FPS FRAMEWORK 2.0

DOCUMENT

GETTING STARTED

To get started follow this link: https://akila.gitbook.io/fps-framework
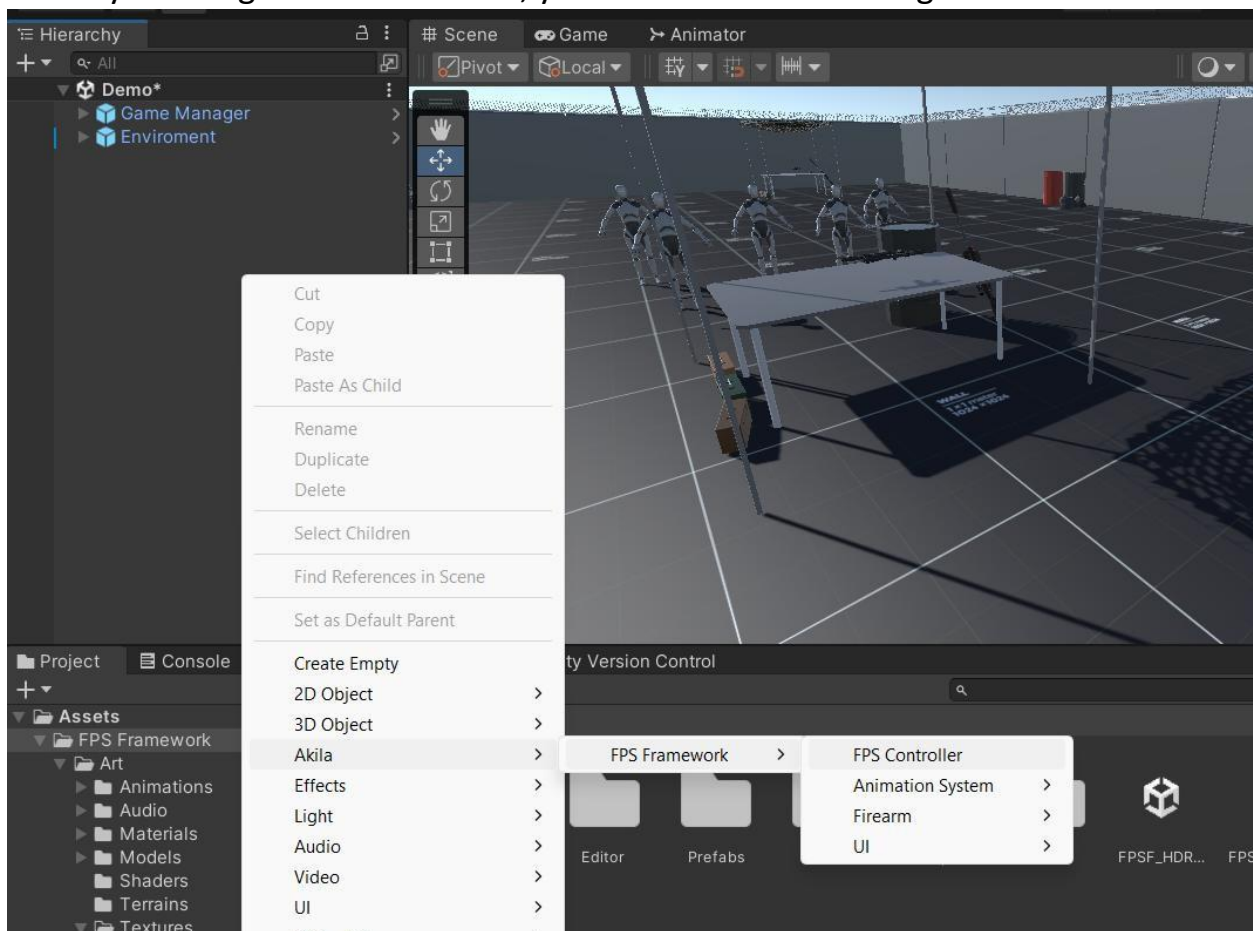
QUICK START
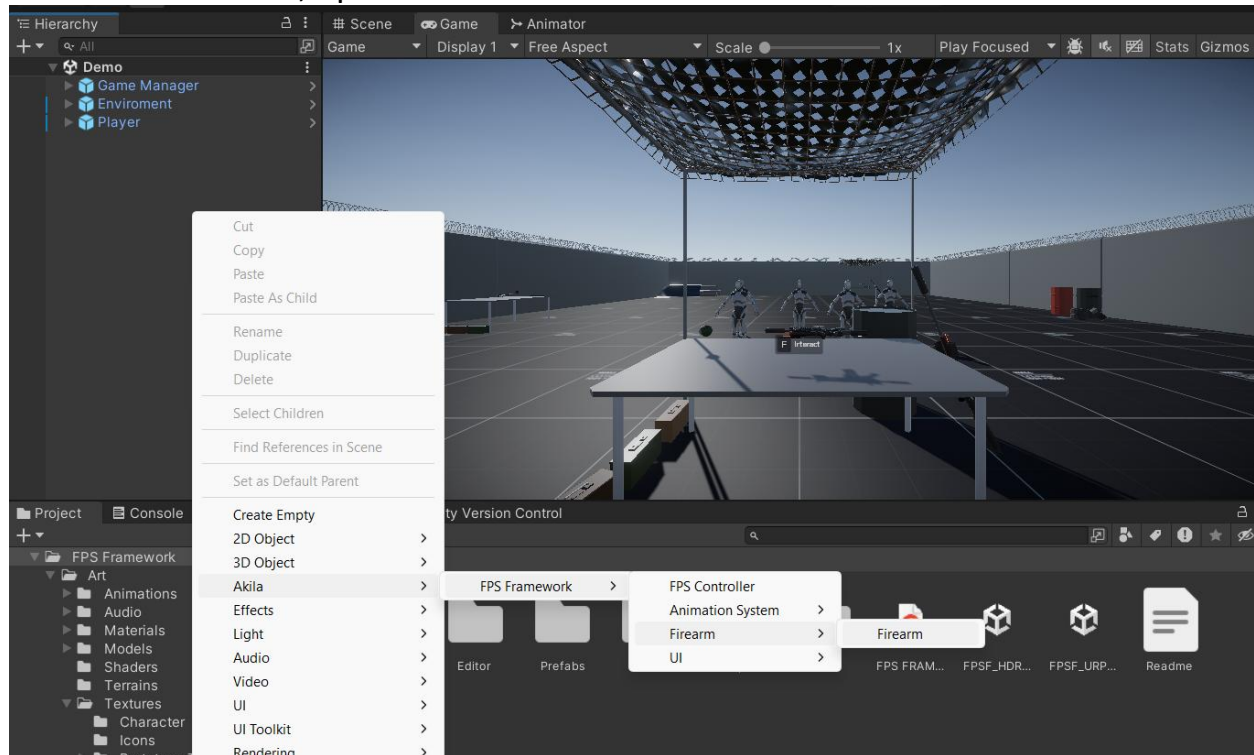Guide to quickly create and start and create.

Creating an FPS Controller

Start by creating an FPS controller, you can create one through this menu:
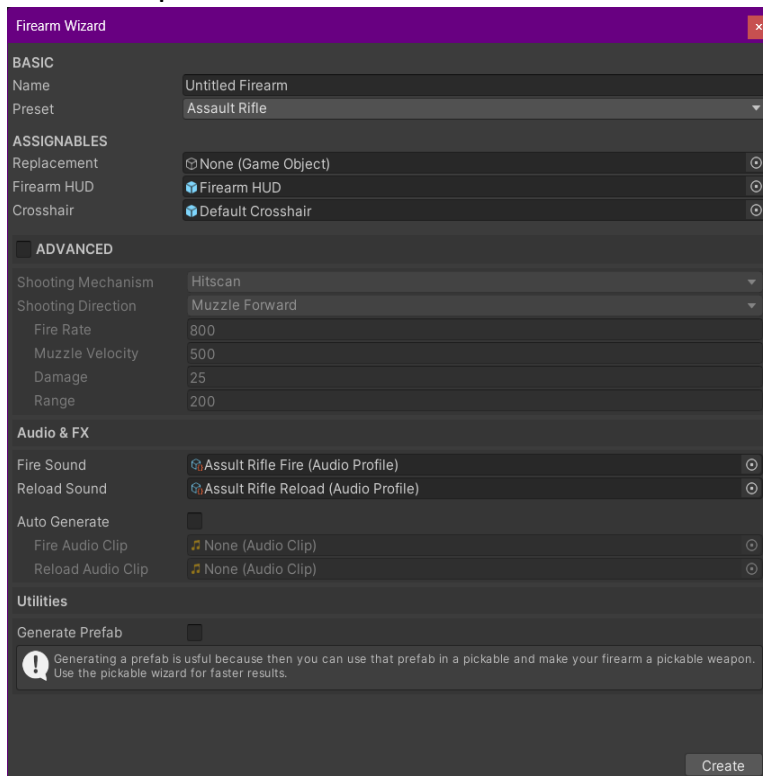
Creating a firearm
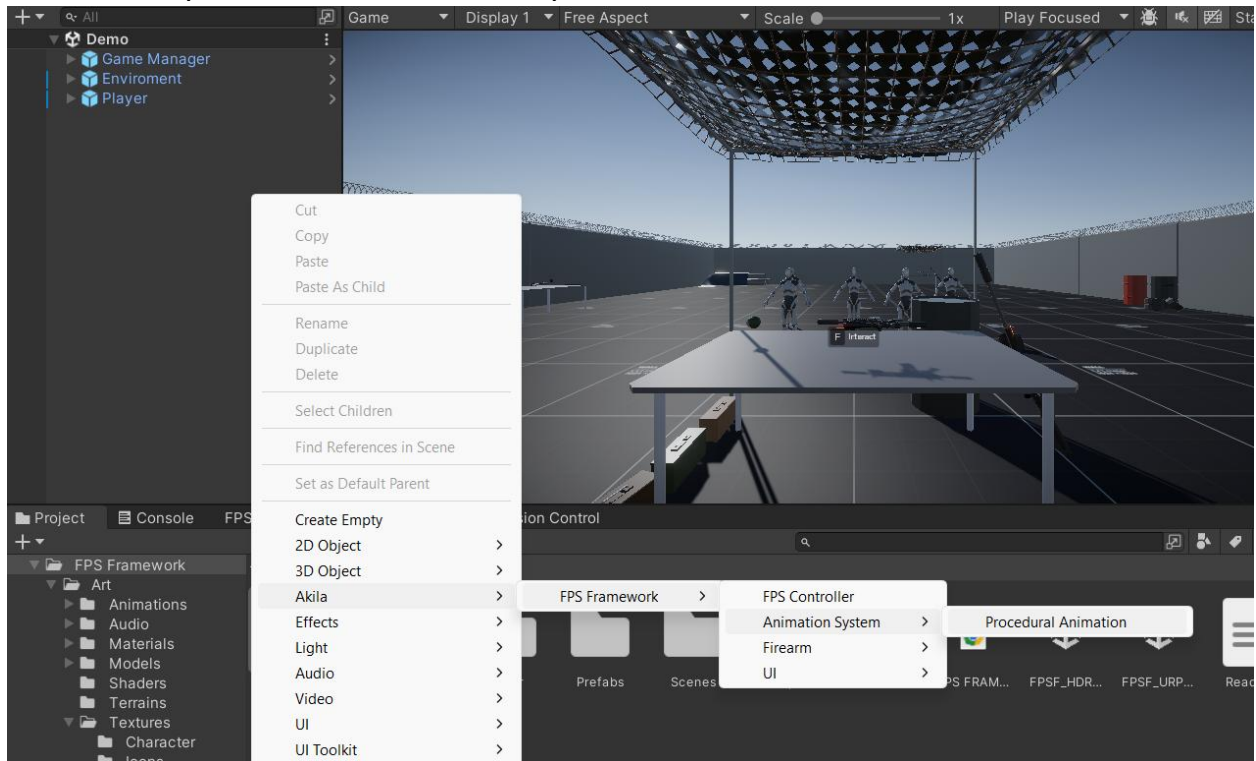
To create a firearm, open this menu and click Firearm:

This will open the firearm wizard:

Creating an animation

To create a procedural animation, open this menu:

QUICK TIPS

- After creating a firearm, make a prefab of it and add it to the Start Items list in your player's inventory

  You can find the inventory under the Player Game Object
  Player > Camera > Camera Effects > Movements > Holder > Inventory
- After creating a procedural animation, you need to add its game object to a Game Object that has the component ProceduralAnimator then assign the parent holder of all your animations to the ProceduralAnimator "Animation Holder" field