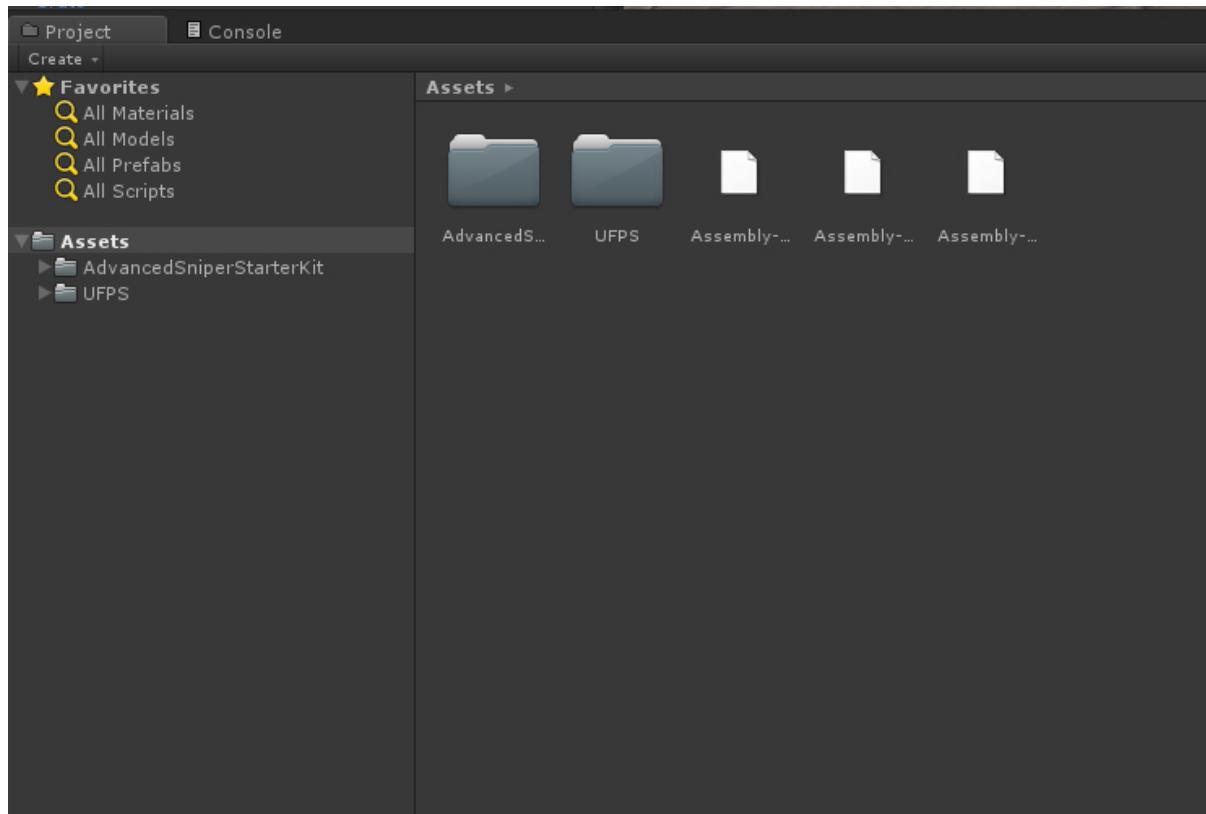


# Advanced Sniper Kit + UFPS

This tutorial will show you how to use Advanced Sniper Kit features in UFPS, please follow this instruction carefully.

**Note.** in this sample, i will show you how to add a sniper rifle model to ufps and how to project FPS camera view to scope and shooting a target with camera effects.

1. You need to import UFPS and Advanced Sniper Kit to your project

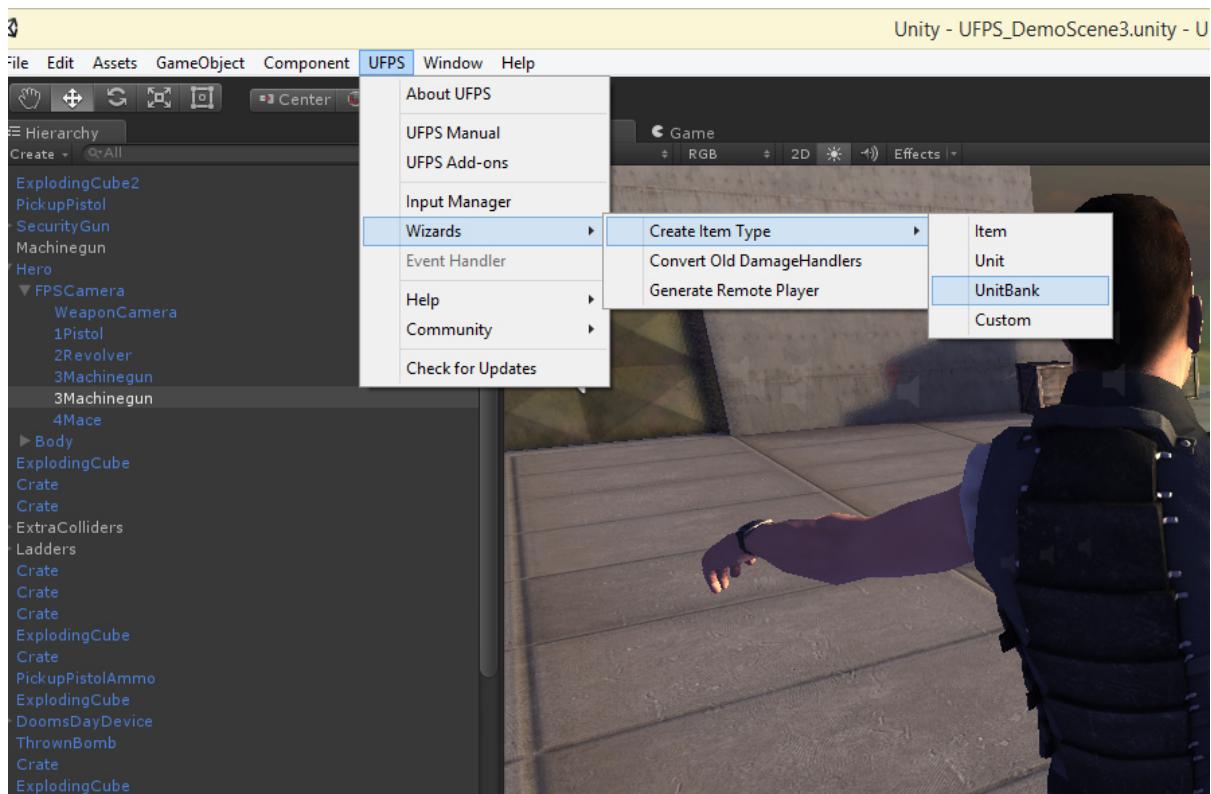


Make sure everything is properly, and let's go to next step

# 1. Create Item Type

For the UFPS you have to create new **Item Type** for new Sniper Rifle

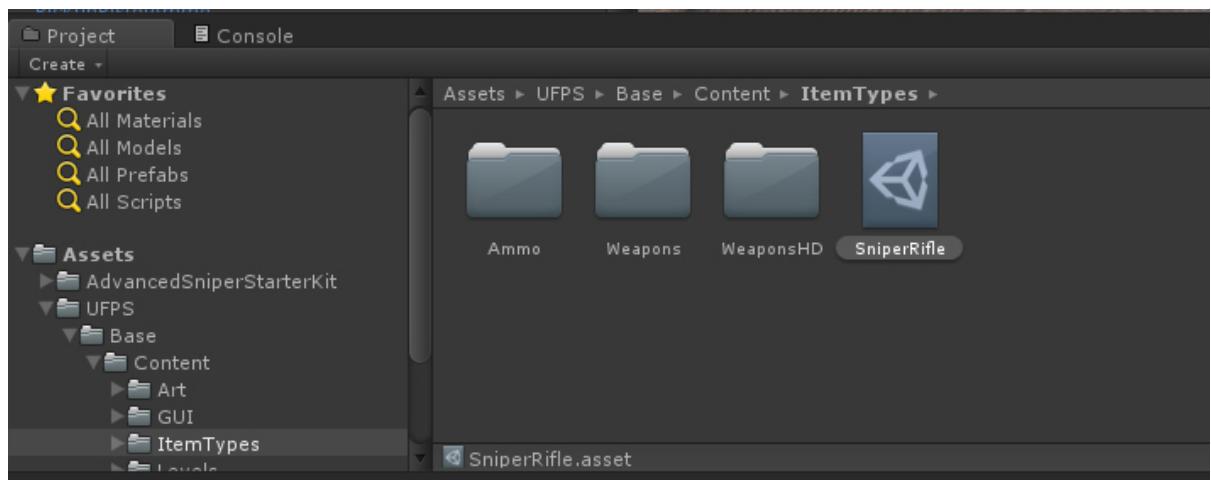
1. go to **UFPS > Wizards > Create Item Type > UnitBank**



You will see the new **Item Type** has created in

**Assets/UFPS/Base/Connect/ItemTypes**

2. so please named as **SniperRifle**



### 3. Setup a few parameters in the new ItemType as this image.

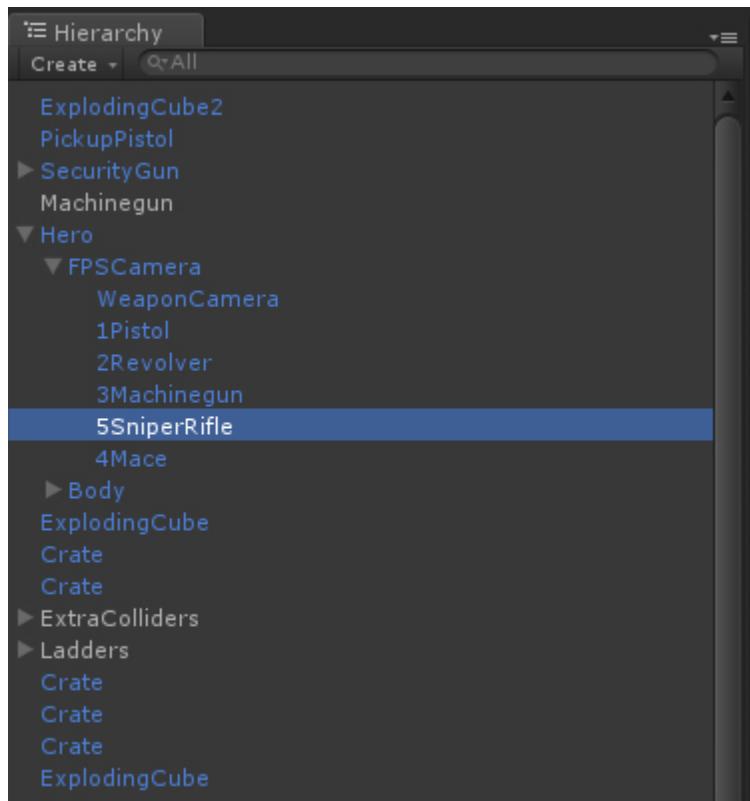


Done, now you have a **Item Type** for your Sniper Rifle

## 2. Create Weapon to inventory

1. open UFPS\_DemoScene3 from  
[Assets\UFPS\Base\Content\Levels\DemoScene3](#)

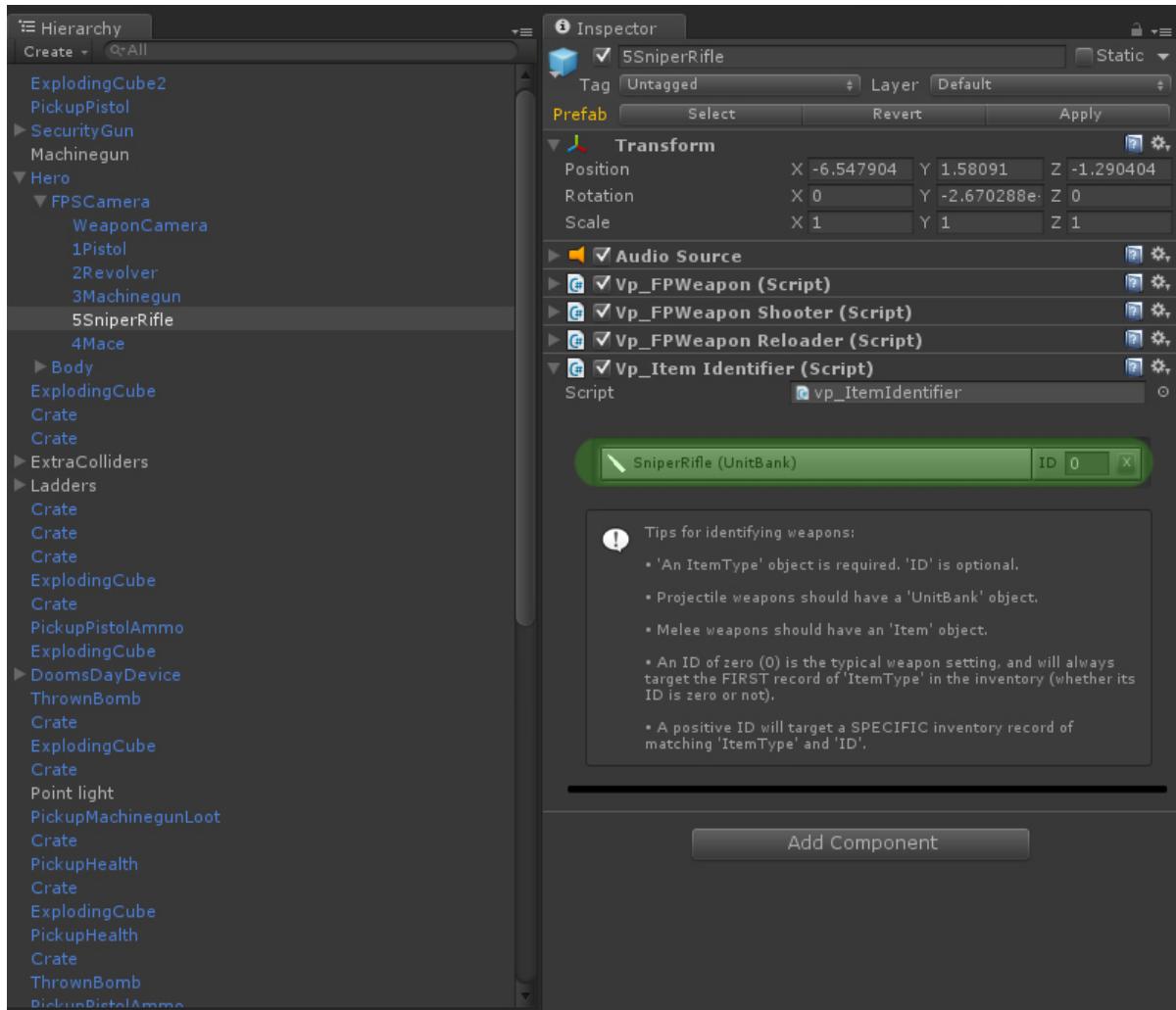
2. You will see **Hero** prefab in the scene, open a child  
you will see **3Machinegun** so you can use it as a starter, right click to  
Machine gun > Copy and then Paste it. so you will see **3Machinegun** is  
duplicated.



Don't forget to rename it to **5SniperRifle**

Please select **5SniperRifle**  
and look at **VP\_Item Identifier** component

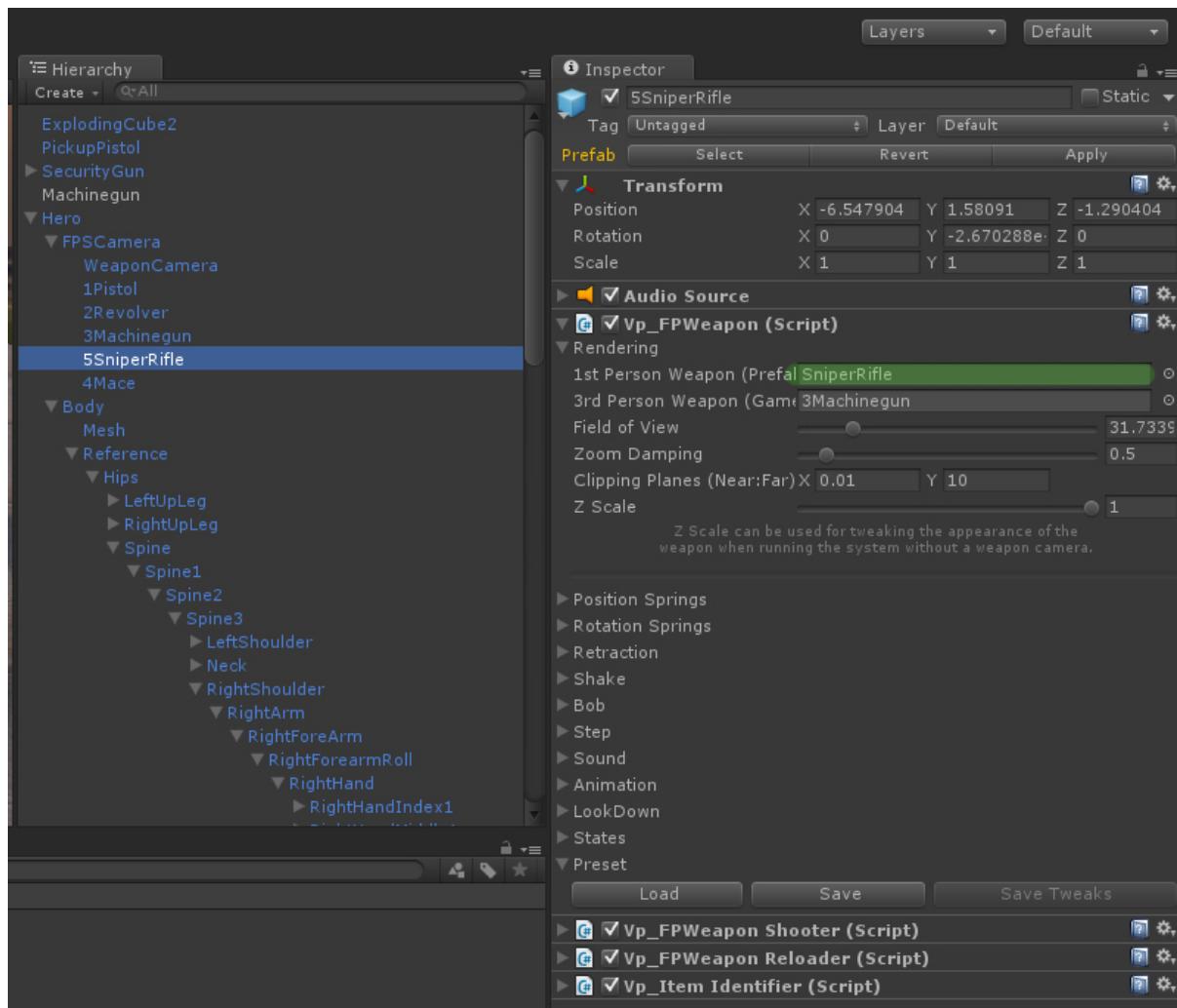
you have to add your **ItemType (UnitBank)** that's you had created from  
**UFPS > Wizards > Create Item Type > UnitBank** to the highlight.



Note. you will see **MachineGun(UnitBank)** already exists in this parameter, just click [x] button to remove it before adding the new.

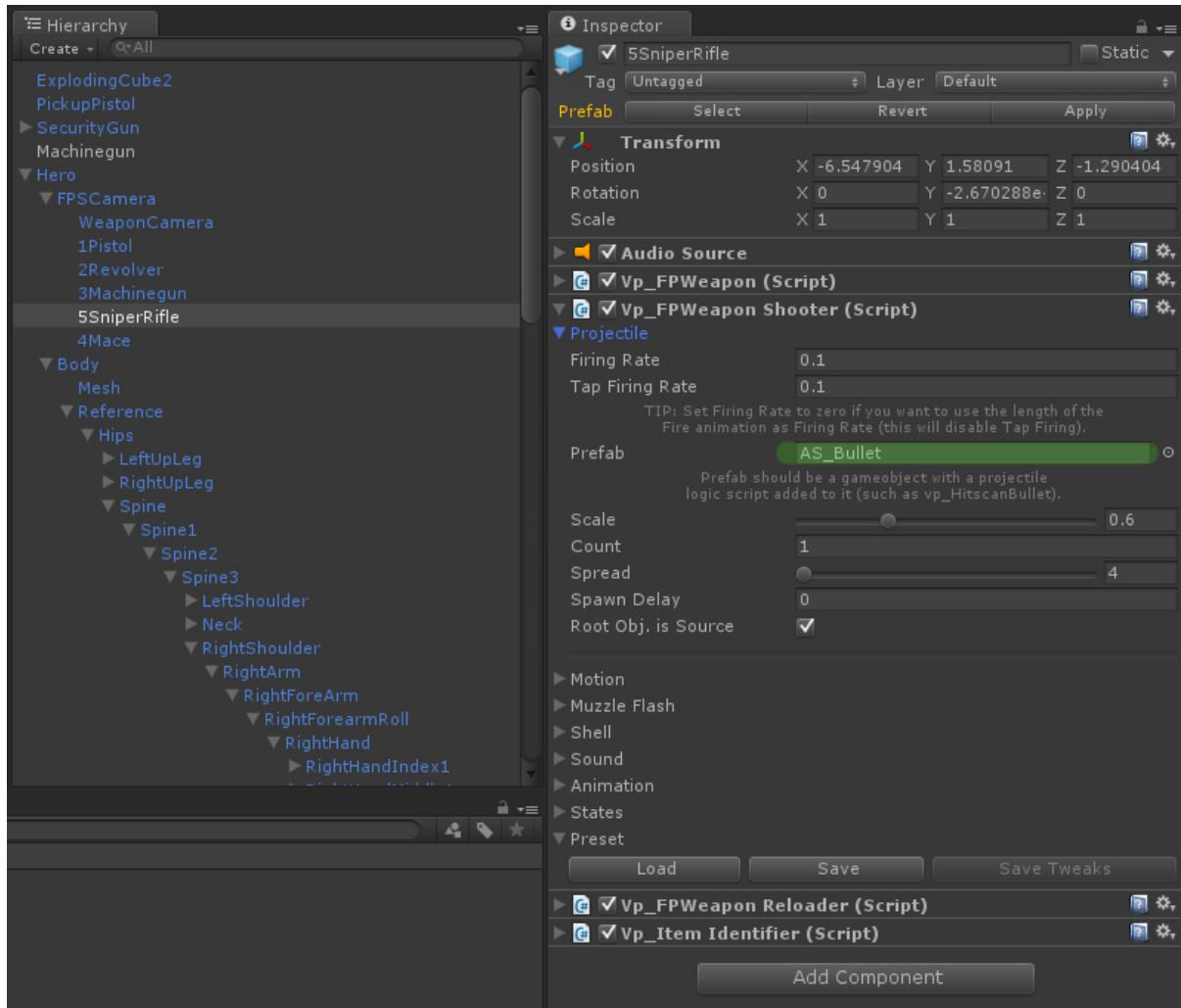
Please select **5SniperRifle**  
and look at **Vp\_FPWeapon** component

Add **SniperRifle** Prefab from **Assets\AdvancedSniperStarterKit\ForUFPS**  
to **Rendering > 1st Person Weapon** parameter



Please Select **5SniperRifle**  
and look at **Vp\_FPWeapon Shooter** component

Add **AS\_Bullet** from **Assets\AdvancedSniperStarterKit\AdvancedBullet**  
to **Projectile > Prefab** parameter



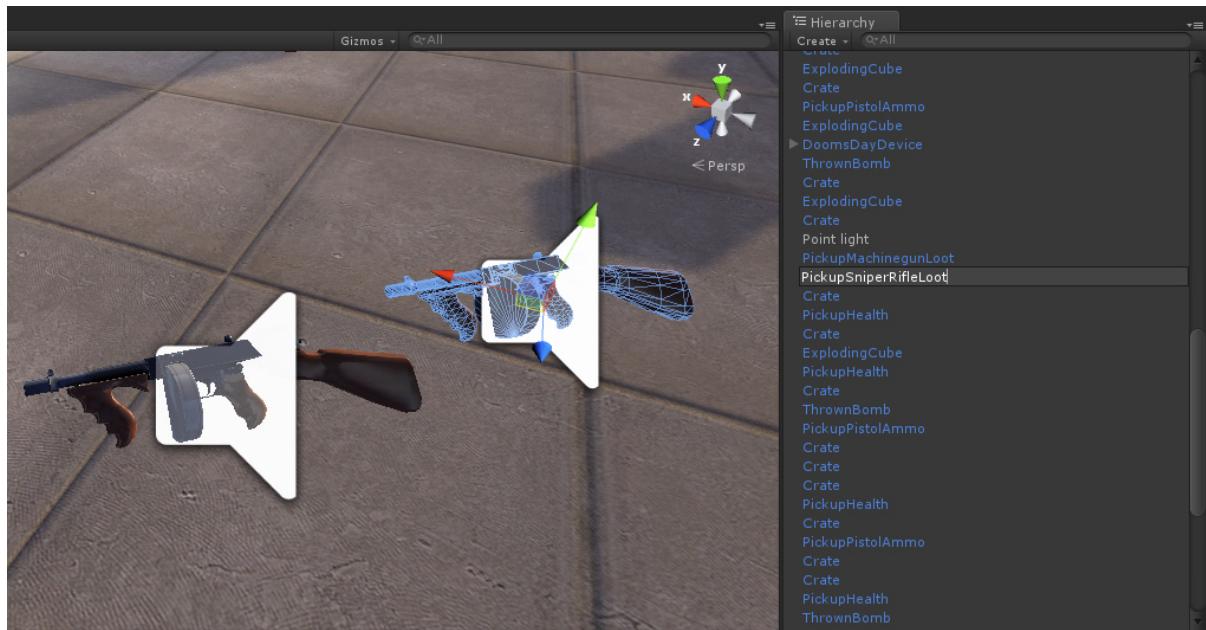
Don't forget to set Firing Rate to 1 sniper rifle must be slowest firing.

**Done.** now you have a SniperRifle in the inventory, next step we have to create a Sniperrifle for pickup.

# Create **Sniper Rifle** for Pickup

Go to the scene and looking for **PickupMachinegunLoot** object, so you can use it as a starter.

Right click > Copy and then Past.  
you will see **PickupMachinegunLoot** is duplicated.

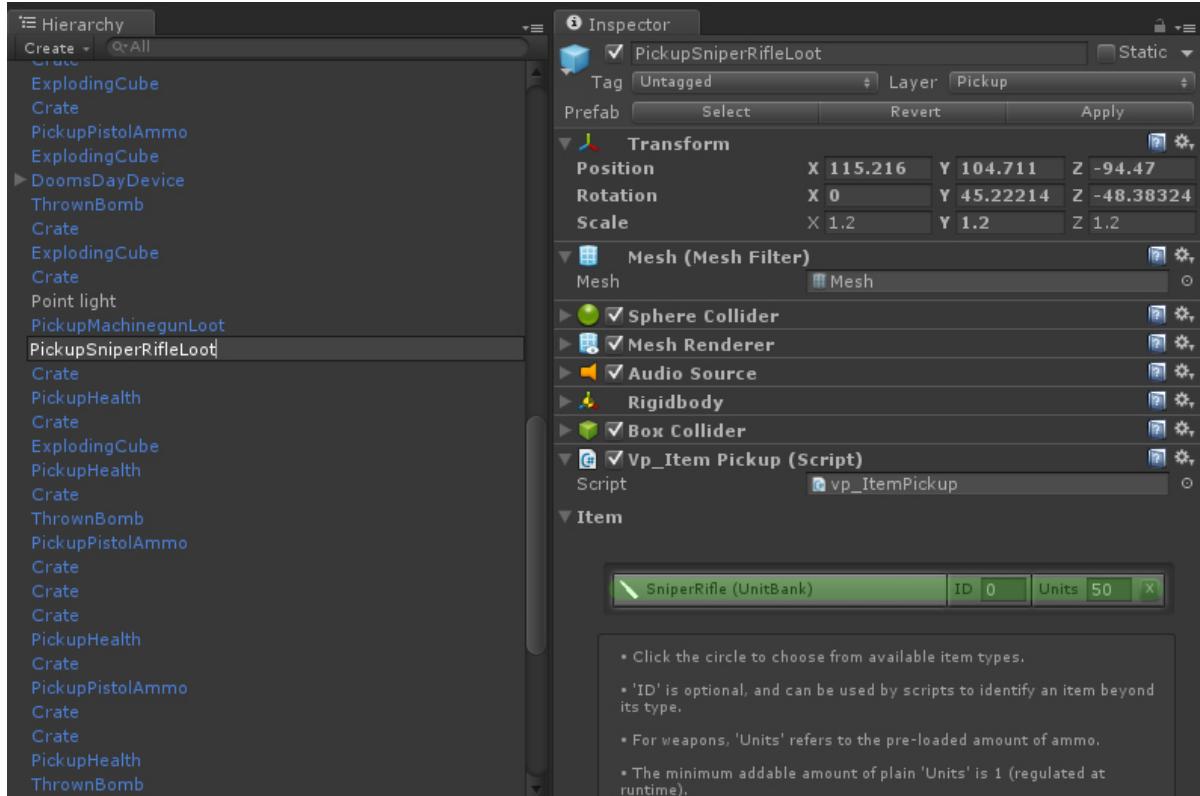


Don't forget to rename it to **PickupSniperRifleLoot**

Select **PickupSniperRifleLoot**

Please loot at **Vp\_Item Pickup** component

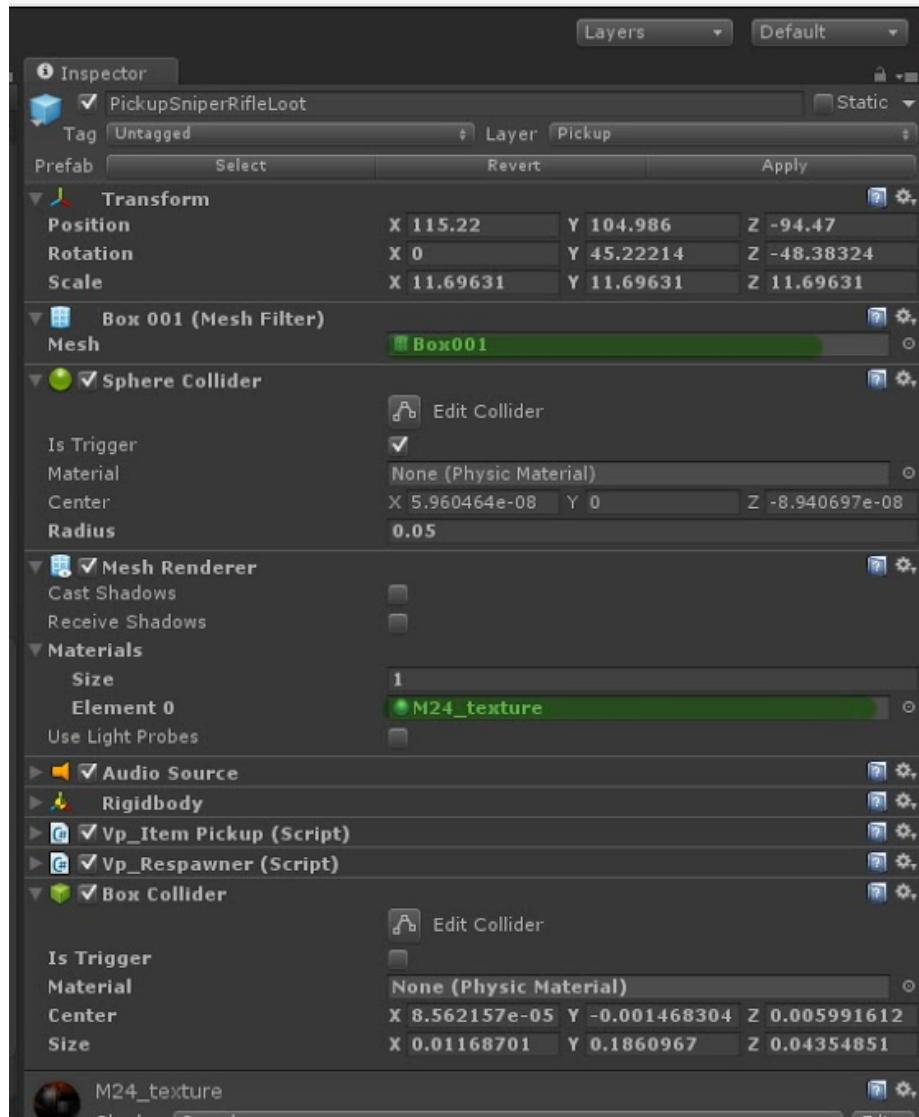
you have to add your **ItemType (UnitBank)** that's you had created from **UFPS > Wizards > Create Item Type > UnitBank** to the highlight.



Note. you will see **MachineGun(UnitBank)** already exists in this parameter, just click [x] button to remove it before adding the new.

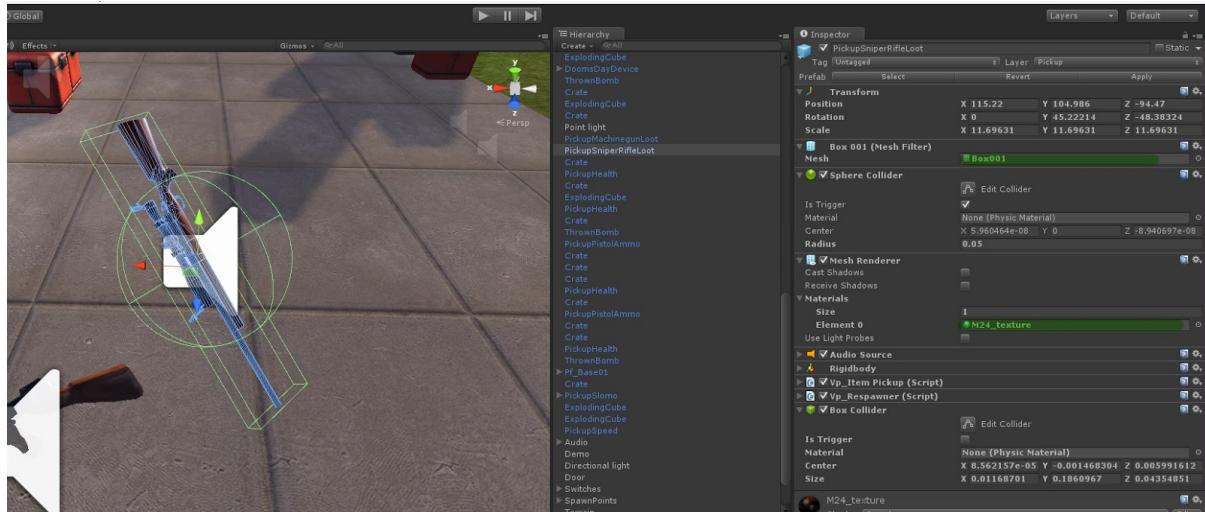
# Change item pickup model

This is still look like Machine gun, but you may change a mesh to Sniper model(Box001) and resize scale and collisions size.



and then you should save it as a prefab.

Place it somewhere around your hero.



## Play test

go to pickup a sniper rifle and see how it works.



## Setup Scope

We have 2 options in ths step.

### 1. Screen Overlay



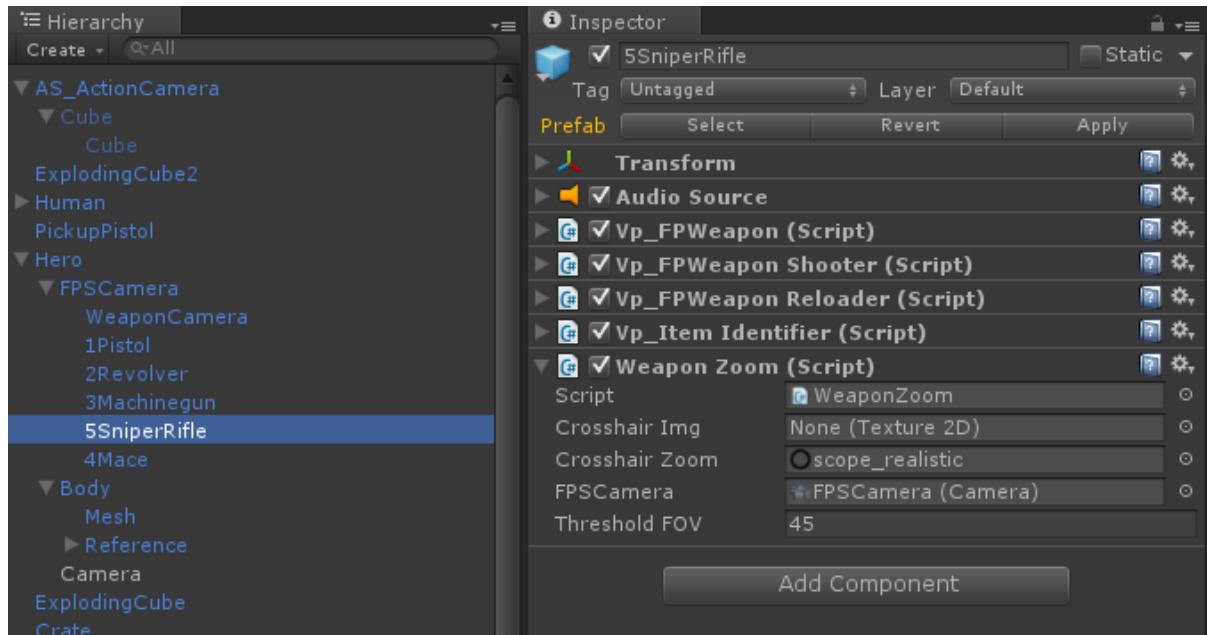
### 2. Render Target (need unity pro licence)



# Screen Overlay

this is a simple way to zoom a sniper in your game, also low cost and works with unity free version.

Please go to Hero object and select 5SniperRifle and add **Weapon Zoom** component from [Assets\AdvancedSniperStarterKit\ForUFPS](#) to it



## Importance

Add **Crosshair Zoom** with **scope\_realistic** texture and

Add FPS camera parameter with **FPSCamera** from **Hero**

**Threshold FOV** is a variable using for catching zoom state.

so when Field of View of **FPS camera** is lower than 45, that's mean the gun is zoom.

*Note. Zoom adjust no longer set by Advanced Sniper Kit, because **UFPS** camera system control them all, so you have to adjust it in Zoom state preset from UFPS Please read more in **UFPS document**.*

## Play Test!

## Render Target (need unity pro licence)

this is make feel more like modern sniper game. you will see a texture project by render target within scope already.

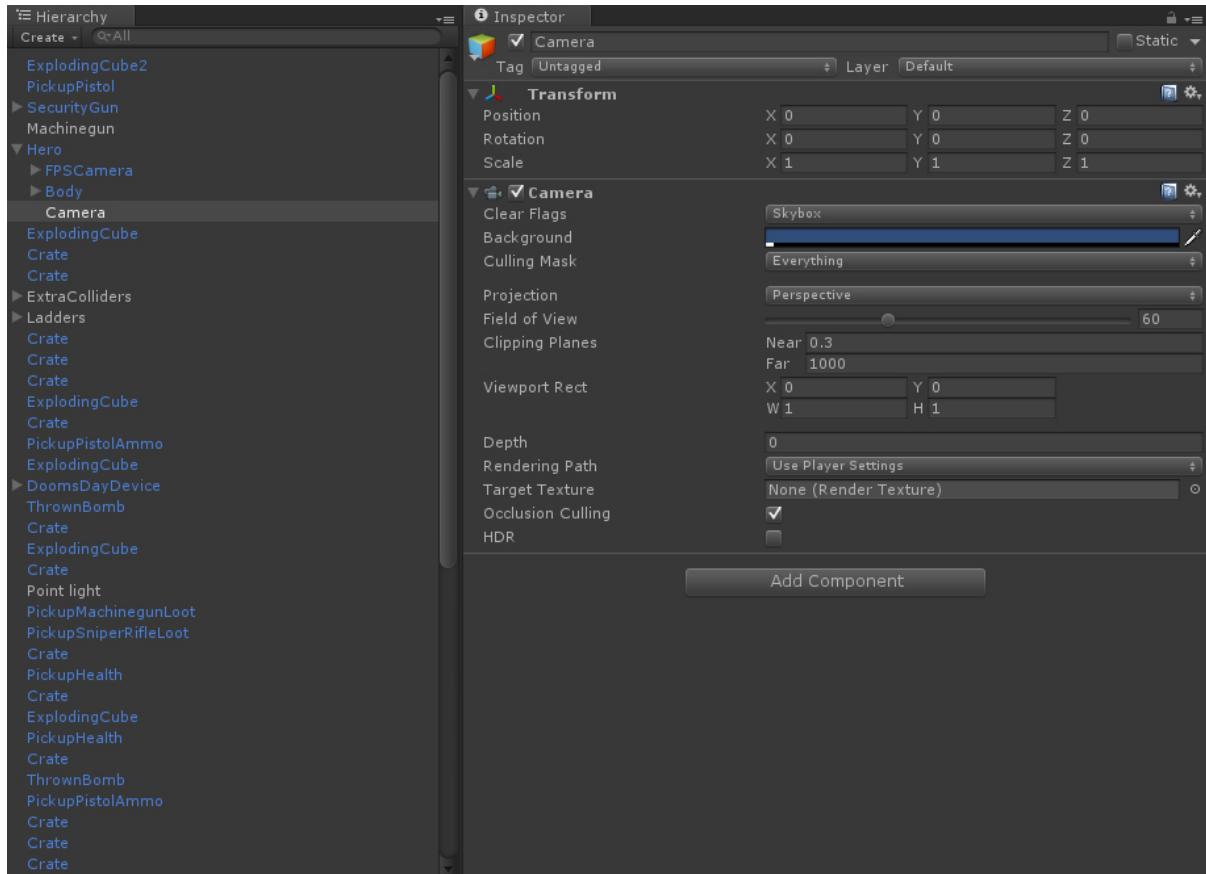


So you have to create a new **Camera** to get image from **FPS camera**

after this steps, you will see a target through the sniper scope while zoom. this is make feel more like modern sniper game.

# Create Scope View

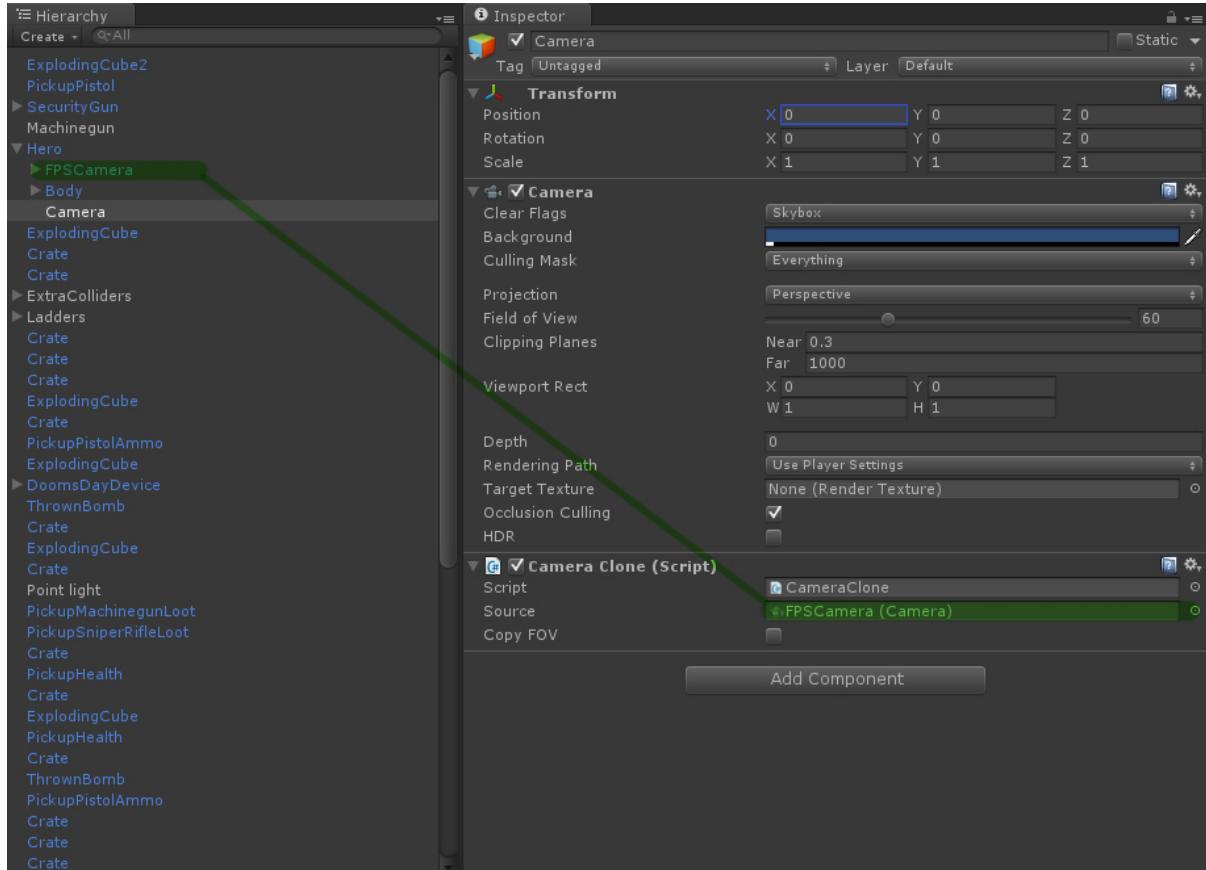
1. go to **Hero** and Create new **Camera**



2. Remove all components but **Camera** and **Transform**
3. Set Position to **0 0 0** and Rotation to **0 0 0**
4. Set **Field of View** to **10** or any you want.
5. Make sure it child under the **Hero** object like this image.

5. Add **CameraClone** component from [Assets\AdvancedSniperStarterKit\ForUFPS](#) to the Camera.

6. and Add **FPSCamera** to **Source** parameter like this image.

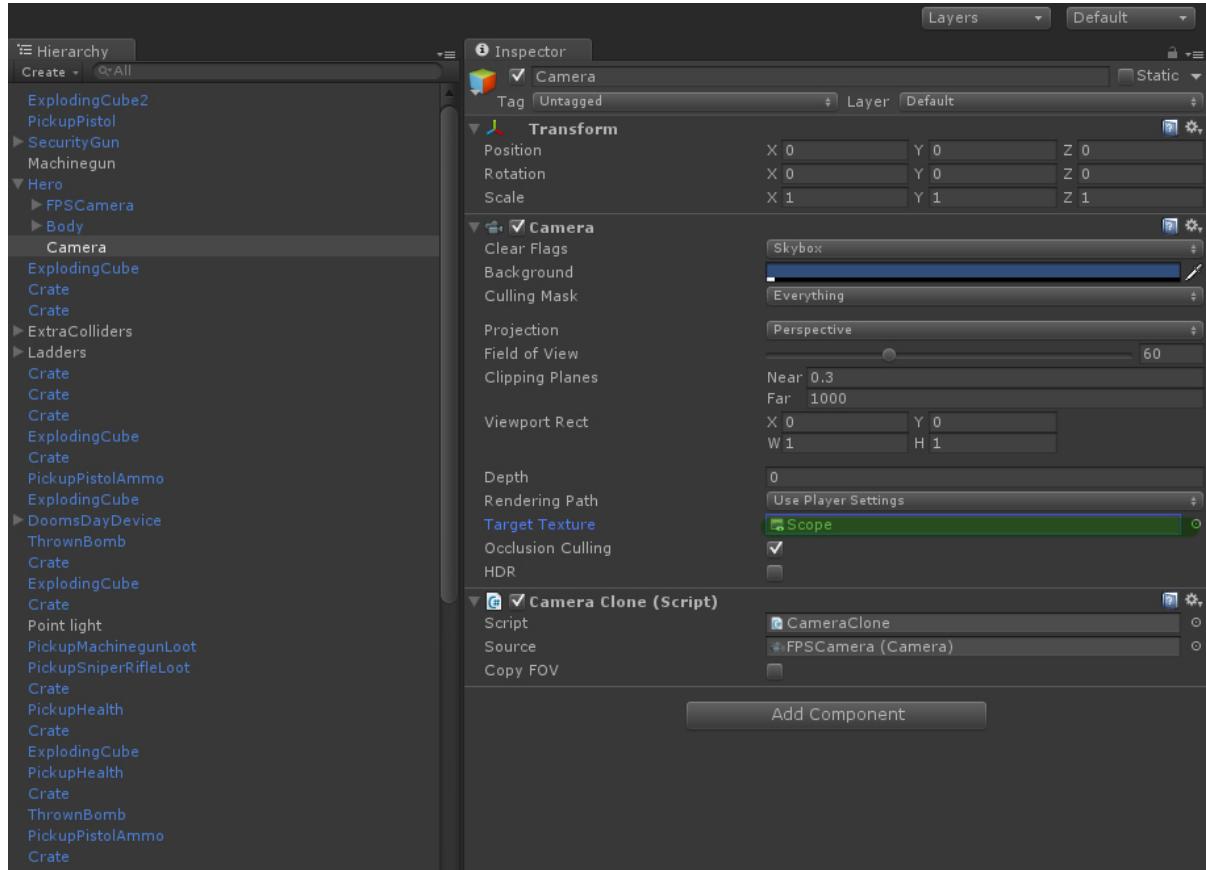


if you want to use same FOV from FPSCamera just enable Copy FOV

## 7. Please look at **Target Texture** parameter in **Camera**

add **Scope** (Rendertarget) from

**Assets\AdvancedSniperStarterKit\ForUFPS\Shader** to the highlight



# Play test again!

you will see target through the sniper scope when zoom, this is make feel more like modern sniper game.



Note. you can use a State Presets from  
[Assets\AdvancedSniperStarterKit\ForUFPS\StatePresets](#)  
to adjust a positions of sniper and make it look more properly.

**ShooterSniperRifleZoom** for **Zoom State** in  
**Vp\_FPWeapon Shooter** component

**ShooterSniperRifleZoom** for **Zoom State** in  
**Vp\_FPWeapon Component**

# Setup Action Camera Effects

Place **AS\_ActionCamera** prefab from  
[Assets\AdvancedSniperStarterKit\AdvancedBullet](#) anywhere in the scene

Don't forget to **Enable Have Another Time System** parameter  
so **AS\_ActionCamera** will not break UFPS time system.



## Importance

Add **AS\_BulletHiter** component from  
[Assets\AdvancedSniperStarterKit\AdvancedBullet\Scripts\Core](#)  
to any objects such as **character collision box** or anything that's you  
want to shoot with action camera effect.

Or Place **Enemies** from  
[Assets\AdvancedSniperStarterKit\SniperGame\Prefabs](#) to anywhere in the  
scene and Shooting test!

## **Have fun!**

if you have any questions  
please mail me directly  
at : [hwrstudio@gmail.com](mailto:hwrstudio@gmail.com)  
Rachan Neamprasert