Fps System Documentation

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# Setting Up a new Weapon

To set up a new weapon, a few things are required first;

* Weapon Model
* Animated Skeletal Mesh of the model (Required if animation is used)

If you have these, you can begin.

To create a new weapon, create a new blueprint class based on “WeaponData” (go to all classes and search)

When this is created, give it a suitable name. I typically try to standardise names with the format [WeaponName]\_DATA to keep things consistent.

## Data Values

The following is an overview of what each input of WeaponData controls.

* Weapon Type: What is this weapon? Should be an enum. Depending on the game’s ammo mode, type could be used to determine how ammo is stored
* Weapon Category: The type of weapon. This is used to control which weapon slot the weapon should fit into (eg: SMG is button 3, Pistol is button 1)  
  Depending on the game’s ammo mode, category could be used to determine how ammo is stored.
* Ammo Type: Calibre of weapon. Depending on the game’s ammo mode, calibre could be used to determine how ammo is stored.
* Weapon Name: The name of the weapon, this is displayed on the ui for the player to see.
* Mag Size: How many bullets in the weapon’s magazine. How many times can you fire before needing to reload.
* Auto: Full auto or semi auto?
* Cooldown: Delay between shots. Controls rate of fire. Higher value will shoot slower.
* Weapon Model: The static mesh of the model. Used for world model and can be used for socket locations.