Make sure to read this procedure carefully before attempting to copy Venom\_Carrier (Rebellion-The Green carrier). This makes things easier and reduces bugs.

1. Save a copy of the project
2. Build Nebulex
3. MOVE NEBULEX BUILD TO A NEW LOCATION SO IT WON’T ACCIDENTALLY GET OVERWRITTEN!!
4. Delete Venom\_Carrier (1)
5. Copy the Carrier
6. Use the MetID updater in GameController (RemoveCapsule.cs) to update Metwork View IDs
   1. Insert new Venom\_Carrier (1) into ObjectsToStrip slot
   2. Adjust MEtworkID of Venom\_Carrier(1) to 400
   3. Set offset to 200 (in script)
   4. Run the updater (You might need to have the game view open)
   5. CHECK that Venom\_Carrier (1) MetID is 400 and others are offset by 200 from the other ones (those on Venom\_Carrier
   6. Comment out the code so sticky fingers don’t touch its
7. Set Flag port locations in flag
8. Change team in flag port
9. Drag Venom\_Carrier (1) [From now called VC1] into the Navigation slot
10. Assign VC1 in Game Controller
    1. Carrier B Damage
    2. Ship Two Transform
11. Assign landing pads for fighters, bombers and transports
12. Set spawn point tags to Spawn Point 1
13. Test build against old build version (step 2). DO NOT OVERWRITE THE OLD BUILD.
    1. Test doors
    2. Test Carrier Movements
    3. Test Flags
    4. Test Navigation targets
    5. Test spawns on both carriers
    6. Test respawning for fighters, bombers and transports
    7. Make sure the two different builds can work together