



# **XtremeFPS**

## **DOCUMENTATION**

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# 1. How To Use:

## i) Initial Setup:

Getting started with EasyFPS Controller is a breeze! Follow these simple steps to set up your project and integrate our FPS controller:

### 1. Installation :

First, you'll need to install the XtremeFPS Controller package into your Unity project. You can do this by following these steps:

- Download the EasyFPS Controller package from Unity Asset Store.
- In Unity, navigate to **Package Manager > My Assets > Search for XtremeFPS > Download/Import**.
- Click Import to add it to your project.

### 2. Install Required Packages :

XtremeFPS Controller relies on two essential packages: Cinemachine and the new input system package. If you haven't already installed them, follow these steps:

- Open the Unity Package Manager by going to **Window > Package Manager**.
- In the Package Manager window, locate the **Input System** package and click **Install** to add it to your project.
- Similarly, find the **Cinemachine** package in the Package Manager and click **Install** to install it.

### 3. Configure Input Handling :

Next, you'll need to configure Unity to use the new input system. Here's how:

- Go to **Edit > Project Settings > Player** in the Unity editor.
- In the Player settings window, navigate to the **Other Settings** section.
- Under **Configuration**, find the **Input Handling** dropdown menu.
- Select either **Input System** or **Both** to enable the new input system. We recommend using **Both** for maximum compatibility.

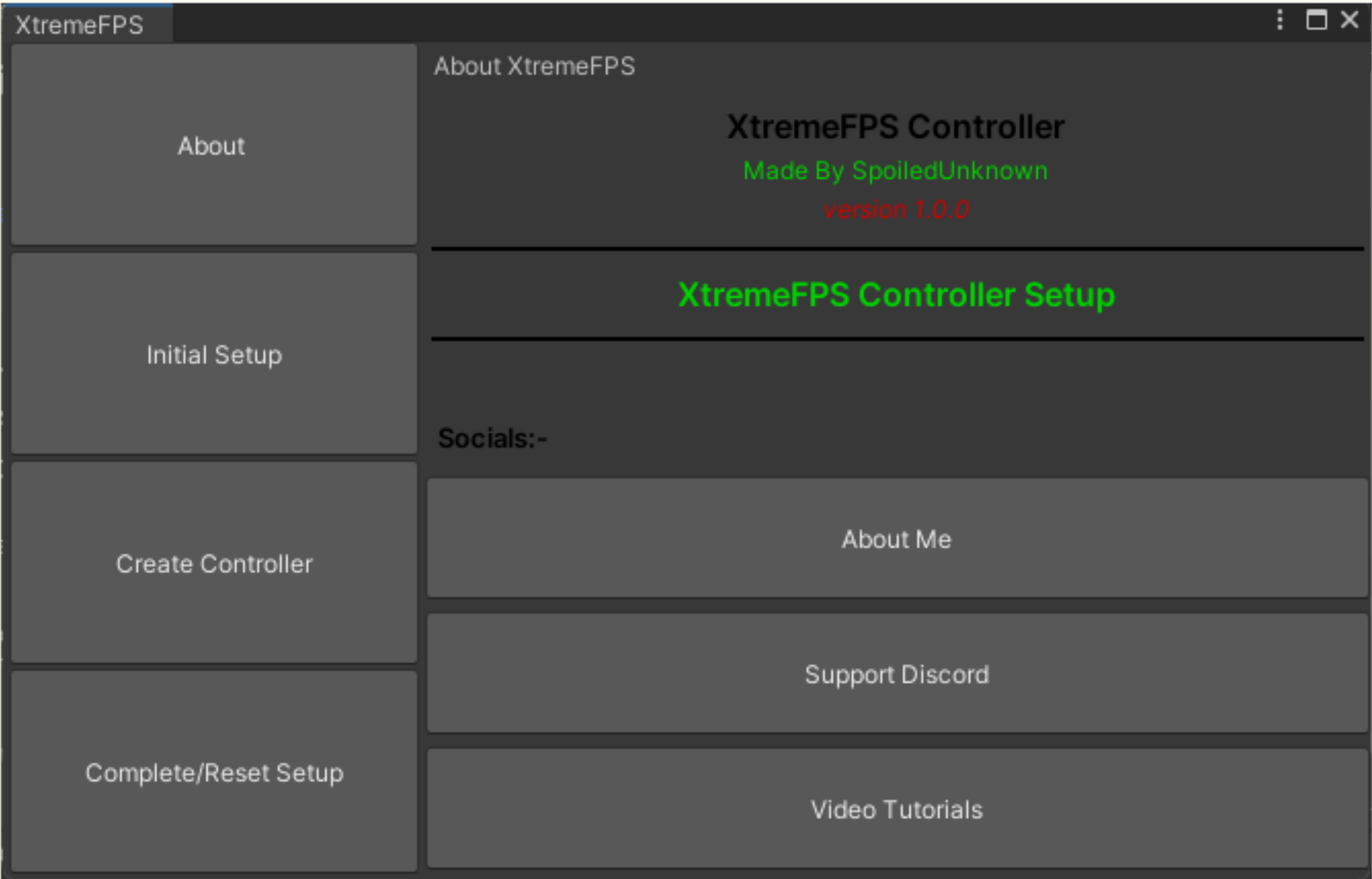
## ii) Player Setup (Automatic): Recommended.

To kickstart your journey with XtremeFPS Controller, the Custom Editor Setup provides all the necessary groundwork to seamlessly integrate the player into your game. Here's a breakdown of the process:

To access the editor window: Go To **Window > SpoiledUnknown > XtremeFPS**.

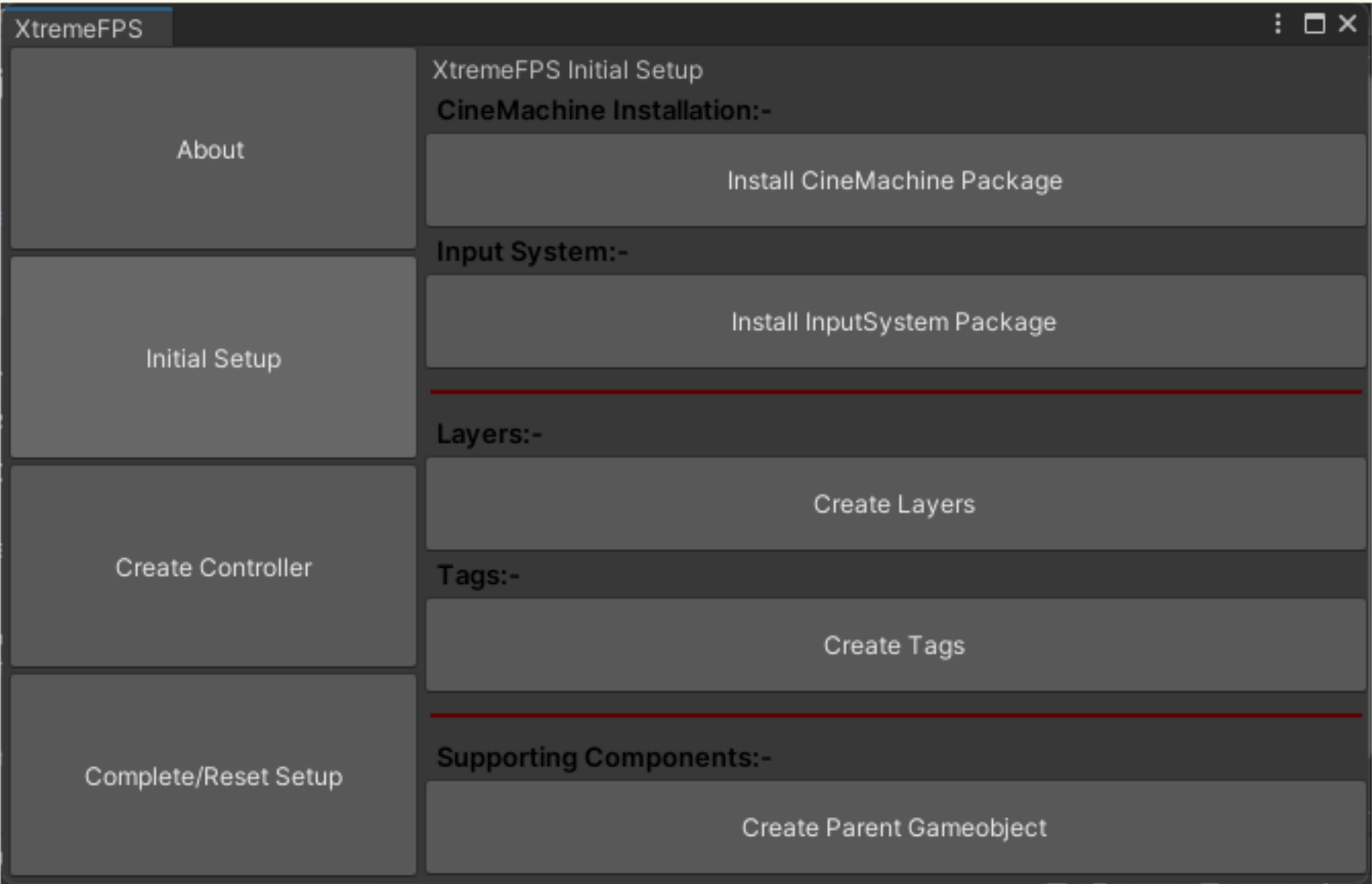
### 1. About

This section provides basic information about the controller but is not essential for setting up the controller.



### 2. Initial Setup

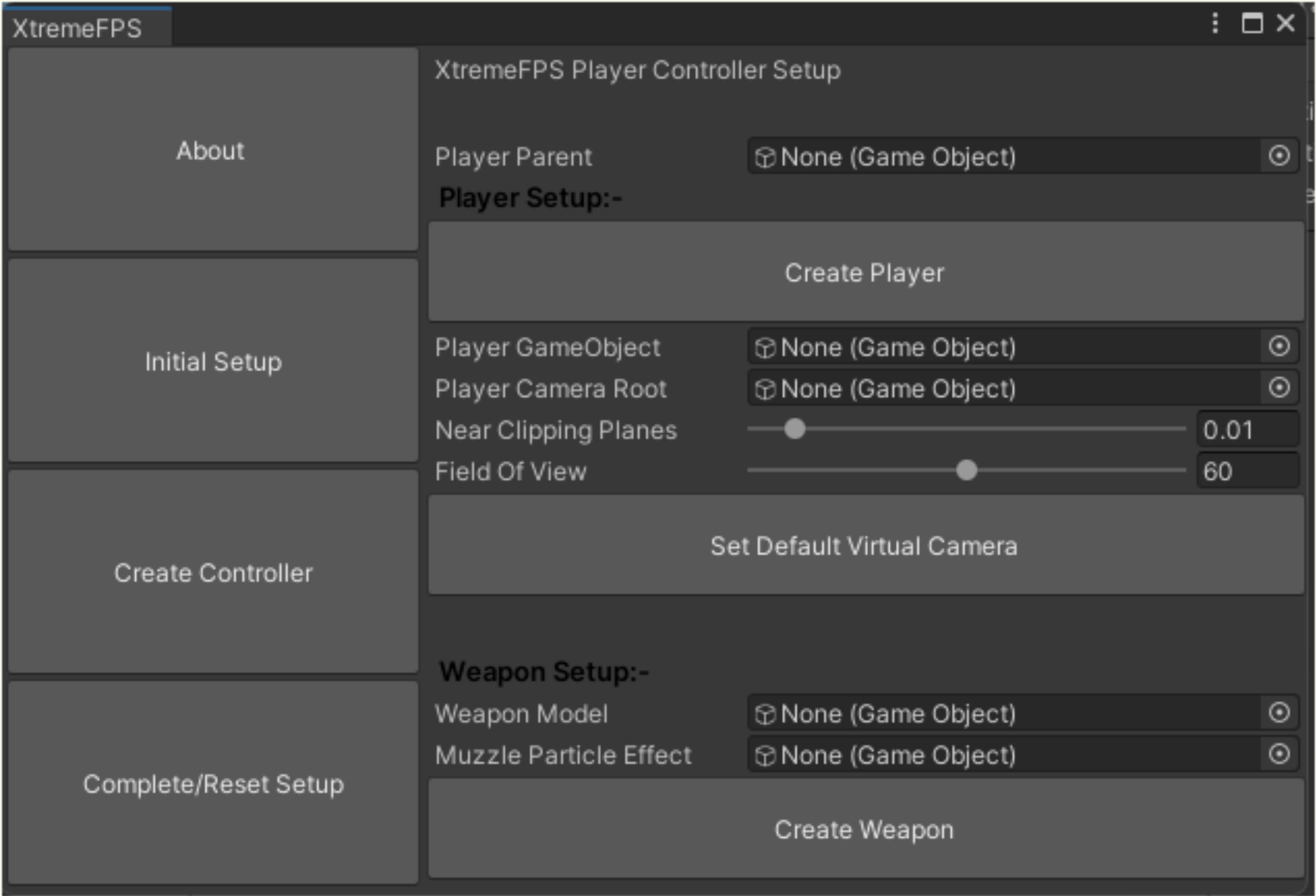
- **Install Cinemachine and Input System:** If you haven't already installed these packages, you can do so with a simple click.
- **Create Required Tags and Layers:** Ensures the full functionality of the controller by creating necessary tags and layers.
- **Create Player Parent GameObject:** With just a click, create a parent GameObject that will house all essential components like the camera, brain, and player itself.



### 3. Create Controller

- **Parent Object:**  
If you've created a player parent from the initial setup, this field will be filled automatically. Otherwise, drag and drop a Empty gameobject.
- **Create Player**  
Click "Create Player" to create the player and attach all necessary components to it (it will also fill the 2 fields given above the button).
- **Set Camera Defaults**  
Click "Set Defaults for Camera" to configure default camera values for easy setup experience.
- **Optional Weapon Creation**
  - **Drag and Drop Weapon Model and Muzzle Effect:** Place your weapon model and muzzle effect in the designated slots.
  - **Create Weapon:** With a click, create all necessary components for a robust weapon system.

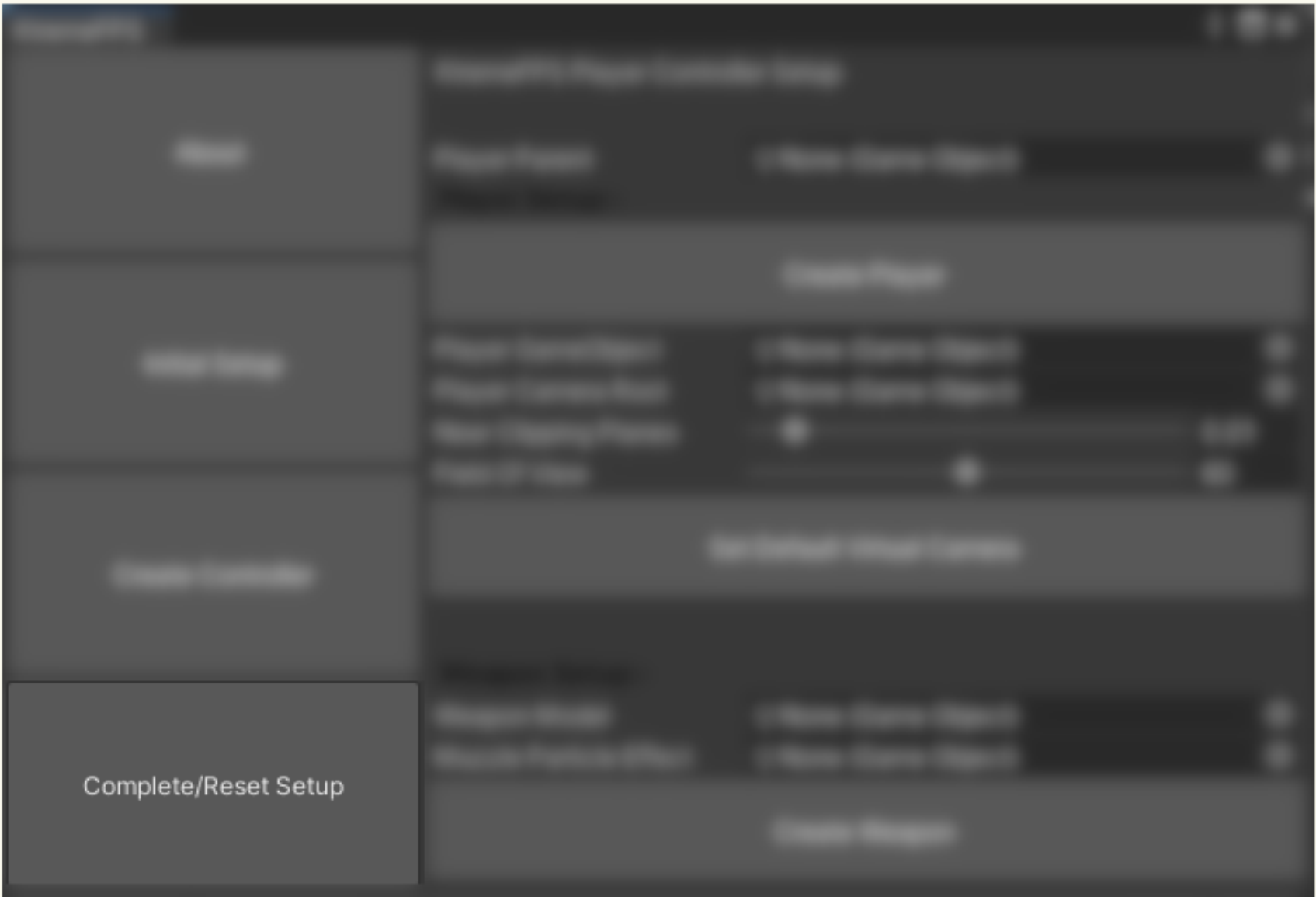




#### 4. Completion

Once you've completed the setup process, don't forget to click **"Complete/Reset Setup"** to finalize your settings. Note that failure to do so will restrict you from editing player values and supporting components.

With XtremeFPS Controller's custom editor UI, setting up your player has never been easier. Say goodbye to manual configurations and hello to streamlined gameplay integration.



### iii) Player Setup (Prefabs):

For users who prefer a more hands-on approach, XtremeFPS Controller offers manual setup options through prefabs. Here's a detailed guide on how to manually set up your player using these prefabs:

#### 1. Complete Kit

This prefab, aptly named "Complete Kit," includes everything you need for seamless gameplay right out of the box. Simply drag and drop it onto your hierarchy, and you're good to go.

#### 2. Player

The "Player" prefab provides all the necessary components for player functionality, excluding the UI elements. You'll need to create a separate UI to complement its functionality.

#### 3. Player Armature

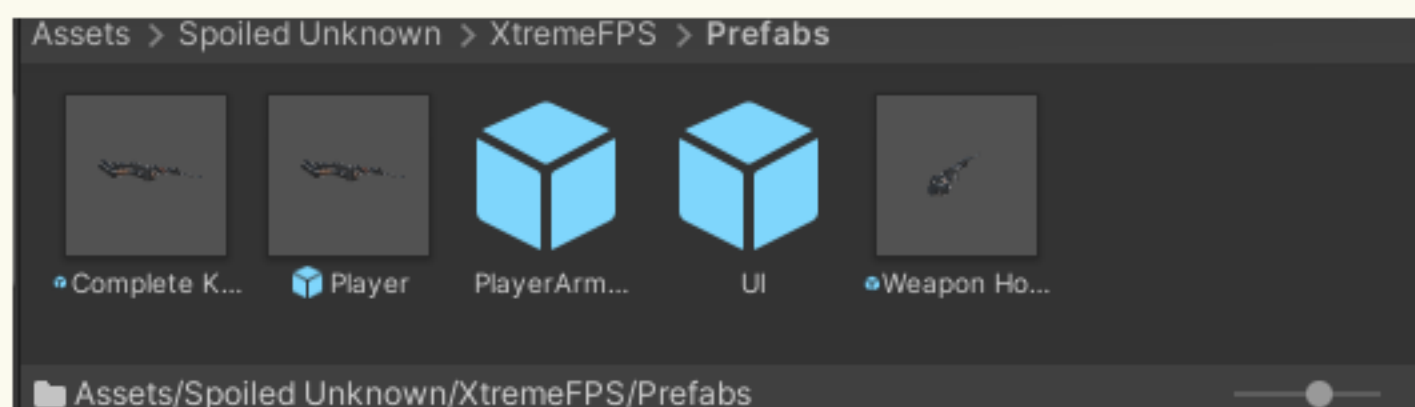
If you prefer more control over your player setup, the "Player Armature" prefab offers just that. It contains the player logic and game object, allowing you to manually set up components like the camera, object pooling, and UI according to your preferences.

#### 4. UI

The "UI" prefab houses all the essential UI elements required for your game. Drag and drop it onto your canvas to integrate it seamlessly with your player setup.

#### 5. Weapon Holder

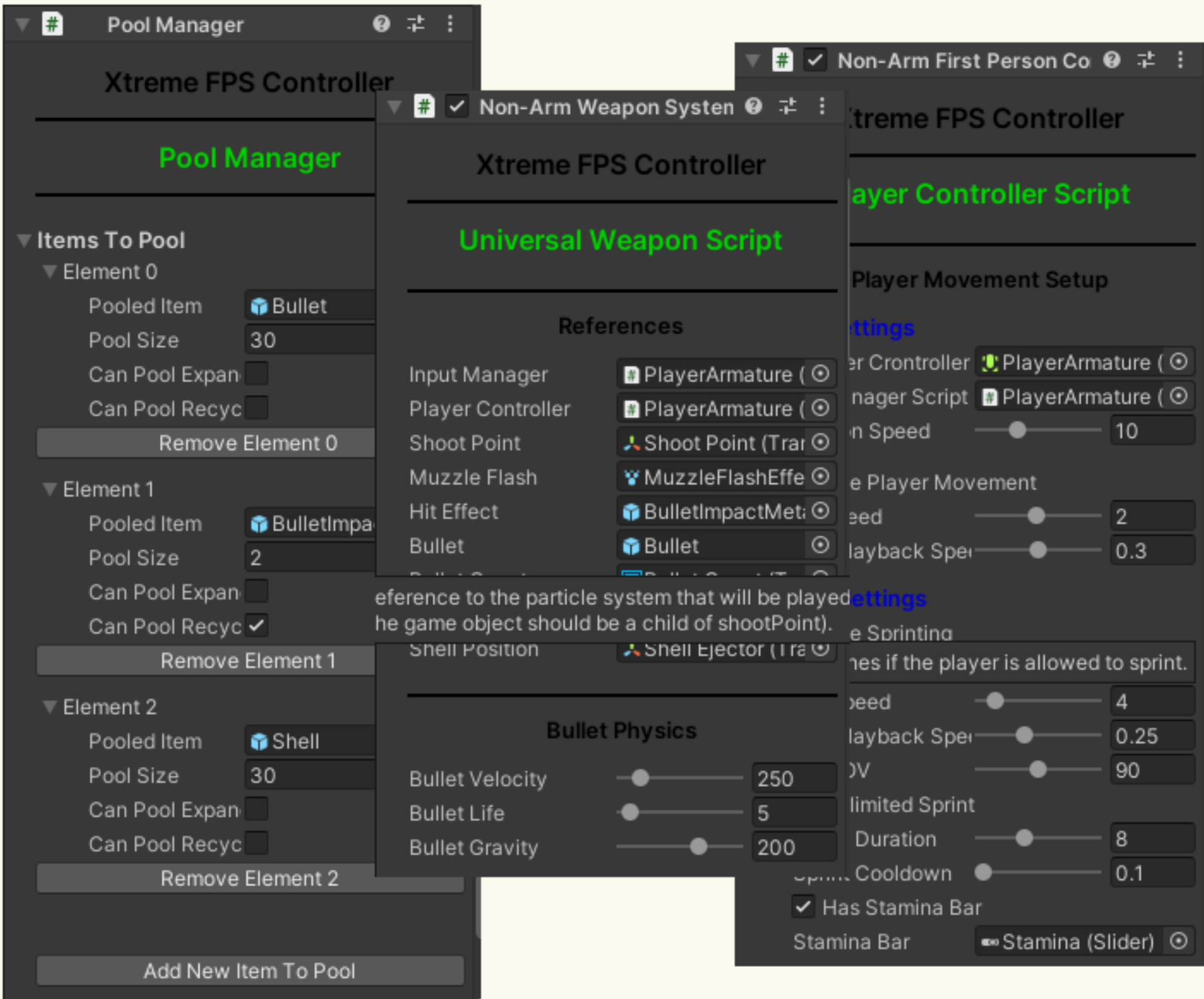
Lastly, the "Weapon Holder" prefab streamlines the creation of your weapon system. It includes all the necessary logic and components for weapon functionality, excluding the UI, player, cameras, and object pooler. Ensure you have these components set up separately before integrating the weapon holder prefab.



## 2. Adding more features:

XtremeFPS offers a comprehensive set of features to fulfill the needs of most FPS games out of the box. However, if you ever find yourself wanting to add more functionality or customize existing features, fear not! Our controller is designed to be flexible and extensible, allowing you to tailor it to your specific requirements with ease.

### 1) Editing Variables:



The Unity editor provides a user-friendly interface for editing the exposed variables of the XtremeFPS Controller script. These variables are labeled with clear and understandable names, making it easy for you to adjust settings according to your game's needs. Hovering over any field reveals a tooltip that provides further explanation, ensuring clarity and ease of use.

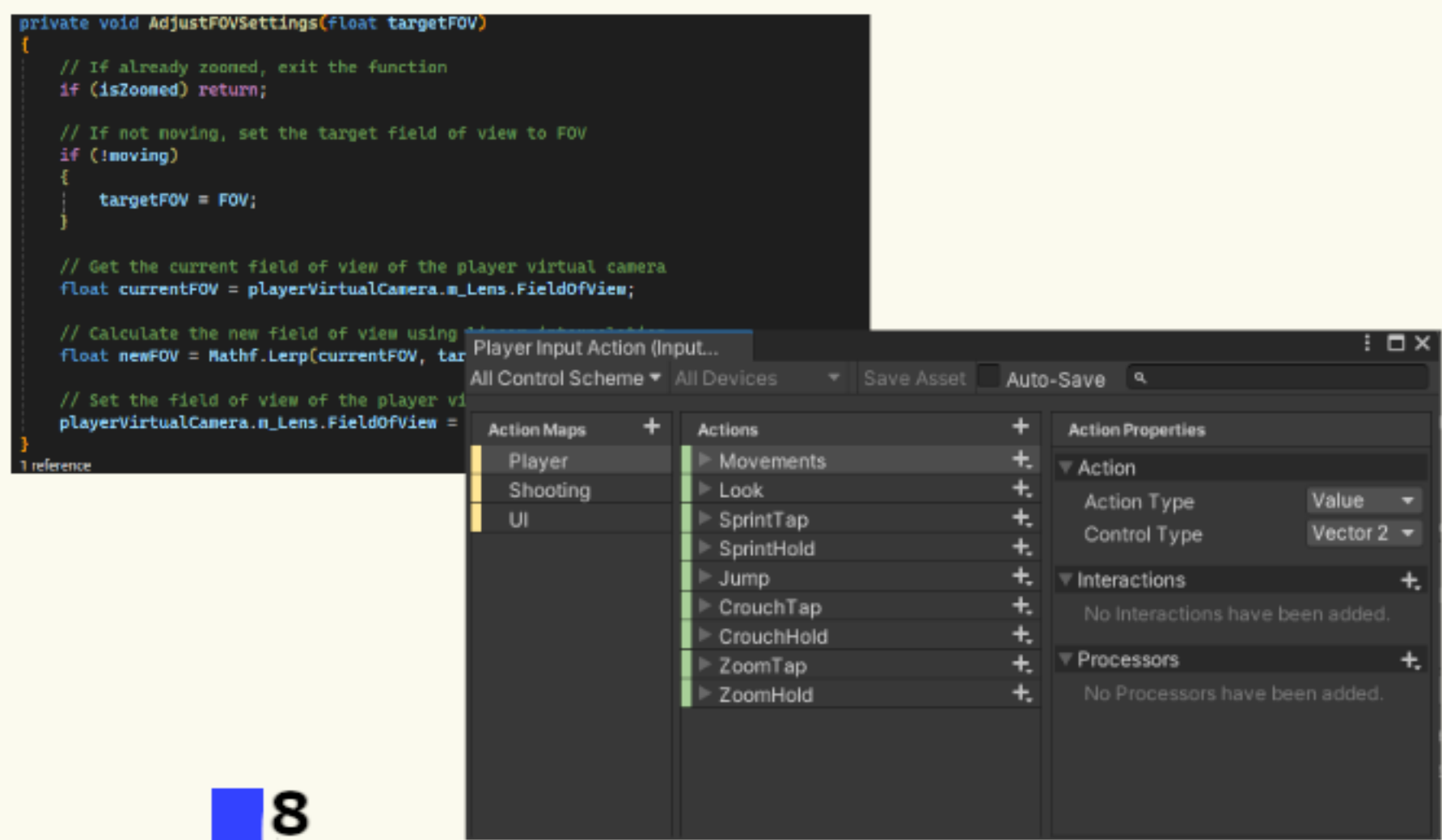


## ii) Adding New Features:

Should you wish to extend the functionality of XtremeFPS Controller by adding new features, the process is straightforward:

- **Define Input in Input Action Asset:** Begin by defining the input for the new feature in Unity's Input Action Asset. This step allows you to map input controls to specific actions within your game.
- **Handle Input in Input Manager Script:** Create a boolean variable and handle the input using C# events in the Input Manager script. This script serves as the central hub for managing input events and can be easily expanded to accommodate new features.
- **Access and Implement Feature in Player Controller:** With the input handling set up, you can now access and add the new feature to the Player Controller script. Our codebase is well-documented and structured in an easy-to-understand manner, with important and complex sections clearly commented. This makes it simple to locate the relevant sections and integrate your new feature seamlessly.

Whether you're tweaking existing settings or adding entirely new features, XtremeFPS empowers you to customize your gameplay experience to your heart's content. With clear documentation, intuitive interfaces, and flexible architecture, the possibilities are endless. Let your creativity soar, and turn your vision into reality with XtremeFPS.



## **Thank You for Choosing XtremeFPS!**

Thank you for choosing XtremeFPS for your game development needs. Your support means the world to us, and we're thrilled to be a part of your creative journey.

While we strive to provide a comprehensive and user-friendly solution, we understand that XtremeFPS may not be perfect. We are committed to continuously improving and refining our asset to better meet your expectations and enhance your gameplay experience.

Your feedback is invaluable to us. If you encounter any issues, have suggestions for improvements, or simply want to share your thoughts, please don't hesitate to reach out. We deeply appreciate any feedback you can provide, and your contributions will play a crucial role in shaping the future of XtremeFPS.

Once again, thank you for your trust and support. We're excited to see the amazing games you create with XtremeFPS, and we look forward to working together to make it even better.

Warm regards,

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