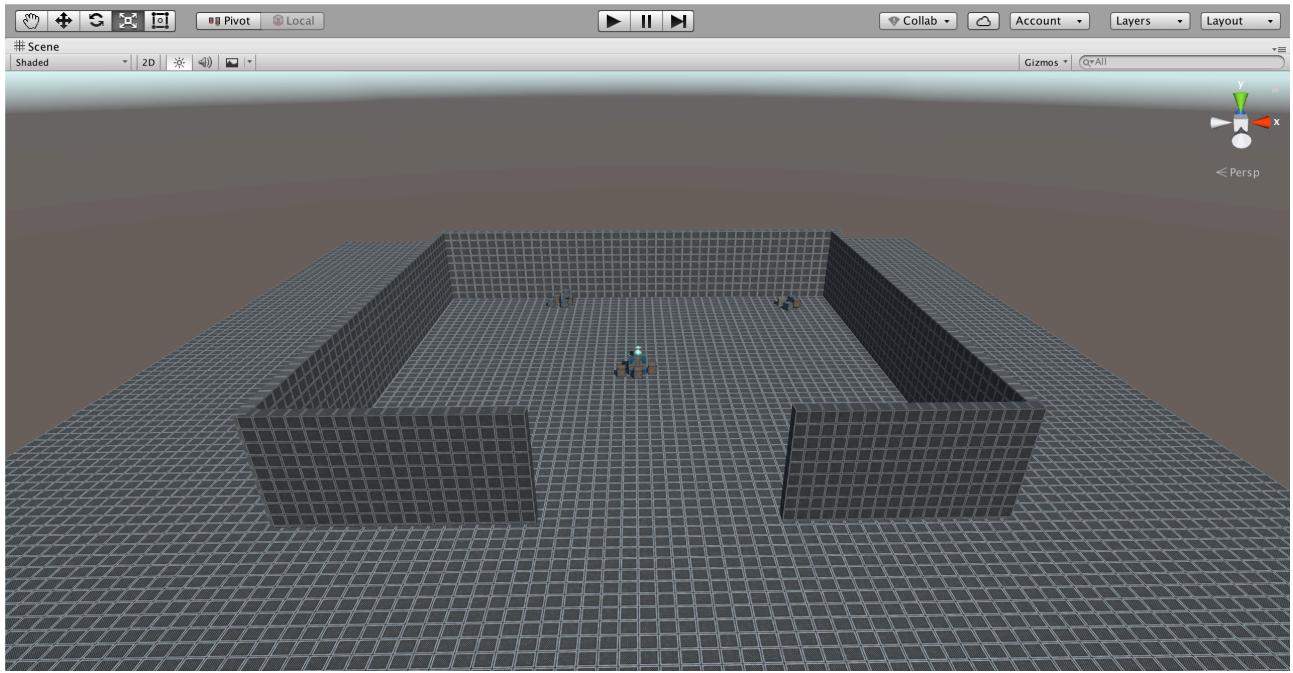
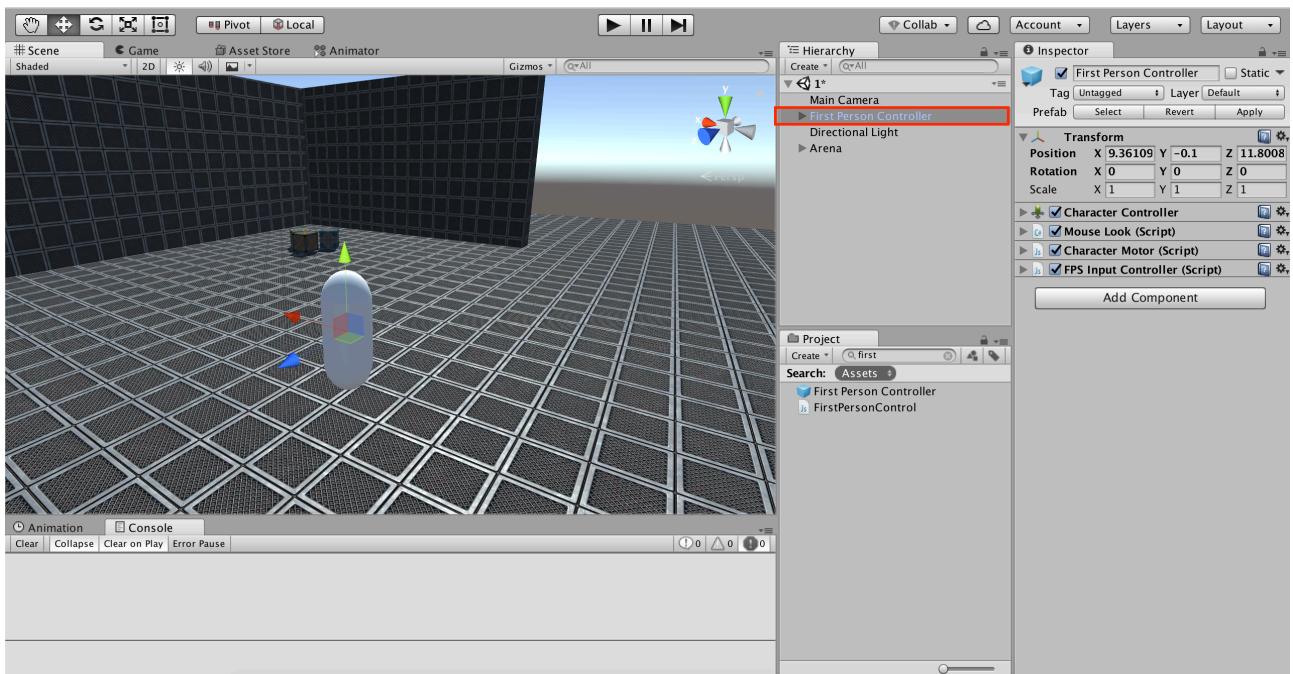


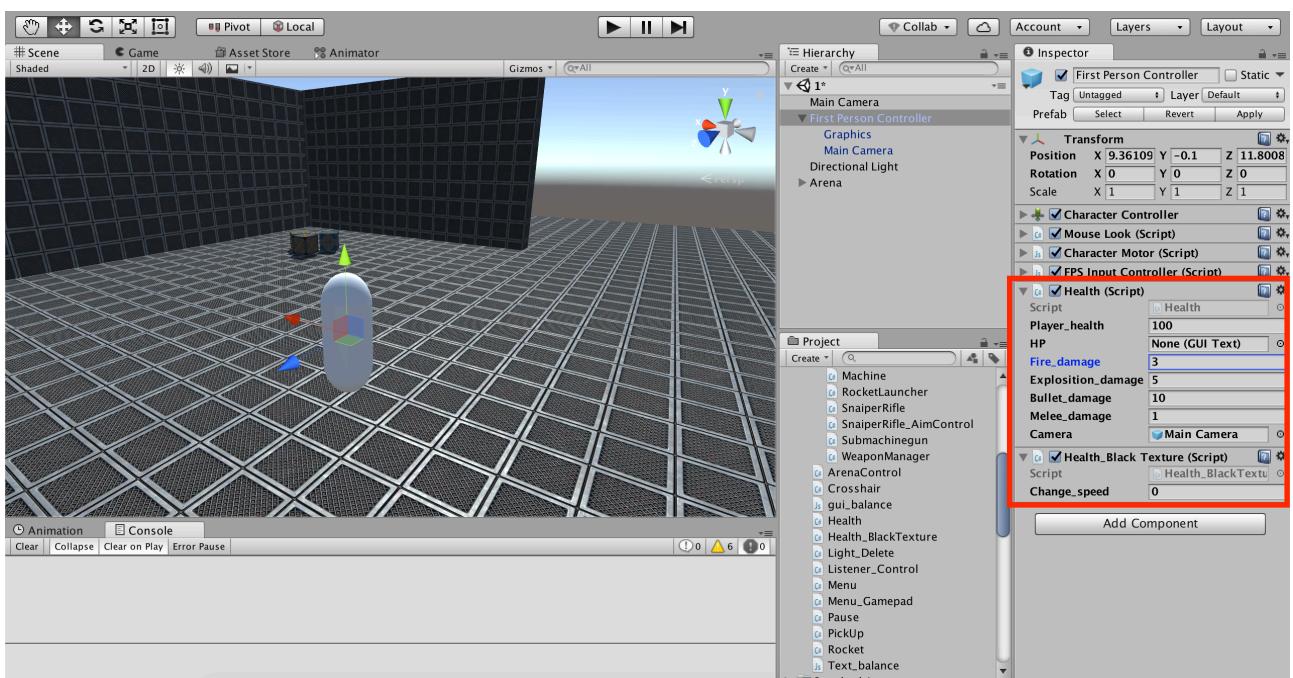
Add FPC with weapons



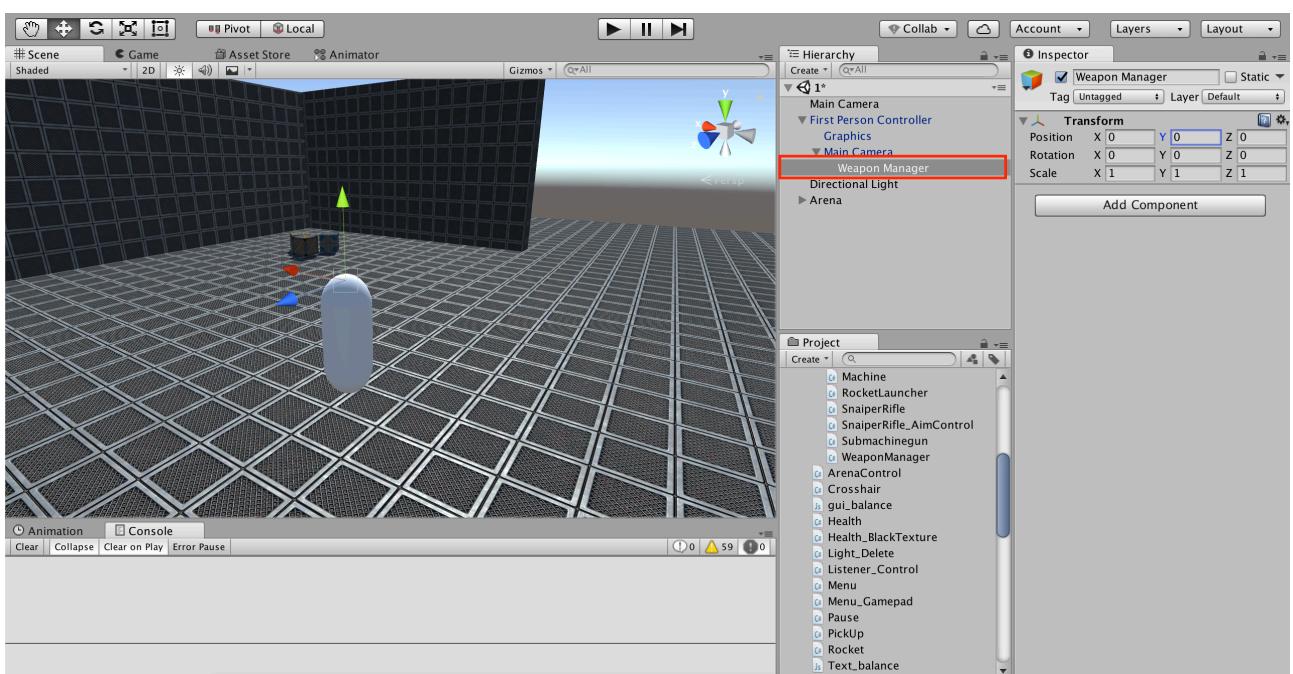
1) Create a scene. Add an environment



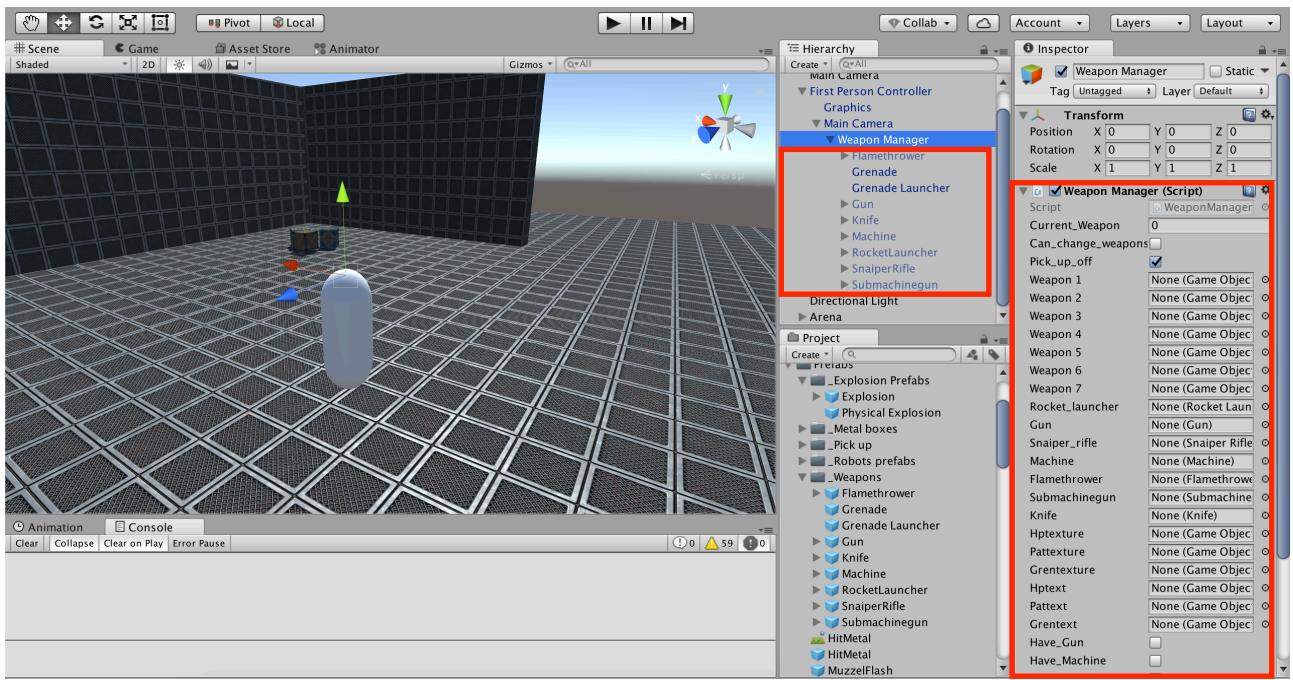
2) Add a First Person Controller



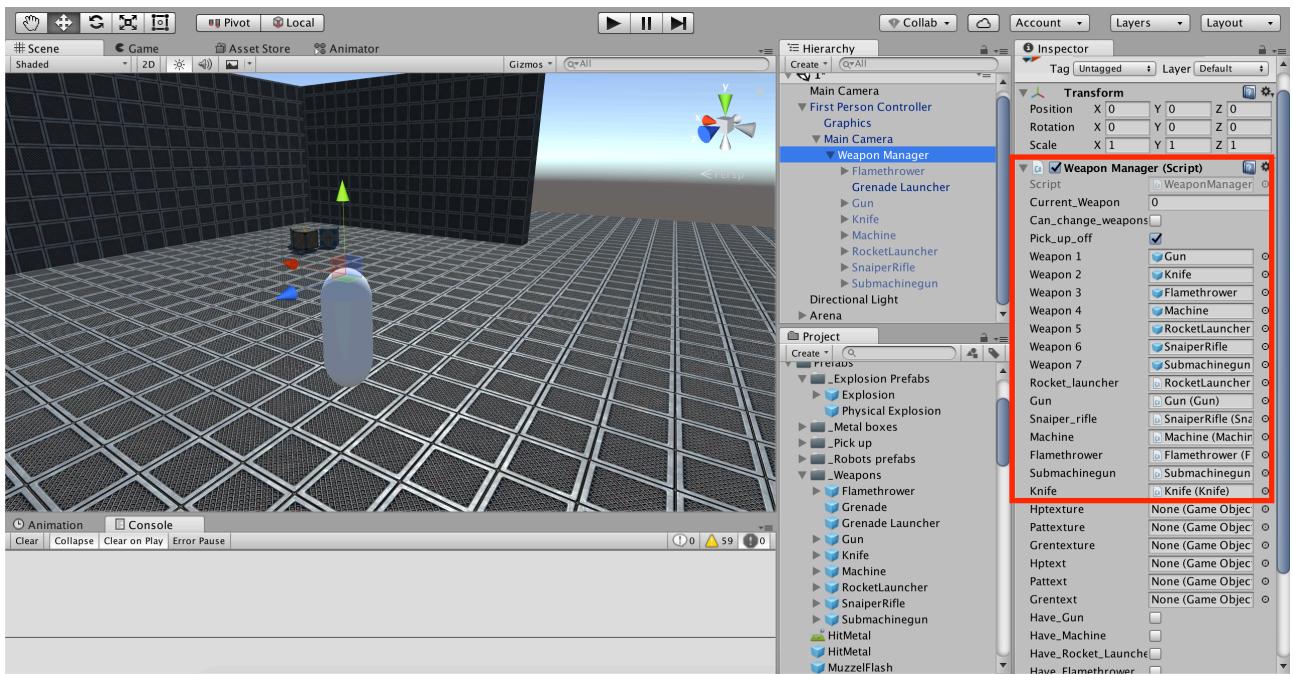
- 3) Add scripts(«Health», «Health_BlackTexture») to FPC and fill in the variables



- 4) Create an empty object and name it «Weapon Manager». Move it to FPC Camera

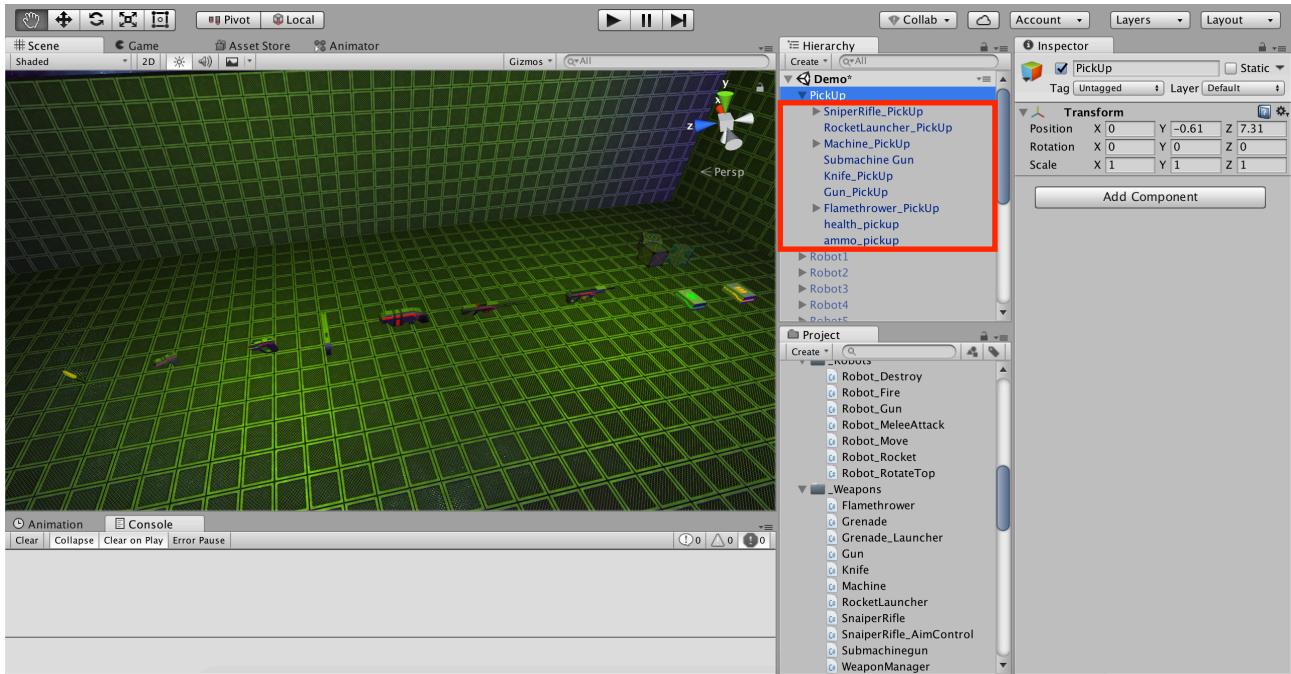


- 5) Add a script «Weapon Manager» to Weapon Manager. Add weapons to Weapon Manager

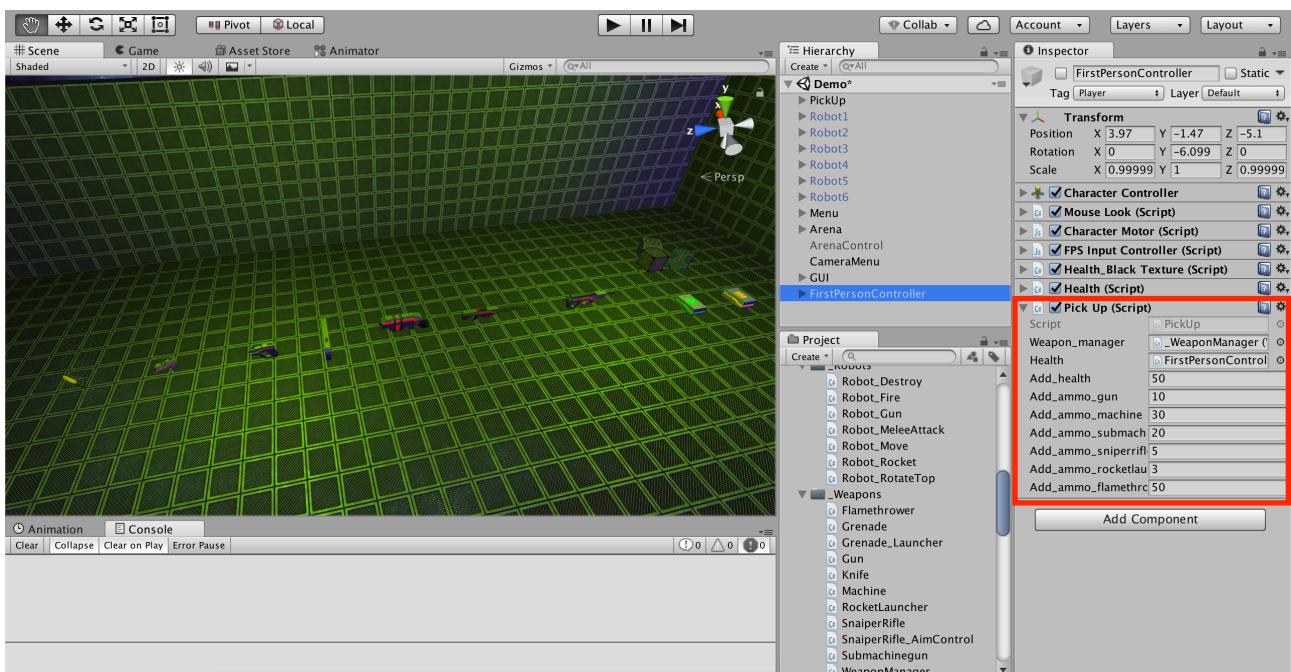


- 6) Fill in the variables in the «Weapon Manager» scrip. Select the camera in the weapons scripts

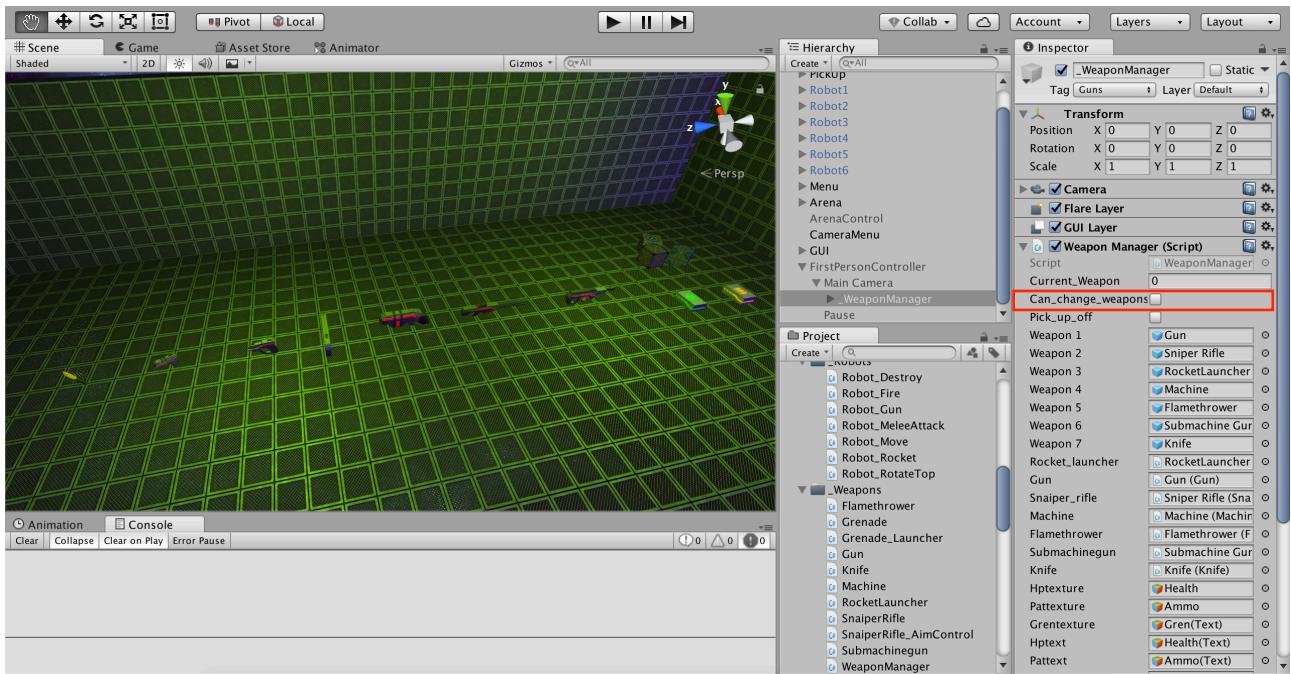
Add pick up



- 1) Add «pick up» weapons to the scene

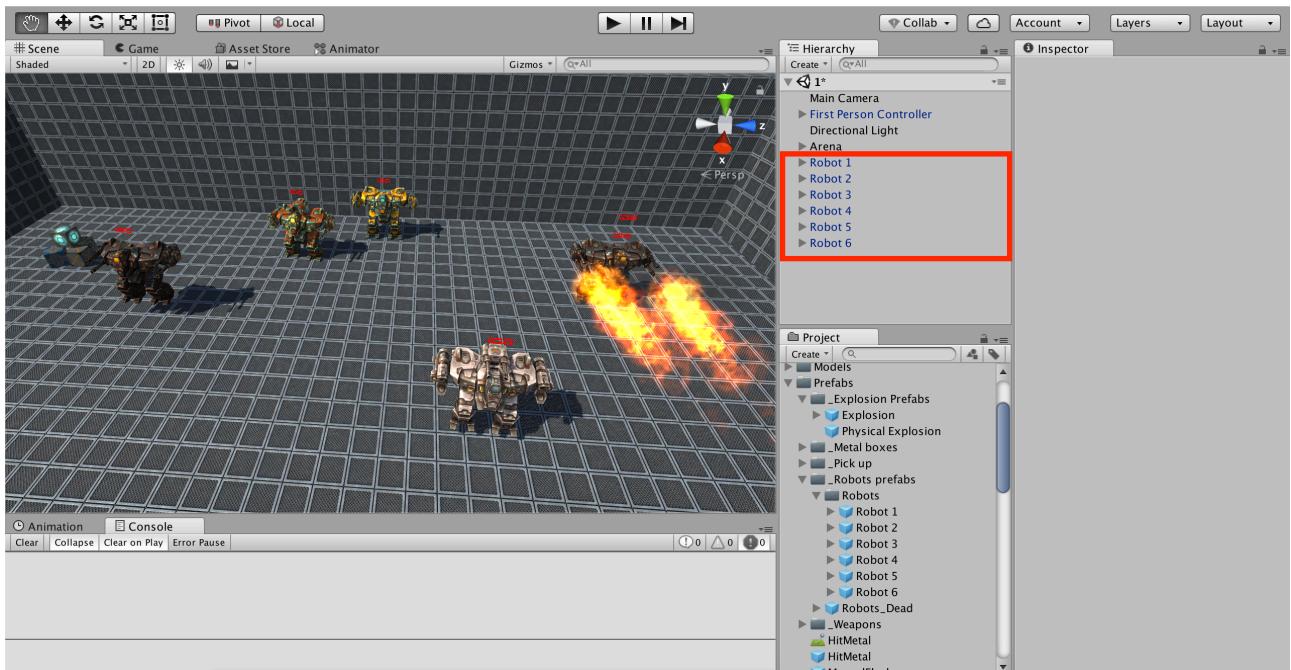


- 2) Add «Pick Up» script to the FPC

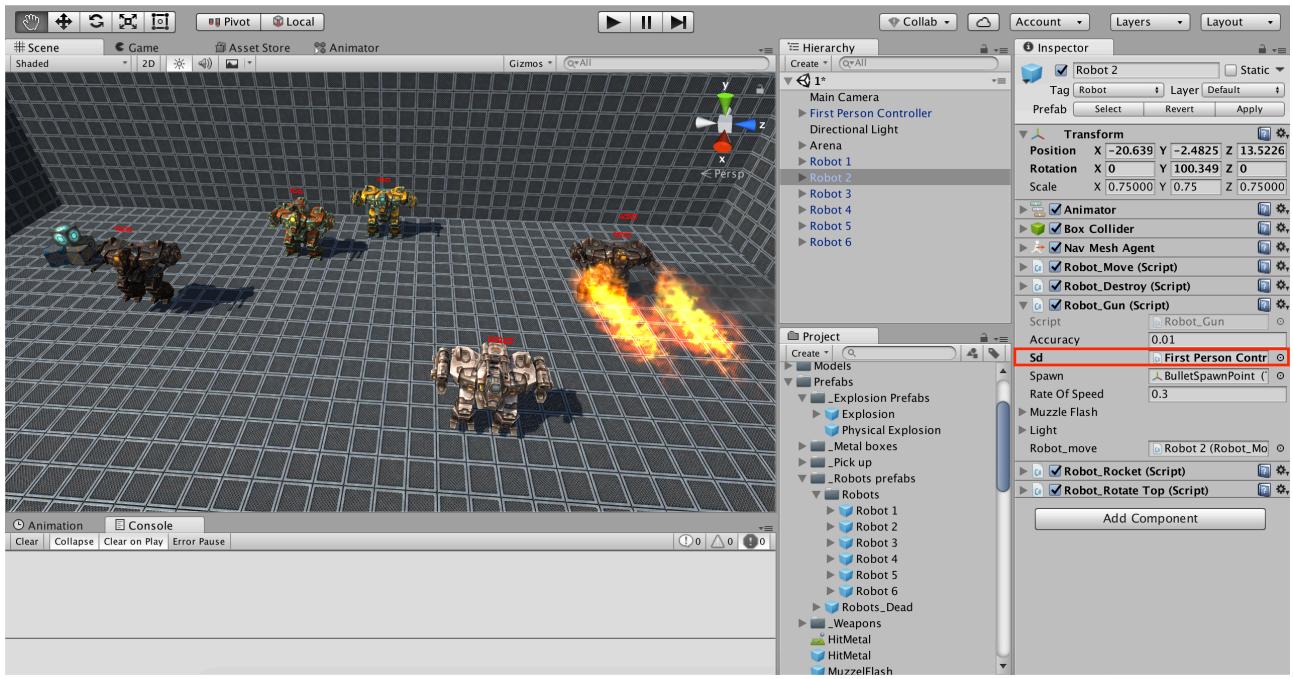


- 3) Set «pick_up_off» = false in the «Weapon Manager» script

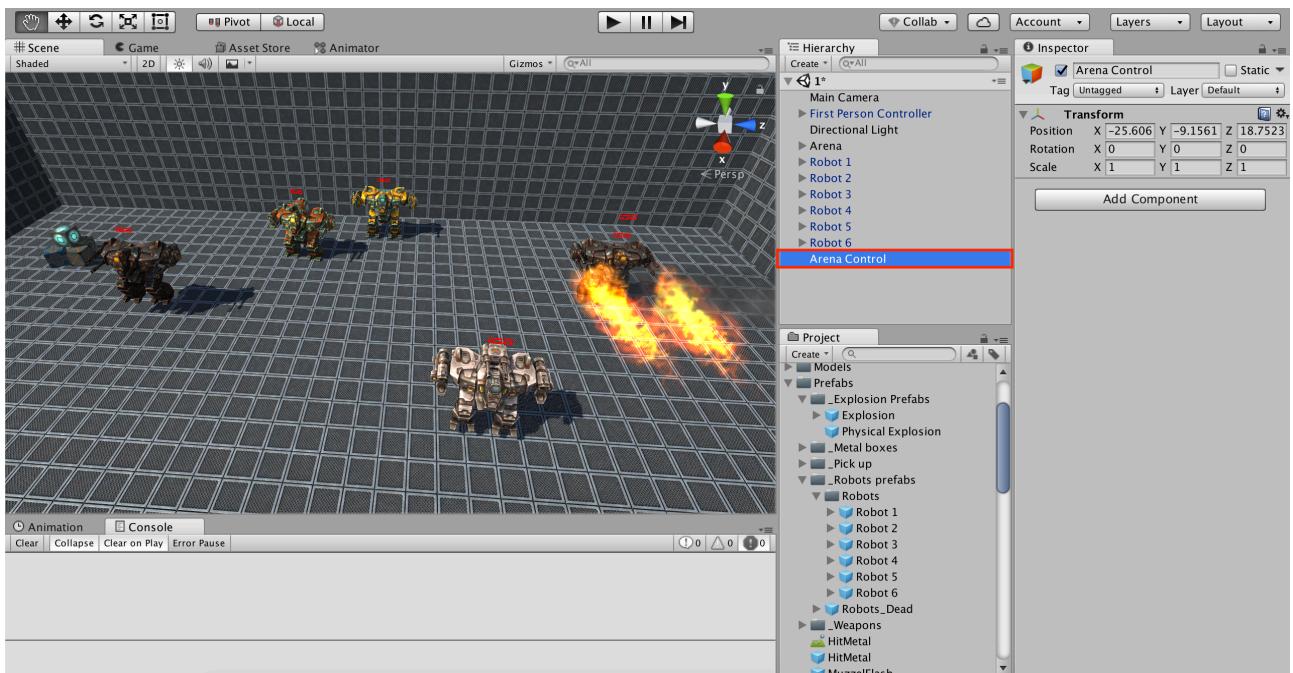
Add robots



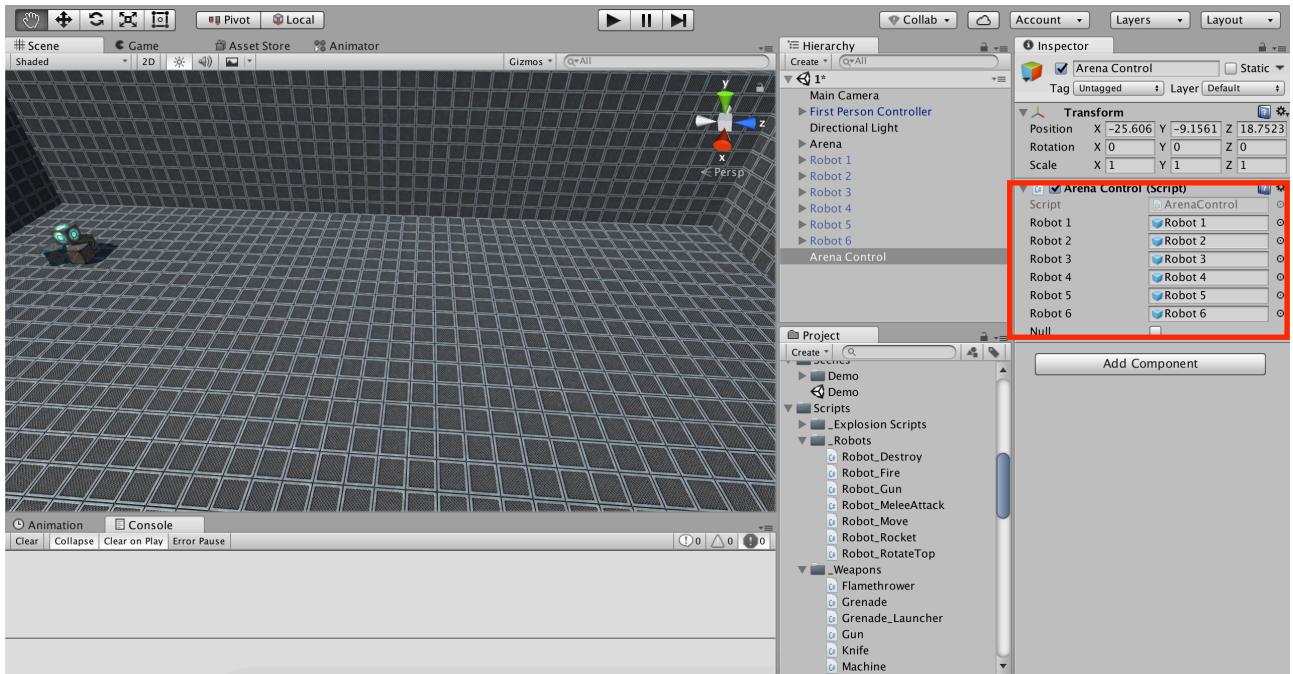
- 1) Add robots to the scene



2) Select the FPC in the robots scripts («Robot_Gun»)

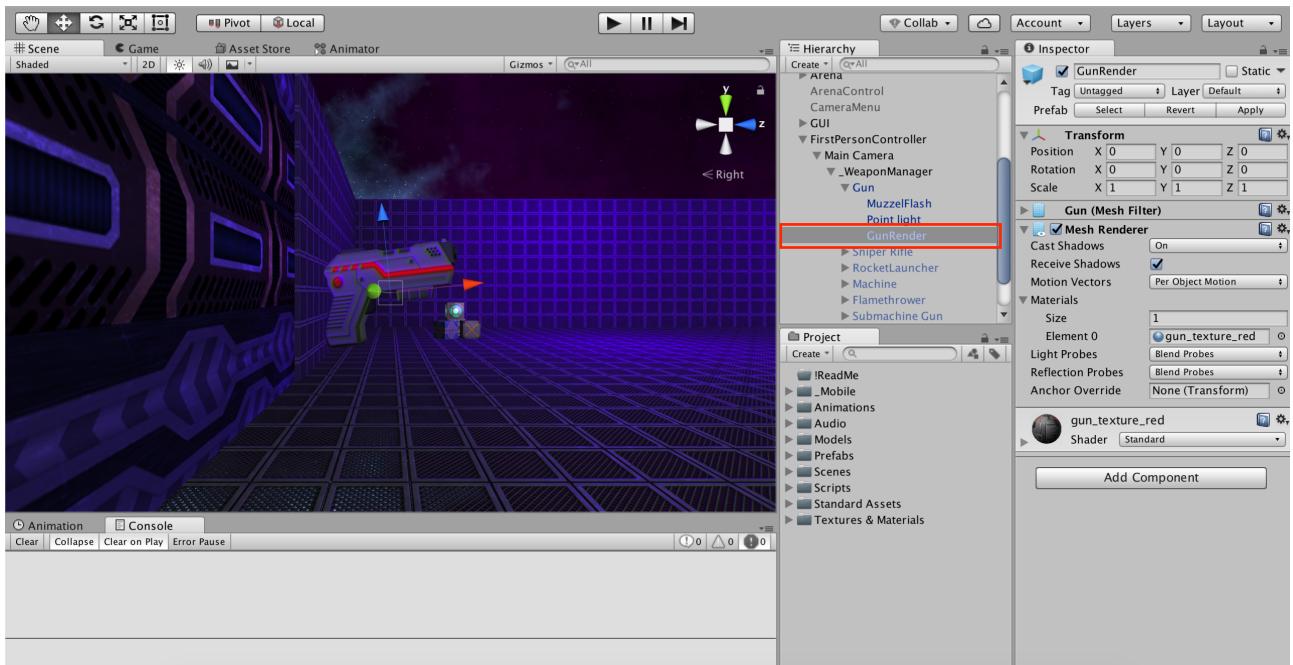


3) Create the empty object and name it Arena Control

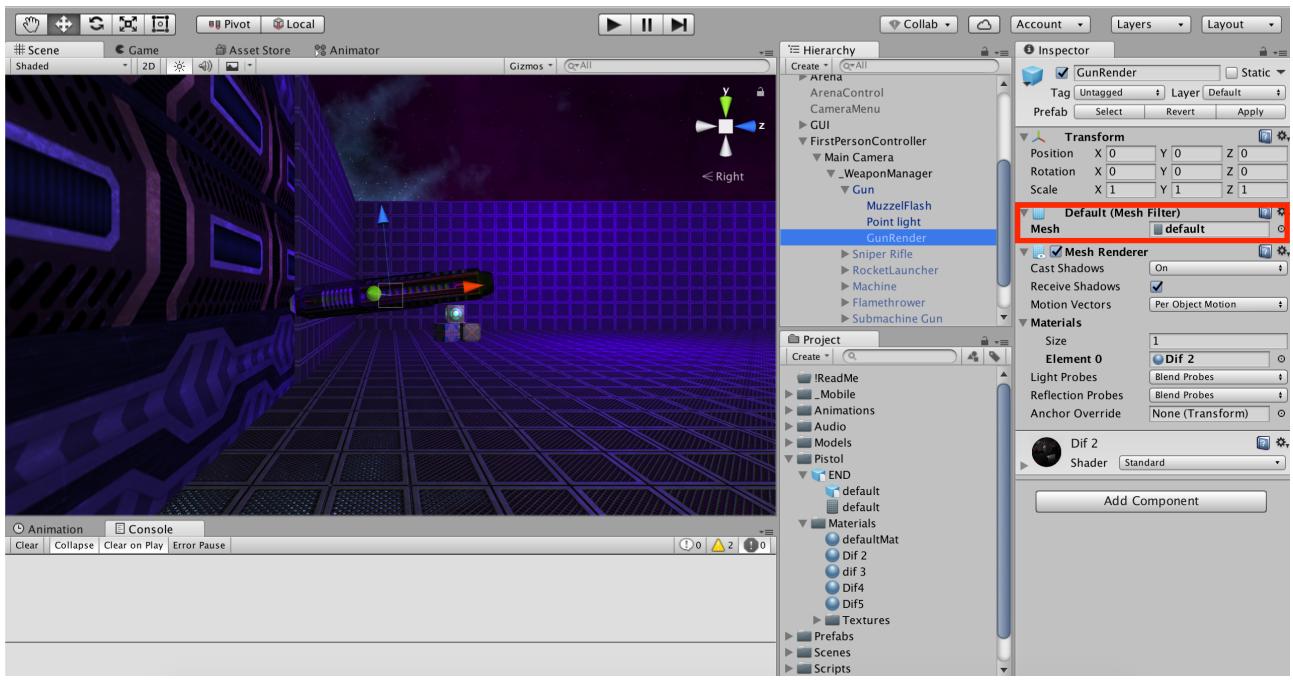


- 4) Add a script «Arena Control» to Arena Control and fill the variables

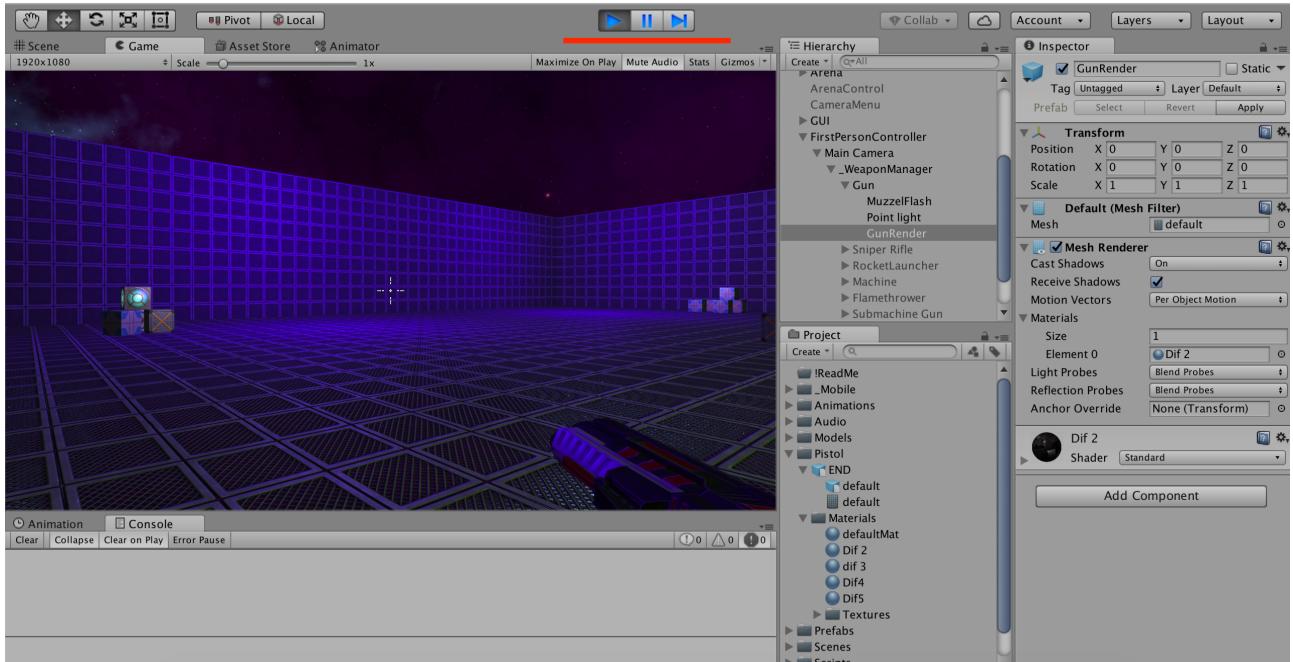
Change weapon



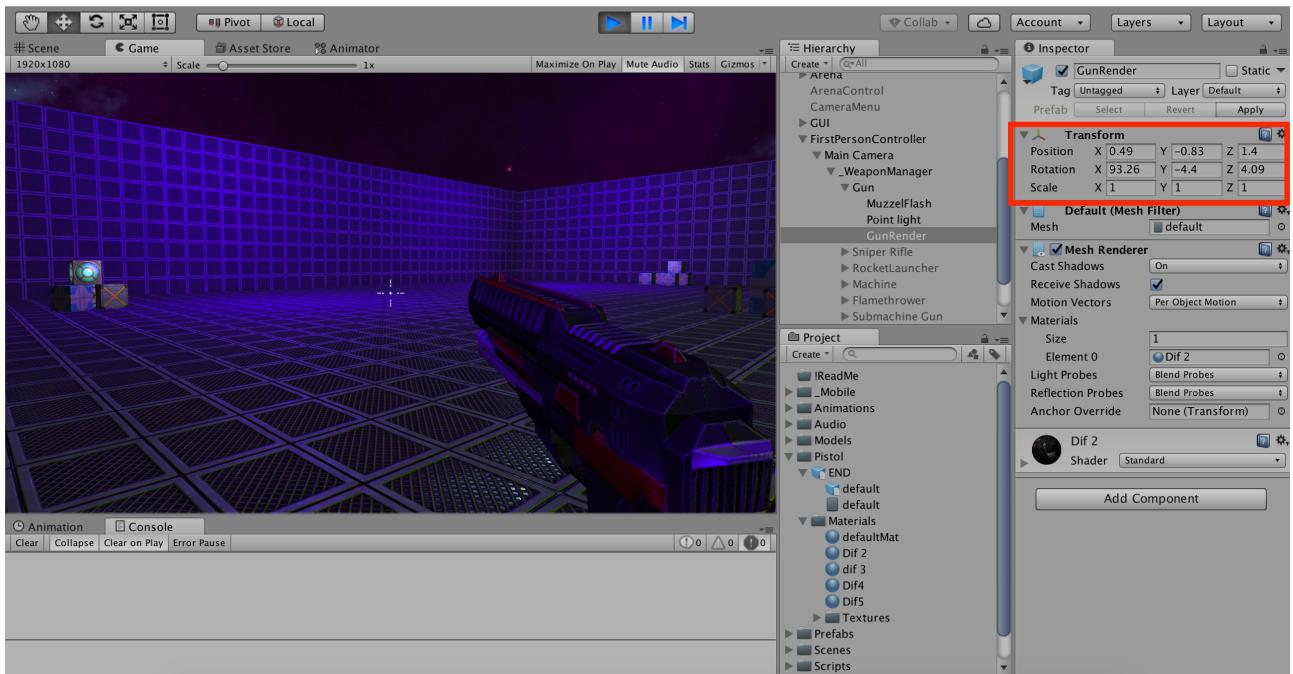
- 1) Find GameObject «<weapon name> Render»



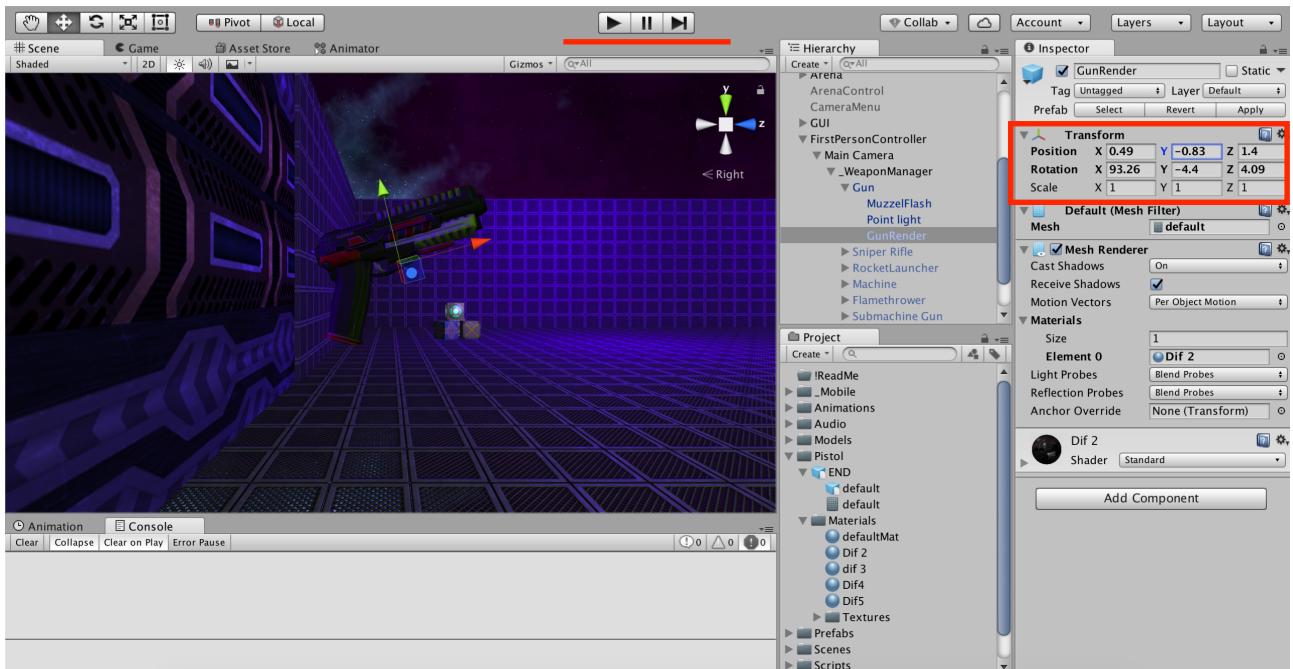
2) Change the weapon mesh in the mesh filter



3) Start game



4) Adjust the position of GameObject «<weapon name> Render» in the game



5) Copy the position. Stop game. Paste the position.