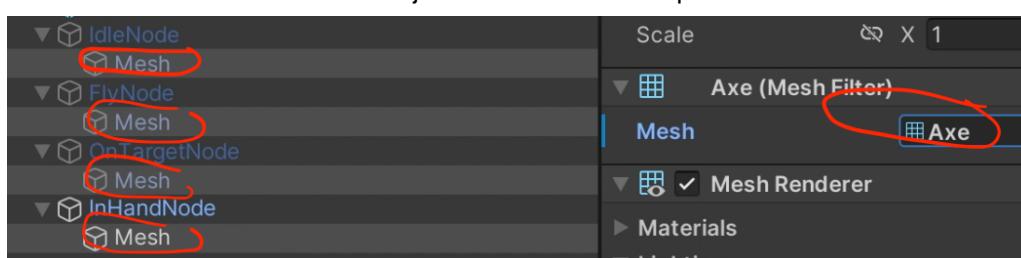


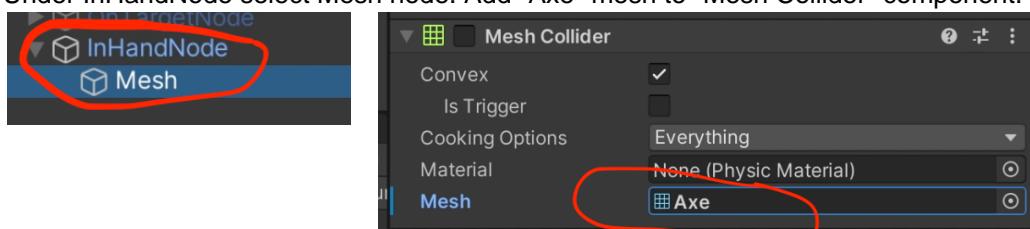
1. Find "BulletBase" prefab, duplicate it as Prefab Variant, rename and Open it.



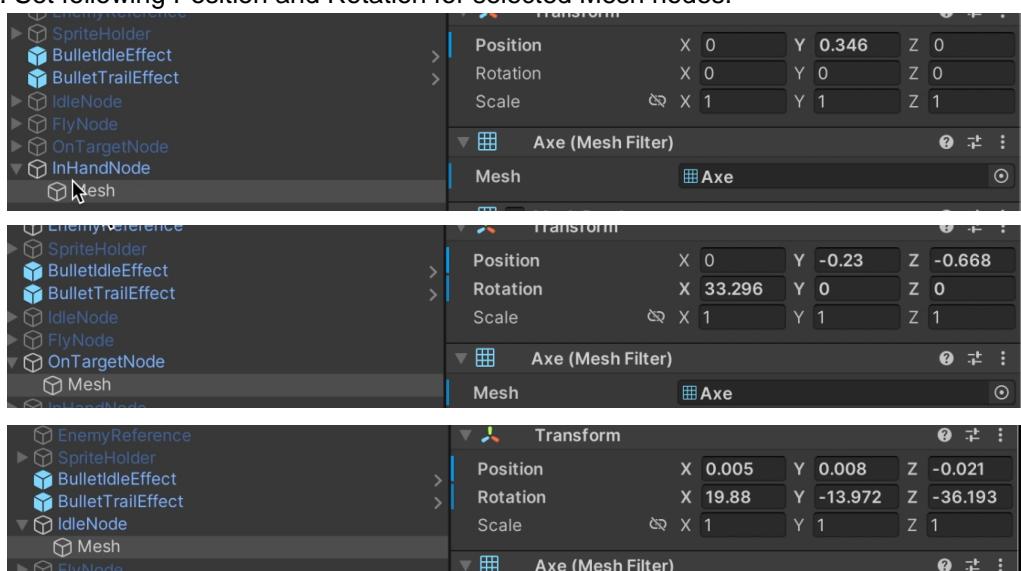
2. Add "Axe" mesh to the selected objects "MeshFilter" component.



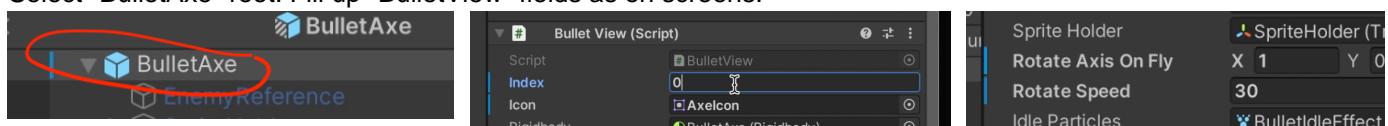
3. Under InHandNode select Mesh node. Add "Axe" mesh to "Mesh Collider" component.



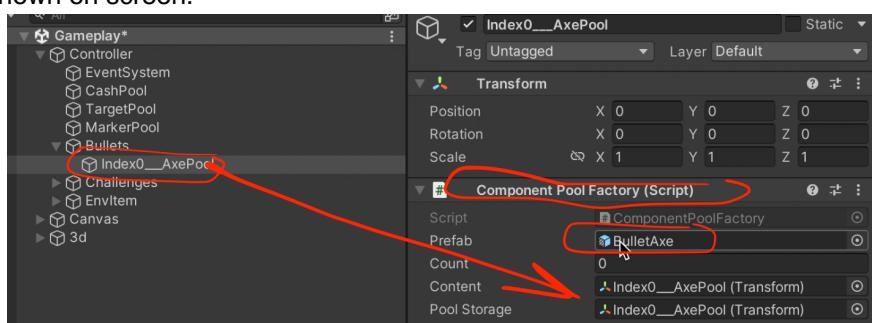
4. Set following Position and Rotation for selected Mesh nodes.



5. Select "BulletAxe" root. Fill up "BulletView" fields as on screens.



6. Under "Bullets" node, create "Index0\_\_AxePool" node. Add "ComponentPoolFactory" to it. Drag and drop object as it shown on screen.



7. Select Controller. Drag and drop "Index0\_\_AxePool" node to the "Bullets" list of "BulletModuleView" component.



8. Save "Gameplay" scene. Check "HowToAddPlayer" doc for how to add Bullet to the Player.