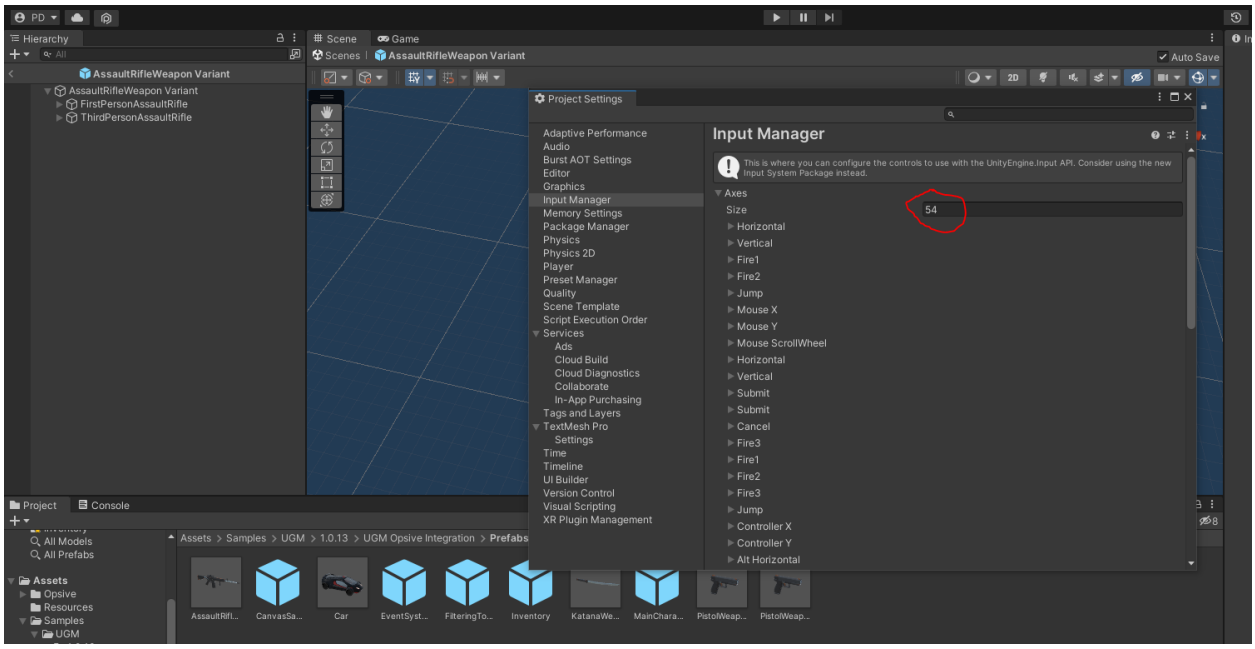
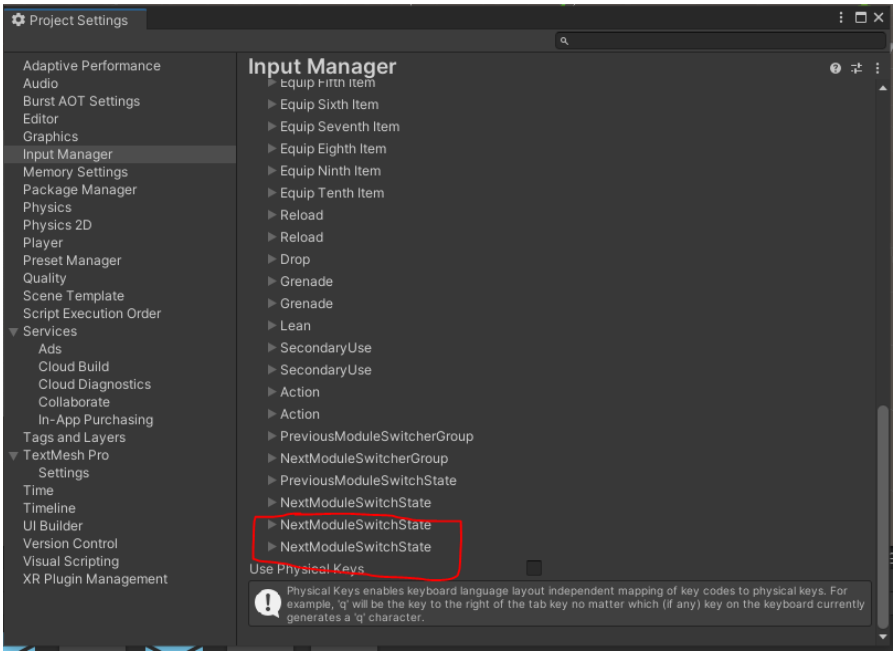
Requirements:

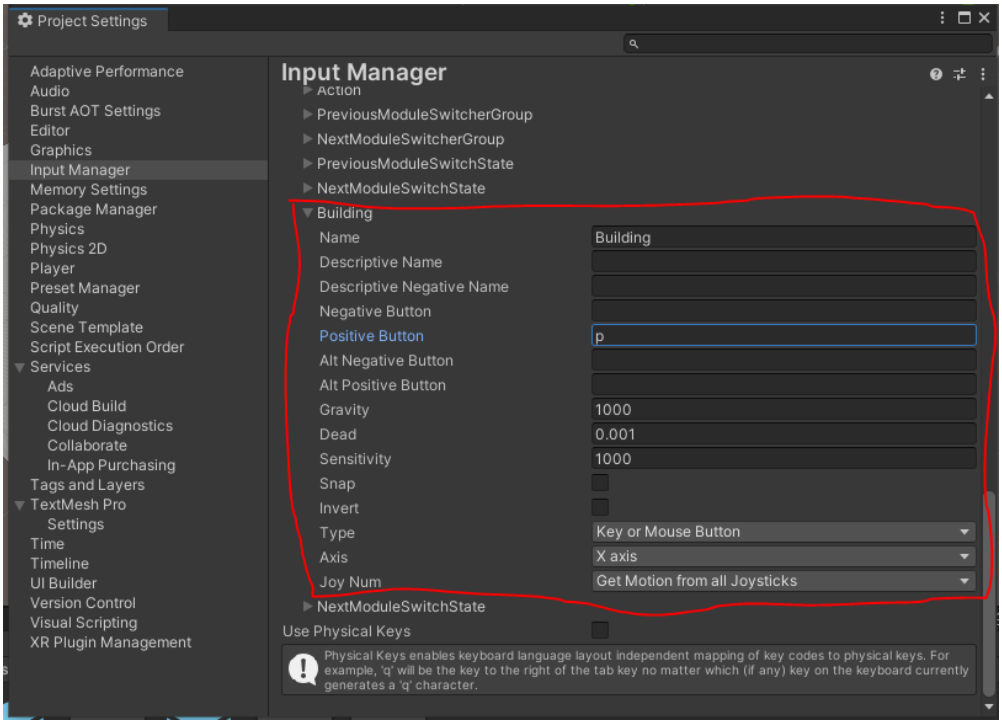
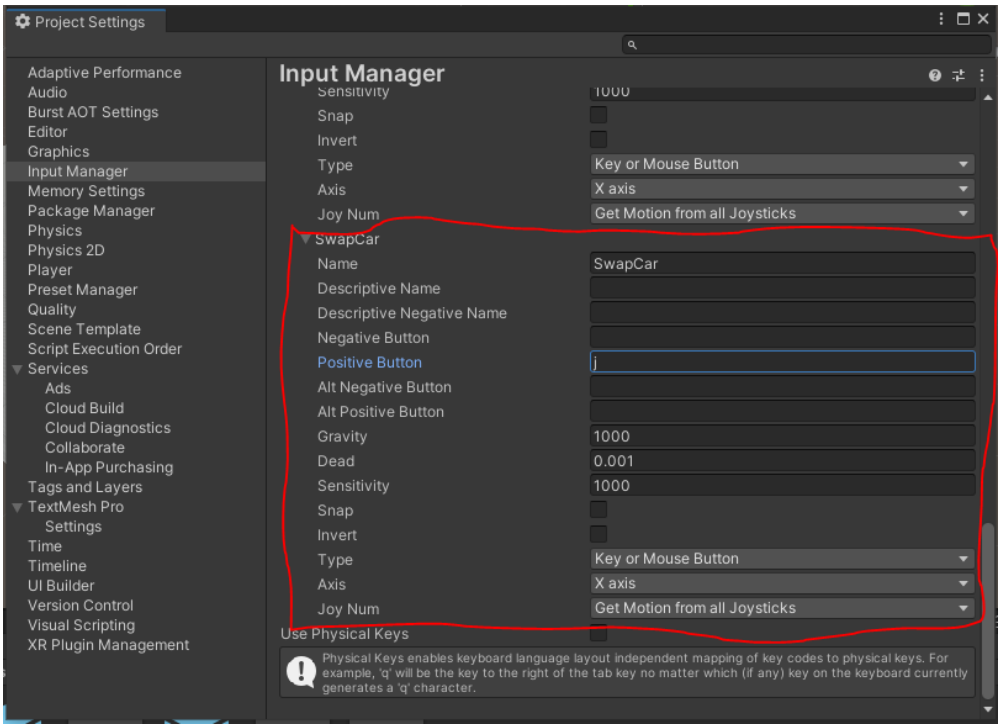
- Import UGM Example
- Opsive Ultimate Controller Assets

Before playing the UGMOpsive Scene, please follow this instructions:

- Increase the Input Manager Size by 2. For e.g. 54 -> 56
- 

- Change this last entry data
- 

- To this data

- 
Project Settings
Adaptive Performance
Audio
Burst AOT Settings
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Cloud Build
Cloud Diagnostics
Collaborate
In-App Purchasing
Tags and Layers
TextMesh Pro
Settings
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management
Input Manager
Action
PreviousModuleSwitcherGroup
NextModuleSwitcherGroup
PreviousModuleSwitchState
NextModuleSwitchState
Building
Name
Building
Descriptive Name
Descriptive Negative Name
Negative Button
Positive Button
p
Alt Negative Button
Alt Positive Button
Gravity
1000
Dead
0.001
Sensitivity
1000
Snap
Invert
Type
Key or Mouse Button
Axis
X axis
Joy Num
Get Motion from all Joysticks
NextModuleSwitchState
Use Physical Keys
Physical Keys enables keyboard language layout independent mapping of key codes to physical keys. For example, 'q' will be the key to the right of the tab key no matter which (if any) key on the keyboard currently generates a 'q' character.
- 
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Sensitivity
1000
Snap
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Type
Key or Mouse Button
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X axis
Joy Num
Get Motion from all Joysticks
SwapCar
Name
SwapCar
Descriptive Name
Descriptive Negative Name
Negative Button
Positive Button
j
Alt Negative Button
Alt Positive Button
Gravity
1000
Dead
0.001
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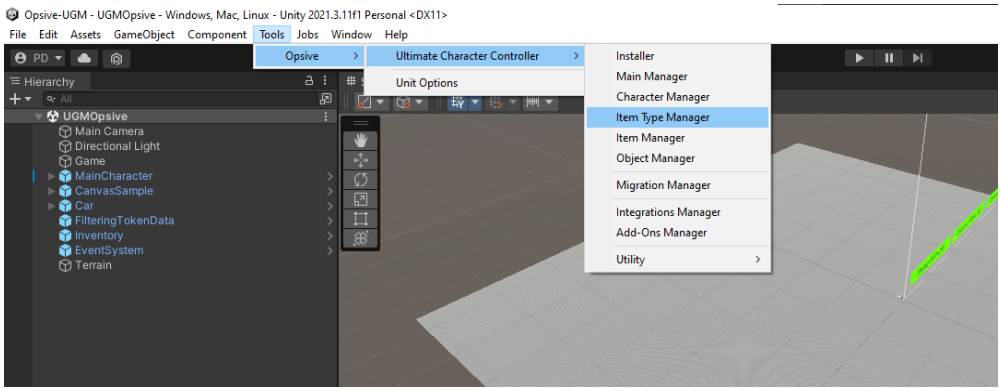
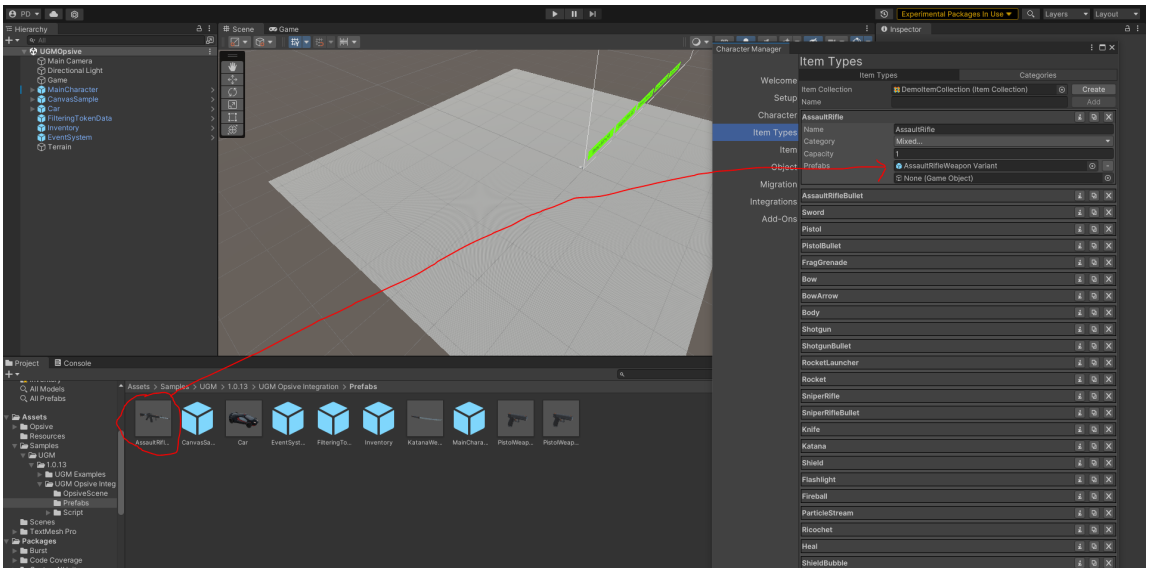
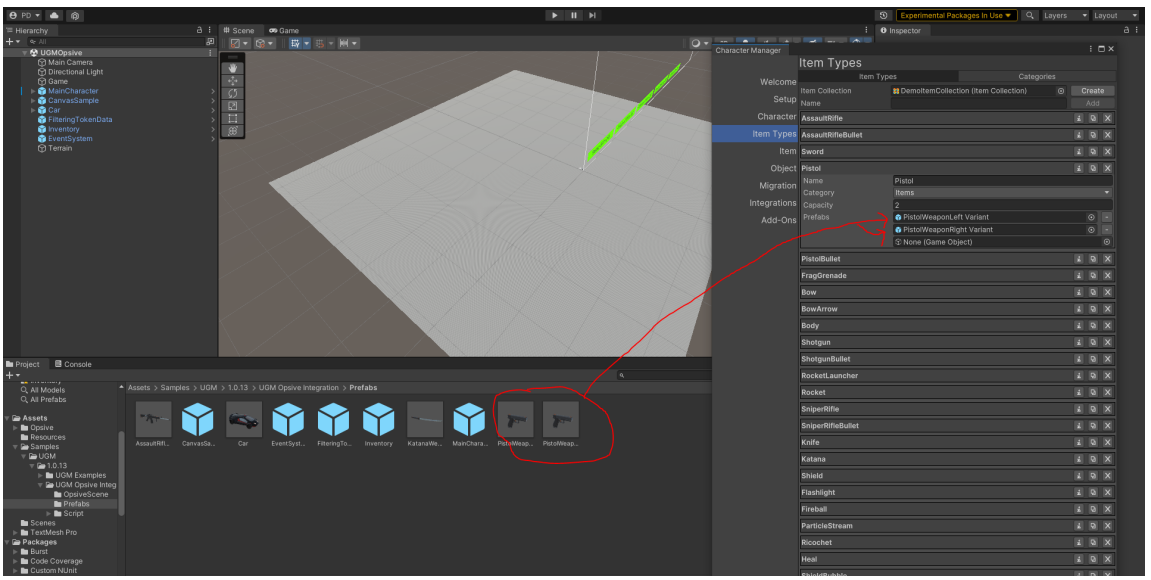
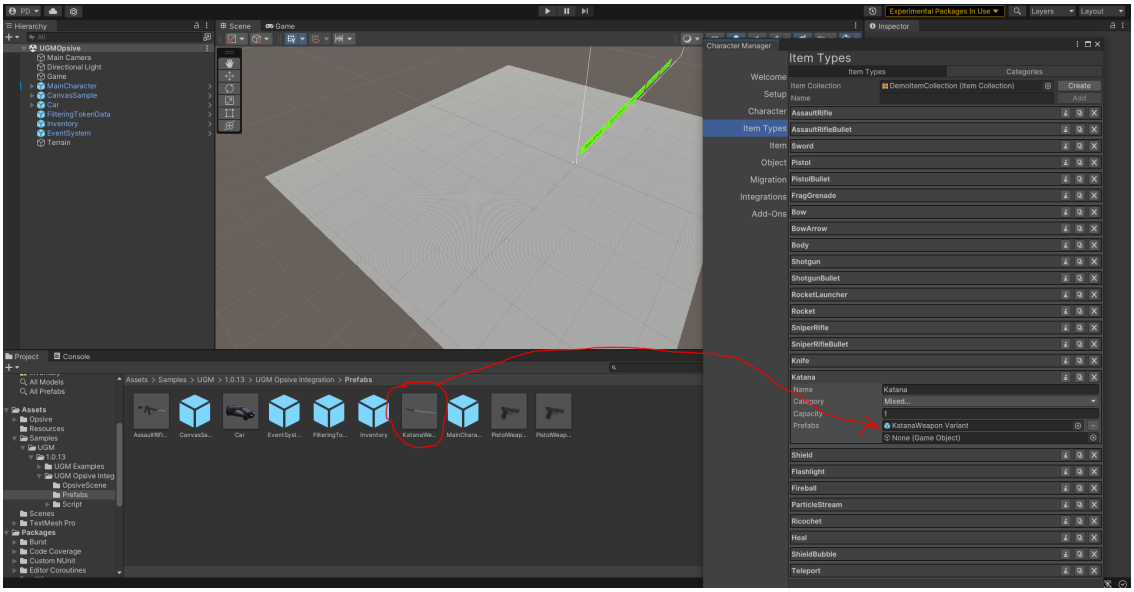
- Close that window and navigate to Item manager



- Change AssaultRifle, Pistol, Katana prefab
  - 
  - 

- 

- Hit play.
- To equip weapons during gameplay, press e and then press 3, 4, 5 to navigate through your weapons.
- Press K to use swap loader your weapon.
- Press J to swap Car
- Press P to navigate which building to place and Left Click button Mouse to place it and Right Click button Mouse to cancel it.