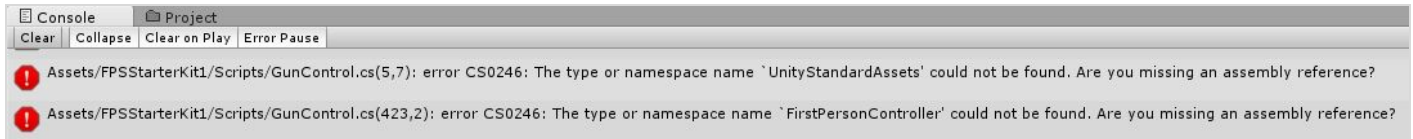# FPS Starter Kit | Unity Standard Assets

Thank you for your purchase! If you have any questions or need any customization done, please feel free to reach out to us at support@ironbellystudios.com.

## Why are there errors when I open the pack?

When you first import the FPS Starter Kit assets, you may see these errors in the Console window:

Not to worry. All you have to do is simply import a few Unity Standard Assets and you'll be good to go! Please see instructions below.

## How do I import the Standard Assets?

1. If it is not already open, open the **Example Scene**. In the main menu, select Assets > Import Package > Characters.
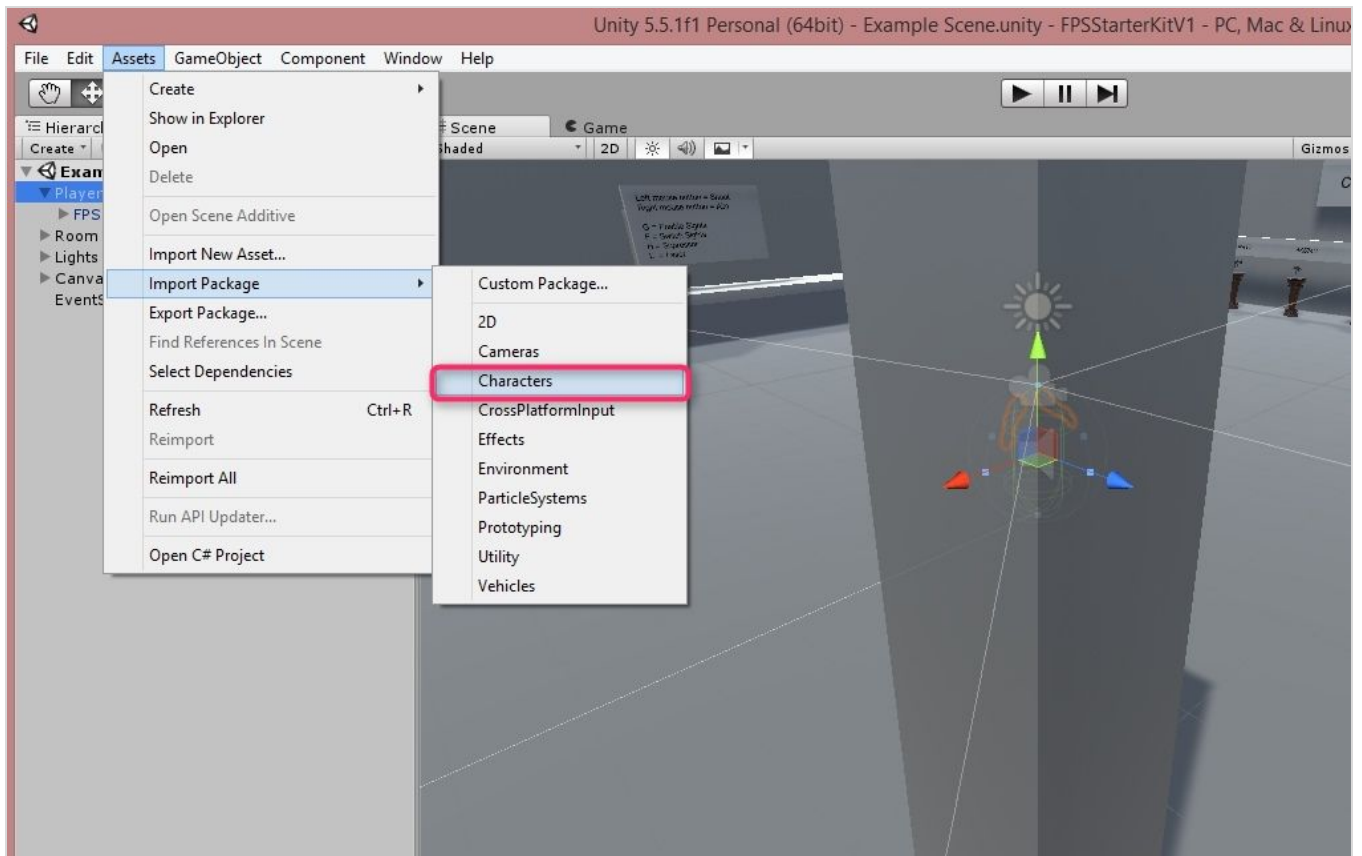
2. Import all selected assets. This will take a few moments. Once the process is complete, you will see a new **Standard Assets** folder in your **Project** window.
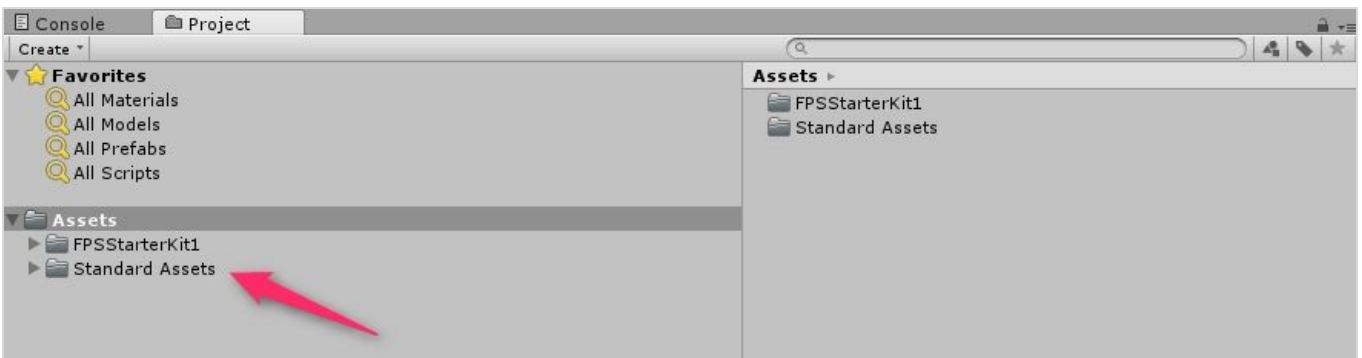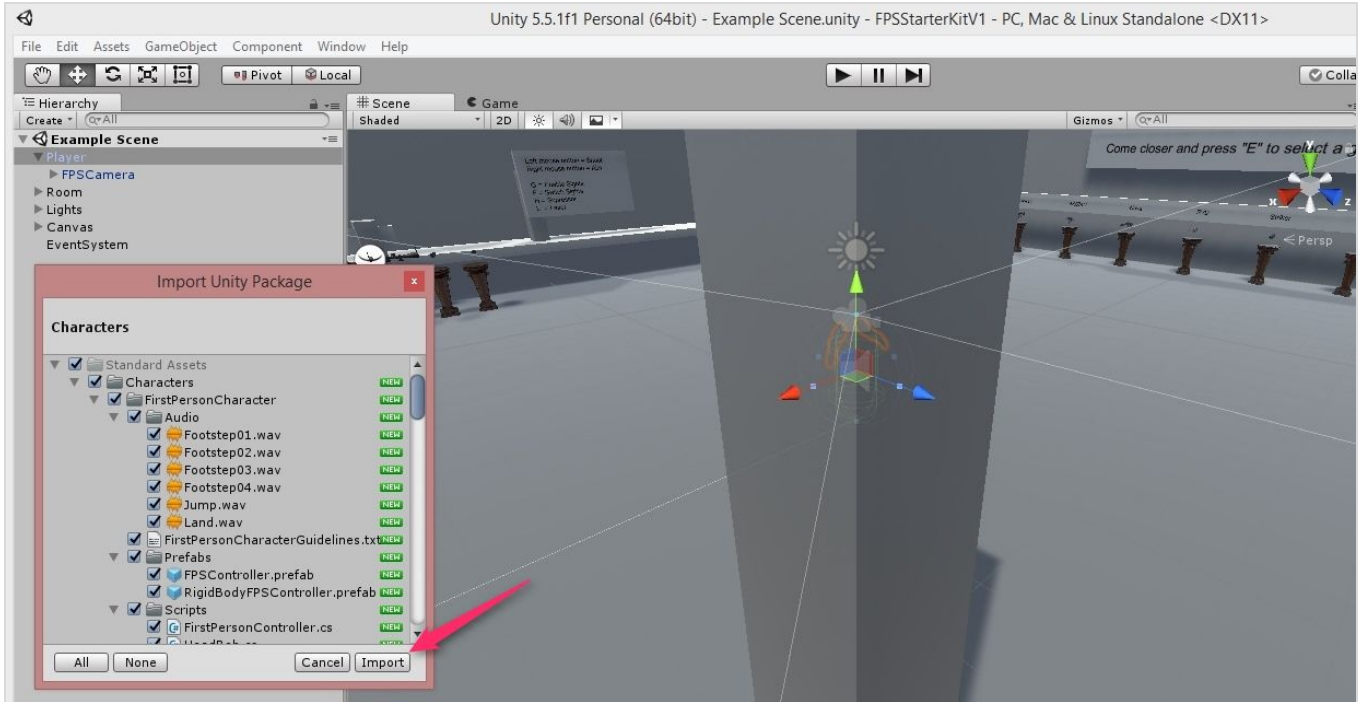
3. Restart Unity and reopen the project

4. Select the **Player** object in the **Hierarchy** window.
   ○ Go to the **Inspector** window
   ○ Under the **First Person Controller (Script)** section click the gear icon (if you don't see this in the list, then you need to restart Unity)
   ○ Select **Edit Script** to open the FirstPersonController.cs script
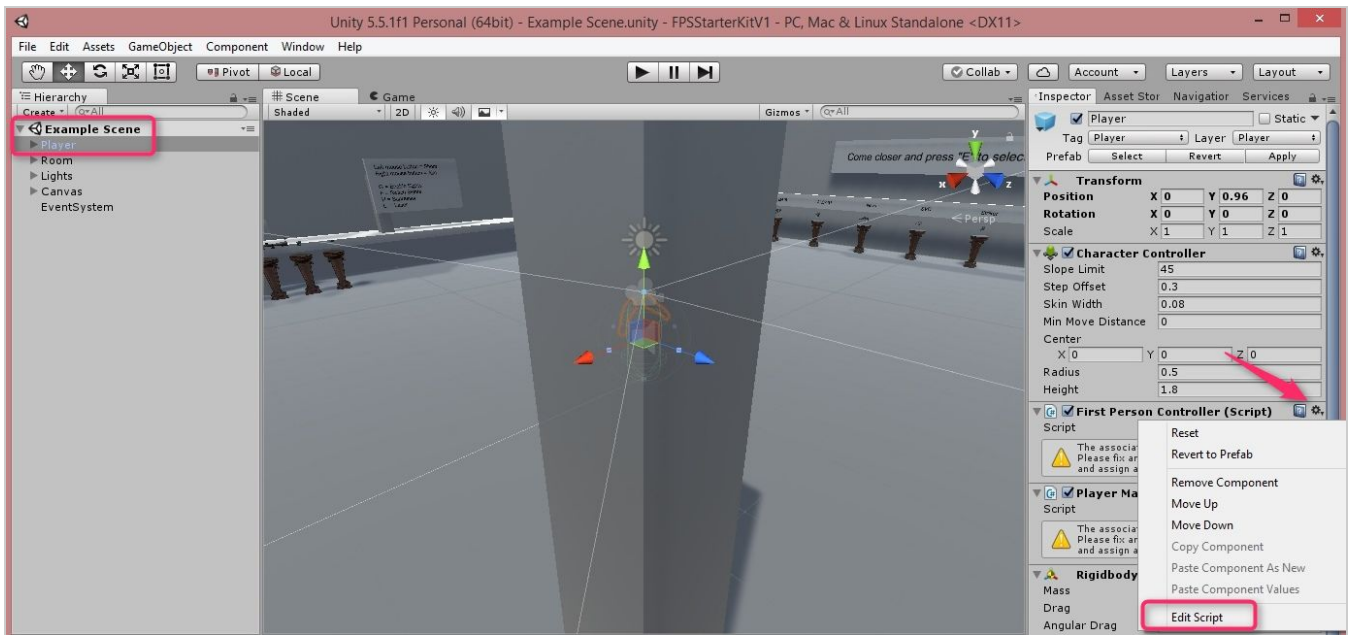
5. At the end of line 257, press the Enter key to insert a few empty lines where you will paste some lines of code. Notice the location of the closing brackets. There should be 2 closing brackets at the end of the script.


```
FirstPersonController.cs

228              // only if the player is going to a run, is running and the fovkick is to be used
229              if (m_IsWalking != waswalking && m_UseFovKick && m_CharacterController.velocity.sqrMagnitude > 0)
230              {
231                  StopAllCoroutines();
232                  StartCoroutine(!m_IsWalking ? m_FovKick.FOVKickUp() : m_FovKick.FOVKickDown());
233              }
234          }
235
236
237      private void RotateView()
238      {
239          m_MouseLook.LookRotation (transform, m_Camera.transform);
240      }
241
242
243      private void OnControllerColliderHit(ControllerColliderHit hit)
244      {
245          Rigidbody body = hit.collider.attachedRigidbody;
246          //dont move the rigidbody if the character is on top of it
247          if (m_CollisionFlags == CollisionFlags.Below)
248          {
249              return;
250          }
251
252          if (body == null || body.isKinematic)
253          {
254              return;
255          }
256          body.AddForceAtPosition(m_CharacterController.velocity*0.1f, hit.point, ForceMode.Impulse);
257      }
258
259
260          |
261      }
262  }
263
```

6. At line 258, paste the following code:

```
public bool IsQuiet
{
    get
    {
        if (!m_Jumping && m_CharacterController.velocity.magnitude <= 0)
                return true;
        else
                return false;
    }
}


public bool IsWalking
{
    get
    {
        if (!m_Jumping && m_IsWalking && m_CharacterController.velocity.magnitude > 0)
                return true;
        else
                return false;
    }
}


public bool IsJumping
{
    get
    {
        return m_Jumping;
    }
}


public bool IsRunning
{
    get
    {
        if (!m_Jumping && !m_IsWalking && m_CharacterController.velocity.magnitude >= 0)
                return true;
        else
                return false;
    }
}
```
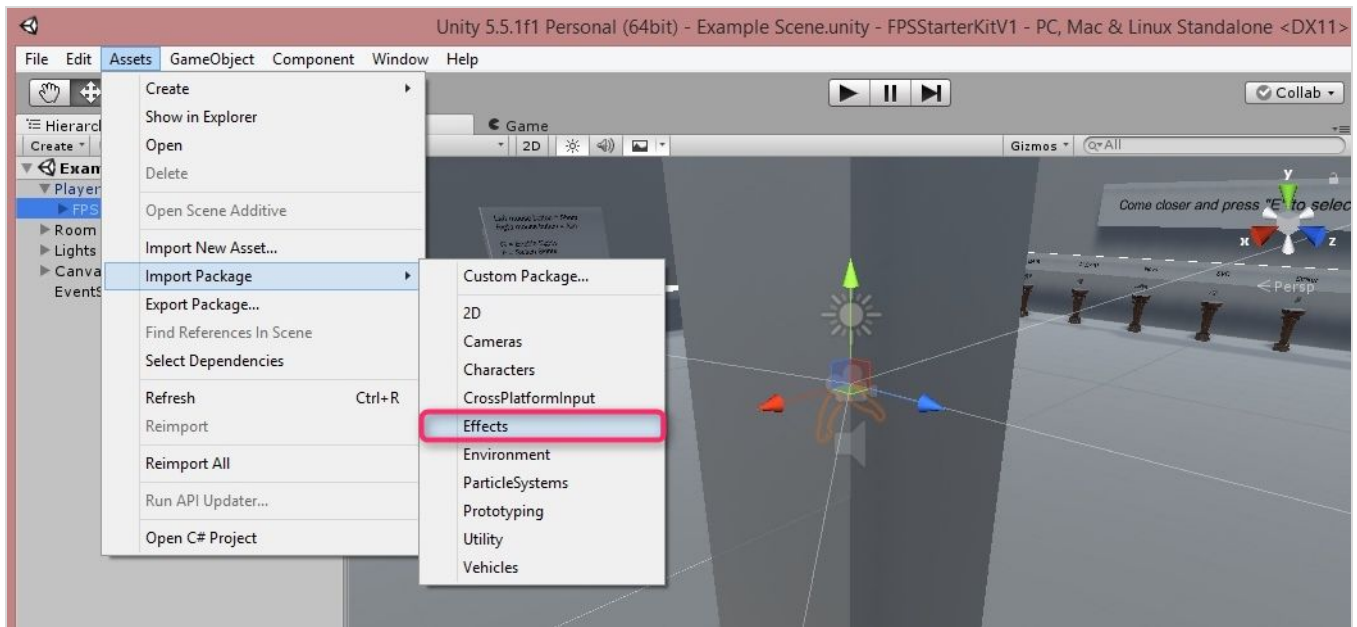
7. Save the changes to the script.

8. In the **Hierarchy** window, select Example Scene > Player > **FPSCamera**. The Inspector window will show a warning notification of a missing script. In the main menu, select Assets > Import Package > Effects.

9. Import all selected assets. This will take a few moments. Once the process is complete, you will see a new **Effects** folder in your **Project** window.
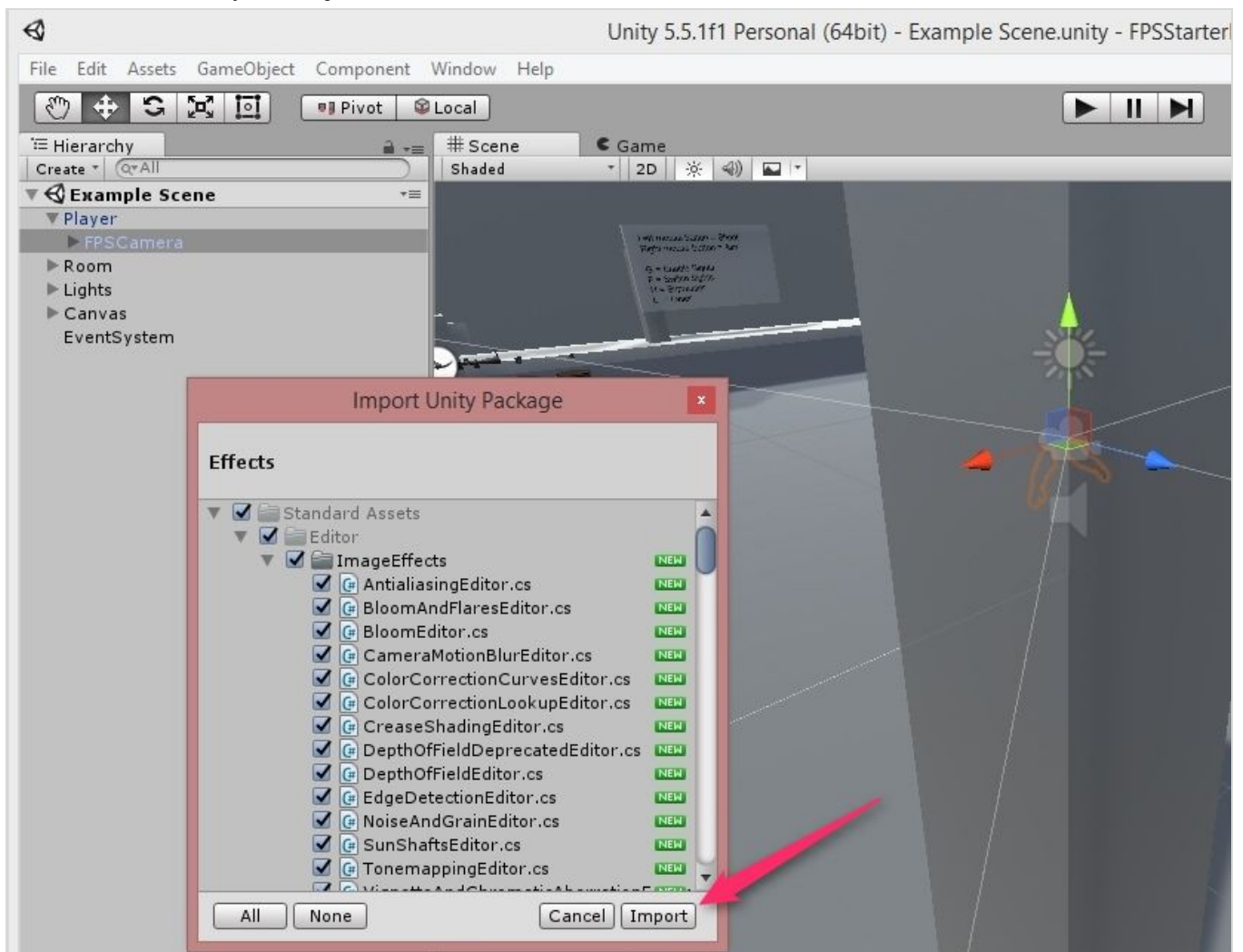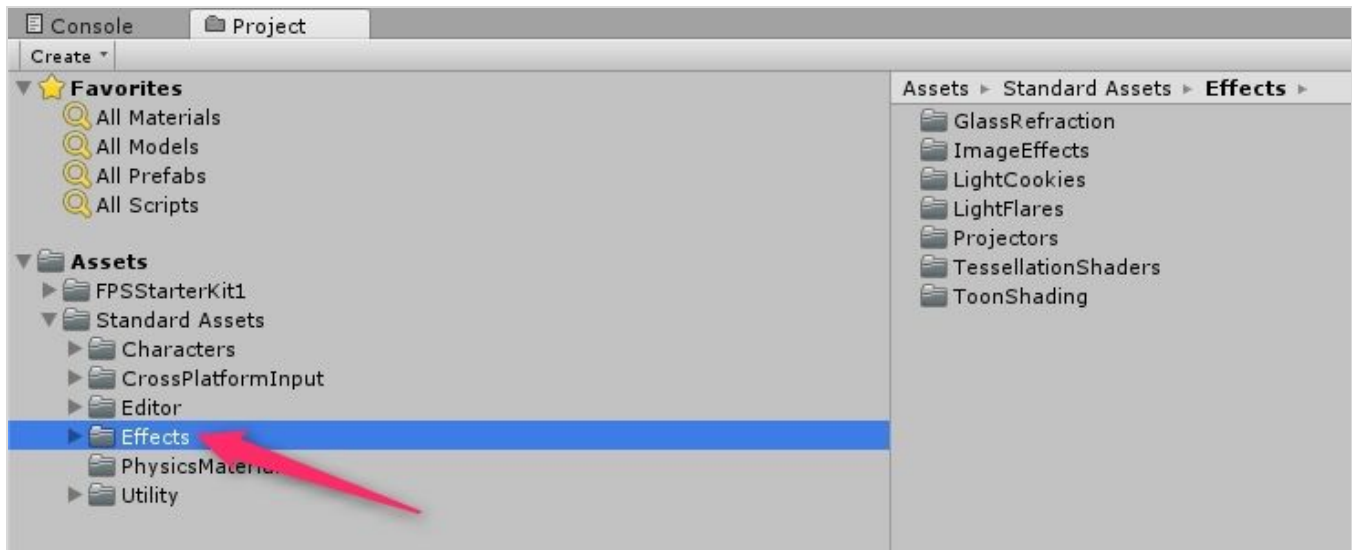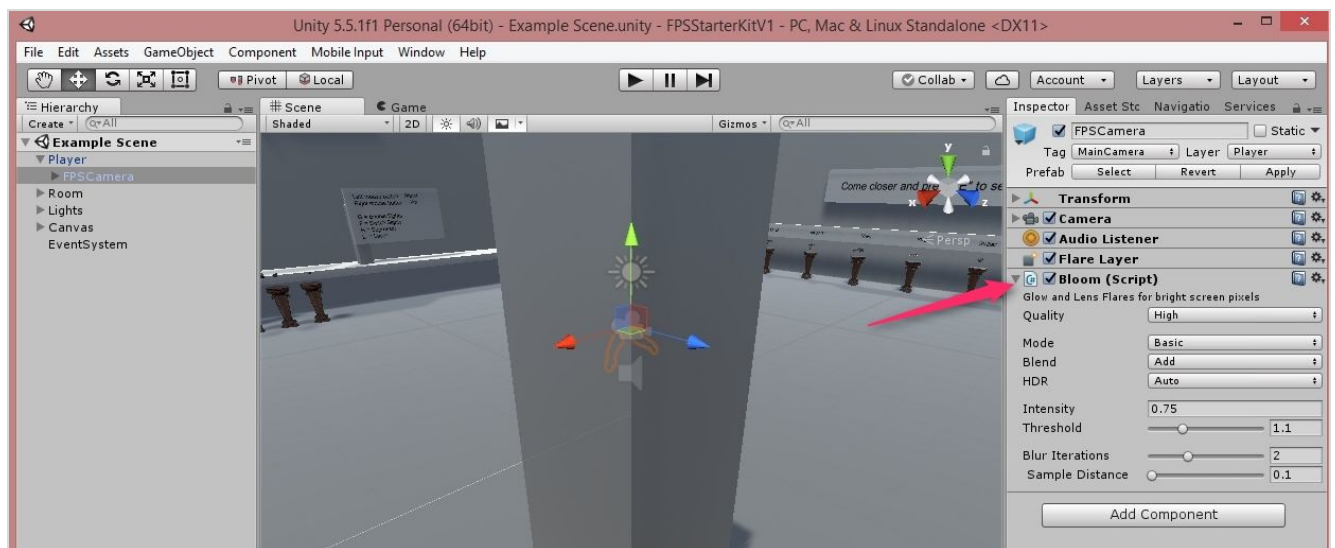
10. Restart Unity and reopen the project

11. Select Example Scene > Player > **FPSCamera**. You should now see the **Bloom (Script)** in the Inspector Window.

12. Now you are ready to demo all of the assets and animations in the FPS Starter Kit. Select the **Game** window, click the Play button, and let the fun begin!