

## Guide for creating diferent smart aim settings for weapons

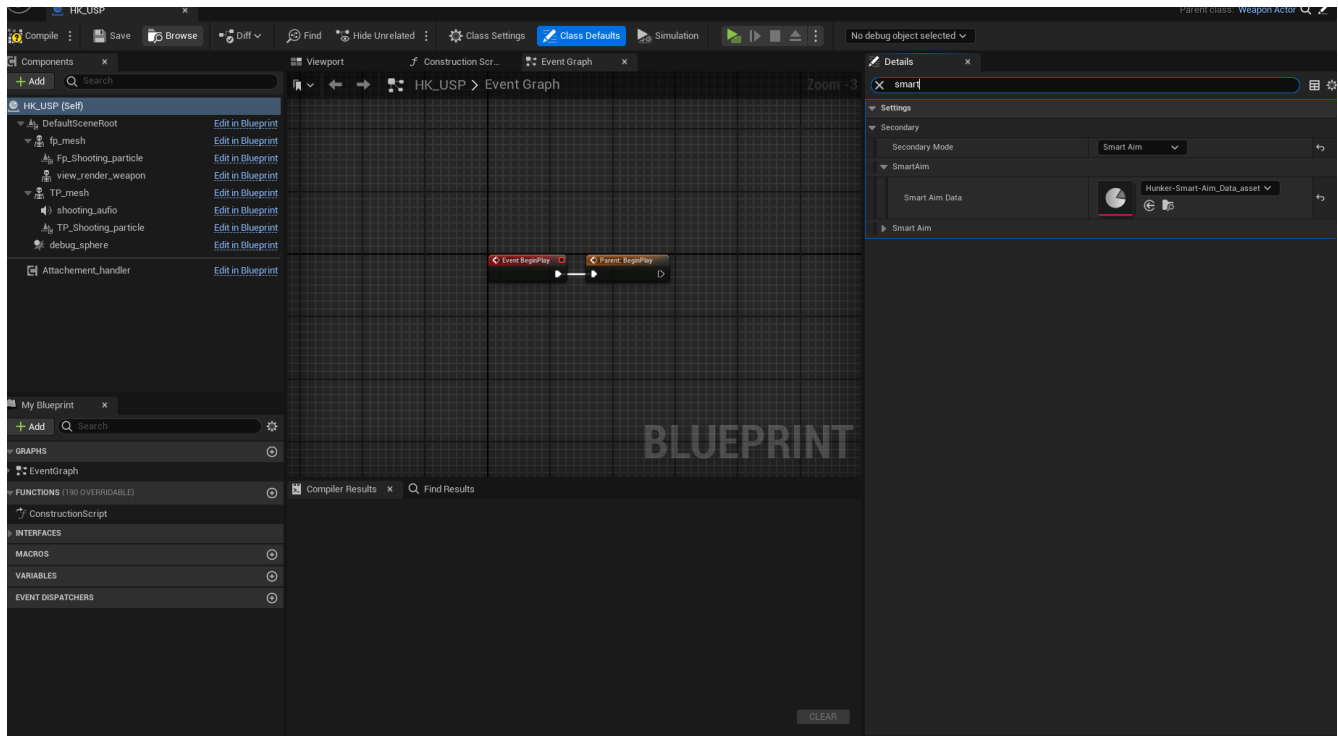
this guide covers the basic functionality for creating a simple smart aim data asset for weapons

Weapons in toaster arena can have different secondary fire modes that activate when the user presses mouse 2

Some weapons can shoot twice and others can aim

Weapons that aim use a data asset for aiming, by using data assets, such functionality can be re-used for multiple weapons

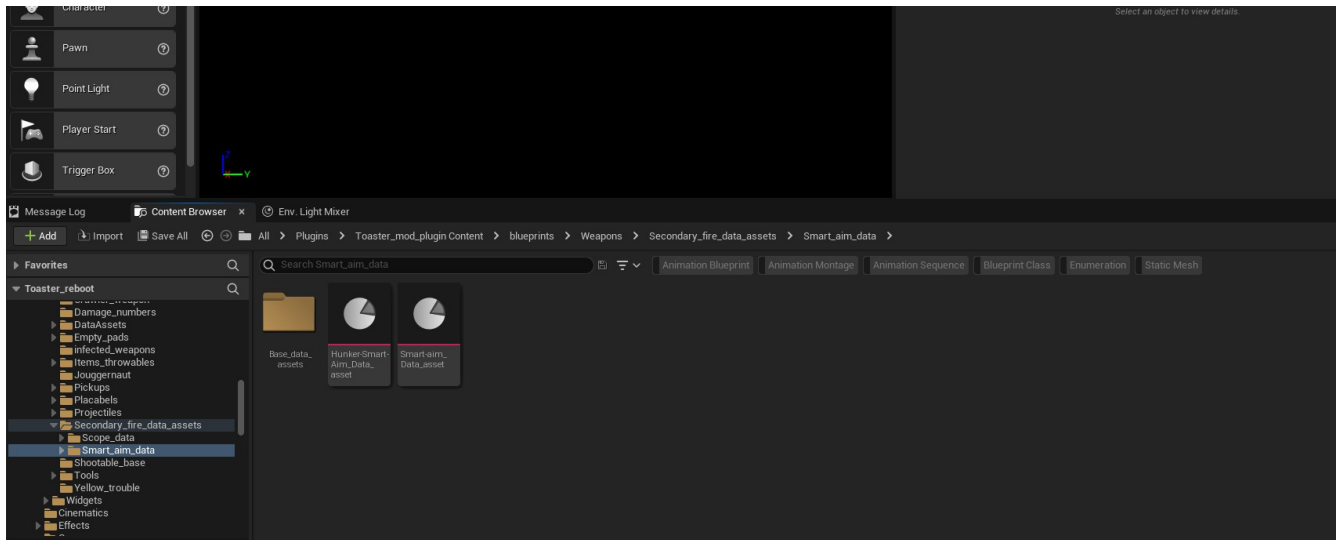
The data asset can be specified by going in to the weapon blueprint and choosing a compatible data asset



(in the picture above, the selected weapon is the hk pistol and selected smart aim asset is called **Hunker-Smart-Aim\_Data\_asset**)

**Each weapon can have its own data asset but for now, all of them share the same one**

**Data assets can be found on this location**



**Data asset variables are self explanatory**