

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

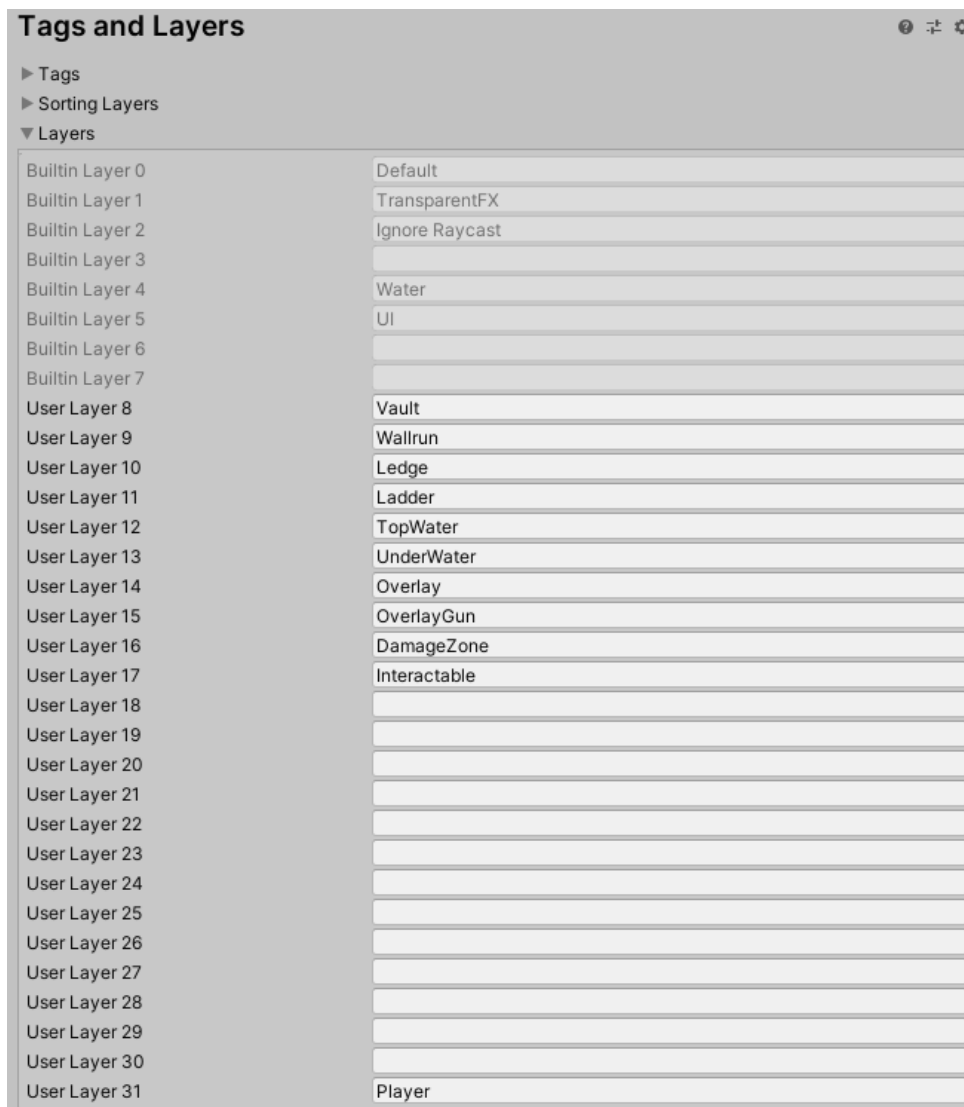
You must have your project setup correctly for this package to work!

So, go to your project settings

[Edit / Project Settings]

Select **“Tags and Layers”**

And set the layers to be as such:



| Layer | Tag |
|-----------------|----------------|
| 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:



The screenshot shows the Unity Input Manager window. At the top, there is a warning icon and text: "This is where you can configure the controls to use with the UnityEngine.Input API. Consider using the new Input System Package instead." Below this, the "Axes" section is expanded, showing a list of inputs. The "Size" is set to 19. The "Elevate" input is selected, and its settings are shown on the right. The settings for "Elevate" are:

| Property | Value |
|---------------------------|-------------------------------------|
| Name | Elevate |
| Descriptive Name | |
| Descriptive Negative Name | |
| Negative Button | left ctrl |
| Positive Button | space |
| Alt Negative Button | |
| Alt Positive Button | |
| Gravity | 3 |
| Dead | 0.001 |
| Sensitivity | 3 |
| Snap | <input checked="" type="checkbox"/> |
| Invert | <input type="checkbox"/> |
| Type | Key or Mouse Button |
| Axis | X axis |
| Joy Num | Get Motion from all Joysticks |

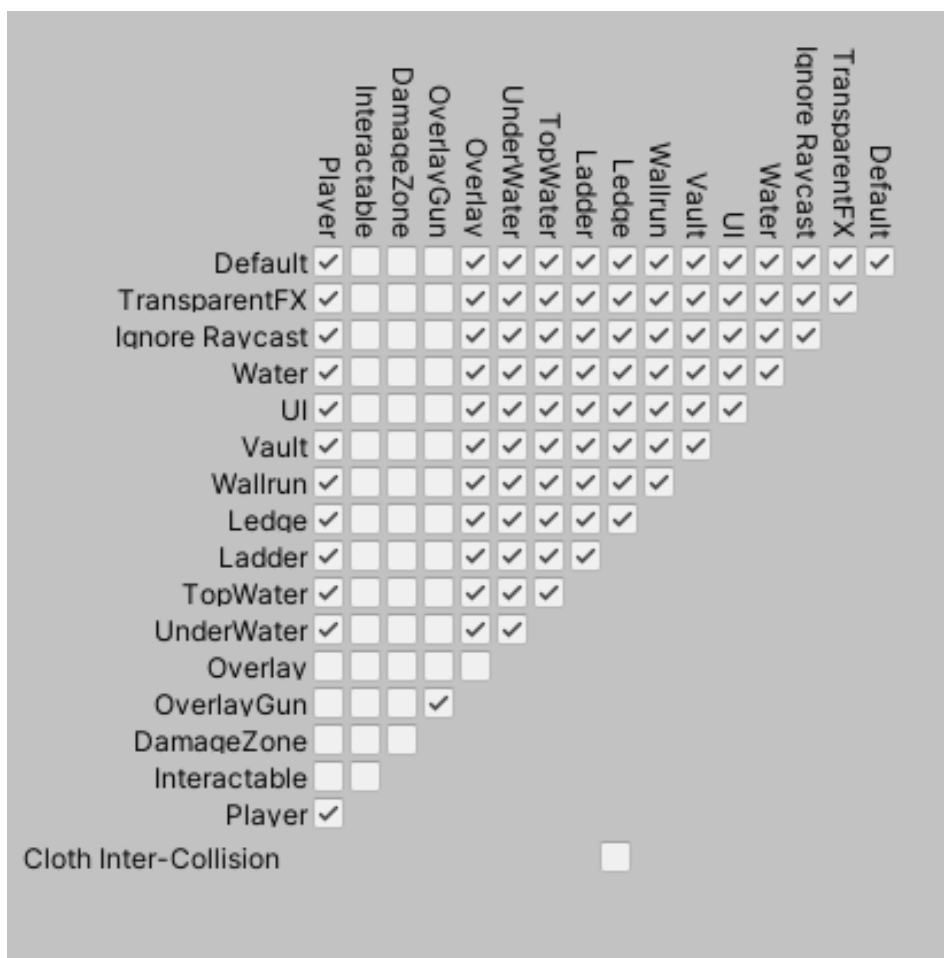
Now go to **“Physics”** in Project Settings

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:



The image shows the Unity Layer Collision Matrix settings. It is a triangular matrix where each cell contains a checkbox. The layers listed on both the horizontal and vertical axes are: Default, TransparentFX, Ignore Raycast, Water, UI, Vault, Wallrun, Ledge, Ladder, TopWater, UnderWater, Overlay, OverlayGun, DamageZone, Interactable, and Player. The 'Cloth Inter-Collision' checkbox is located at the bottom left of the matrix area. The matrix is configured so that most layers have collision enabled with each other, except for 'TransparentFX' and 'Ignore Raycast' which are disabled against most other layers.

| | Default | TransparentFX | Ignore Raycast | Water | UI | Vault | Wallrun | Ledge | Ladder | TopWater | UnderWater | Overlay | OverlayGun | DamageZone | Interactable | Player |
|-----------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| Default | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| TransparentFX | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Ignore Raycast | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Water | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| UI | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Vault | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Wallrun | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Ledge | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Ladder | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| TopWater | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| UnderWater | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Overlay | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| OverlayGun | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| DamageZone | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Interactable | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> |
| Player | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| Cloth Inter-Collision | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

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!

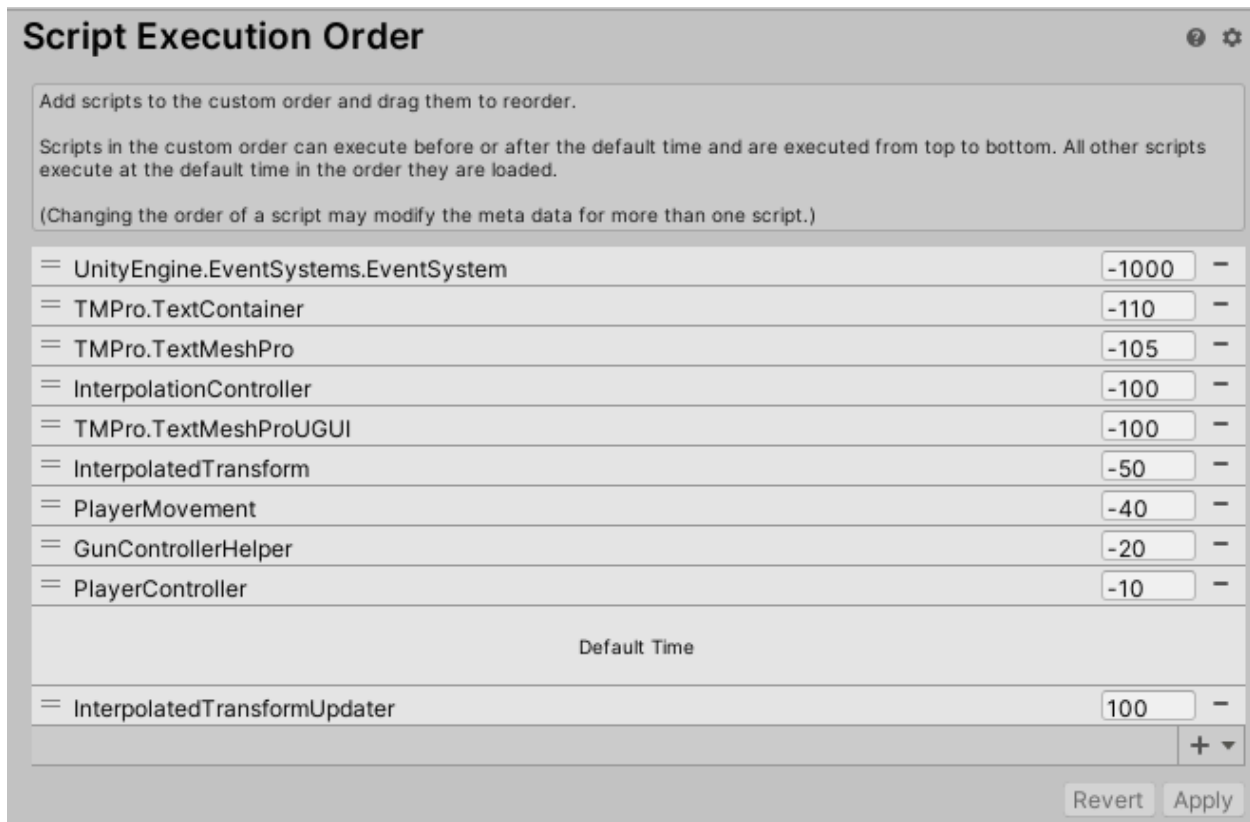
SCRIPT EXECUTION

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:



The screenshot shows the 'Script Execution Order' window in Unity. It contains a list of scripts with their execution order values. The scripts are: UnityEngine.EventSystems.EventSystem (-1000), TMPro.TextContainer (-110), TMPro.TextMeshPro (-105), InterpolationController (-100), TMPro.TextMeshProUGUI (-100), InterpolatedTransform (-50), PlayerMovement (-40), GunControllerHelper (-20), and PlayerController (-10). Below these is a section for 'Default Time' with InterpolatedTransformUpdater at 100. At the bottom are 'Revert' and 'Apply' buttons.

| Script | Order |
|--------------------------------------|-------|
| 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 |