AFPSK Lite
By: Robert Fritzen (Phantom Games Development)

Thank you for purchasing AFPSK Lite for Torque 3D MIT. This pack is a compilation of five smaller packs that have since been released. The sole purpose of this pack is to help you to assemble a more advanced first person shooter solution, while teaching you how to do some cool new things and giving you a bunch of new toys and tools to play around with. Included in this pack:

- Weapon Modelling Tutorial: This is a document collection that will teach you how to create third person weapon models using Blender, and it will show you how to get your completed model imported into the engine. I also provide a sample weapon and all of the source art to serve as learning tools you are free to use in your own projects.
- FPS Design Pack: This is a tutorial pack that includes one of the largest documents I have ever written, containing a full tutorial and document on good design practices and solutions as well as the "Six Rules of FPS Design" to guide you along. Included in this pack is my custom class creation system and my weapon system that will grant your game the ability to use a primary/secondary weapon system with a few other goodies.
- Advanced Radar Pack: This pack adds a Minimap/Radar to the engine with tons of cool and useful functions. Also included in this pack is the GuiTargetSelector, which reverses the radar operation by allowing your players to select locations on the map to target them in either a single target or a target and direction method. As of the release, a horizontal compass was also provided in this pack.
- Team Games Pack: The team games pack is a small addon that teaches you how to effectively design and implement team based game modes. A full CTF example was also provided with this pack as a learning tool.
- Advanced AI Lite: The Advanced AI Lite pack adds a new AIPlayer class that has built in tools and functions that are extremely common to AI solutions. Since this moves the code related to this into the engine, it makes the processing and performance of the AI quicker and easier to manage. This also builds in the included Recast/Detour system into the AI to give you a navigation and

pathfinding solution for the AI without you needing to worry about complex code. Included in this pack is also a MissileProjectile and its GuiTargetingOverlay to select targets.

I hope you enjoy this collection of packs, and I thank you guys for helping me complete my development on T3D with a positive note. I cannot thank the countless amount of people who have helped me create the different parts of the pack and provide priceless critique of my packs to help me make them much better for you guys.

Thanks Again, and enjoy the pack!
Robert Fritzen
Founder & Creator of Phantom Games Development.