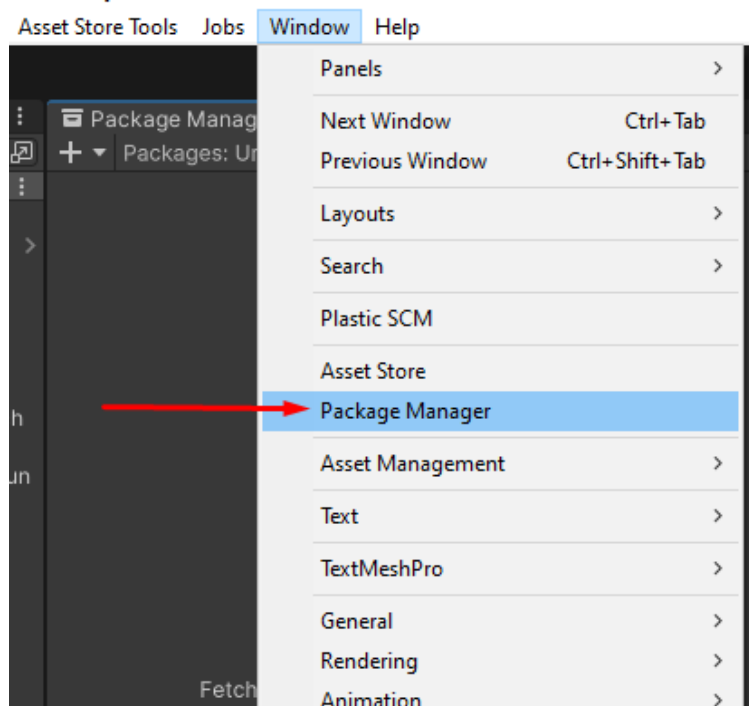




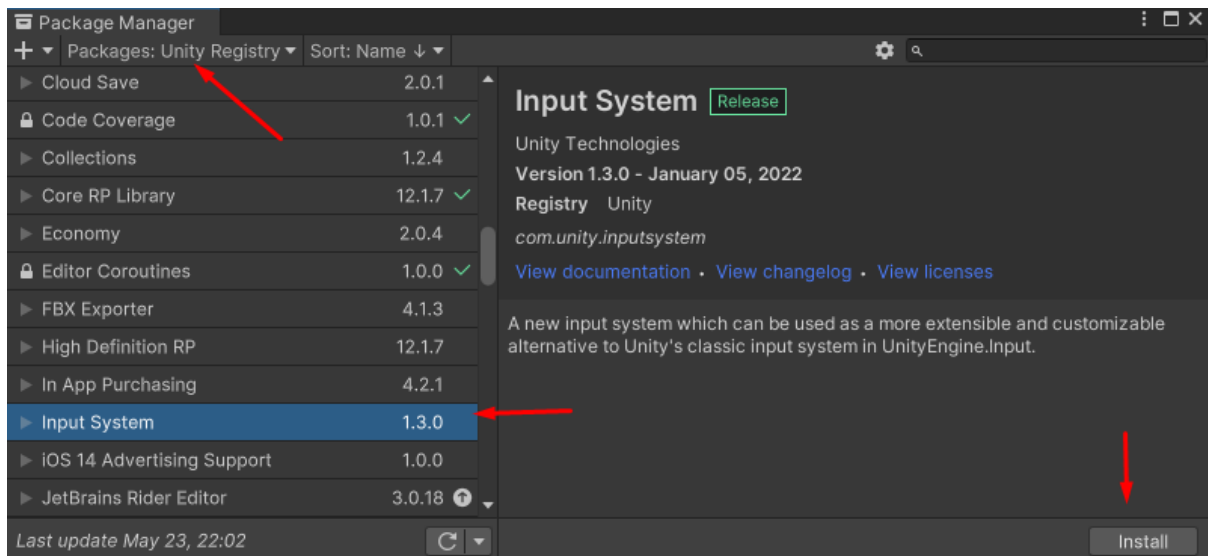
MultiFPS setup

If You prefer you can also watch Youtube tutorial [here](#) (Does not contain point 2 of this document, introduced in update 1.2)

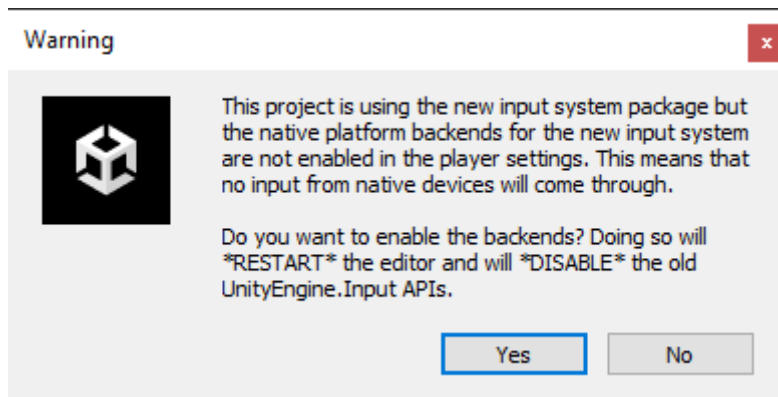
1. Import Mirror from [asset store](#) or package manager.
2. MultiFPS from version 1.2 supports new unity's input system, so we will need to import unity's InputSystem package. To Install new input system package go to: Window->Package Manager



In the package manager window select “Unity registry” group and search for “Input system” package and install it for Your project.

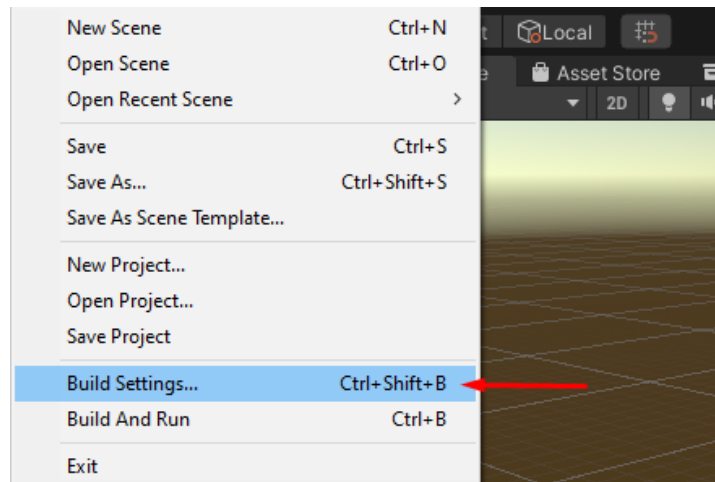


After installing this package You will be shown this window:



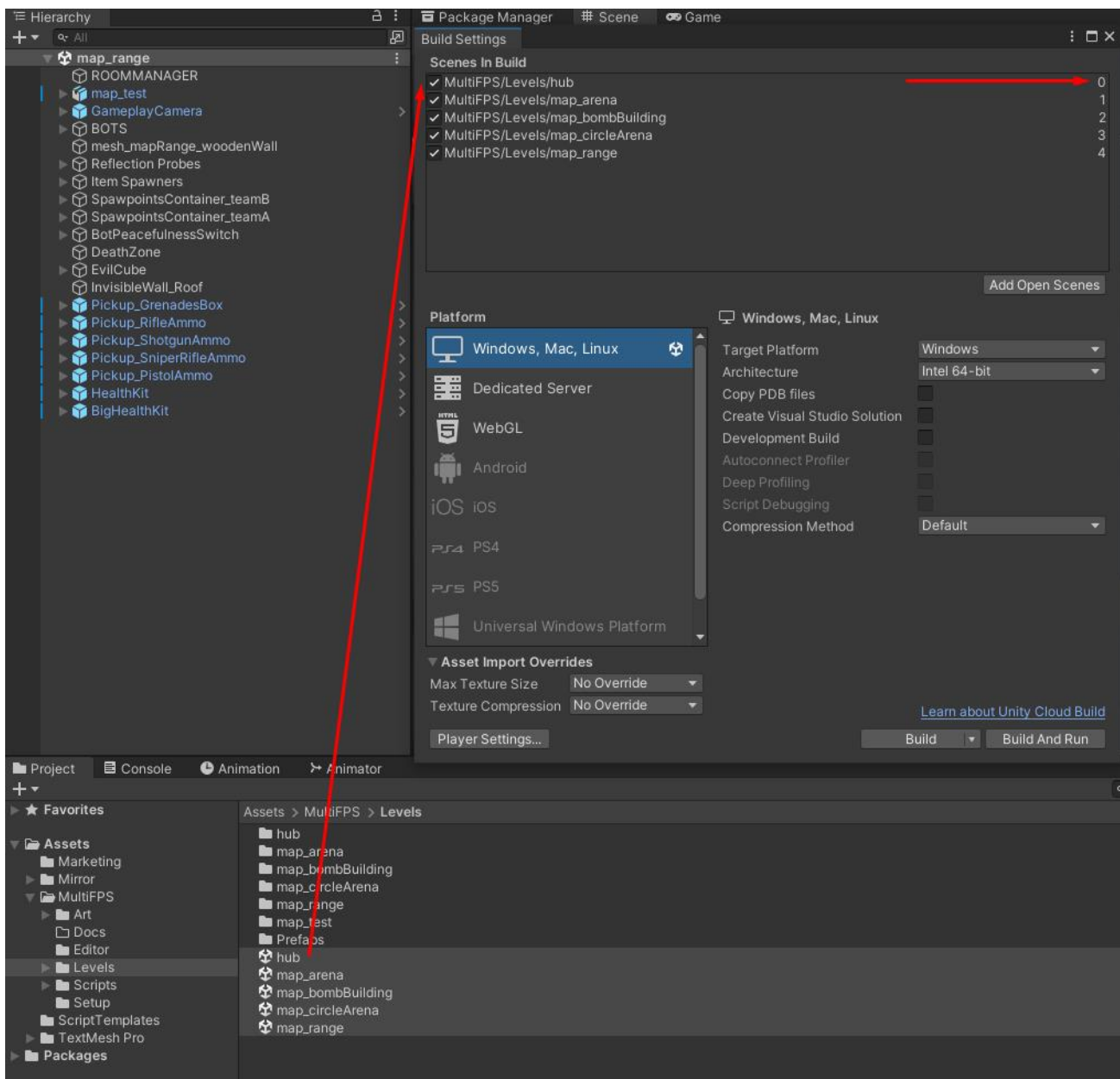
For now click “No”. To enable new input system go through the “MultiFPS Tutorial - Setup new input system” document that resides in the same folder as this document does. Make it after completing all the steps from this document.

3. Open Build Settings window, go to: File->Build Settings

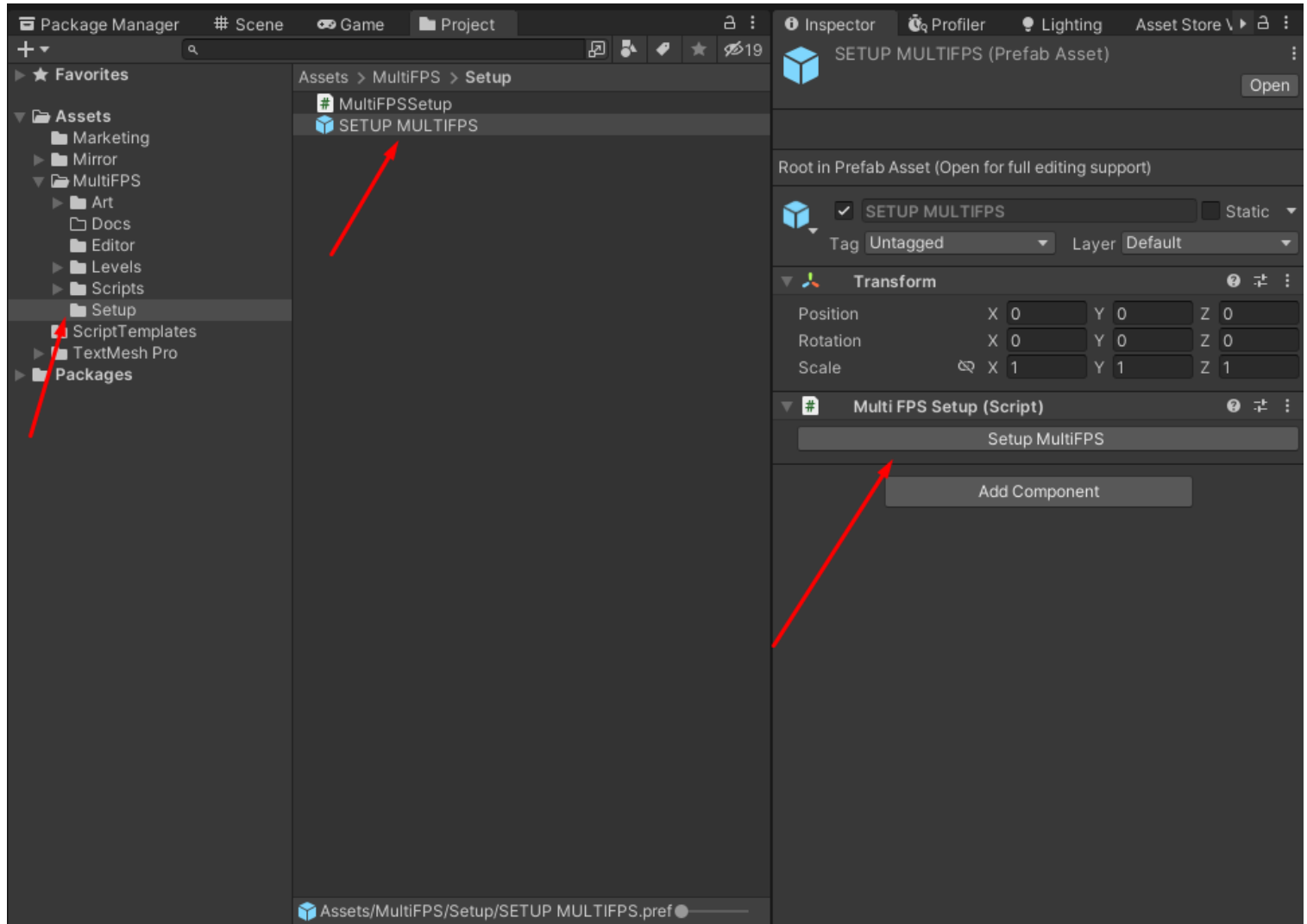


4. Drag and drop all scenes Assets/MultiFPS/Levels.

Scene „hub” must be the first one, with index 0.



5. Go to: Assets/MultiFPS/Setup. Select gameobject „SETUP MULTIFPS” and click „Setup MultiFPS” button in the inspector to generate layers that this kit uses, and set proper execution order for certain scripts. Keep in mind that if You have any layers set in your project, then they will be overwritten.



6. Everything is set, project will automatically load „hub” scene from where you can host your games or connect to them. It makes it also much easier to test your project since you won't have to change to hub scene every time you made any changes in other scenes. Code responsible for doing that is placed in static class "Preloader", so you can remove/comment it if You wish to, without any harm.