READ ME!

THIS STEP MUST BE DONE FOR "FPS SHOOTER" PACKAGE

THIS STEP MUST BE DONE FOR "MOVEMENT ONLY" PACKAGE

PREREQUISITES

It is important that you have all the needed assets for this FPS Shooter to work without errors!

Import TMP (Text Mesh Pro)

Open **[Window / TextMeshPro]**
Then click **"Import TMP Essential Resources"**
When the import window opens, just press **"Import"**

Add the asset **"Inverse Kinematics"** to your project
https://assetstore.unity.com/packages/tools/animation/inverse-kinematics-1829

Download and install **"Blender"**
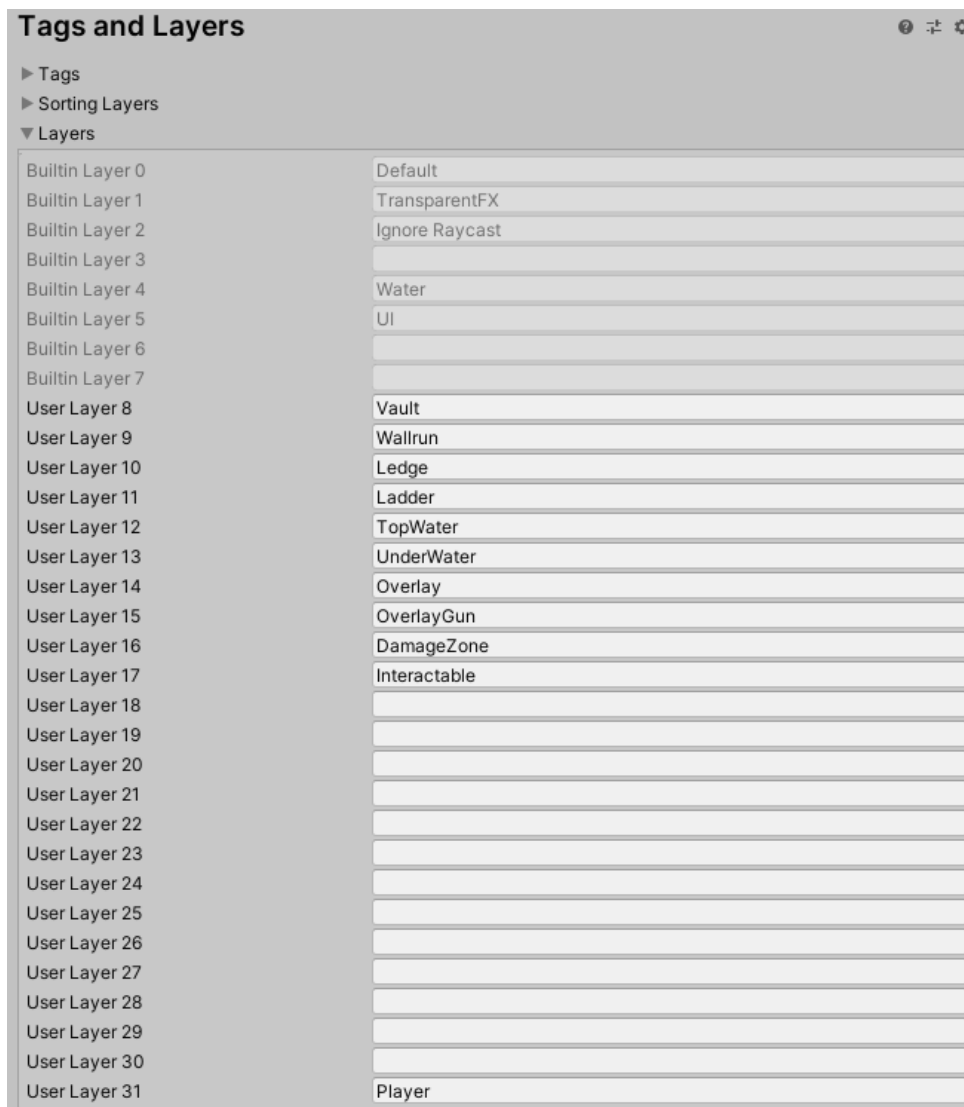https://www.blender.org/

SETTINGS SETUP 🚫🔨🚫🔫

You must have your project setup correctly for this package to work!

So, go to your project settings

[Edit / Project Settings]

Select **"Tags and Layers"**

And set the layers to be as such:

Tags and Layers	❓ ⥲ ⚙
▶ Tags	
▶ Sorting Layers	
▼ Layers	
Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
Builtin Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	UI
Builtin Layer 6	
Builtin Layer 7	
User Layer 8	Vault
User Layer 9	Wallrun
User Layer 10	Ledge
User Layer 11	Ladder
User Layer 12	TopWater
User Layer 13	UnderWater
User Layer 14	Overlay
User Layer 15	OverlayGun
User Layer 16	DamageZone
User Layer 17	Interactable
User Layer 18	
User Layer 19	
User Layer 20	
User Layer 21	
User Layer 22	
User Layer 23	
User Layer 24	
User Layer 25	
User Layer 26	
User Layer 27	
User Layer 28	
User Layer 29	
User Layer 30	
User Layer 31	Player

Next select **"Input Manager"** in Project Settings

Increment **"Size"** by one (if 18, change it to 19)

It will add a new input at the bottom cloning the previous input before it

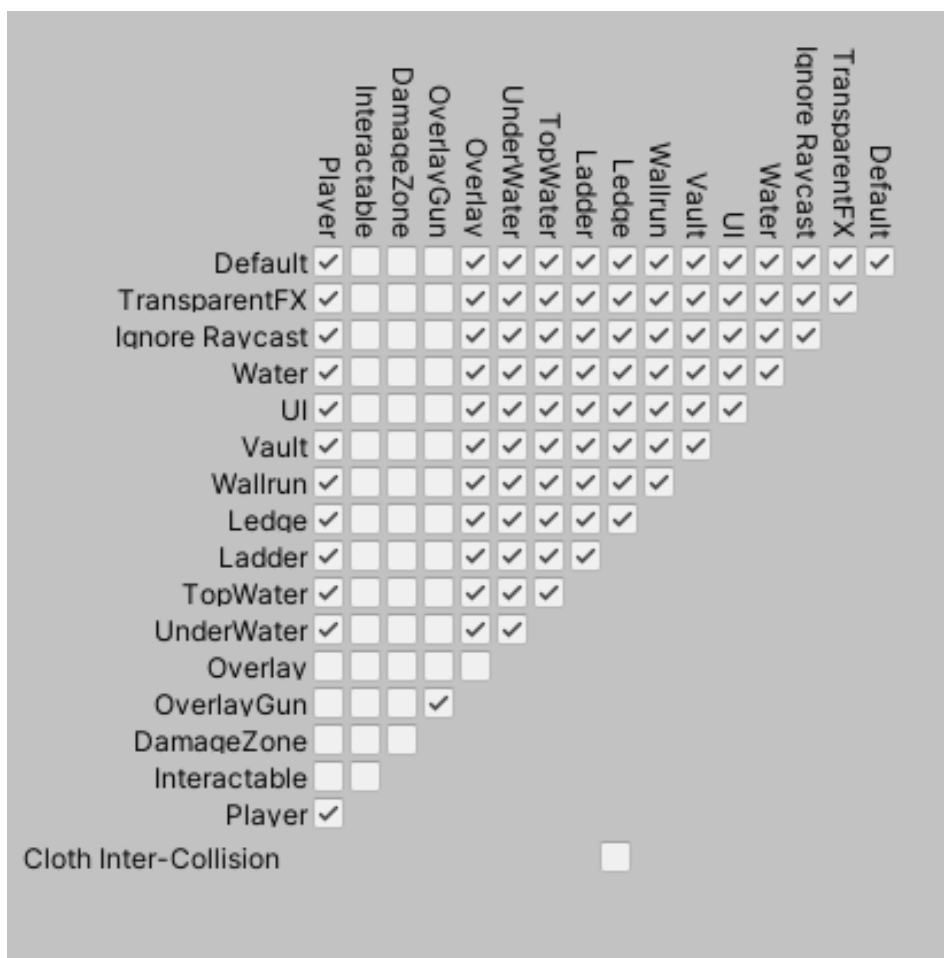Change the very last input to these settings:

Now go to **"Physics"** in Project Settings

At the bottom you will see something called the

"Layer Collision Matrix"

This tells the engine what layers should collide with one another

Set the boxes accordingly:

	Player	Interactable	DamageZone	OverlayGun	Overlay	UnderWater	TopWater	Ladder	Ledge	Wallrun	Vault	UI	Water	Ignore Raycast	TransparentFX	Default
Default	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
TransparentFX	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Ignore Raycast	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
Water	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓			
UI	✓				✓	✓	✓	✓	✓	✓	✓	✓				
Vault	✓				✓	✓	✓	✓	✓	✓	✓					
Wallrun	✓				✓	✓	✓	✓	✓	✓						
Ledge	✓				✓	✓	✓	✓	✓							
Ladder	✓				✓	✓	✓	✓								
TopWater	✓				✓	✓	✓									
UnderWater	✓				✓	✓										
Overlay																
OverlayGun				✓												
DamageZone																
Interactable																
Player	✓															

Cloth Inter-Collision ☐

This will make sure that things don't collide that shouldn't and has everything working smoothly

IMPORT PACKAGE 🚷🔫

Now you can import your package of choice:

🏃 **Movement Only.unitypackage** [UnityTutorials / FPS Movement Only]

🔫 **FPS Shooter.unitypackage** [UnityTutorials / FPS Shooter]

Open **[Assets / Import Package]**
Click on **"Custom Package…"**
Locate where you downloaded the ***.unitypackage**
Select it and import it into your project

If you get any errors right away please make sure that you setup your settings correctly or if you are using the FPS Shooting package then make sure you have all the prerequisites.

NOTE: I HIGHLY RECOMMEND JUST IMPORTING THE PACKAGES AND NOT JUST USING THE CODE ON ITS OWN!
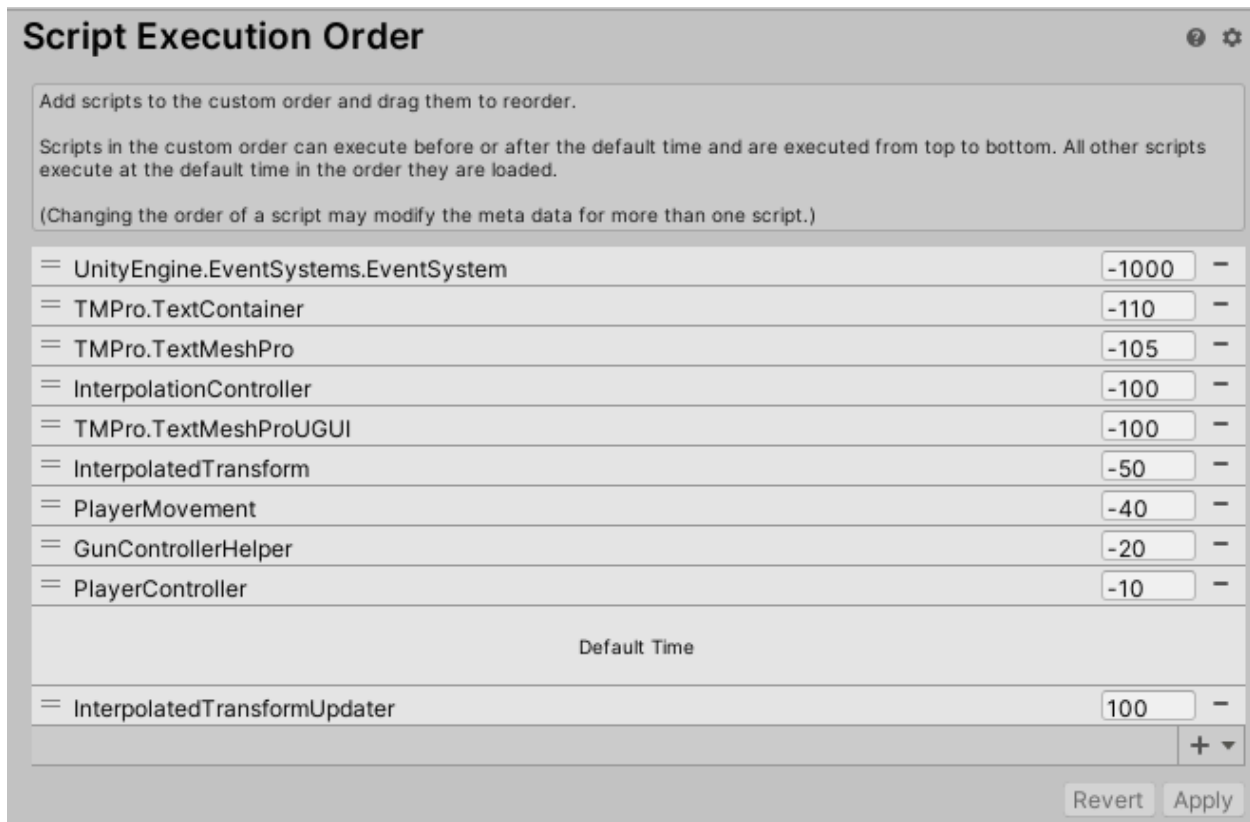
SCRIPT EXECUTION 🏃‍♂️🔫

After importing the package you want to double check that the **Script Execution Order** is correct

Open **[Edit / Project Settings]**
Click on **Script Execution Order**
And make sure the settings are as such:

Script Execution Order

Add scripts to the custom order and drag them to reorder.

Scripts in the custom order can execute before or after the default time and are executed from top to bottom. All other scripts execute at the default time in the order they are loaded.

(Changing the order of a script may modify the meta data for more than one script.)

= UnityEngine.EventSystems.EventSystem	-1000 −
= TMPro.TextContainer	-110 −
= TMPro.TextMeshPro	-105 −
= InterpolationController	-100 −
= TMPro.TextMeshProUGUI	-100 −
= InterpolatedTransform	-50 −
= PlayerMovement	-40 −
= GunControllerHelper	-20 −
= PlayerController	-10 −
Default Time	
= InterpolatedTransformUpdater	100 −
	+ ▼

Revert Apply