



First off don't be alarmed by the list of packages and secondly thank you for your purchase!

A full import tutorial is available on my youtube channel here:

https://www.youtube.com/channel/UCnmqZ8pqQIB9zXIGqjTK_Ag/playlists

1. You should import a base package first. A base package is one of the following:

- EMI_Basic
- EMI_Melee
- EMI_Shooter

These all end with some version information.

Be sure to have invector imported prior to attempting to extract any of these packages. Also be sure to import the proper package!

If you have only the invector basic template then you will want to import EMI_Basic,

However, if you have the invector melee template, then you will want to import EMI_Melee.

The same continues with invector shooter template and EMI_Shooter.

2. Once you have extracted a base package there will be a new menu available called “Easy Multiplayer - Invector/ Open Navigator With X Support” where X is the package with your selected support level that you imported.

Open that menu, add mirror to your project (if you don’t have it link provided), Convert Invector Scripts, and finally run Import Package.

Now you’re ready!

3. (Optional) If you have any of the additional addons from invector like zipline, freeclimb, or swimming then import the package that provides support (Only after having done the above):

- EMI_Zipline
- EMI_FreeClimb
- EMI_Swimming

4. (Optional) If you have purchased the full suite or the UI package then you can import those additional packages.

If you need more help look at the following locations for help:

YOUTUBE:

https://www.youtube.com/channel/UCnmqZ8pqQIB9zXIGqjTK_Ag/playlists

DISCORD:

<https://discord.gg/cB59FJXZrA>

DOCUMENTATION:

<https://cyberbulletgames.com/easy-multiplayer-invector-docs/>

<https://cyberbulletgames.com/easy-multiplayer-invector-ui-docs/>