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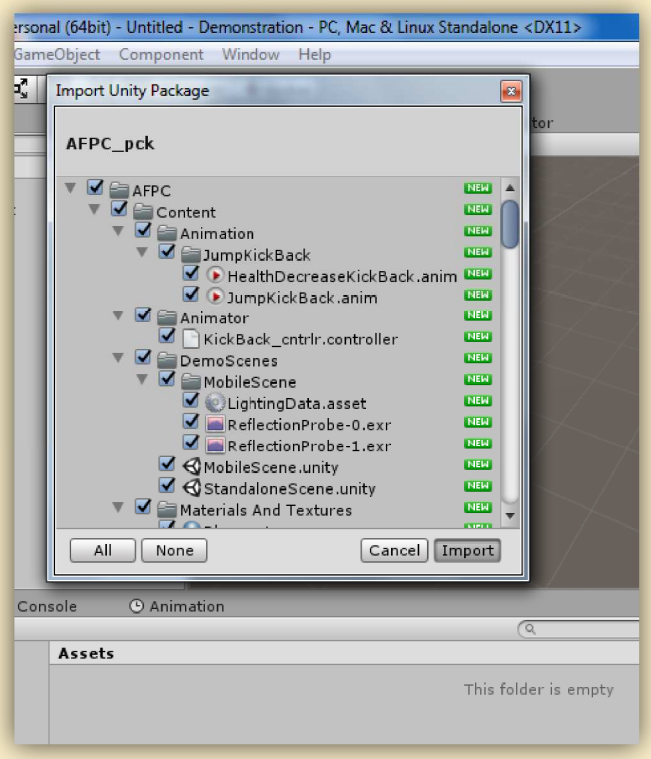
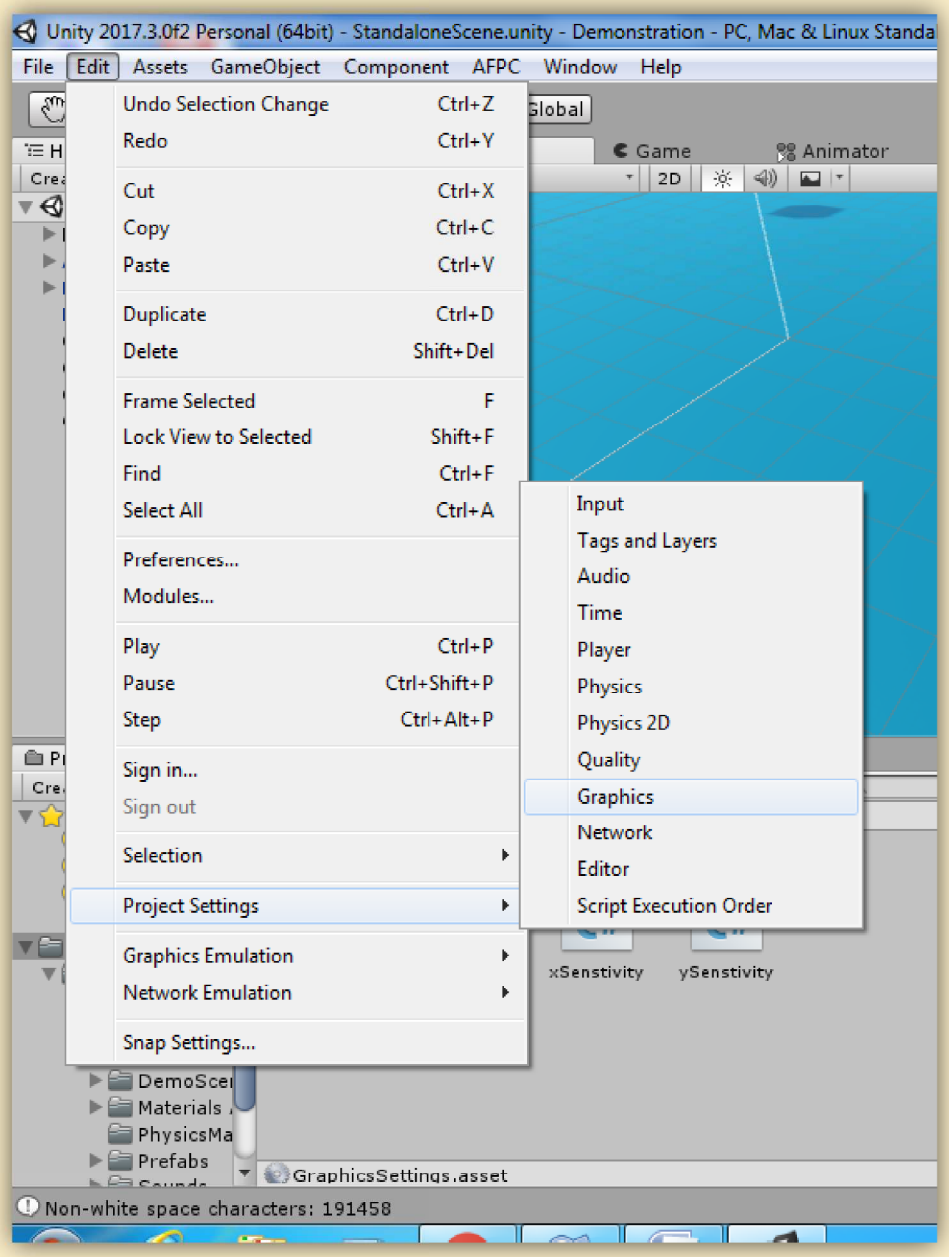
IMPORTING

1. Once you have downloaded the asset,
   Click on import all.

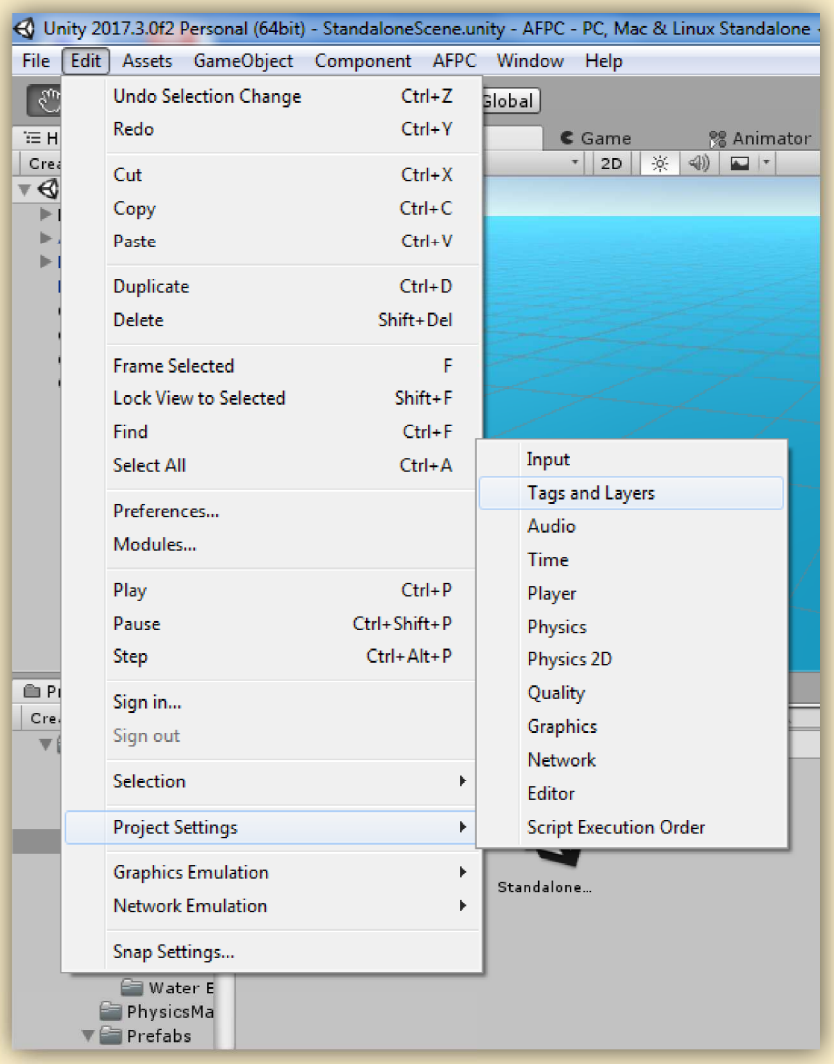


2. Changing the Graphics Settings,
   Reason – Currently, if you build your game then fog Will not show up in the build when you are underwater, to fix that,
   a.Go to Edit > Project Settings > Graphics

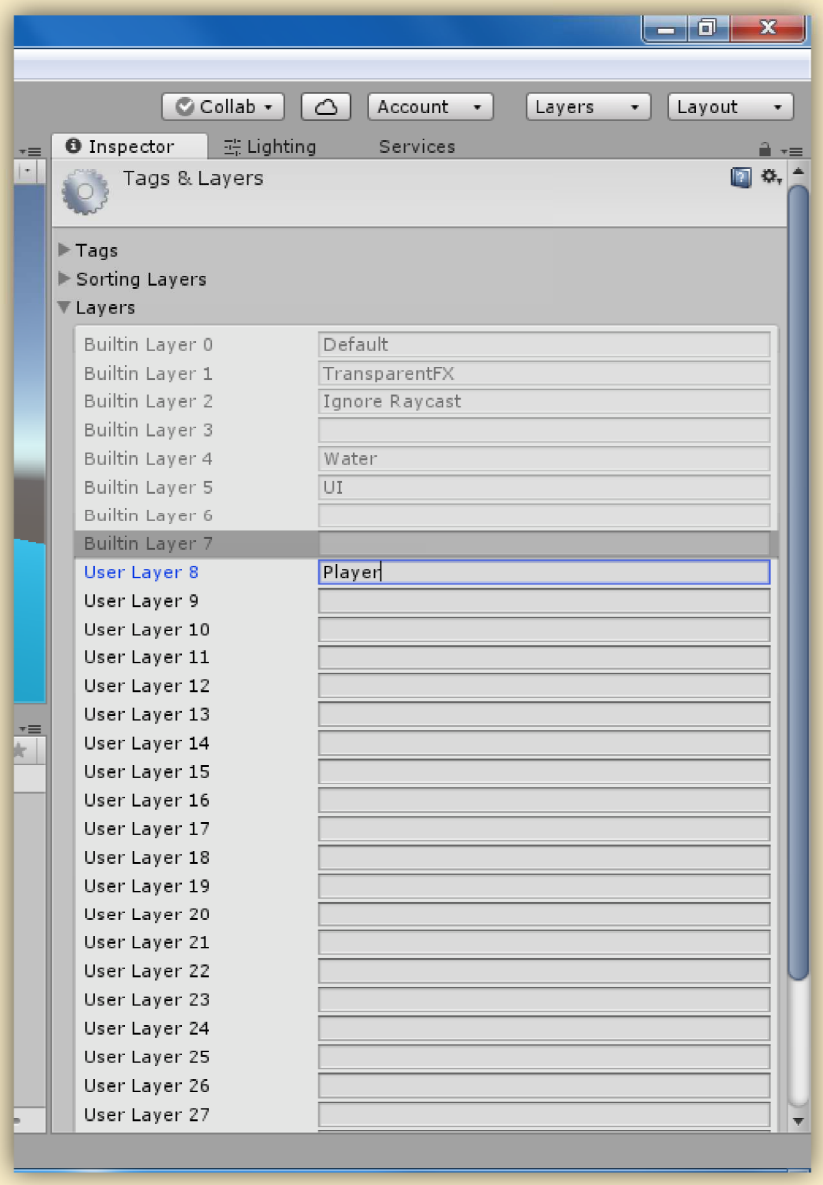


b. After that, scroll down and set the Fog Modes to Custom in Shader Stripping.

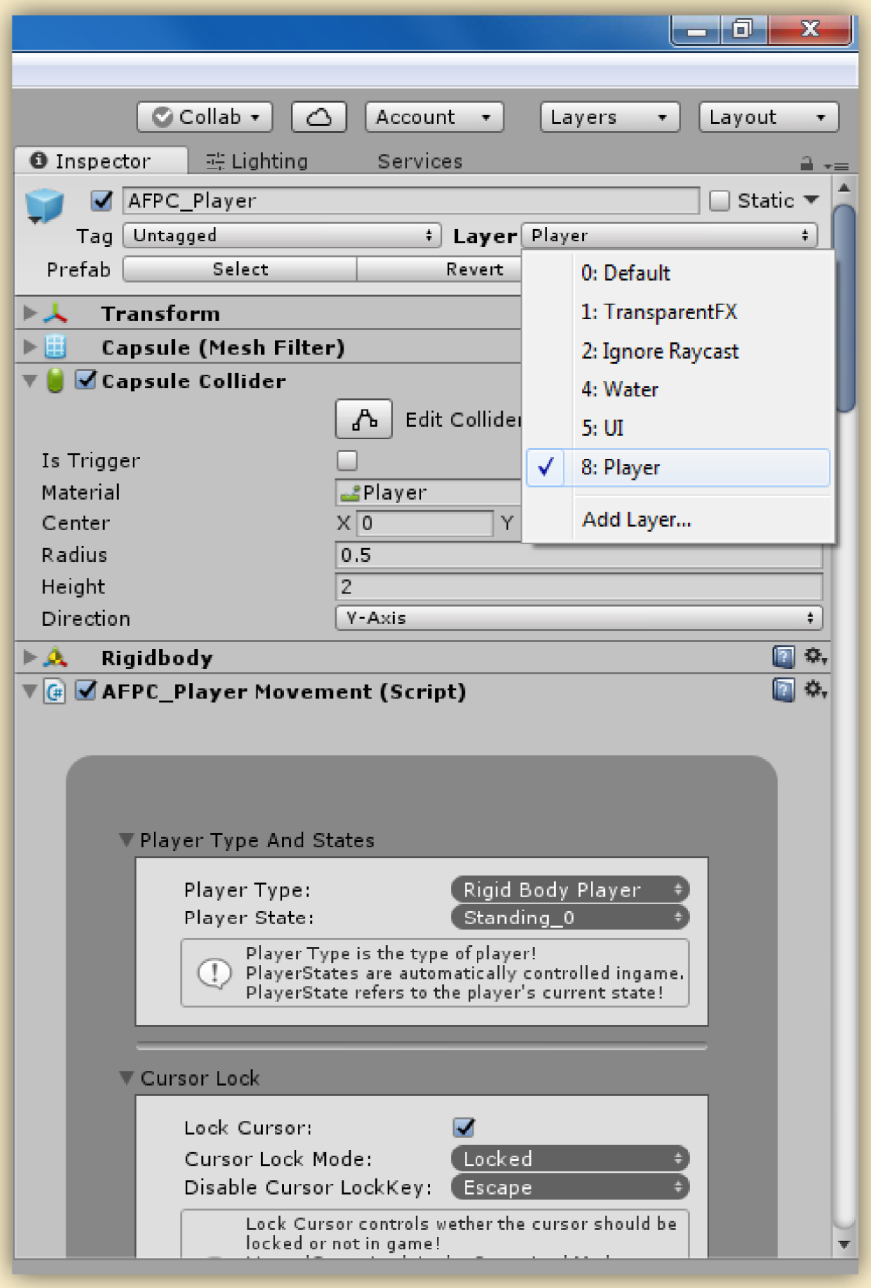
3. Creating Necessary Layers And Tags
   a. Go to Edit > Project Settings > Tags and Layers



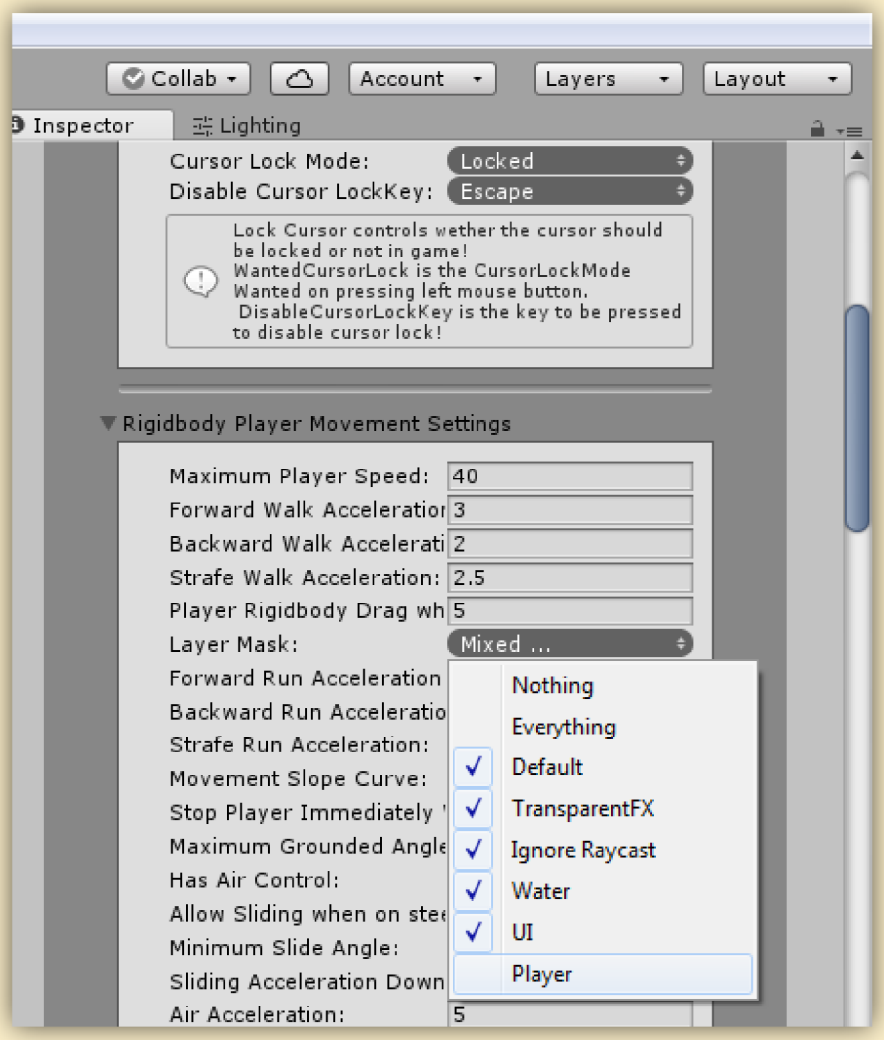
   b. Open Layers Drop Down and Create a New Layer and name it is “Player”.



c. Assign The AFPC_Player Gameobject layer to “Player” layer.



d. In the Player Movement Script, Set the Layer Mask to everything except “Player” Layer.



4. It's ALL DONE!

a. Open any demo Scene and Press Play

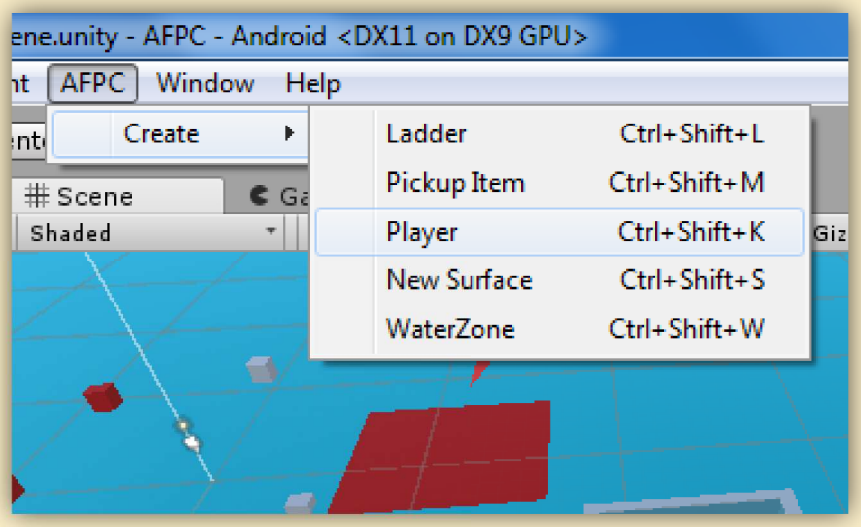
b. If You Want To Test the Mobile Demo Scene, Then switch your Build Platform to Android or IOS.

QUICK SETUP!

1. CREATING PLAYER!

To create player->

1. Go to AFPC Window > Create > Player



2. Select the Platform of Player You Want –
   a. Standalone For Windows, Mac or Linux
   b. Mobile For Android, IOS or any other mobile Platform
3. Select the type of Player
4. Select the footstep Detection Mode –

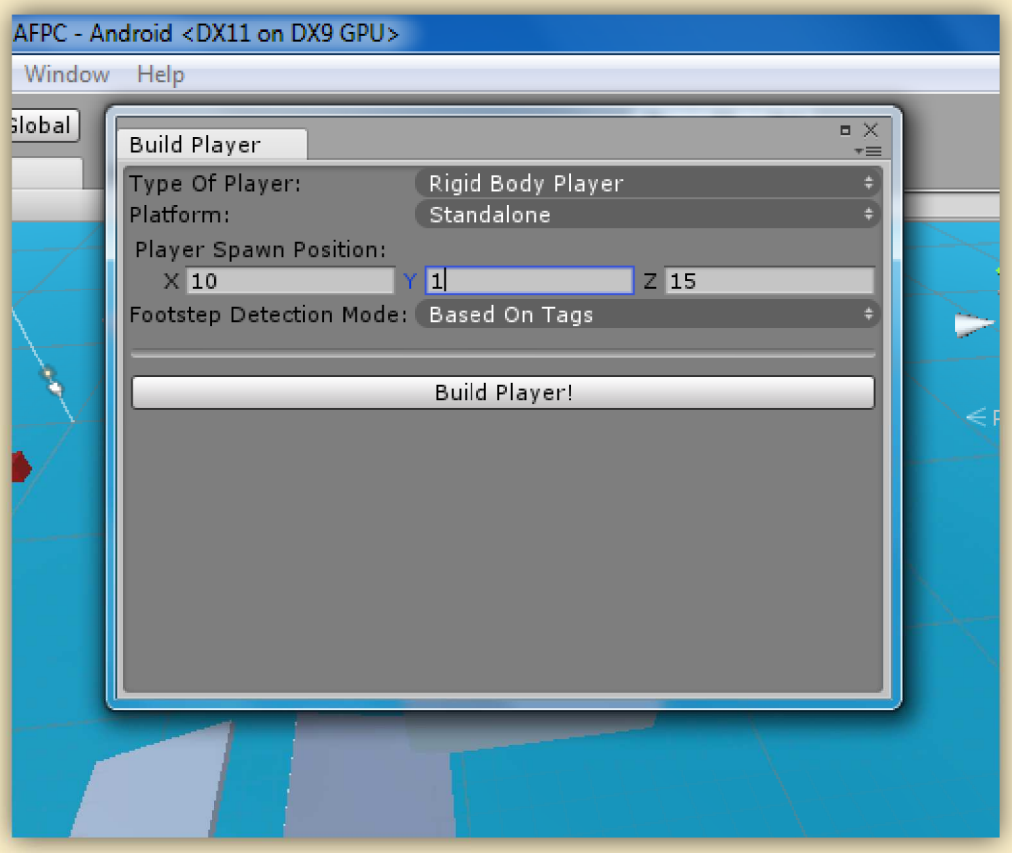
   These are the footstep detection mode

   Use Based on Tags if you simply want to change Footstep sound according to tag of Ground

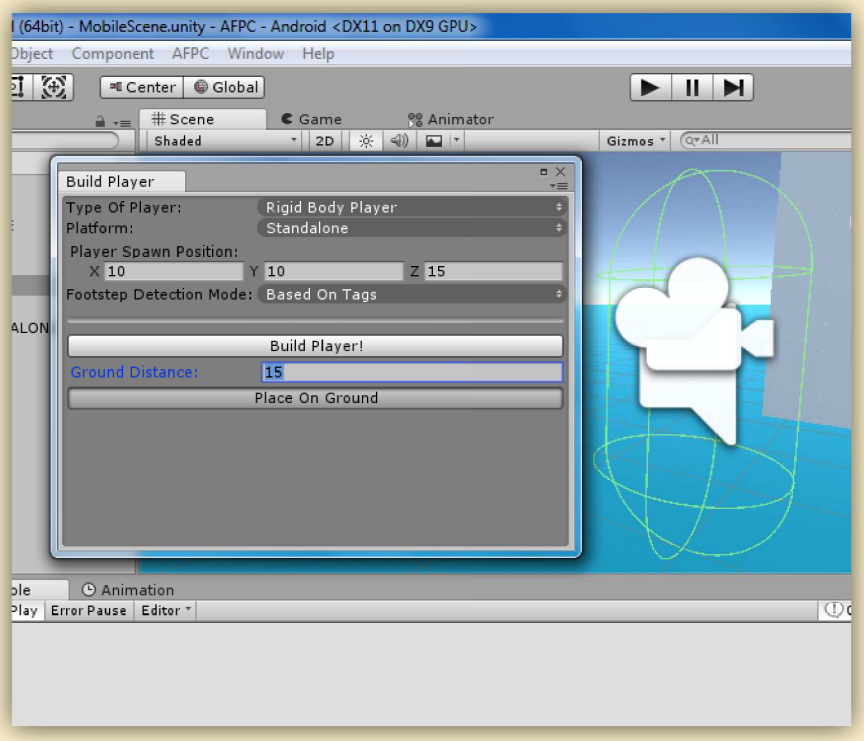
Use Based on Textures if you want to change footstep Sound according to the texture of Ground

REMEMBER --
BASED ON TAGS FOOTSTEPS DETECTION MODE DOES NOT SUPPORT MULTIPLE FOOTSTEP SOUND ON A TERRAIN BECAUSE IT DEALS WITH TAG OF THE GROUND

5. Then, click on Build Player! To create player.



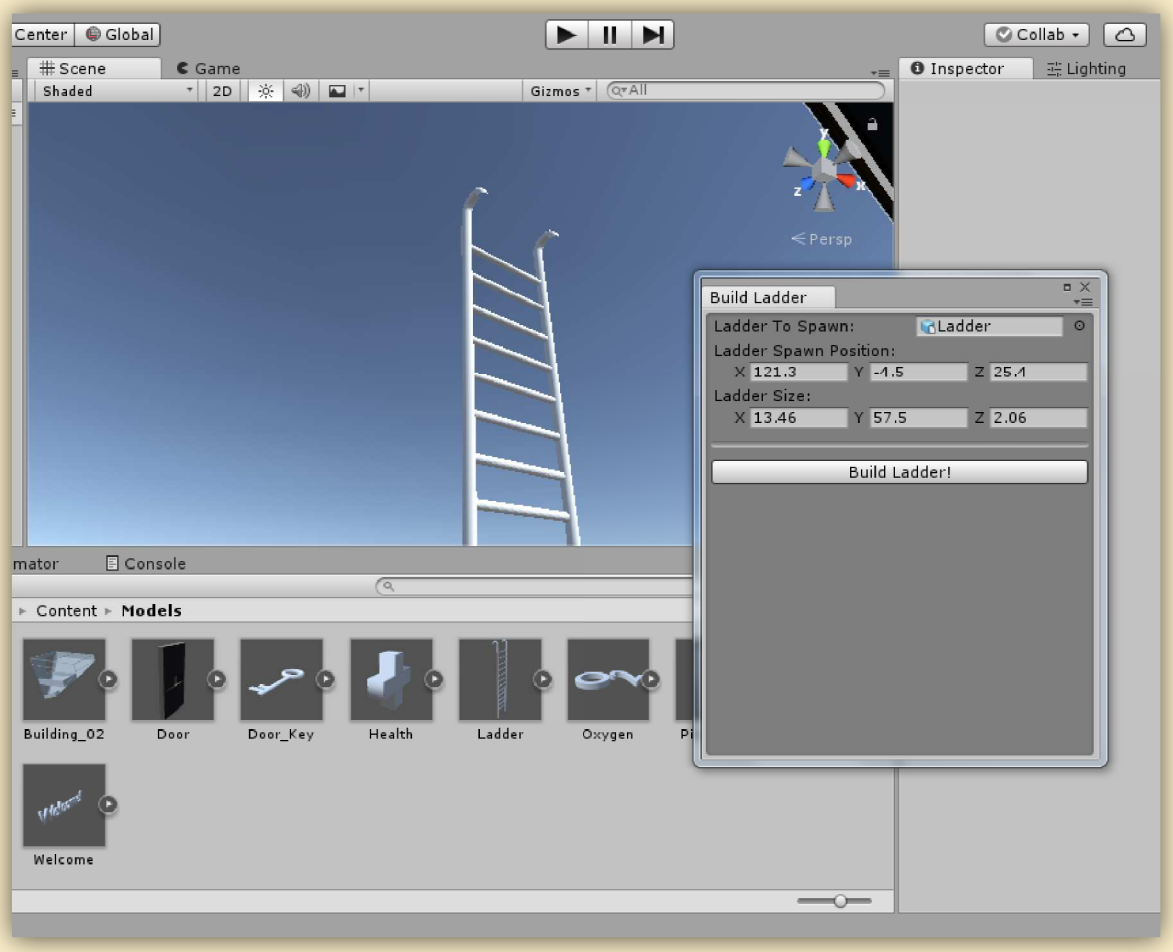
6. If Player is not on ground then set the appropriate ground distance and click Place on Ground!



7. Or you can simply drag and drop the AFPC_Player prefab along with HUD and EventSystem prefab of the desired platform.

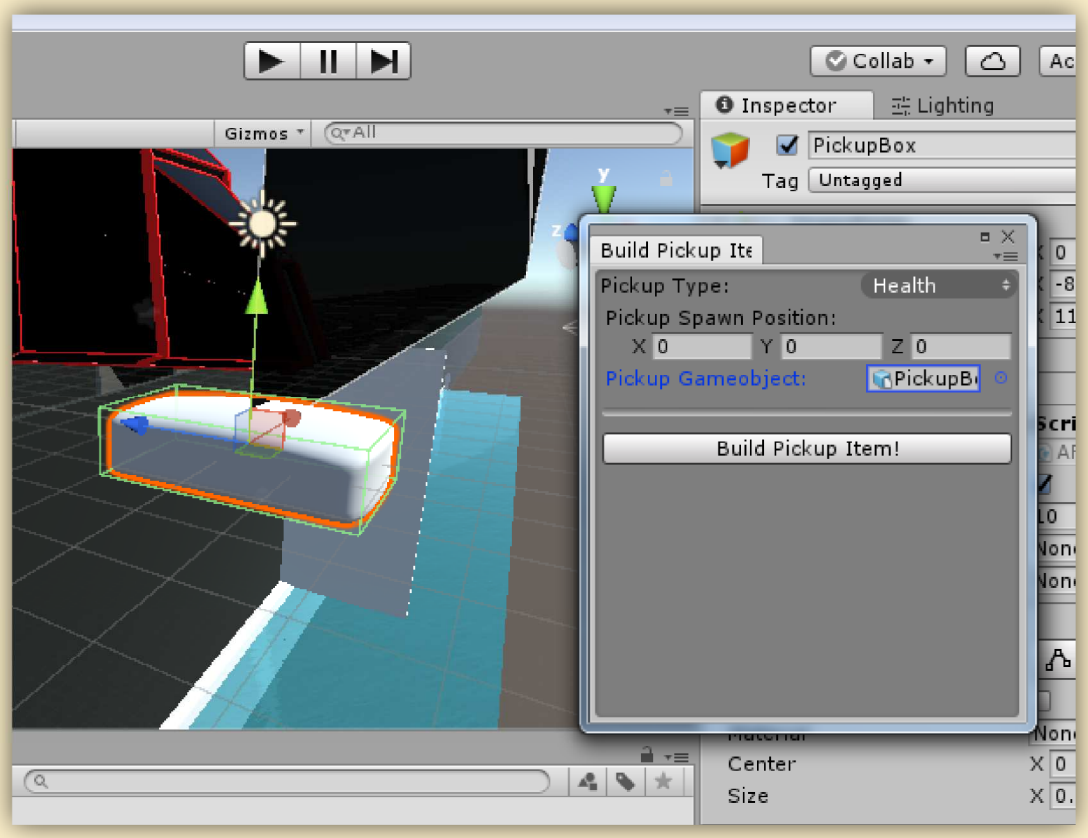
2. Creating Ladder

1. Go to AFPC Window > Create > Ladder
2. Select the Ladder You Want to Spawn, its position and size.
3. Click on Build Ladder, Ladder Is Ready For Use!



3. Creating Pickup Item

1. Go to AFPC Window > Create > Pickup Item.
2. Select the pickup type, spawn position and the Gameobject you want to spawn.
3. Click Build Pickup Item! It's done.

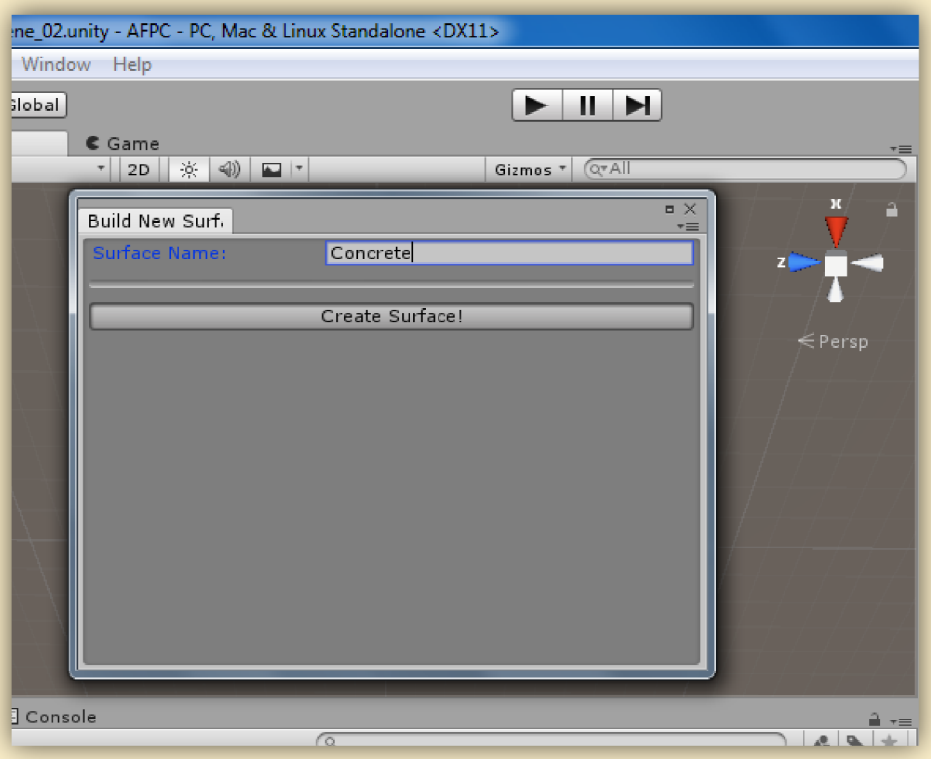


4. CREATING NEW SURFACE

1. ONLY CREATE SURFACE LIKE THIS IF YOU ARE USING BASED ON TEXTURES Footstep Detection Mode.

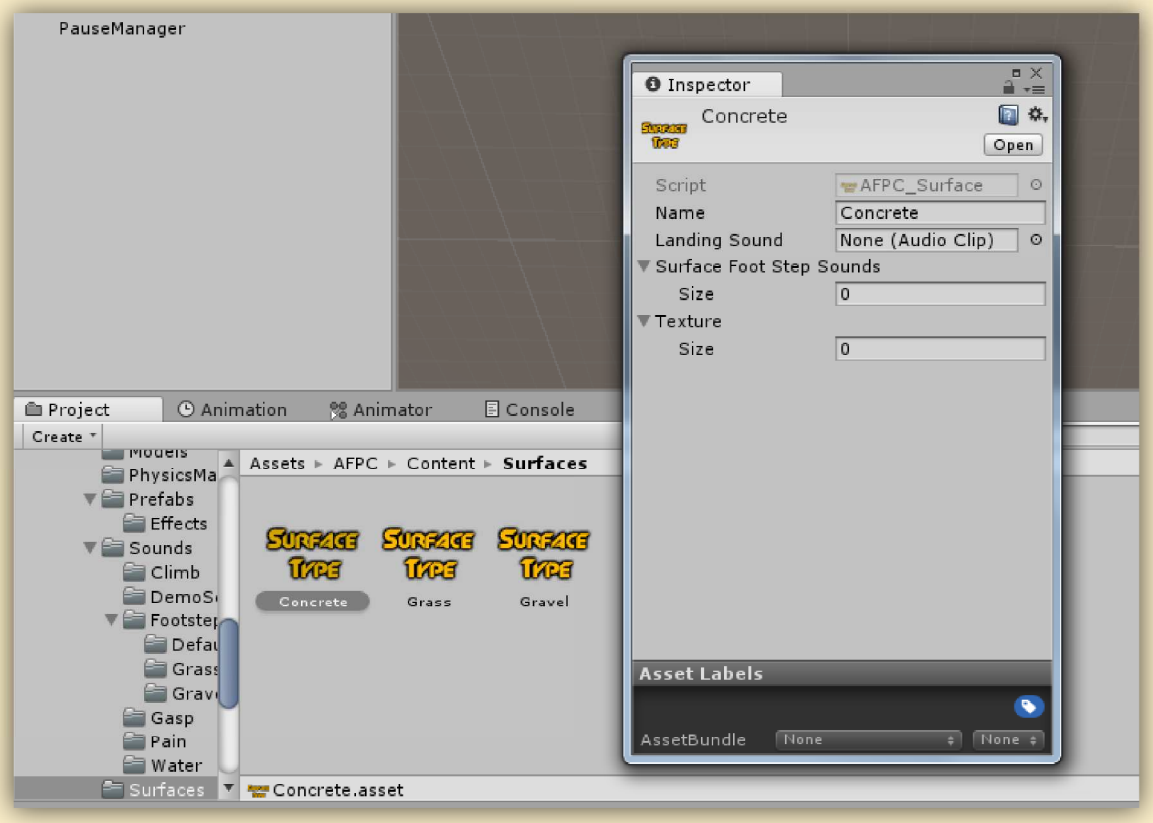
2. Go to AFPC Window > Create > New Surface.

3. Type the surface name & Click on Create Surface.



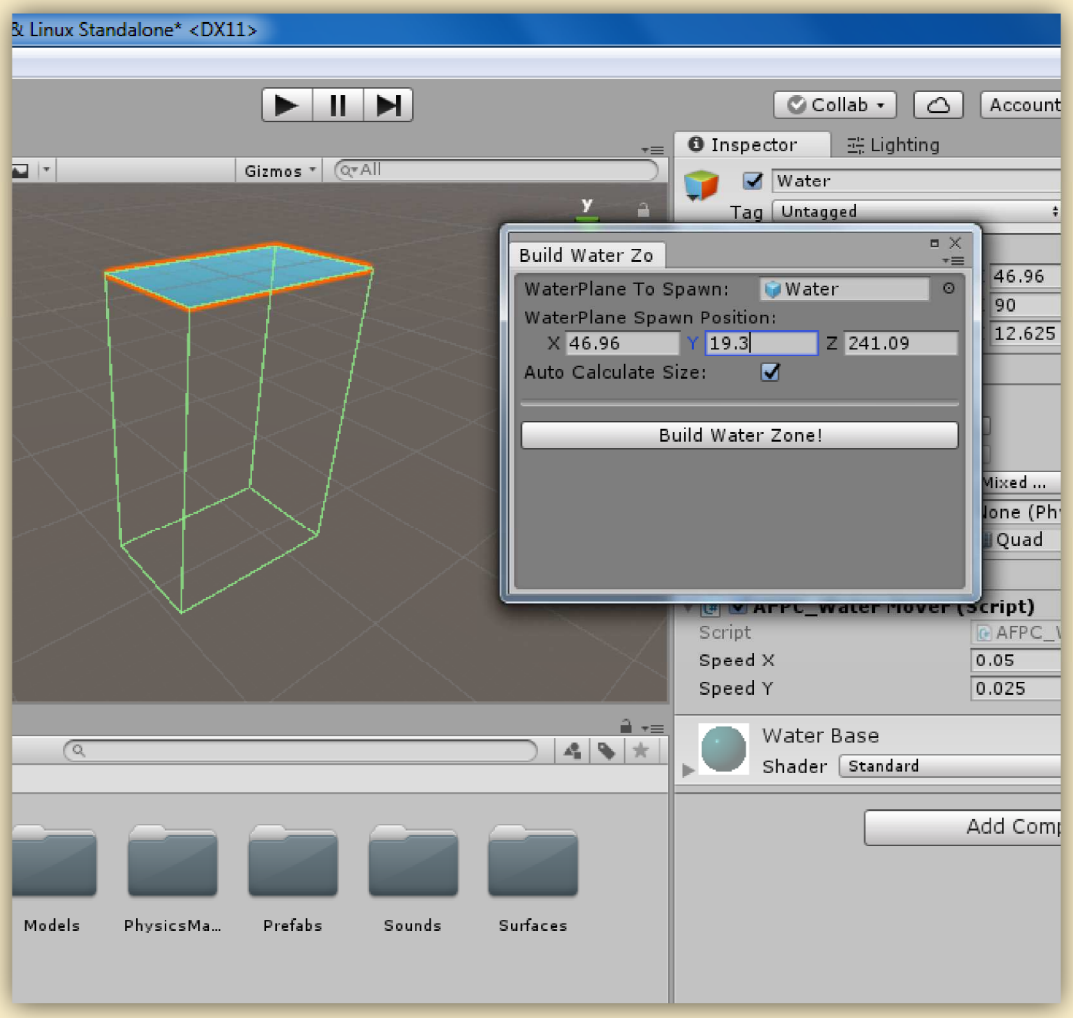
4. Now, Go to AFPC > Content > Surfaces in Project Window.

5. You will find your newly created surface there, just add Some Footstep sounds and textures and it's all Done.



5. Creating Water Zone

1. Go to AFPC Window > Create > Water Zone.
2. Select the water plane you have to spawn, spawn position & if you want to automatically calculate the water zone size, Set auto calculate size to true else give the size of water zone.


Linux Standalone* <DX11>
Collab
Account
Inspector
Lighting
Gizmos
All
Water
Tag
Untagged
Build Water Zo
WaterPlane To Spawn:
Water
WaterPlane Spawn Position:
X 46.96
Y 19.3
Z 241.09
Auto Calculate Size:
Build Water Zone!
46.96
90
12.625
Quad
Script
Speed X
0.05
Speed Y
0.025
Water Base
Shader
Standard
Add Comp
Models
PhysicsMa...
Prefabs
Sounds
Surfaces

UNDERSTANDING SCRIPTS

ALL THE MEANINGS OF NECESSARY VARIABLES ARE DESCRIBED IN THE SCRIPT VIEW.
FOR QUERIES CONTACT ON MY WEBSITE.

CONTACT US - https://gamedevmode.wordpress.com/contact/

BY GAMEDEV MODE – HARSH PANDEY