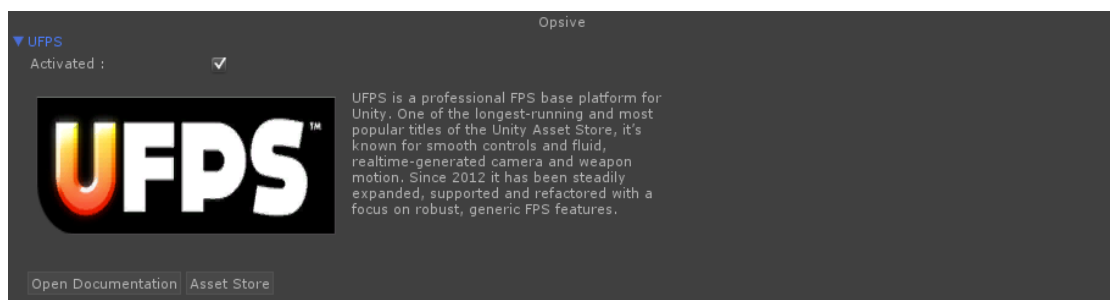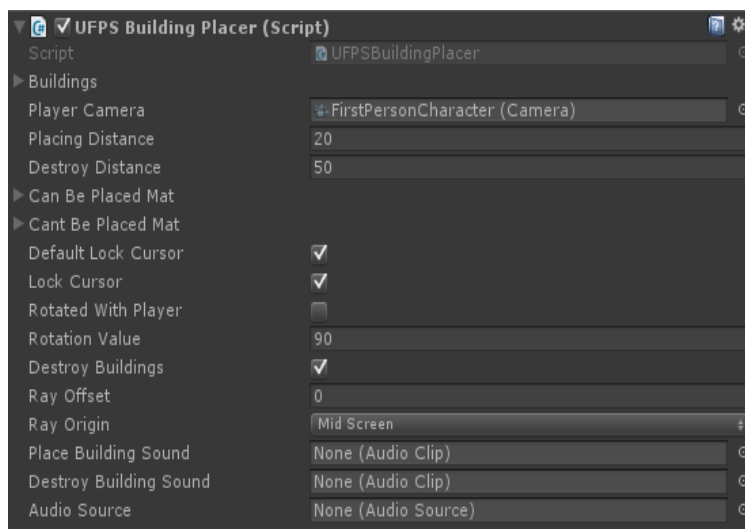# Integrating UFPS:

Hello everyone,

This tutorial will teach you how make UFPS work with uConstruct.

So, let's get started by first of all enabling the UFPS extension (Window->UConstruct->uConstructMenu->Open Extensions Menu):


After you have done that – go over to your player and add/replace your buildingPlacer component with UFPSBuildingPlacer :


Now, you would want to assign your Camera to the "PlayerCamera" field on the UFPSBuildingPlacer component.

That's all you need to do in order to set up the player. Now let's set up the items!

So in order to create new uConstruct items, your building's type needs to be a "UnitBankItemType" so for example :
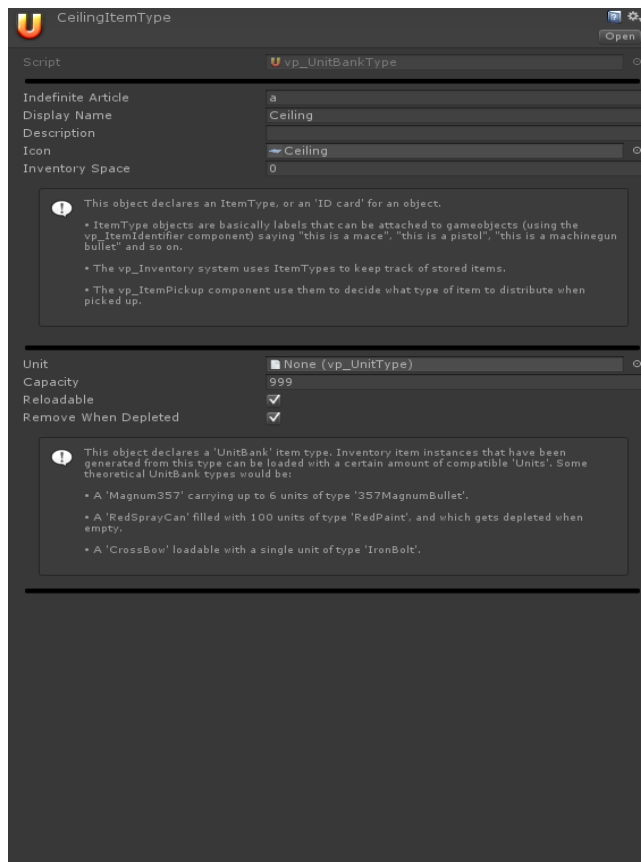
Now, go over to your item game object on the player and make sure you add the "uConstructEquipment" component, like that –
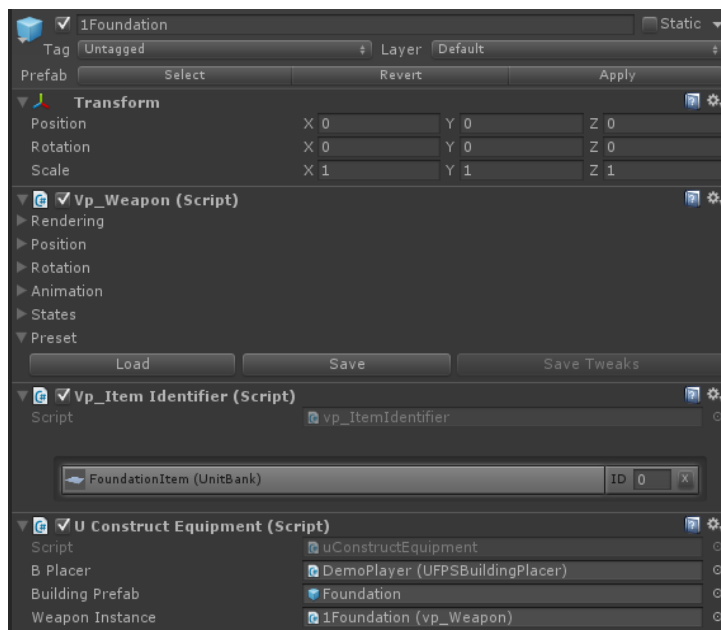
And assign the "Building Prefab" to what building should be used on that item, for example in that demo it's the "Foundation" prefab.

You could also choose to assign "BPlacer" and "WeaponInstance" but it isn't a must, as the system will do that automatically ☺.

UFPS Photon Add-on:

In order to get the photon add-on for UFPS to work with uConstruct you need to follow several easy steps :

1. Make sure to follow the steps on how to activate the normal photon extension in the photon integration pdf (**Add managers to menu scene**, **change the base building script to photon cloud building** etc.)

2. Next you would want to go over to your player and replace the UFPS building placer with "UFPS_Photon_BuildingPlacer" just like that :
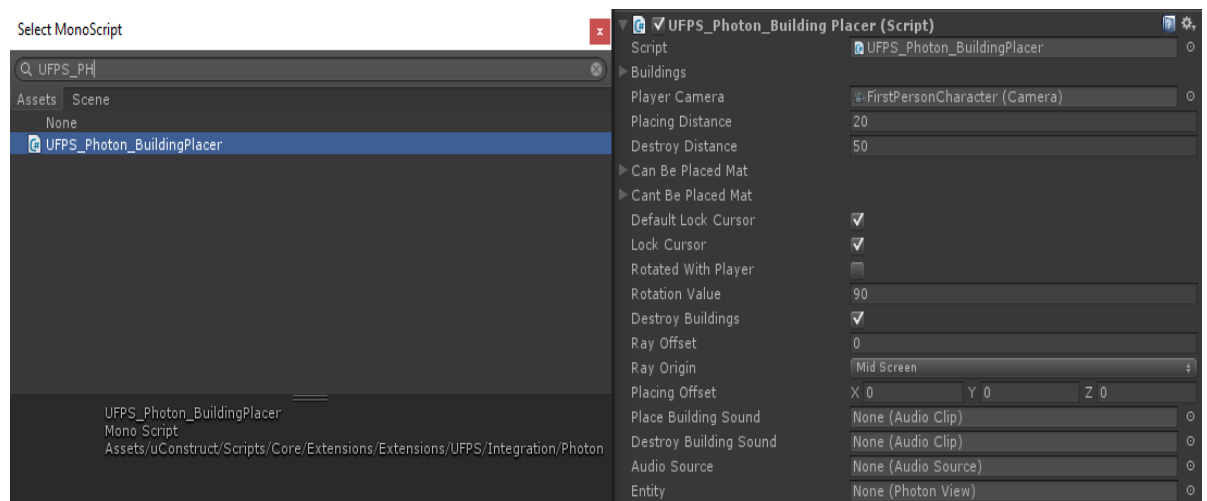
Then you would want to assign the "Entity" variable with the photon view on your player and you should be set to go! ☺.