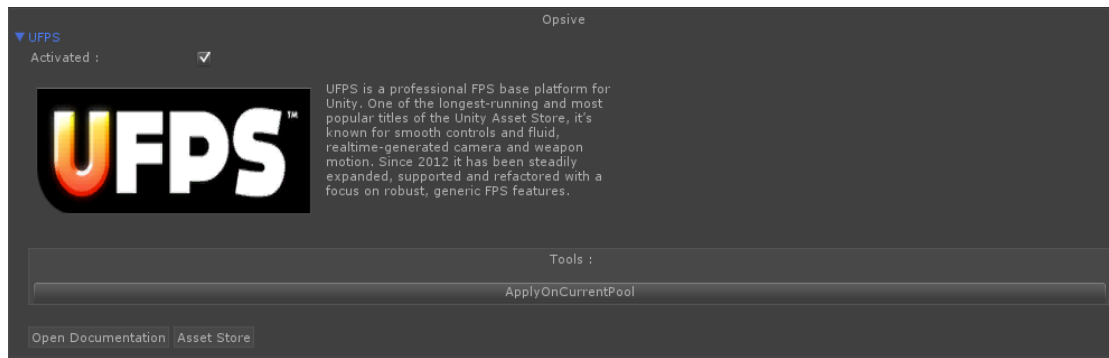# Integrating UFPS :

This tutorial will cover up how to implement this system into uNature.

First of all, make sure you have activated the integration in the extensions manager (Window->uNature->Extensions):

Now, In order to get the integration to work you have 2 options :

1. Go into the game scenes and click on "ApplyOnCurrentPool" every time you create the pool, which will create the component on each one of the pools in your scene.
2. OR you could go over to each of your tree instance prefabs and add the component manually – "TMS_DamageHandler" and generate your pool once more (Using this method it will persist through each pool creation not like the first method which you need to re-press the button each time you generate the pool).

Next, go to the UNSeeker on your player and disable "Attack Trees" so it doesn't duplicate your attacks (from UFPS and from the seeker)

And that's it !

No need to set up any settings on UFPS itself. ☺