To integrate the asset Easy Build System into GKC, follow these steps:

-Open the scene called "[Advanced] First Person Controller" or any of the scenes examples in first person from EBS.

-Drop the player prefab of GKC on it.

-Go to the main player controller of EBS and disable that gameObject.

-Go the its main camera inside of that object and copy the component "BuilderBehaviour":
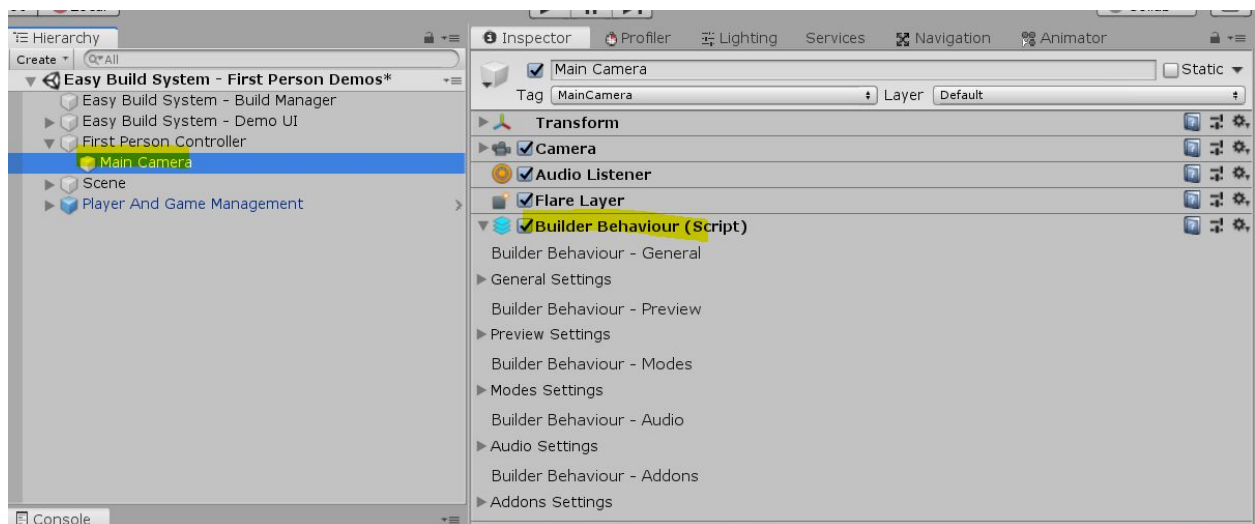
-Go to the object "Player Camera" of GKC player, and locate the object "Main Camera" inside of it, and use the right button on it and select "Paste Component As New":
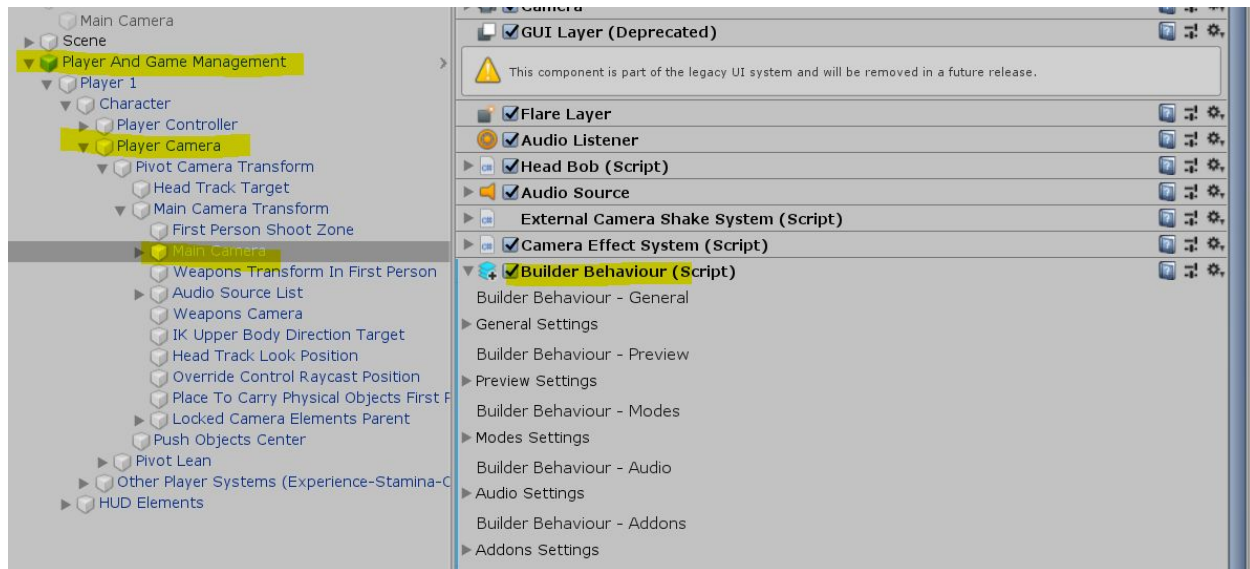

-Create a new component called "GKCInputBehaviour" in the main camera as well, and paste the code of the file called "GKCInputBehaviour.cs.txt" (Ctrl A, Ctrl C, Ctrl V) in that new script. Press Ctrl S to save that file and return to the unity window.
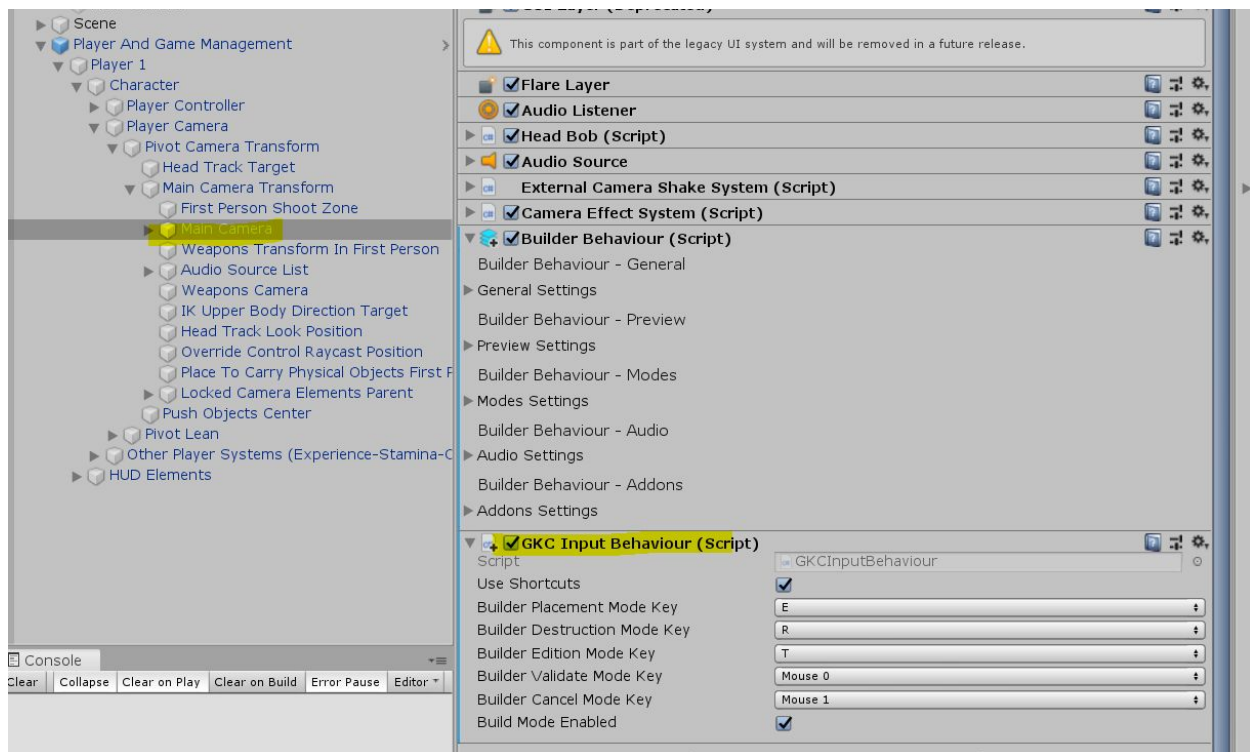
-Now, go to "Player Controller" gameObject, to the component called "Player States Manager", and go to the "Player Modes":
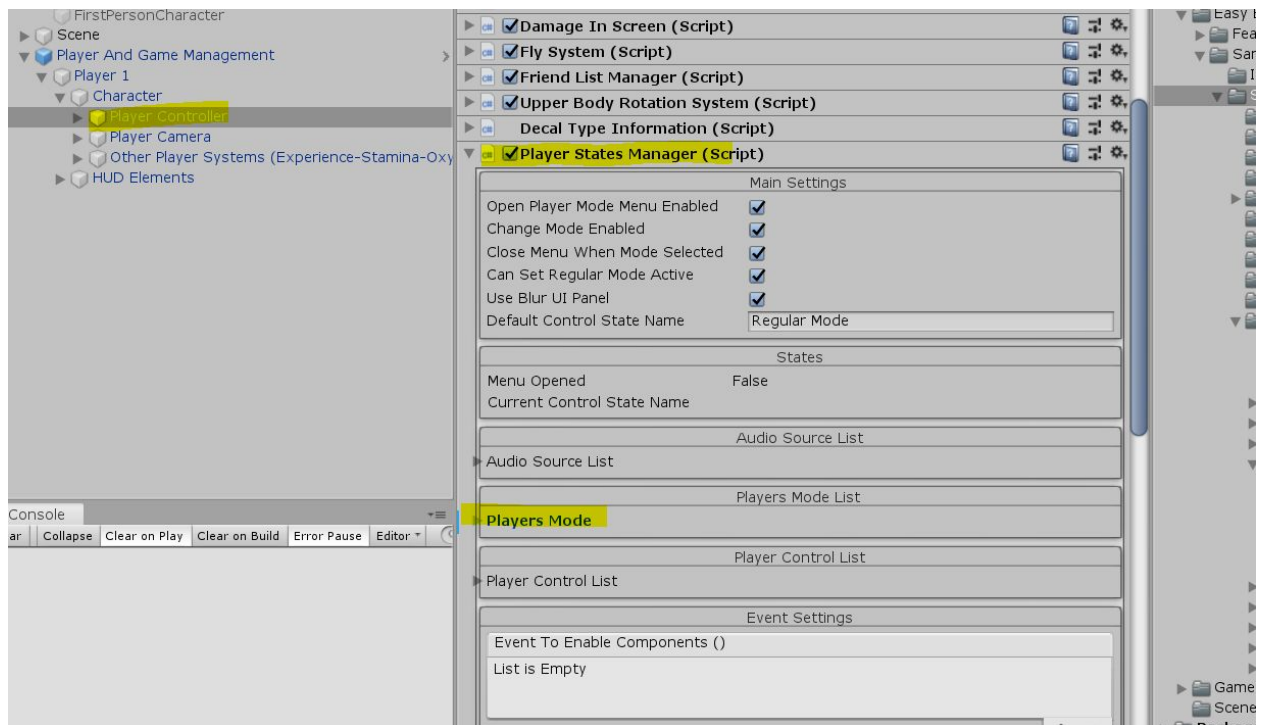

-Add a new mode or use any of the previous one (it is recommended to use the one called "Simple Mode"), and add the next events, with reference to the component that has been attached to the Main Camera gameObject:
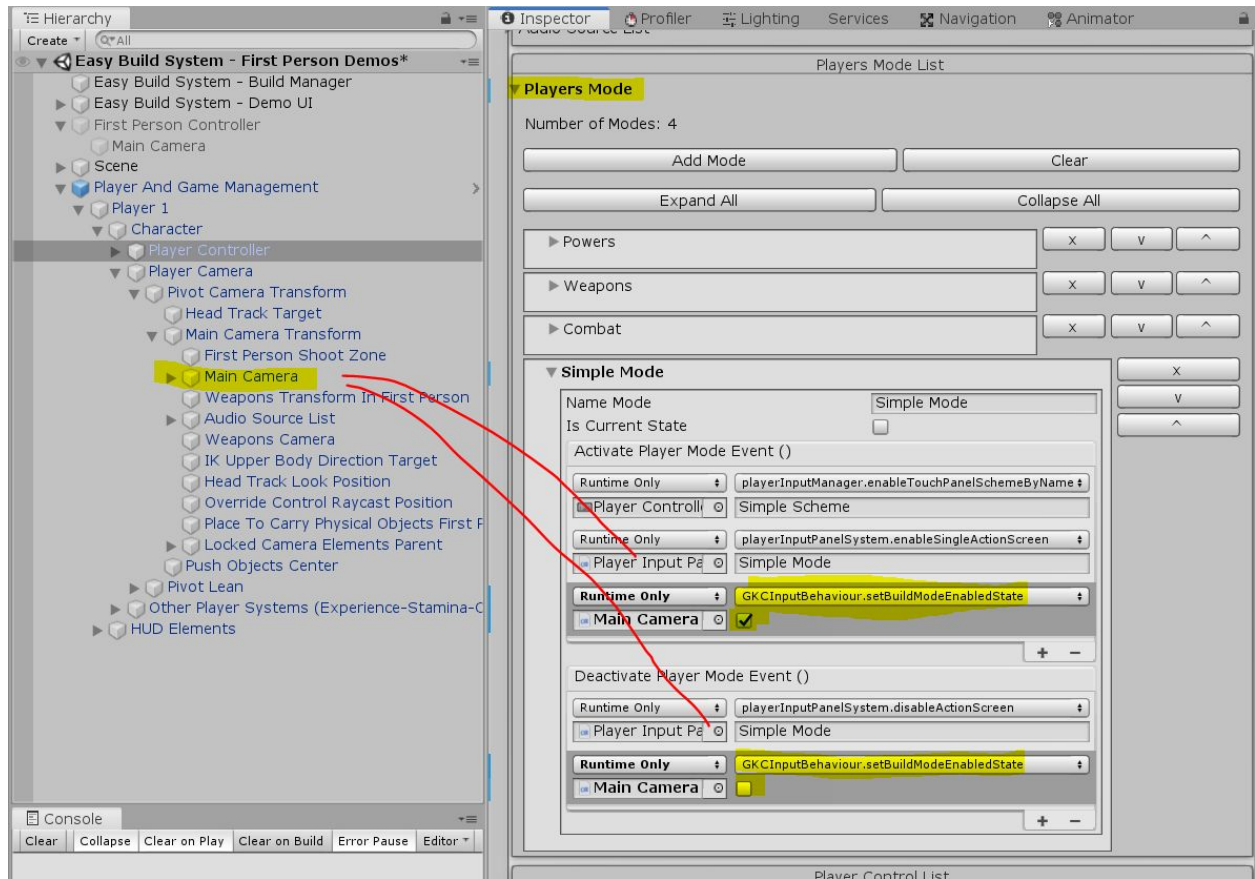
And now, if you press play and change the current player mode with H (key used by default), you can change to the Simple Mode.

You can also set the field "Default Players Mode Name" to configure the initial mode on the player, so it already starts with this mode active.
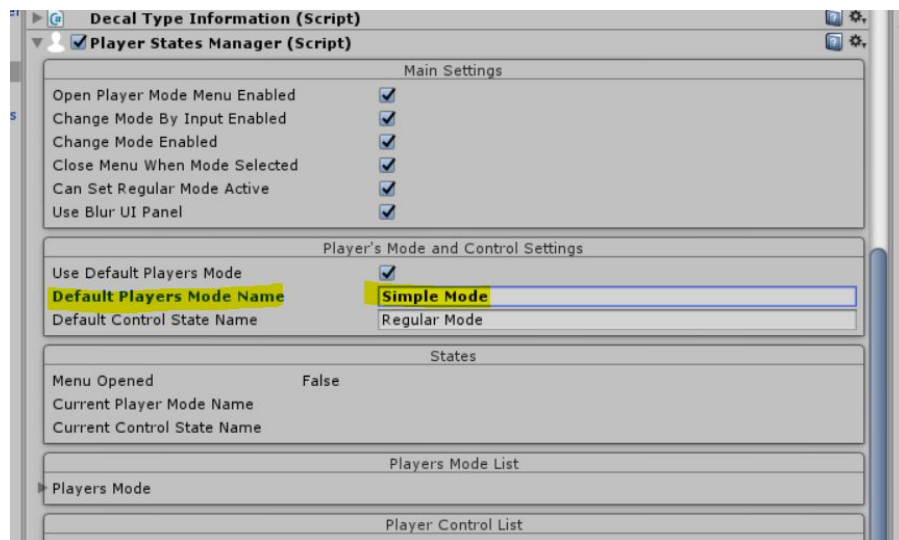
And after all these steps, you will be able to use the easy build system along with GKC. Of course, you can always customize new input actions on GKC to use the actions of Easy Build System as you prefer.

In another update, the integration will allow to link the objects of EBS to the inventory of GKC, so it takes the materials and objects from it while using or picking them.