

## UFPS Horse Animset Pro 2.1 Setup

### **You must do these steps before the demo scenes will work**

Make sure you have imported the standard Cameras asset package. The free look camera rig scripts are used in the prefabs and demo scenes.

Under Project Settings->Player add the Scripting Define Symbols **UFPS**. If you are setting up for network, you will also need to add **UFPS\_NETWORK (is in Alfa Version)**



NOTE: For the UFPS Interaction to work for mounting the horse, you will need to add the mount event to the UFPS class

vp\_PlayerEventHandler(UFPS\Base\Scripts\Gameplay\Player\vp\_PlayerEventHandler.cs).

Just add this one line of code: `public vp_Activity Mount;`

```
// activities
public vp_Activity Dead;
public vp_Activity Run;
public vp_Activity Jump;
public vp_Activity Crouch;
public vp_Activity Zoom;
public vp_Activity Attack;
public vp_Activity Reload;
public vp_Activity Climb;
public vp_Activity Interact;
public vp_Activity<int> SetWeapon;
public vp_Activity OutOfControl;
public vp_Activity Mount;
```

After the above steps are complete, the demo scenes will function.

### Other Notes:

If you want to add a horse in your own scene you can drop the prefab Horse->Prefabs->UFPS->Horse 1.2 UFPS , or Horse->Prefabs->UFPS->Horse 1.2 UFPS Network into your scene. The only difference these horse presets have from the Horse 1.2 preset is:

- Slightly larger scale (1.2)
- The UFPSRiderInteraction script is attached.
- They are pre-configured with the scripts that need to be kept on for UFPS.
- They have a free look camera attached (for the single player prefabs)

If this is a network game, you will need to update the UFPS game and link to the correct prefabs for the vp\_MPPlayerSpawner

The Network Player Prefabs have a new script for the multiplayer local player called UFPSMPLocalPlayer. It is extended from the vp\_MPLocalPlayer class and has to be added to the

prefab to fix issues with respawn when mounted. If this is not on your prefab, UFPS will add the `vp_MPLocalPlayer` at spawn instead.

You will need to use the `UFPSHorseDamageCallbacks` as your damage callback script instead of `vp_MPDamageCallbacks`.

For a single player game, you can use the `HeroHDWeapons` prefab.