

## "First Person Controller - Advanced" Quick Installation Guide

---- Important ----

Before importing the package, make sure to backup the project and your Input Manager for safety.

Be aware that the Input Manager will be overridden. In order to back up your Input Manager settings, make sure to create a copy of "InputManager.asset" inside the ProjectSettings folder. You can replace the "InputManager.asset" file with your copy once the package is installed to restore your input settings.

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Import "First Person Controller - Advanced" package inside your Unity project

Go to "Scenes" folder and open Showcase.unity

<W-A-S-D> keys for moving

<Left shift> for running

<C> for crouch - slide

<Z> for prone

<Right mouse click> for zooming

<Mouse wheel click> for grappling

<Space bar> for jumping/climbing/ wall jumping

"FPM Controller" is the character game object

'FirstPersonController' and 'CharacterController' are the main script for tuning the character movement

Special features like grappling, crouching, zooming etc... can be turned off inside

'FirstPersonController' script in the inspector

Camera settings can be tuned inside 'CameraController' inside "CameraControls" under "CameraRoot" in the hierarchy

If you have any questions or issues, feel free to contact us at [overfortgames@gmail.com](mailto:overfortgames@gmail.com)