

Creating Guns

The Weapon Type variable is very important: it must be either Pistol, Rifle, Sniper, Shotgun SMG, or Melee, spelled as so or the gun will not work because it will not be able to choose which ammo to use.

Changing the Mesh

1. First, drag your gun into the scene.
2. Next, add an animator, then put your gun animator into the animator spot.
3. Finally, add a gunBarrelEnd, just duplicate one of these from any of the other gun prefabs. This gunBarrelEnd may have to be adjusted in the scene to make it look as if the bullet is coming out of the end of the gun.

Making a Shootable Gun

1. On the gunBarrelEnd, there are many components. One of which is the playerShootingComponent. Here you can choose how the guns can shoot and what type of gun it is.
2. If the PlayerShooting is not the type of gun you want, remove the component by going to the cog in the upper right of the component then pressing remove component.
3. Go to Scripts -> Guns -> then choose the type of gun you want.
4. Never add a PlayerShooting script that doesn't have either automatic, semiAutomatic, or burst. The scripts that don't have those are parent classes and should not be added to any of your guns.
5. Now, drag that script onto your gunBarrelEnd.
6. Adjust values as you like. For more information on what the values mean, look below. At Understanding the Values on the Gun.
7. If you would like to add an animator, continue, if not, skip to the last step.
8. To add your animator, find the Animator controllers in the hierarchy. Add a empty game object and name it the name of your animator controller. It should not be the same name as any of the other names.
9. Next, open up the playerGunsManager script by going to scripts -> managers -> playerGunsManager.
10. Next you need to just write the name of the animator in the variable animator name, exactly as you named it.
11. Your gun is finished! To make the gun automatically in your inventory, add it to the guns array on the playerGunsManager. To make the gun one that you pick up, look at the tutorial for picking up guns.
12. Important Note - I've had some trouble with the pistol animator controller, test this out if you would like a quick shot with the pistol, but if you make it too quick -- possibly around .2 or faster, the animation starts getting messed up.

Making a working Melee Weapon

- Very similar to above just with a playermelee instead of a playershooting.

Making it so the weapon can be picked up:

- This is done for you when you drop the gun, however if you want to have a gun just in your scene, check out the making Weapons that can get picked up tutorial.

Making the weapon into an item.

- Go to the Myitems folder in the prefabs then under the project tab there is a create, do create item.
- Name the item what you want the weapon to be called.
- Under sprite drag in what you want the image you want the player to see. I have a few for a rifle and a pistol that work, or you can find or take your own.
- Next is GameObject, here you put the working weapon.
- Finally is originalGameObject, where you put the weapon you created that can be picked up.

Understanding the Values

Effects Display Time - The percentage of the timeBetweenBullets that the effects like the light and the line renderer will display for. Adjust this till you get a line that looks good to you.