

# Naval Cutter – 14-carronade cutter

## Description:

High quality 3D model of a 14-carronade cutter which were in use in the French Navy during the 1830s. This 3D model is based on a scale model of those cutters which can be seen in the Musée national de la Marine in Paris. This model is suited for desktop usage only! (not tested on mobile!) It comes with many separated and rotatable parts, all of them parented and ready for rotation. A prefab with a helper script is included to hoist and lower sails, set wind speed, set wind direction, open and close gun ports, rotate carronades, rotate rudder, yard and boom. The geometry of the sails is flat, to simulate wind they are set up for Unity's cloth system. Raising and lowering the sails works via blend shapes (unfortunately blend shapes are currently not compatible with cloth, a quick smooth transition between wind blown cloth and flat geometry is done when switching to blend shapes which might cause a tiny flicker). The sails and flag uses a double sided variant of the Standard Shader. To make them work with rotatable parts some of the ropes are handled by a script – those ropes are based on the line renderer. Please note that due to the complex nature of the rigging of a sail ship this will not always work perfectly: sometimes ropes will go through sails and sometimes cloth might go through colliders. The Asset has a simple setup of deck colliders for 3rd person prototyping usage. Size of the textures is up to 4096x4096 but it still looks good if you reduce texture size on import. The ship uses the Unity 5 Standard Shader (Albedo, Metallic/Smoothness, Normal Map, Height Map, Ambient Occlusion).

### Statistics as shown in Unity (shadows disabled)

LOD0: Tris: 124.5k, Verts: 107.1k – SetPass calls: 11 – Batches: 78 – Saved by batching: 76

LOD1: Tris: 52.2k, Verts: 49.7k – SetPass calls: 6 – Batches: 19 – Saved by batching: 49

LOD2: Tris: 22.0k, Verts: 21.2k – SetPass calls: 6 – Batches: 18 – Saved by batching: 22

Two included demo scenes show how to control the rotations of rudder, sails, gun ports and carronades with a GUI

## Usage:

Drag the prefab into the scene and call the functions to control sails, gun ports etc. from your own script or call the functions from your GUI (like done in the demo).

## Script Reference:

**Namespace:** Hessburg

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### **CutterControl.WindDirection**(float)

Sets wind direction (valid range: 0.0 to 360.0) – Note: this can be overridden by CutterControl.windDirectionFollowsShipRotation

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### **CutterControl.WindSpeed**(float)

Sets wind speed (valid range: 0.0 to 1.0)

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### **CutterControl.OpenGunPort(int)**

Opens a gun port (valid range: 0 to 13)

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### **CutterControl.CloseGunPort(int)**

Opens a gun port (valid range: 0 to 13)

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### **CutterControl.OpenAllGunPorts()**

Opens all gun ports

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### **CutterControl.CloseAllGunPorts()**

Closes all gun ports

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### **CutterControl.OpenStarboardGunPorts()**

Opens all gun ports on starboard side

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### **CutterControl.CloseStarboardGunPorts()**

Opens all gun ports on port side

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### **CutterControl.OpenPortGunPorts()**

Opens all gun ports on port side

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### **CutterControl.ClosePortGunPorts()**

Closes all gun ports on port side

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### **CutterControl.DeckCollidersActive(boolean)**

Enable/disable deck colliders

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### **CutterControl.RudderAngle(float)**

Sets rudder angle (valid range: -1.0 to 1.0)

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**CutterControl.YardsAngle(float)**

Sets yards angle (valid range: -1.0 to 1.0)

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**CutterControl.BoomAngle(float)**

Sets boom angle (valid range: -1.0 to 1.0)

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**CutterControl.HeadsailsAngle(float)**

Sets headsails angle (valid range: -1.0 to 1.0)

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**CutterControl.SetJib(boolean)**

Set or take in jib sail

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**CutterControl.SetJibTopsail(boolean)**

Set or take in jib topsail

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**CutterControl.SetStaysail(boolean)**

Set or take in staysail

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**CutterControl.SetMainsail(boolean)**

Set or take in mainsail

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**CutterControl.SetSquareSail(boolean)**

Set or take in square sail

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**CutterControl.SetTopSail(boolean)**

Set or take in top sail

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**CutterControl.SetTopgallantSail(boolean)**

Set or take in topgallant sail

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### **CutterControl.SetStuddingSailPort**(boolean)

Set or take in port studding sail

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### **CutterControl.SetStuddingSailStarboard**(boolean)

Set or take in starboard studding sail

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### **CutterControl.AllBarrelAngles**(float)

Sets vertical angle of all carronades (valid range: -1.0 to 1.0)

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### **CutterControl.AllBarrelAnglesPort**(float)

Sets vertical angle of all carronades on port side (valid range: -1.0 to 1.0)

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### **CutterControl.AllBarrelAnglesStarboard**(float)

Sets vertical angle of all carronades on starboard side (valid range: -1.0 to 1.0)

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### **CutterControl.BarrelAngle**(int carronade, float angle)

Sets vertical angle of a certain carronade (valid range carronade: 0-13 – valid angle range: -1.0 to 1.0)

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### **CutterControl.AllPedestalAngles**(float)

Sets horizontal angle of all carronades (valid range: -1.0 to 1.0)

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### **CutterControl.AllPedestalAnglesPort**(float)

Sets horizontal angle of all carronades on port side (valid range: -1.0 to 1.0)

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### **CutterControl.AllPedestalAnglesStarboard**(float)

Sets horizontal angle of all carronades on starboard side (valid range: -1.0 to 1.0)

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### **CutterControl.PedestalAngle**(int carronade, float angle)

Sets horizontal angle of a certain carronade (valid range carronade: 0-13 – valid angle range: -1.0 to 1.0)

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### **CutterControl.AllCarriagePositions(float)**

Moves carriage of all carronades back and forth (valid range: 0.0 to 1.0)

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### **CutterControl.AllCarriagePositionsPort(float)**

Moves carriage of all carronades on port side back and forth (valid range: 0.0 to 1.0)

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### **CutterControl.AllCarriagePositionsStarboard(float)**

Moves carriage of all carronades on starboard side back and forth (valid range: 0.0 to 1.0)

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### **CutterControl.CarriagePosition(int carronade, float angle)**

Moves carriage of a certain carronades back and forth (valid range carronade: 0-13 – valid angle range: 0.0 to 1.0)

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### **CutterControl.adjustNorth float**

override compass north direction valid range (0.0-360.0)

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### **CutterControl.windDirectionFollowsShipRotation boolean**

if set to true wind direction will always follow the rotation of the ship to blow the sails from the aft. Note: this overrides CutterControl.WindDirection(float)

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### **CutterControl.clearTransformMotion()**

Clear the pending transform changes from affecting the cloth simulation of the sails.

This is useful if you want to teleport the ship from one point in the scene to another, without having the sails suddenly jerk into place.

See also: <https://docs.unity3d.com/ScriptReference/Cloth.ClearTransformMotion.html>

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## **Support:**

assets.support @ hessburg.com