

# Low Poly FPS Pack for MMFPSE

## Getting Started

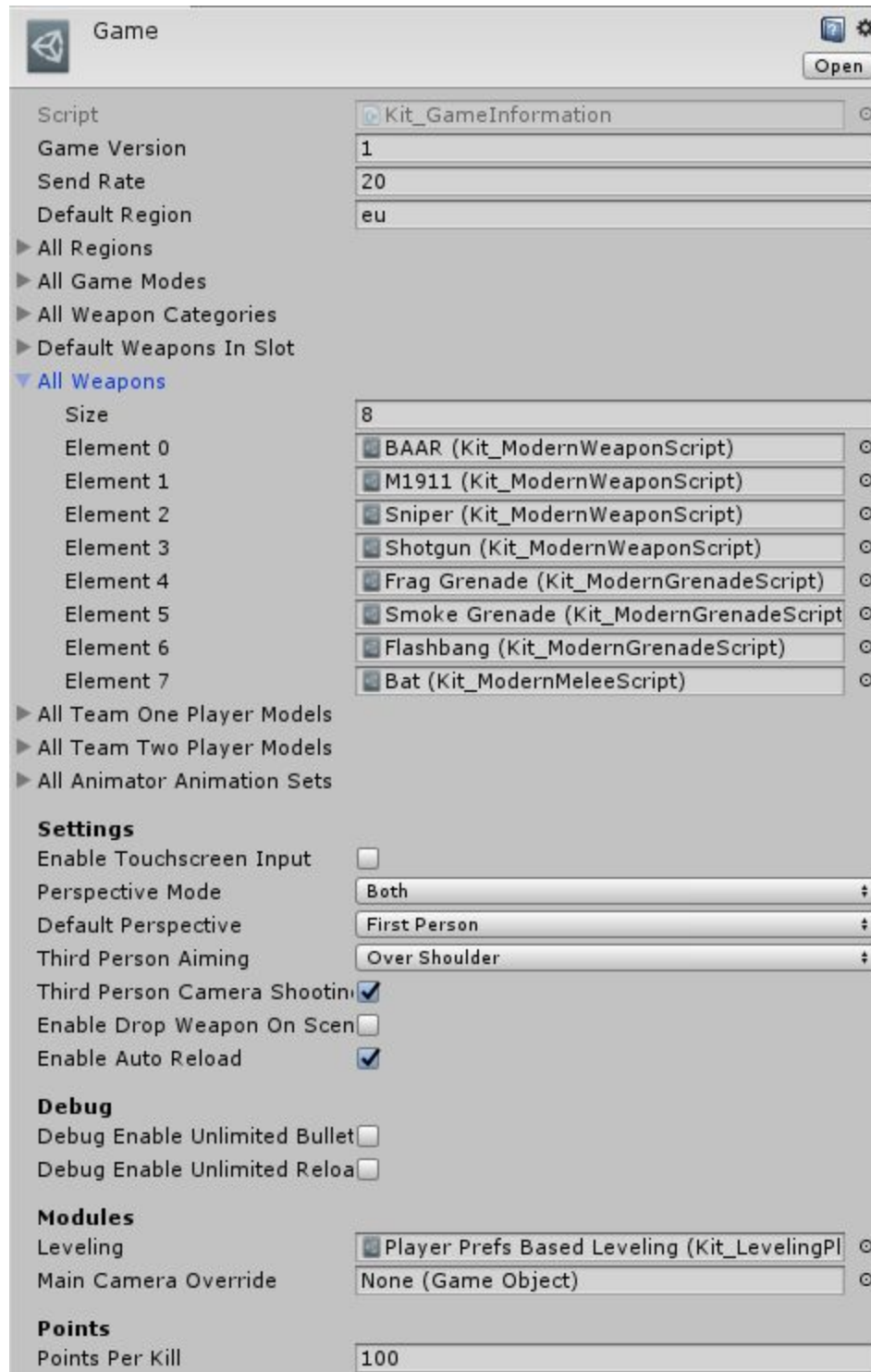
### Before

Before you get started, make sure you imported our “[Modular Multiplayer FPS Engine](#)” and the associated asset pack, in this case [David Stenfors’ Low Poly FPS Pack](#).

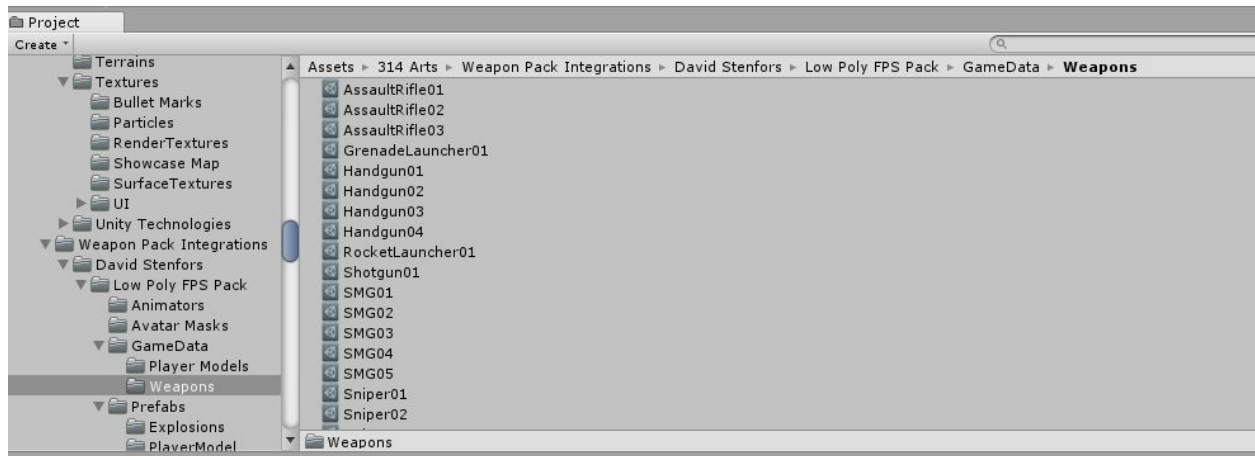
To get properly started, follow the setup of MMFPSE. No modifications need to be made to the associated asset pack.

### Adding the weapons to MMFPSE

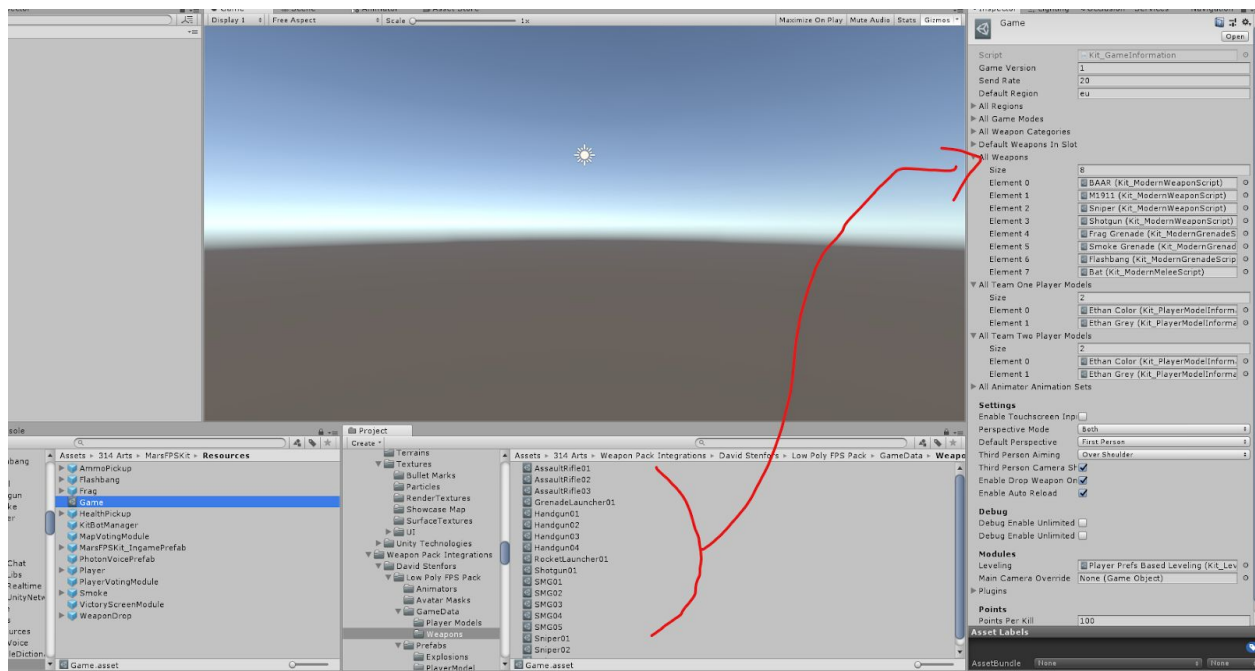
After you have imported both assets and setup MMFPSE, it’s time to add your newly acquired weapons. First, locate the “Game” file in “Assets\314 Arts\MarsFPSKit\Resources”. Select that file and locate the All Weapons” slot. It will look like this:



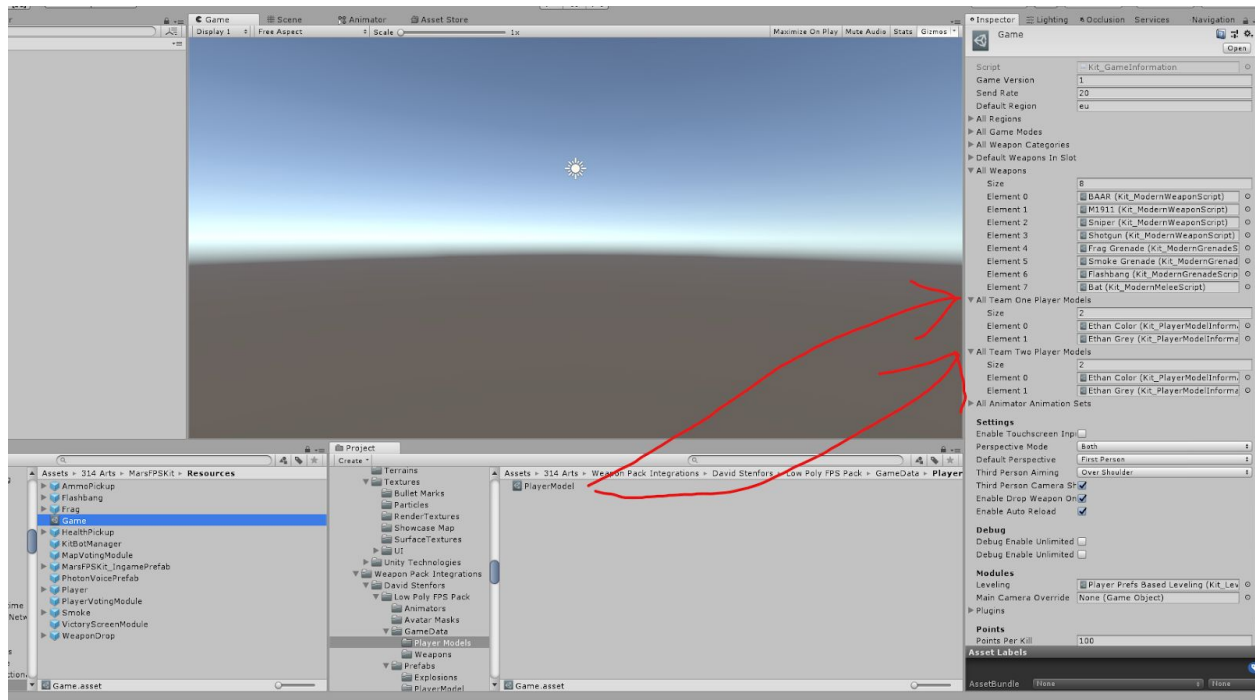
After you have successfully located that, you need to locate the “GameData” files of the integration. They can be found in: “Assets\314 Arts\Weapon Pack Integrations\David Stenfors\Low Poly FPS Pack\GameData”. The folder will look like this:



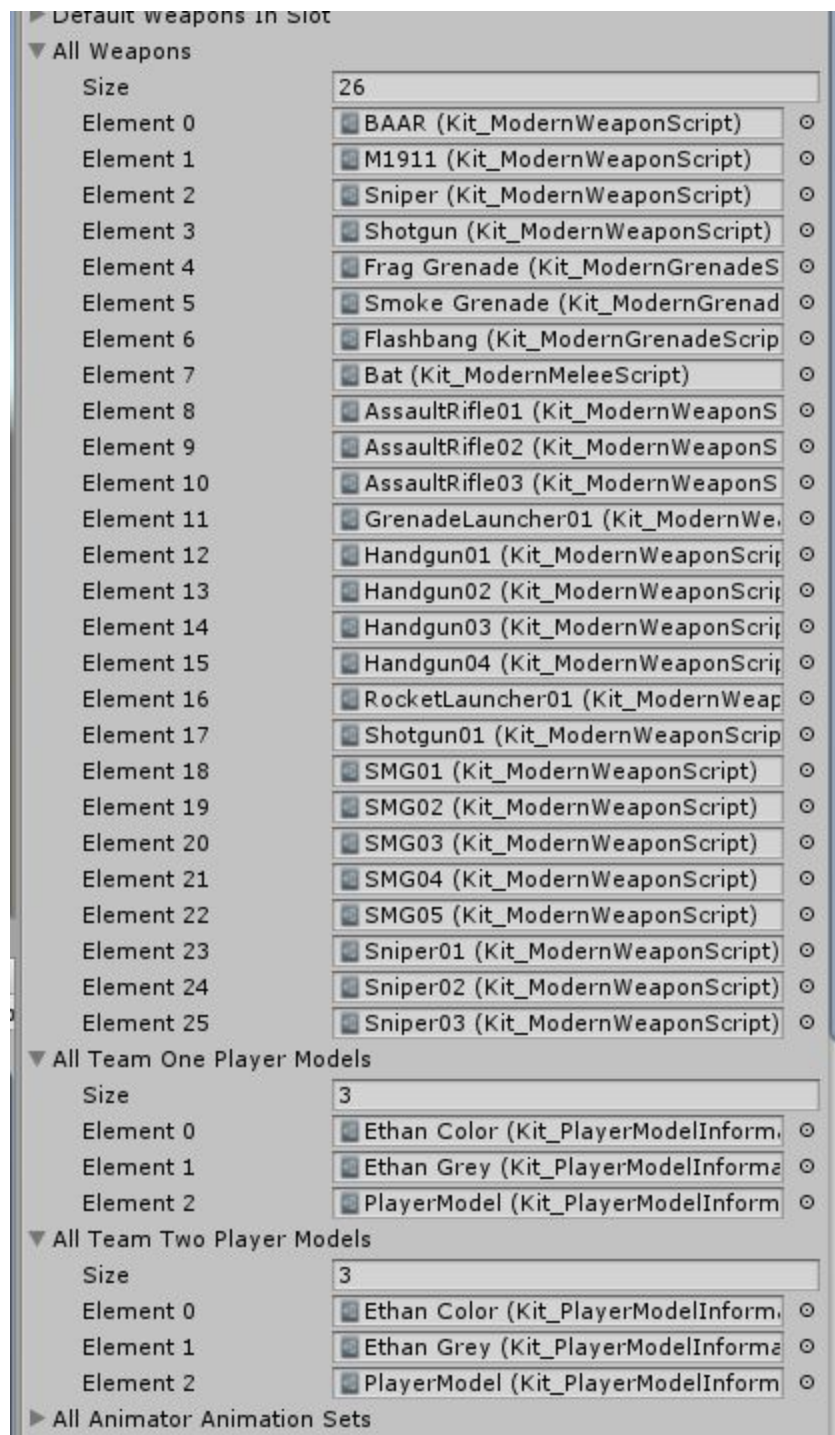
Finally, it's time to add them to the "Game" file that you located earlier. All you need to do is drag the files into the "All Weapons" slot, like this:




The same goes for the player model:



So that it looks like this:



Congratulations! If that is done, check in the Loadout whether they have correctly appeared! You should be able to select them in the primary and secondary slot.

DAMAGE:	<div></div>		<b>Primary</b>
FIRE RATE:	<div></div>		
RECOIL:	<div></div>		
REACH:	<div></div>		
<div>AssaultRifle02</div>		<div>Customize</div>	
DAMAGE:	<div></div>		<b>Secondary</b>
FIRE RATE:	<div></div>		
RECOIL:	<div></div>		
REACH:	<div></div>		
<div>Handgun03</div>		<div>Customize</div>	

Should you experience any errors, contact us at [support@314arts.com](mailto:support@314arts.com), join our [Discord server](#) or write on our [forums](#).