**Rush Setup Guide**

1. Download the latest version from <https://github.com/Coomzy/Pavlov-Rush>
2. Open the downloaded project and migrate the UGC folder to your project
3. Move the RSH folder across
4. Fix up redirectors in migrated UGC folder
5. Move PMF folder across
6. Fix up redirectors in migrated UGC folder
7. Delete previous PMFGameLogic in level if there is one
8. Inside your UGC folder right click on the content browser and click Blueprint Class, expand All Classes and type “RSH\_GameLogic”
9. Select RSH\_GameLogic and then click the Select button
10. Drag your newly create RSH\_GameLogic child into the level select it in the World Outliner and click “Spawn CORE Actors” in the Setup category in the Details panel
11. Link your definition to your GameLogic
12. Put your Map Name in the Config – Map category
13. In the Config – Admin category add any roled players (admin = 1) to the PlayerRoleList and any blacklisted players to the PlayerBlacklist variable (add their SteamID’s in the boxes)
14. Go to \CustomMaps\#YOUR UGC#\RSH\Blueprints\LevelActors and place RSH\_MCOM in the areas you want MCOM stations, make sure to set their MCOM Index’s accordingly (A = 0, B = 1, etc.) and use MCOMManager’s “Check for Errors” button on the Details panel for troubleshooting
15. Next place RSH\_BattlefieldPlacement’s where you want people to be able to spawn during any set of objectives
16. Select RSH\_MCOMManager in the World Outliner and in the Details panel under the Config – RSH category add as many MCOMStation Sets as you want (so A&B, C, D&E would be 3 separate sets)
17. Per instance added add any MCOM Stations associated with that set and any Attackers/Defenders BattlefieldPlacements
18. Next we need to do the role rooms, first off you need player spawns, doesn’t really matter how many as it’s the role room so not a big deal if people spawn on top of each other but you use RSH\_PlayerSpawn to do this and it has a variable on it to set per team
19. Next in the role room place the RSH\_RoleTeleport’s if you are using the preset roles (Solider, Sniper, Support, Commando) the go into the RoleTeleportPresets and place one of each
20. Each RoleTeleporter needs a TeleportPoint so just place an empty actor where you want players to be teleported to and link the reference in the Details panel.
21. In each Armory place a RSH\_BattlefieldTeleporter, RSH\_RoleRoomReturner & any weapon spawns you want for that armory (you can use the regular Pavlov one or the PMF\_LootSpawnerProxy one which has an enum list for items so you don’t need to know the names)
22. I’d also recommend placing a PMF\_ShotBlocker over the Armory’s as players will probably troll and just constantly shoot, you are invincible and don’t lose respawn tickets for dying in the amrory so this isn’t a major issue
23. Make sure you do steps 18-22 for both sides
24. Place a PMF\_MapEntrySpawn in the level where you want players to spawn as a spectator when the match hasn’t started yet
25. I think that is it, if you have any issues message me!