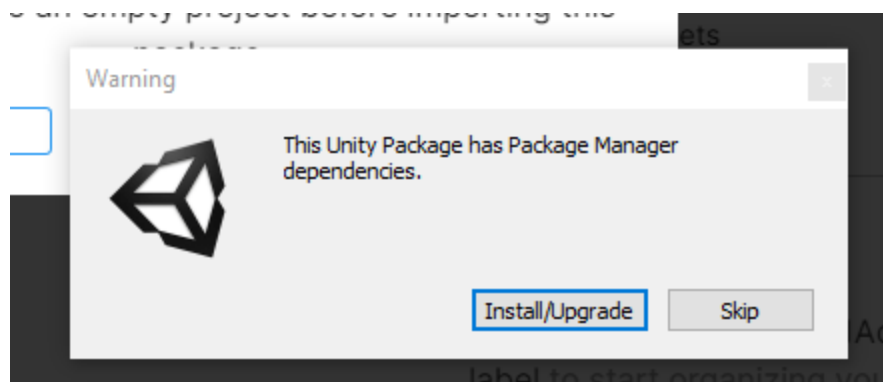


Low Poly Shooter Pack for MMFPSE

Getting Started

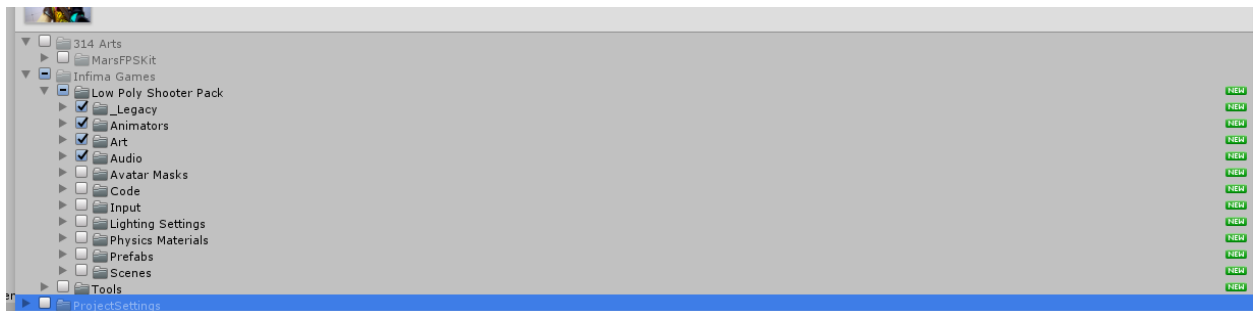
Before

Before you get started, make sure you imported our “[Modular Multiplayer FPS Engine](#)”. Then import the associated asset pack, in this case [Infima Games' Low Poly Shooter Pack](#): Only import the following (IMPORTANT):



Do NOT import dependencies, press Skip.

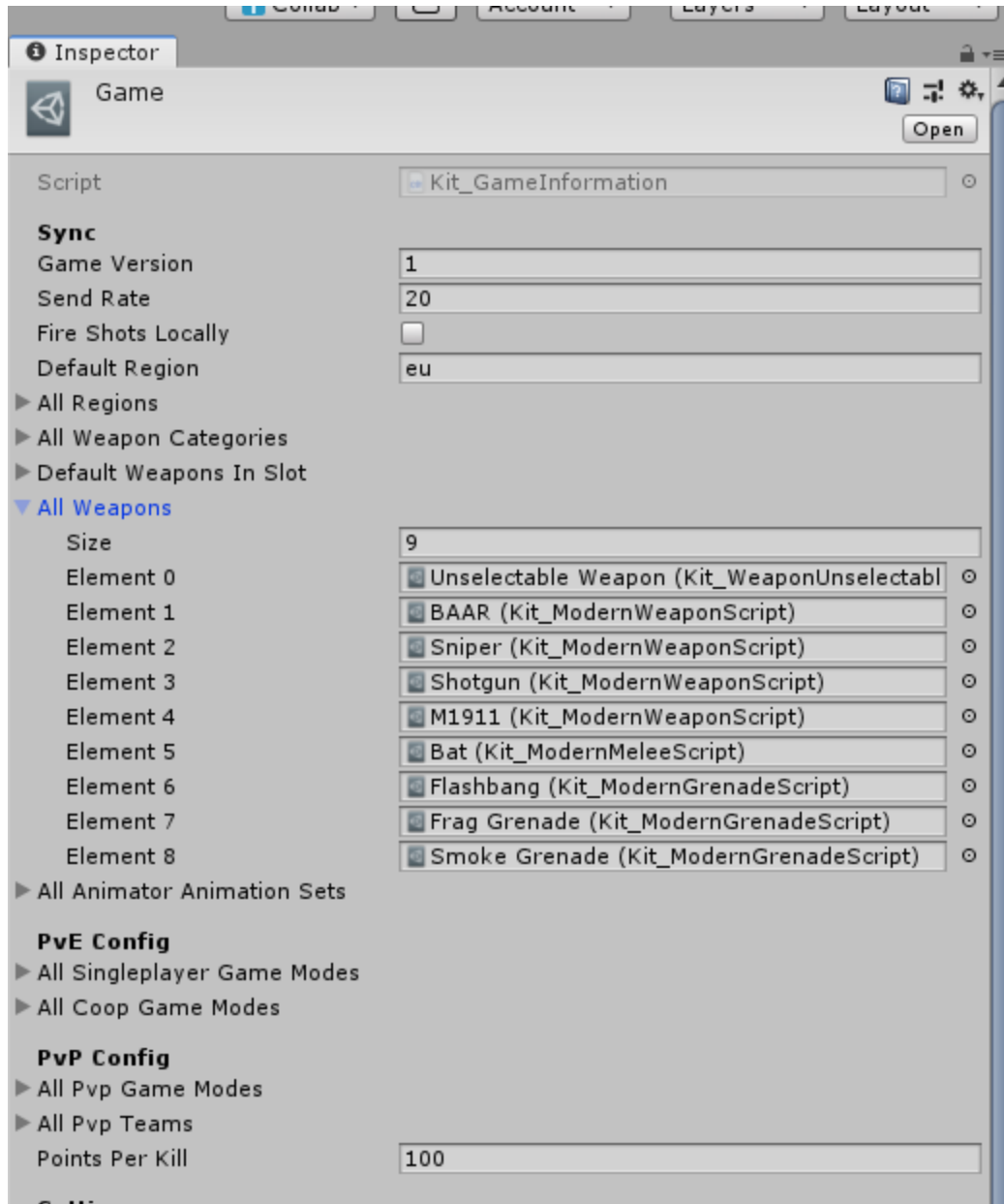
Only import these folders:



Make absolutely sure you DO NOT import ProjectSettings as well as code. Just import what is listed in the screenshot above.

Adding the weapons to MMFPSE

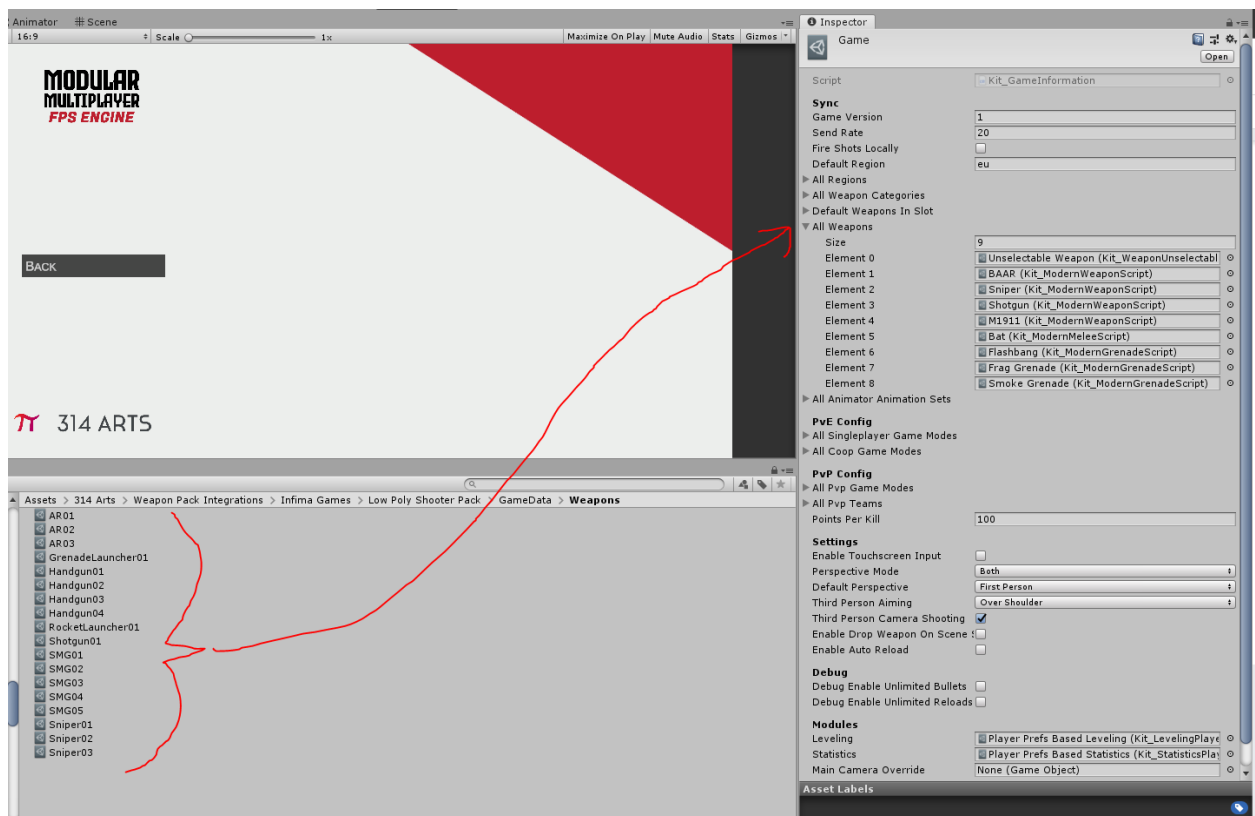
After you have imported both assets and set up MMFPSE, it's time to add your newly acquired weapons. First, locate the "Game" file in "Assets\314 Arts\MarsFPSKit\Resources". Select that file and locate the All Weapons" slot. It will look like this:



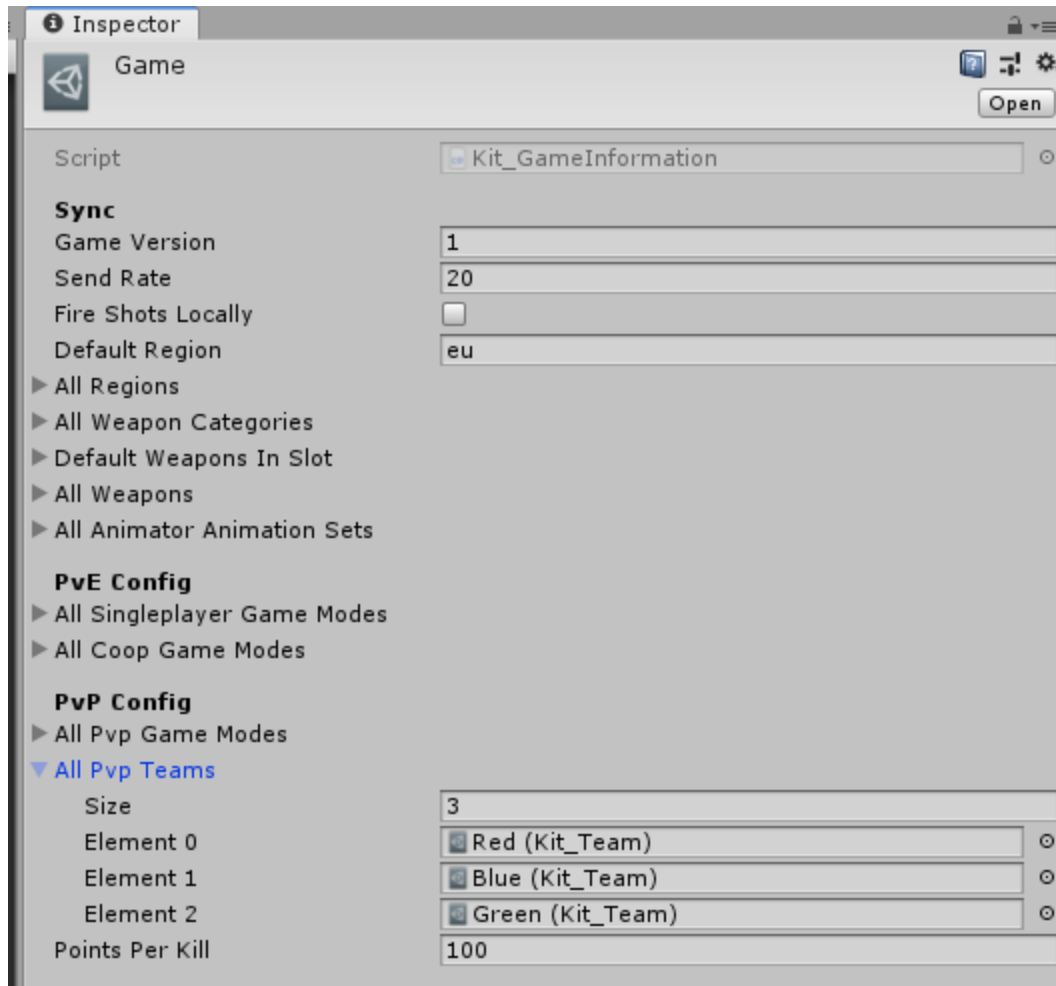
After you have successfully located that, you need to locate the "GameData" files of the integration. They can be found in: "Assets\314 Arts\Weapon Pack Integrations\Infima Games\Low Poly Shooter Pack\GameData\Weapons". The folder will look like this:



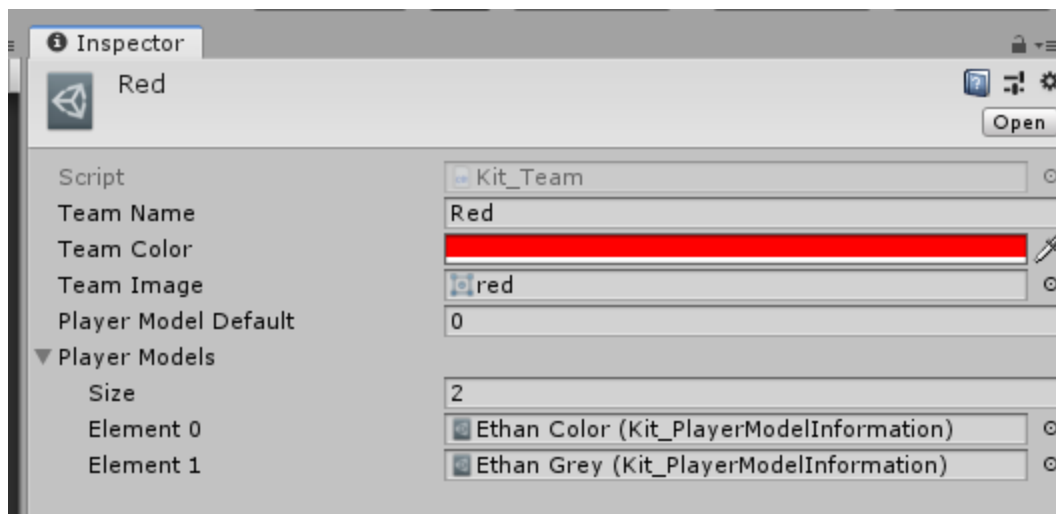
Finally, it's time to add them to the "Game" file that you located earlier. All you need to do is drag the files into the "All Weapons" slot, like this:



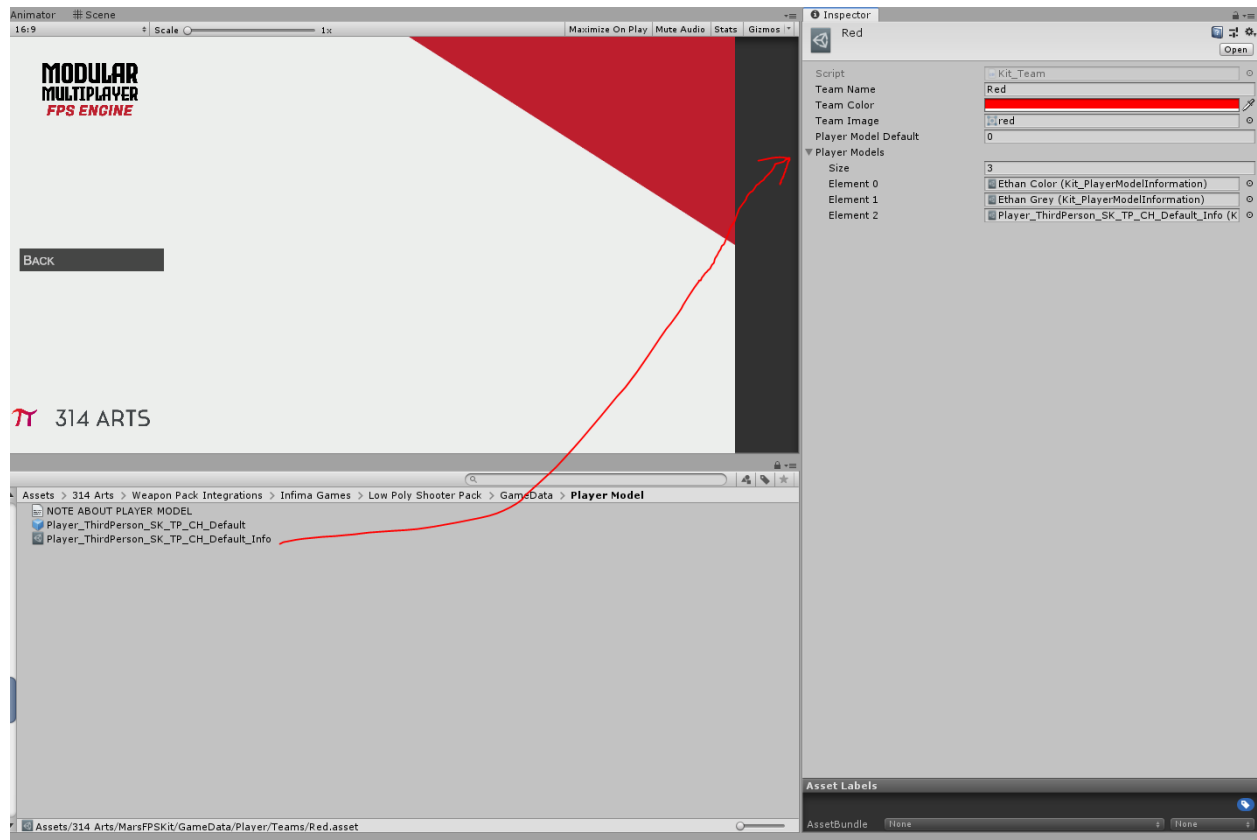
To add the player model:
Find the "All Pvp Teams" array in the "Game" file:



Open the “Red”, “Blue”, “Green” file, it looks like this (for each file different name / color):



To add the player model, just drag it into the “Player Models” slot. You can also remove the two Ethans beforehand if you don’t want them anymore, so that it looks like this:



Do this for every team that you want to use the low poly fps shooter’s soldier model for. Please do note the “NOTE ABOUT PLAYER MODEL” text file.

Congratulations! If that is done, check in the Loadout whether they have correctly appeared! You should be able to select them in the primary and secondary slot as well as the player model in the player model menu.

Should you experience any errors, contact us at support@314arts.com or join our [Discord server](#)

Low Poly FPS Pack for MMFPSE (LEGACY)

Getting Started

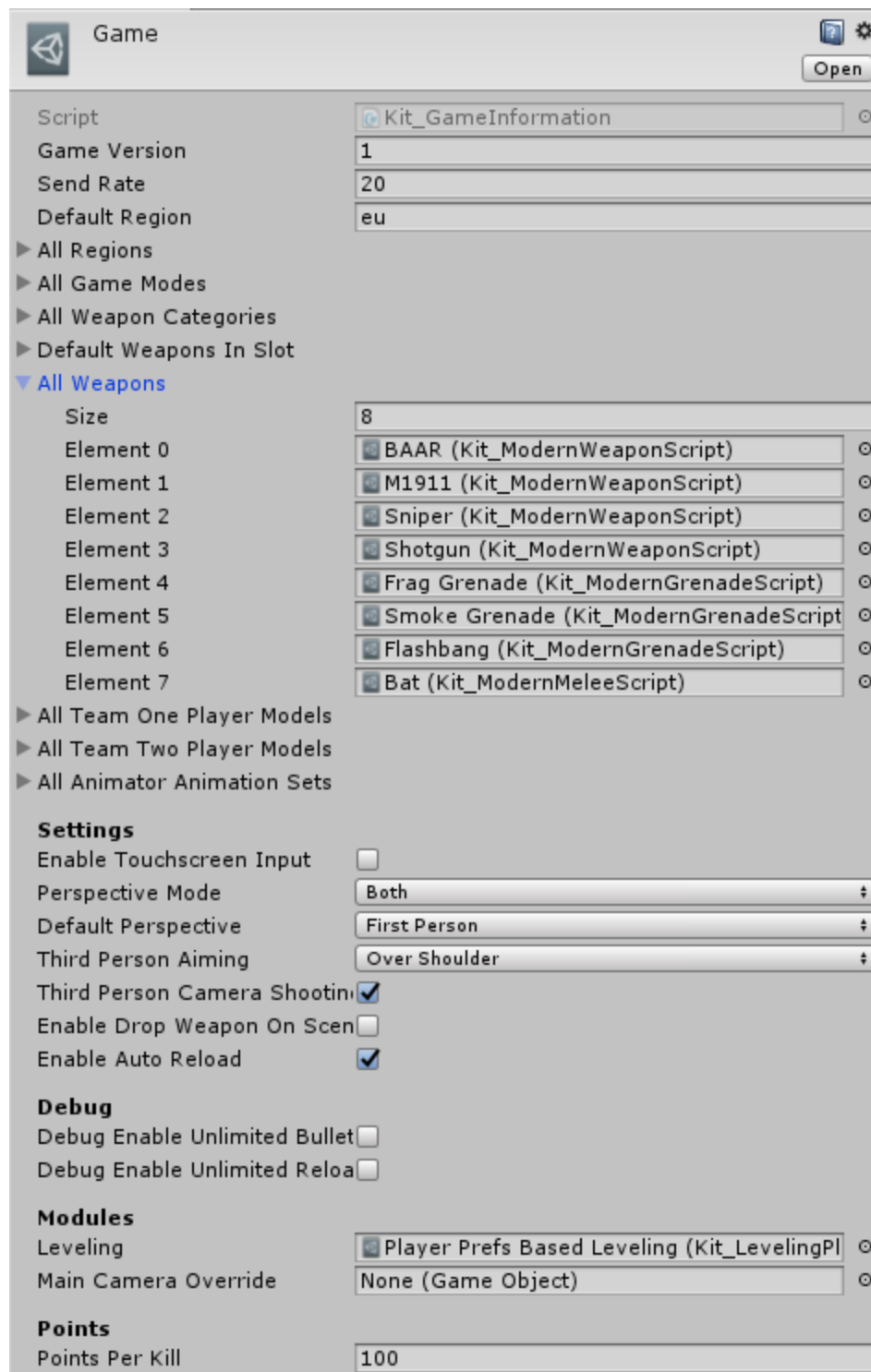
Before

Before you get started, make sure you imported our “[Modular Multiplayer FPS Engine](#)” and the associated asset pack, in this case [David Stenfors' Low Poly FPS Pack](#).

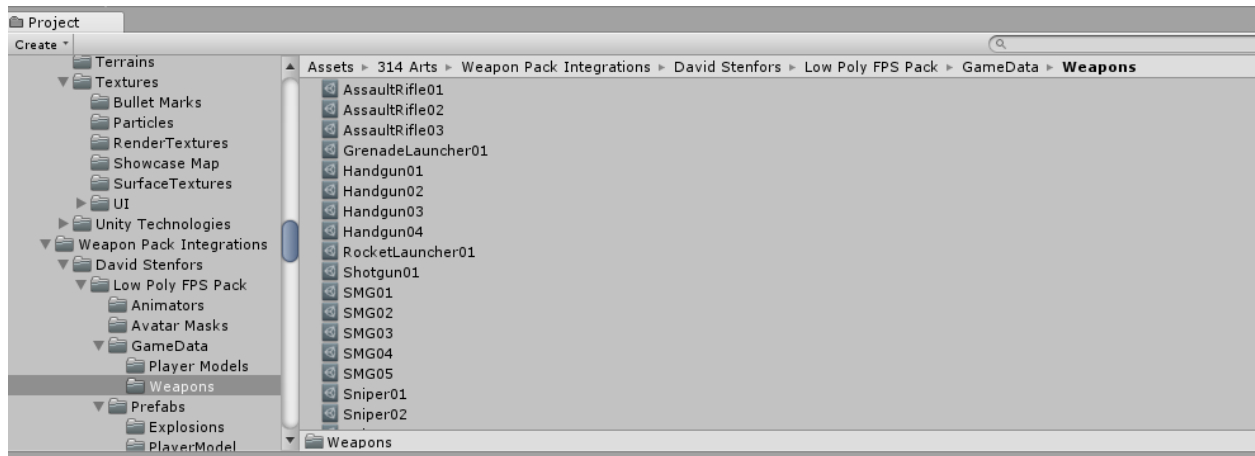
To get properly started, follow the setup of MMFPSE. No modifications need to be made to the associated asset pack.

Adding the weapons to MMFPSE

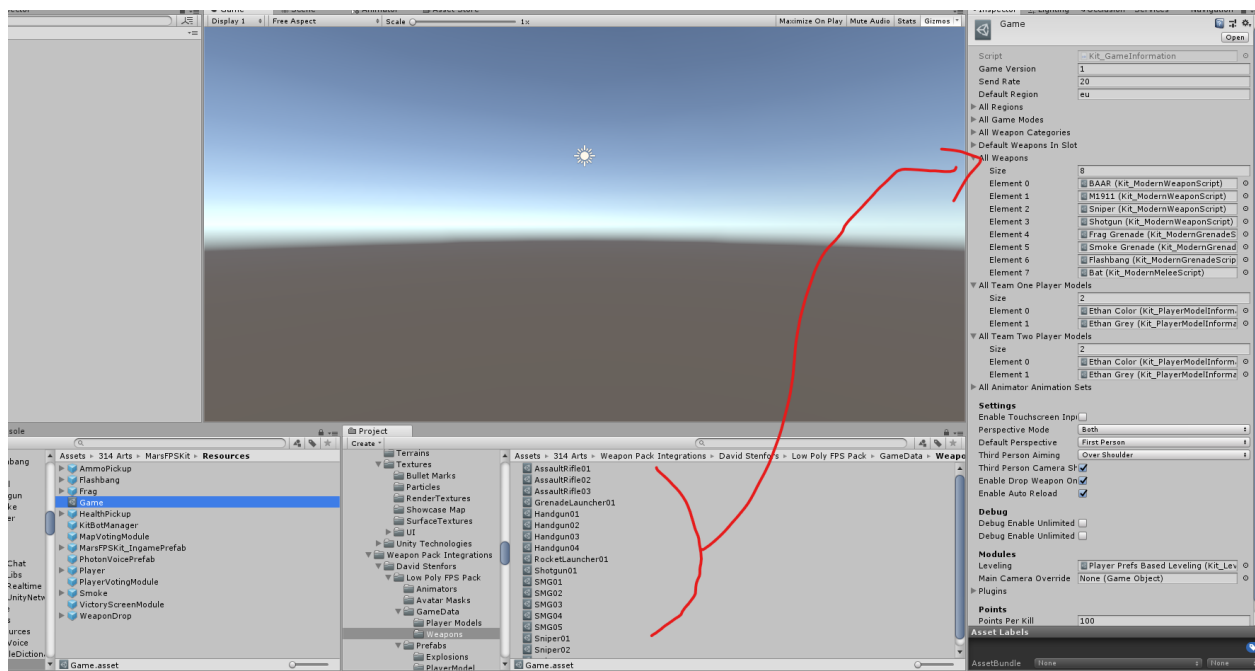
After you have imported both assets and setup MMFPSE, it's time to add your newly acquired weapons. First, locate the “Game” file in “Assets\314 Arts\MarsFPSKit\Resources”. Select that file and locate the All Weapons” slot. It will look like this:



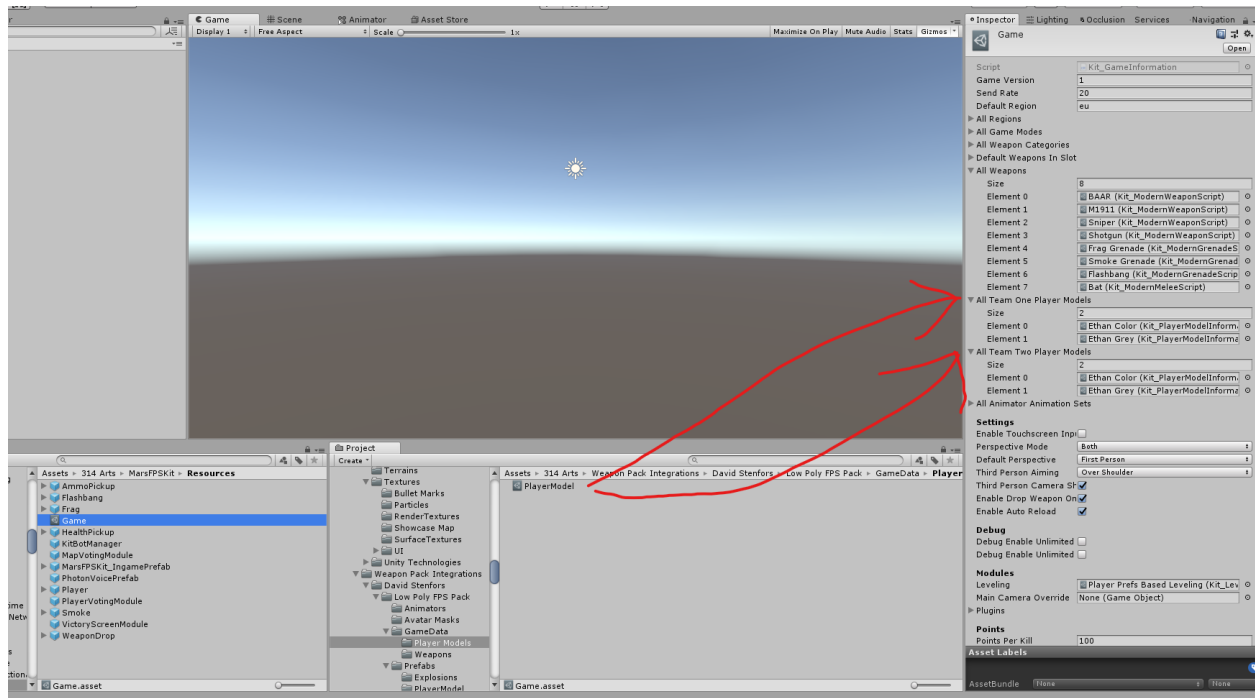
After you have successfully located that, you need to locate the “GameData” files of the integration. They can be found in: “Assets\314 Arts\Weapon Pack Integrations\Infima Games\Low Poly FPS Pack (LEGACY)\GameData”. The folder will look like this:



Finally, it's time to add them to the "Game" file that you located earlier. All you need to do is drag the files into the "All Weapons" slot, like this:

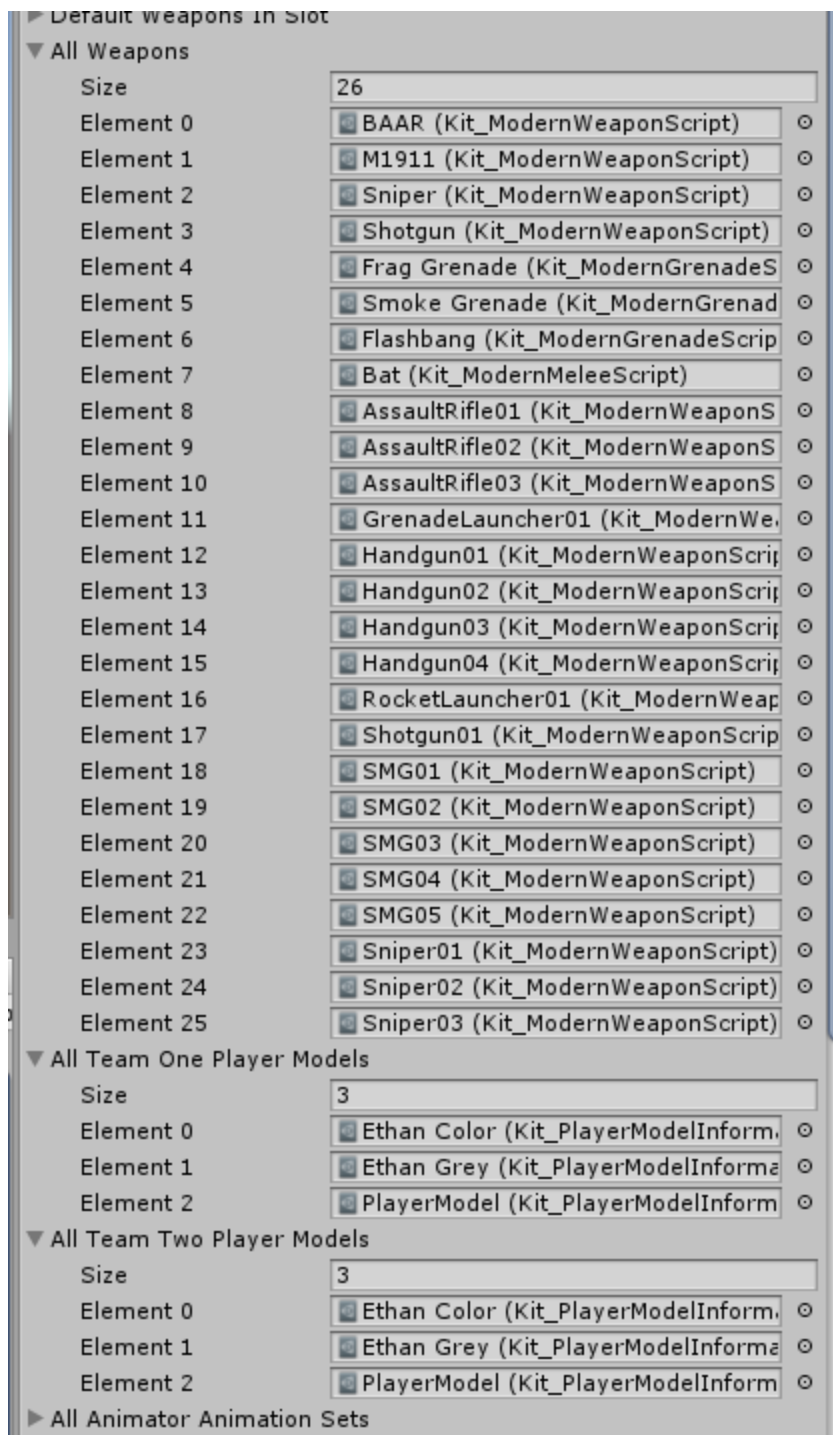


The same goes for the player model:

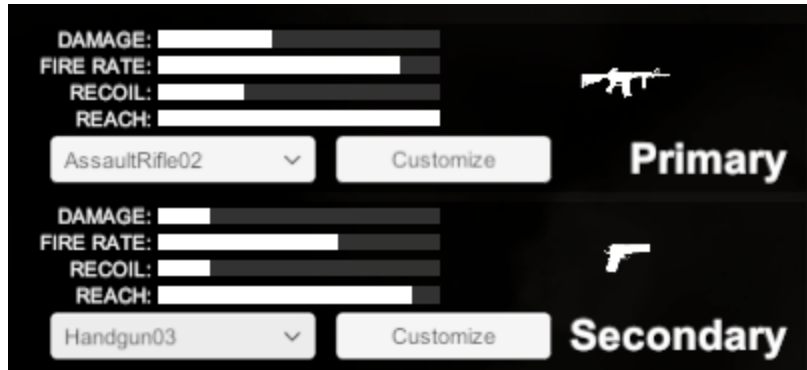


LEGACY NOTE: Player models are no longer stored directly in the Game file, instead they have been moved under All Pvp Teams. INSIDE those files (e.g. "Red", "Blue", "Green") you can now assign the player models per team.

So that it looks like this:



Congratulations! If that is done, check in the Loadout whether they have correctly appeared! You should be able to select them in the primary and secondary slot.



LEGACY NOTE: The Loadout menu looks differently now.

Should you experience any errors, contact us at support@314arts.com or join our [Discord server](#)