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Op gun script roblox

30 min To help create competitive combat-based experiences, several approved weapons are available for use in each game. The basic system is equipped with a projectile-based weapon with a camera on the shoulder, and setting the projectile speed high enough can simulate a raycasting weapon, such as laser guns. To use an approved weapon in your game: Choose one of the following weapons: Shotgun Auto Rifle Submachine Gun Crossbar Sniper Rifle Grenade Launcher Rocket Launcher Railgun On the weapon item page, click the green Download button and confirm the transaction. In Roblox Studio, open the toolbox (View → Toolbox). Select the inventory section of the toolbox. Find the weapon and click it to add it to the location. When prompted to place the tool in the starter pack, click Yes if you want players to start playing with a weapon, or click No to simply place the weapon in the game world as a pickup truck. Each approved weapon contains a full copy of the entire weapon system, including sounds and stickers for all weapons. The first time you bring in an approved weapon, move its WeaponsSystem folder to replicatedstorage. Later, be sure to remove the WeaponsSystem folder from any new weapons approved add to avoid confusion when configuring weapon options. The WeaponsSystem folder, which controls all approved weapons, is constructed as follows: Animations (Folder), where animations used in the weapon system are placed. Sizers (folder) where all bullet casings are stored. HitMarks (Folder), where all hit character effects are stored. Photos (folder) where all shot effects are stored. WeaponsSystemGui (ScreenGui) as described in the Weapon System GUI. Configuration (folder) in which configuration values for the weapon system are stored. SlowZoomWalkEnabled (BoolValue), which is involved in sprint control. SprintEnabled (BoolValue), which is involved in sprint control. Libraries (folder) where all other ModuleScript There are modules scripts used in the weapon system. WeaponTypes (Folder), where all weapon types are specified. ServerWeaponsScript (Script), which provides only one instance of the weapon system running. ClientWeaponsScript (LocalScript), which ensures that only one instance of the weapon system works. NetworkingCallbacks (ModuleScript) WeaponsSystem (ModuleScript) In the WeaponsSystem folder, various aspects are controlled by the following Language module| ModuleScripts: An aspect supported mainly in,. Weapons Functionality WeaponsSystemLibraries/BaseWeaponWeaponTypes/BowWeapon Shoulder Camera (Reference) Weapon GUI (Reference) By default, the weapon system adds sprint capabilities to the game so players can sprint by holding the Shift key, pressing fully up on the dynamic stick (mobile), or pressing fully up on the left side (gamepad). If you want to disable sprint, set SprintEnabled in WeaponsSystem|Configuration to false. The system also reduces the player's speed when aiming/zooming, although this behavior can be disabled by setting the SlowZoomWalkEnabled boolean value to false. Below are all the general children needed to modify the weapon or create a new weapon, along with all optional children to replace. More specialized options are specified in weapon options. Throughout this documentation, note the following rules for objects and naming: When something is referred to as BasePart, such as Arrow (BasePart), the object type must inherit from BasePart, so it can be Part, MeshPart, etc. However, if something is noted as a specific inherited type, such as Handle (Part), this object must be a part of it. Square brackets [] refer to the object at all, and the name does not matter. For example, [Model] refers to a weapon model and you can rename it to anything that makes sense. [Weapon] (Tool) named as it should appear in the player's backpack. WeaponType (StringValue) (required) — The name of the corresponding ModuleScript in the WeaponsSystem/WeaponTypes folder (BulletWeapon and BowWeapon are the only options unless you add new weapons). [WeaponModel] (Model) (required) At least one basepart| BaseParts (required) — They make up the physical weapon model and one should be set as model model/PrimaryPart | PrimaryPart. Descendants of [WeaponModel]: TipAttachment (Required) — Place this attachment on the BasePart weapon model where you want the projectiles/projectiles to exit. HandleAttachment (Required) - Place this attachment on the BasePart weapon model where you want to weld the handle. Firing (sound) (optional) - Plays when the weapon is fired. Reload (Sound) (optional) - Plays when the weapon is reloaded. Additional child elements for any weapon options. Handle (Part) (Required) - A part placed where the player is supposed to hold the weapon. [Configuration] (Configuration) - Stores weapon configuration elements. Keep in mind that all items have default values, so you can omit items that you don't need to change. Ammo (IntValue) (optional) - The number of shots in each ammo clip before the player needs to reload; default is 30. Please note that ammo is unlimited and does not specify how much ammo the player carries. FireMode (StringValue) (optional) — Choose from both semiautomatic (click once for each shot), Automatic (hold click to constantly shoot), or Burst (click to shoot burst projectiles depending on NumBurstShots). The default is Semi-automatic. ShotCooldown (NumberValue) (optional) - Minimum wait time between clicks; default is 0.1. In the case of it is also the time between shots while holding a click. BurstShotCooldown (NumberValue) (optional) - the time between each shot in a series; series; is shotcooldown value and it only matters if you specify FireMode to be Burst. NumBurstShots (IntValue) (optional) - Number of shots per click/explosion; default is 3 and it only matters if you specify FireMode to be Burst. HitDamage (NumberValue) (optional) - The amount of damage each direct hit deals; default is 10. FullDamageDistance (NumberValue) (optional) - The maximum distance that shots deal full damage. By default, this is 1000 and anything hit outside this distance will take less and less damage as the distance approaches ZeroDamageDistance. ZeroDamageDistance (NumberValue) (optional) - Anything that hits this distance or beyond will not be damaged; the default is 10000. BulletSpeed (NumberValue) (optional) - The speed at which projectiles/projectiles travel during a shot; default is 1000. Setting this to something like 20000 can simulate raycasting weapons like laser guns. MaxDistance (NumberValue) (optional) - The maximum distance of projectiles/shells can travel before disappearing; default is 2000. MinSpread (NumberValue) (optional) - Minimum spread for weapons; the default is 0. MaxSpread (NumberValue) (optional) - Maximum spread for weapons; the default is MinSpread. GravityFactor (NumberValue) (optional) — The amount that gravity should affect each projectile/projectile; the default is 0. For example, this crossbow value is 1 because its arrows should arc, but this value for rocket launchers is 0 because rockets should travel straight. HasScope (BoolValue) (optional) - Set it to true if you want to use the range specified in the weapon system gui. The default is false. ReloadAnimation (StringValue) (optional) - The name of the reload animation in WeaponsSystem/Assets/Animations; by default is RifleReload. AimTrack (StringValue) (optional) - Target animation path name in WeaponsSystem/Assets/Animations; by default is RifleAim. AimZoomTrack (StringValue) (optional) - The name of the target zoom animation path in WeaponsSystem/Assets/Animations; by default is RifleAimDownSights. RecoilMin (NumberValue) (optional) - Minimum recoil added for each shot; the default is 0.05. RecoilMax (NumberValue) (optional) - Maximum recoil added for each shot; default is 0.5. TotalRecoilMax (NumberValue) (optional) - Total maximum cumulative recoil (the current weapon recoil will never be higher than this value); default is 2. RecoilDecay (NumberValue) (optional) - Decay multiplier for recoil (essentially the rate at which the recoil disappears after firing); the default is 0.825. RecoilDelayTime (NumberValue) (optional) - Wait time after shooting/clicking before adding a recoil to the camera; Default 0.07. StartupTime (NumberValue) (optional) — Time after equipping this weapon before the player can shoot; default is 0.2. This prevents one shot from firing from several different weapons in quick succession. Time, (Numeric value) (optional) - Height, which may vary with the firing sound of this weapon. Set this to 0 if you want the sound to always play on the same pitch. The default is 0.1. NumProjectiles (NumberValue) (optional) - The number of projectiles/shells that will be launched at the same time when clicked once; default is 1. This is useful for weapons such as the Shotgun, which fires multiple projectiles at the same time. Please note that one shot will always use exactly one ammo, regardless of this value. Extra kids for any weapon option. An approved screw weapon is a part that moves back and forth every time you fire it. Descendants of the weapon model: Bolt (BasePart) (required) - The actual bolt that will move when it is animated. BoltMotor (Motor6D) (required) - Used to animate the bolt. Make sure jointinstance|Part0| Part0 for Weapon Model / PrimaryPart | PrimaryPart and JointInstance|Part1| Part 1 to the screw. BoltMotorStart (mount) (required) - The point where the screw is when it is at rest. BoltMotorTarget (attachment) (required) - The point at which the bolt animates during shooting. BoltOpenSound (optional) - Plays when the screw is opened. BoltCloseSound (optional) - Plays when the bolt is closed. Children with weapons Configuration: ActionOpenTime (NumberValue) (optional) - Time it takes for the screw to animate to an open position; the default is 0.025. ActionCloseTime (NumberValue) (optional) - The time it takes to animate the bolt to a closed position; the default is 0.075. Weapons can contain physical shell casings that they eject when fired and fall to the ground. Weapon Model Descendants: CasingEjectPoint (Attachment) (Required) - Place this attachment on the BasePart weapon model where you want to jump out the shell casings. Note that its orientation determines the direction in which the enclosures will pop up. Kids Weapons Configuration: CasingEffect (StringValue) (Required) - BasePart Enclosure Name in WeaponsSystem/Assets/Effects/Enclosures. CasingEjectSpeedMin (NumberValue) (optional) - Minimum eject speed; default is 15. CasingEjectSpeedMax (NumberValue) (optional) - Maximum eject speed; default is 18. Optional Child BasePart Enclosure in WeaponsSystem/Assets/Effects/Enclosures: HitSound (Enclosure (Audio) (optional) - Plays when the casings hit the ground. Physical projectiles can be specified for each weapon, along with sound| Sounds, Beam) Beams and ParticleEmitter| ParticleEmitters for endurance effects and other special effects. Kids with Weapon Configuration: ShotEffect (StringValue) (required) - Name of the shot effect stored in WeaponsSystem/Assets/Effects/Shots. ShouldMovePart (BoolValue) — Set the value to true if the weapon shot should move with a projectile or false if not; the default is false. Set this value to true only if there is a visible object that is with each shot, such as an arrow or rocket. BeamFadeTime (NumberValue) (optional) - The time it takes for Beam0 and Beam1 to disappear after shell/projectile hits. The default is zero, which means that no manual fade will be applied by the code. BeamWidth0 (NumberValue) (optional) - Beam thickness0/beam1 when donating; default is 1.5. BeamWidth1 (NumberValue) (optional) - Beam thickness0/beam1 at starter1; default is 1.8. NumHitParticles (IntValue) (optional) - The number of particles that a HitParticles particle emits. The default is 3. HitParticlesUsePartColor (BoolValue) (optional) - Set the hit particles to true if you want hit particles to be the color of the hit surface, false if you want the hit particles not to change color. The default is true. Descendants of a specific ShotEffect recorded in the previous section (located within WeaponsSystem/Assets/Effects/Shots): Flying (sound) (optional) — Playing while a projectile/projectile is traveling. Beam0 (Beam1) (Beam) (optional) - First place for the end beam behind the ball/shell. Don't forget to set attachments (see the descendants that follow). Beam1 (Beam1) (Beam) (optional) - Second place on the end beam behind the ball/shell. Don't forget to set attachments (see the descendants that follow). Annex0 (fastening) (optional) — Rear end beams; make sure that you set both beam0 and beam1 to this attachment0. Trail particles (ParticleEmitter) (optional) — Direct child attachment0; this will be emitted from Annex0 when the projectile/projectile travels. Attachment1 (fastening) (optional) - End beam front; make sure on this attachment setting1; on Beam0 and Beam1. Leading Particles (ParticleEmitter) (optional) — Direct Child attachment1; this will be emitted from Annex1 during the missile/missile journey. HitEffect (optional) - Item does not matter; the position will be set to Beam0.Attachment1 when the projectile/projectile hits, so you need to specify Beam0 and its attachments to work properly. HitSound (optional) - Direct Child HitEffect; plays the role of a projectile/projectile. HitParticles (ParticleEmitter) (optional) - Direct Child HitEffect; emits when a projectile/projectile strikes. Any part/part of the grid/special object to be displayed as a physical projectile (optional). Make sure that you have set The ShouldMovePart noted in the previous section to true if you have a visible object here. This option emits particles from a specific ParticleEmitter in the weapon ipattachment setting when it is attacked. Kids with Weapon Configuration: ShotEffect (StringValue) (required) - Name of the shot effect stored in WeaponsSystem/Assets/Effects/Shots. NumMuzzleParticles (IntValue) (optional) - Number of muzzle particles to be default is 50. For a specific shot effect (located in WeaponsSystem/Assets/Effects/Shots), add ParticleEmitter called MuzzlePartlyte: This option creates a beam flash effect when the weapon is fired. Weapon Model Descendants: MuzzleFlash0 (Attachment) (Required) - Used to specify one side of the smoothing flash. The position does not matter. MuzzleFlash1 (attachment) (required) — Specify the opposite side of the suppression flash. The position does not matter. Mucaniec (beam) (required) - Make sure you set Beam|Attachment0| Attachment0 to MuzzleFlash0 and Beam|Attachment1| Attachment1 to MuzzleFlash1. Children in weapon configuration: MuzzleFlashTime (NumberValue) (optional) - Smooth flash length; the default is 0.03. MuzzleFlashRotation0 (NumberValue) (optional) - Minimum rotation of the smoother flash; default is -math.pi. MuzzleFlashRotation1 (NumberValue) (optional) - Maximum smoother flash rotation; by default is math.pi. MuzzleFlashSize0 (NumberValue) (optional) - Minimum flash size of the saver; default is 1. MuzzleFlashSize1 (NumberValue) (optional) - Maximum smooth flash size; default is 1. This option creates a track of varying lengths from the point of impact of the projectile. Children in weapon configuration: TrailLength (NumberValue) (optional) - Trail length after bullet/shell; the default is zero, which means that the trail length will be calculated using TrailLengthFactor. TrailLengthFactor (NumberValue) (optional) - The trail length will be set to this value multiplied by the distance traveled by the sphere/shell in the last frame; default is 1. Note that this will be overridden if you include TrailLength. ShowEntireTrailUntilHit (BoolValue) (optional) - Set to true to make the trail from the tip of the weapon all the way to where the projectile is located; this will replace both TrailLength and TrailLengthFactor, and the trail will only disappear when the projectile hits something. Set false to use one of the above two options to calculate trail length. The default is false. This visual add-on appears on the surface where projectiles hit and is useful for arrows, bullet holes, scorch marks, etc. Children's Weapon Configuration: HitMarkEffect (StringValue) (optional) - Name of the hit character effect stored in WeaponsSystem/Assets/Effects/HitMarks; by default is BulletHole. AlignHitMarkToNormal (BoolValue) (optional) - Set the hit character to true if the hit character should always align flat to the surface like a bullet hole, or false if the hit character should appear locked on the surface from the direction in which the projectile originated (like an arrow). The default is true. Descendants of the specified HitMarkEffect noted in the previous section (located in WeaponsSystem / Assets / Effects / HitMarks): Glow (Decal) - Appears on hit surface fully opaque, then quickly becomes clearer, like a glowing effect on a surface that quickly fades away. Useful for things like showing glowing red red where explosives are hit. BulletHole (Optional) - Appears fully opaque on the hit surface and fades to transparent for more than 1 second after 4 seconds. ImpactBillboard (BillboardGui) (optional) - Displays on the hit surface, always facing the player. Impact (ImageLabel) (optional) - Direct Child ImpactBillboard; it starts out fully opaque, grows to full ImpactBillboard size by more than 0.1 seconds, then shrinks to half its size and fades to full transparency within 0.1 seconds. Any part/part of the grid/special object to be displayed as a physical projectile (optional). For example, including the MeshPart arrow and the AlignHitMarkToNormal setting noted above to false will make the arrow stick to the surface from the direction in which it was shot. Projectiles can contain an Explosion object that deals damage to players in the area around the point of impact. Kids in Weapon Configuration: ExplodeOnImpact (BoolValue) (optional) — Set to real if you want projectiles/projectiles for your weapons to explode on impact, fake otherwise. The default is false. BlastRadius (NumberValue) (optional) - Explosion|BlastRadius| BlastRadius explosion; default is 8. BlastPressure (NumberValue) (optional) - Explosion|BlastPressure| BlastPressure explosion; the default is 10000. BlastDamage (NumberValue) (optional) - Damage to things at the center of an explosion. Please note that the explosion has less damage the further the objects hit are from the center of the explosion. The default is 100. A charging weapon, such as a Railgun, must be charged between shots before it can fire again. Descendants of the weapon model: Loading (sound) (optional) — Playing while loading weapons. Discharge (sound) (optional) - Plays when you discharge a weapon, for example, if you only partially charge the weapon and release the shot button. ChargeComplete (optional) - Plays when the weapon is fully discharged. ChargeGlow (BasePart) (optional) - This object will be less transparent when the weapon charges, making it fully opaque at 100% charge. ChargeCompleteParticles (ParticleEmitter) (optional) - Emits when the weapon is finished loading. This emitter can be a child of any BasePart model or a child of an attachment in a basepart. DischargeCompleteParticles (ParticleEmitter) (optional) - Emits when the weapon has been fully discharged. This emitter can be a child of any BasePart model or a child of an attachment in a basepart. ChargingParticles (ParticleEmitter) (optional) - Emits while loading weapons. You can many emitters with this name, and each of them will emit while charging. This emitter can be a child of any BasePart model or a child of an attachment in a basepart. Children in weapon configuration: weapons, (Numeric value) (required) - The speed at which the weapon will be charged. This value must be specified to indicate that the weapon is using loading. DischargeRate (NumberValue) (optional) - The rate at which the weapon will be discharged; default is 0, which means that the weapon will not discharge at all. ChargePassively (BoolValue) (optional) - Set to true if you want your weapon to passively charge so it will shoot immediately when clicked, or false if you want to click/tap to recharge the weapon and have it fire when you reach full charge. The default is false. LoadingParticlesRatePerCharge (IntValue) (optional) - The number of particles that will emit from all ChargingParticles emitters multiplied by the current weapon load. The default is 20, which means that if the weapon payload is 10%, each ChargingParticles emits 2 particles (20 * 0.1), and if the weapon payload is 90%, each emitter emits 18 particles (20 * 0.9). FireDischarge (NumberValue) (optional) - The amount of charge a weapon will lose when a fully charged shot is fired; default is 1. NumChargeCompleteParticles (IntValue) (optional) - The number of particles that the ChargeCompleteParticles emits when the weapon is fully charged. The default is 25. NumDischargeCompleteParticles (IntValue) (optional) - The number of particles dischargecompleteparticles emits when the weapon is fully discharged. The default is 25. An arched weapon, such as the Crossbow, can contain a realistic twine and arm design, as well as a visual arrow knocked to the twine. Make a weapon into a loading weapon as specified in charging weapon. For example, add the required chargerate in the weapon configuration that determines how quickly the string is drawn. Additionally, consider adding optional descendants to the weapon model, such as sound loading for twine/weapons being pulled off. Set the WeaponType to BowWeapon as indicated in the weapon modification. Weapon model descendants: LeftString (Beam) (optional) - The visual left half of the string. Right String (Beam) (optional) - The visual right half of the string. BasePart arrow (optional) - The arrow that appears when the arc is fully drawn. Note that this is only for appearance on the arc (the actual arrow will be shoteffect described in projectile/hit effects and sounds). String1 (attachment) (optional) - The midpoint of the string. StringLoose - The point at which string1 should be when the arc is at rest. RightTight (optional) - The point at which string1 should be when the arc is fully drawn. Arms (part) (optional) - A part that serves only as an internal indicator that the bow arms will be animated. This can include the following direct children: LeftString0 (optional) - The point at which the left side of the string is attached (Annex) (optional) - Indicate where the right side of the twine is attached to the bow. LeftLoose (optional) - The point at which leftstring0 should be when the arc is at rest. RightLoose (optional) - The point at which the right twine0 should be when the arc is at rest. LeftTight (optional) - The point at which leftstring0 should be when the arc is fully drawn. RightTight (optional) - The point at which rightstring0 should be when the arc is fully drawn. [SpecialMesh] (SpecialMesh) (optional) - The part of the arc that actually bends when the arc is drawn. Note that you must specify the following four Vector3Value objects to make it animated. LooseOffset (Vector3Value) (optional) - SpecialMesh offset when the arc is at rest. TightOffset (Vector3Value) (optional) - SpecialMesh offset when the arc is fully drawn. LooseScale (Vector3Value) (optional) - SpecialMesh scale when the arc is at rest. TightScale (Vector3Value) (optional) - SpecialMesh scale when the arc is fully drawn. Basic weapon system interfaces with this system to update the GUI based on things like gun spread, indicators when you get hit or hit others, etc. In WeaponsSystem/Assets, the gui weapon system is constructed as follows: WeaponsSystemGui (ScreenGui), which is parented to PlayerGui when the game starts. ScalingElements (Folder), whose items are automatically scaled with screen size. DirectionalIndicators (Folder), where all direction indicators should go. Dating (frame) where four child ImageLabel| ImageLabels appear when the weapon is equipped. Keep in mind that the size of this frame adjusts due to changes in the proliferation of weapons, but the size of four children never changes. [UIAspectRatIoConstraint] (UIAspectRatioConstraint) [UIAspectRatioConstraint] [UIAspectRatioConstraint] HitMarkerImage (ImageLabel), which appears and then fades when another player successfully hits. LargeTouchscreen (Frame), whose buttons are displayed on large touch screens. ScopeImage (ImageLabel), which appears when you zoom in on a weapon from HasScope set to true (see Modifying weapons). [UIAspectRatioConstrai] (UIAspectRatioConstrai] SmallTouchscreen (Frame), whose buttons appear on small touch screens. Turn indicators are used to show the direction of something around the player's crosshair. For example, if someone shoots you, a red semicirc circle may appear around your sight in the direction from which the shot originated. Other examples include step direction indicators, indirect shelling, and even environmental objects such as chests. To create a new pointer, add it in the and structure it this way: WeaponsSystemGui (ScreenGui) DirectionalIndicators (Folder) [UIAspectRatioConstraint] (UIAspectRatioConstraint) (required) [ImageLabel] (ImageLabel) (ImageLabel) — Direction indicator image. Tweaking the rotation of an image in Studio may be required unless you upload the image so that it is facing down and there is no blank space around it or no blank space. [UIAspectRatioConstraint] (UIAspectRatioConstraint) (required) [Configuration] (Configuration) DistanceLevelFromCenter (NumberValue) (optional) - Number of distance levels from the center of the screen (each distance level is about 0.03 screen scale); default is 6. FadeTime (NumberValue) (optional) - A fade-out time indicator when it is activated and timeBeforeFade time; default is 1. Name (StringValue) (optional) - The name of the directional indicator as you want to refer to it in your code; the default is the name of the top-level pointer frame. TimeBeforeFade (NumberValue) (optional) - The number of seconds for which the pointer appears before fading; default is 1. TransparencyBeforeFade (NumberValue) (optional) - The transparency of the pointer before it fades; the default is 0. WidthLevel (NumberValue) (optional) - Number of width levels from the center (each width level is about 0.03 screen scale); the default is DistanceLevelFromCenter. Once created, you can activate the pointer using the following command inside the WeaponsSystem/Libraries/WeaponsGui where indicatorName is the name of the pointer string to activate and worldPos is the position in the world where the direction indicator should be. If the indicator is not activated for additional time before it has time to completely disappear, a new indicator of this type will be supplemented. This allows you to activate an unlimited number of any type of pointer at the same time. You can also activate non-WeaponsGui direction indicators by replacing yourself in the above code with the Instance of WeaponsGui in your code. However, it is recommended to activate it from inside BroniGui and trigger it via remote storage or bindableevent. See also: The damage indicator is activated in weaponsgui. The damage billboard is used to show small numbers above the player's head when they are damaged. They will only appear for the player who has damaged another player, not for followers. Damage billboards are supported in the WeaponsSystem/Library/DamageBillboardHandler and can be activated with any client-side code as follows, where damage is the amount of damage done and ornamentpart is the part on which to decorate the billboard, such as the victim's head. The camera on the shoulder is a third-person camera that looks at the player's right arm. To customize the shoulder camera, modify the variables in -- Configuration parameters (fixed) comment in ShoulderCamera.new() Function WeaponsSystem / Libraries / ShoulderCamera. You can modify things like field of view, player shift, walking speed when sprinting or zooming, etc. Tags: Tags:

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