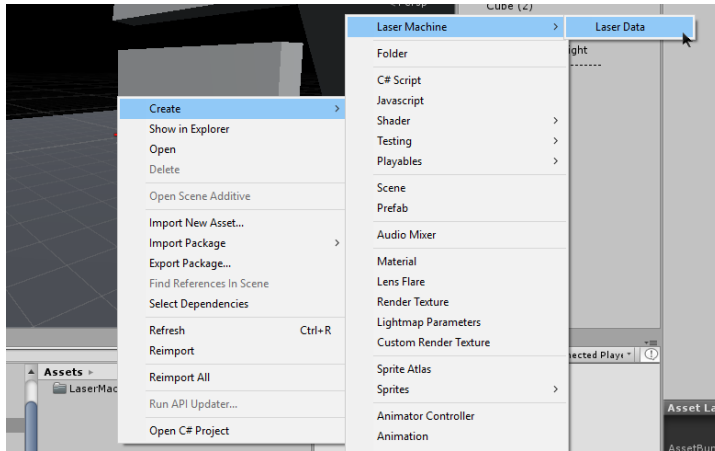# Instructions

1 - Create a *LaserData* scriptable object instance by going to the project view, right click, go to "Create/LaserMachine/LaserData".



2 - Fill all the empty asset resources from the *LaserData* recently created.

These fields are:

> <u>Material:</u> Obligatory, if you leave it empty it will assign the classic "magenta no found" material to your lasers.

> <u>Sparks:</u> You can choose the prefab of your choice for the spark effect (it happens when the laser hits something).

> <u>Properties:</u> The *Properties* field is exactly the same for the LaserData and the LaserMachine component inspector that have this laserData scriptable object (same C# class).

3 - Create the main game object, the "laser machine" (the position will act as the center point) and add the "LaserMachine" component to it.

Beware of the orientation. The initial laser will be fired towards the local forward direction, but the rest of the lasers will use the local up direction as the rotation axis. See the image:
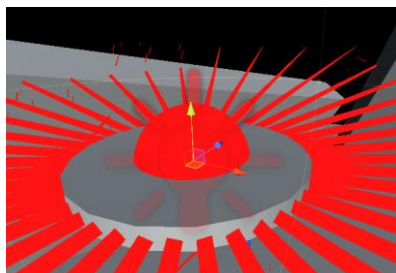
4 - Add the external data scriptable object LaserData.

5 - Finally you can set the properties in the scriptable object (by default all the GameObjects with it will use these properties), or you can use the properties in the LaserMachine component instead, by clicking "override external properties".