

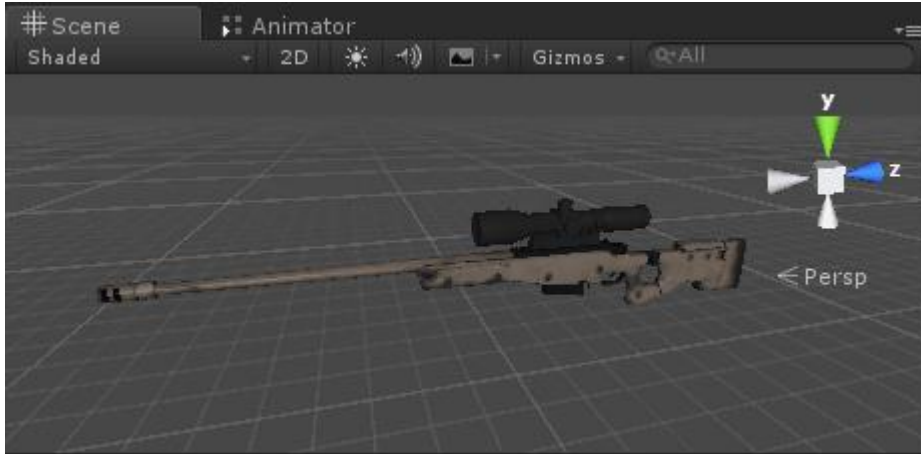
FPS Kit 3.0 Tutorial

“Add New Weapon”

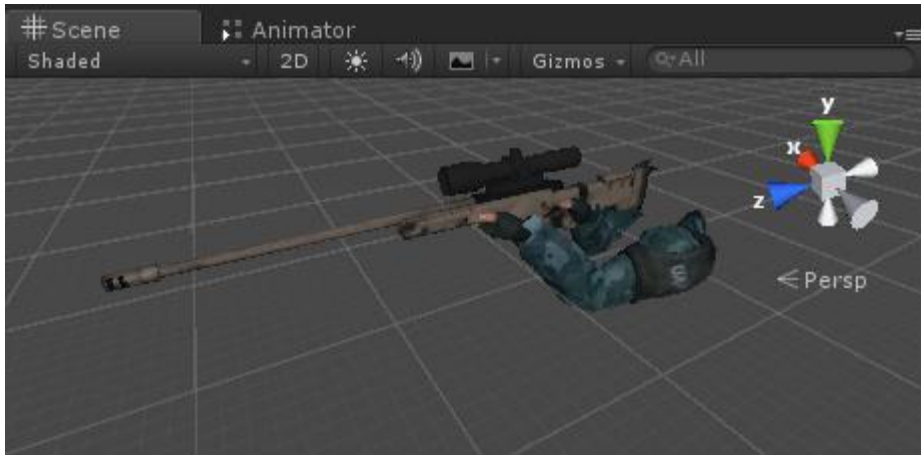
This tutorial will show you how to add new weapon in FPS Kit 3.0

Adding new weapon require to have 2 variations of 3D model.

First one is the model itself:

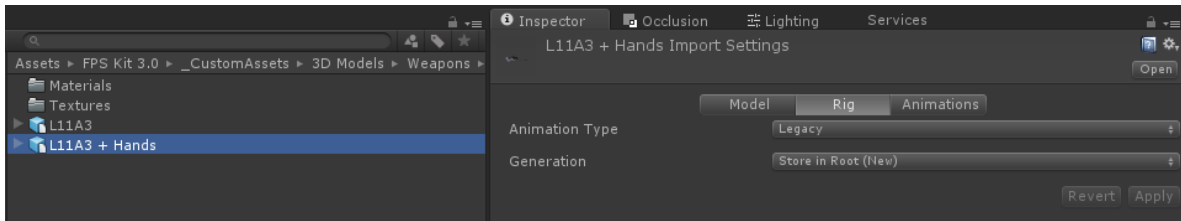


And the other is same model but with animated hands:



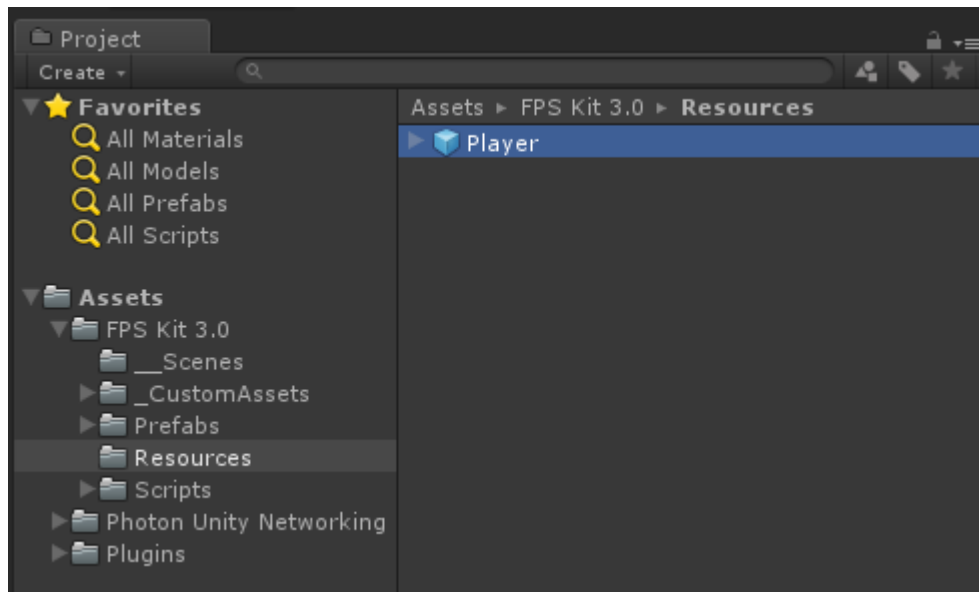
Animated version need to have these animations: Idle, Fire, Reload and Deploy.

Rig also need to be set to Legacy, select animated model in project view, then in Inspector view click “Rig” and set these settings:

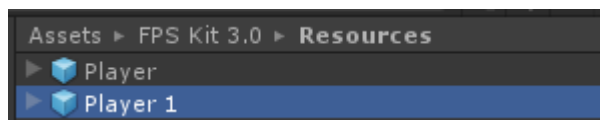


Let's start:

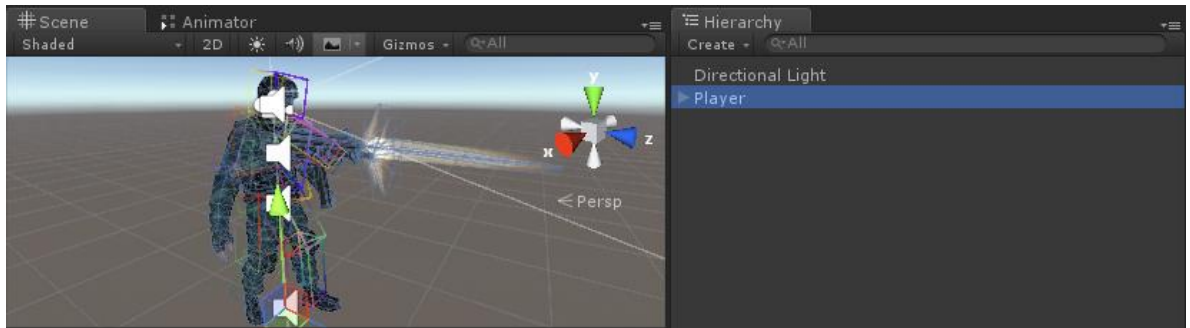
1. First make sure to create backup copy of Player prefab. Go to Assets -> FPS Kit 3.0 -> Resources and select Player prefab



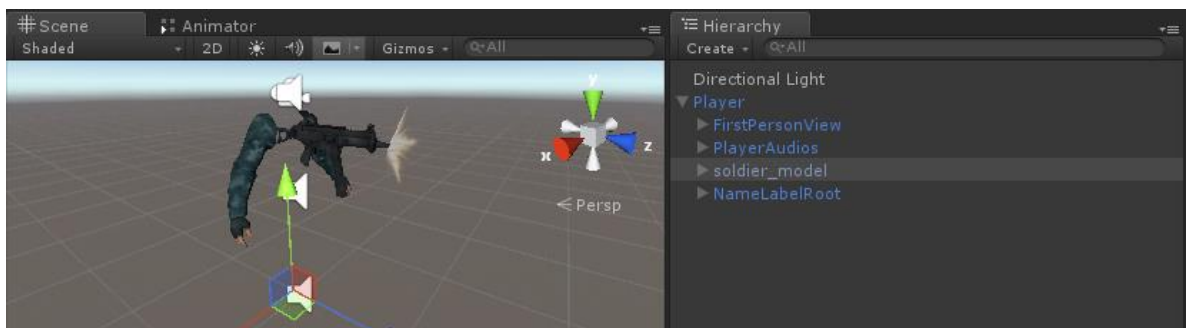
Press Ctrl + D to duplicate it. "Player 1" will be backup copy, so we going to leave it and go back to Player prefab



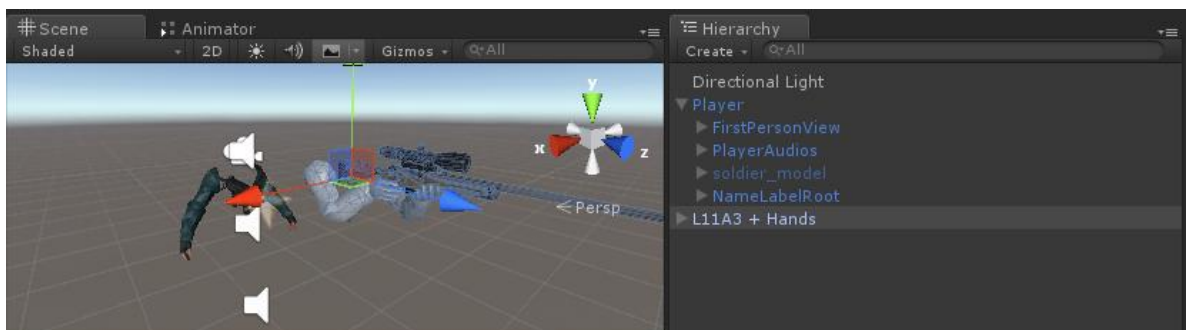
2. Create new scene and remove Main Camera, then Drag and Drop player prefab into Hierarchy view.
Point mouse cursor to Scene view and press 'F' to move view to our player.



3. We will start by adding first person weapon. To make it easier, we will select soldier model and deactivate it, so it does not blocking the view

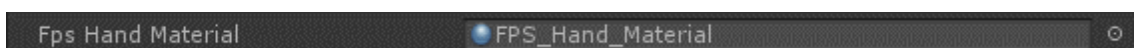


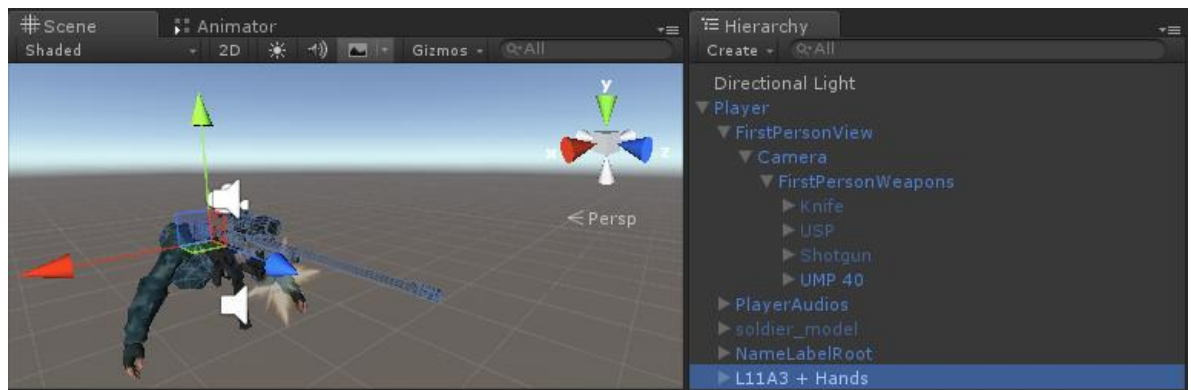
4. Now drag and drop animated weapon to scene view



5. In most cases new model will have different size, rotation or empty material. So what we do now, is align new weapon to existing weapon and assign missing materials.

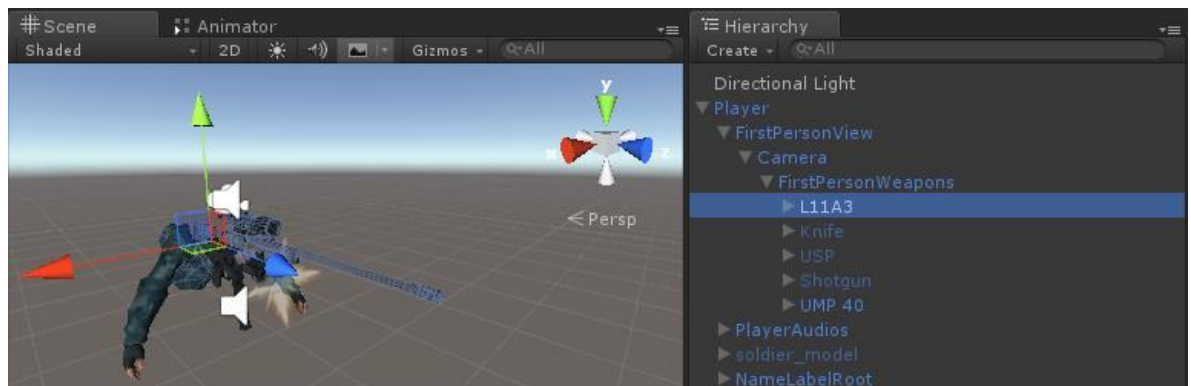
NOTE: It's preferable to make hands to share same material so that it can be assigned to *PlayerNetwork.cs* which in turn will change its texture depending on our team



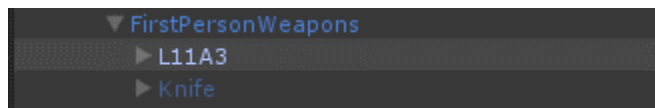


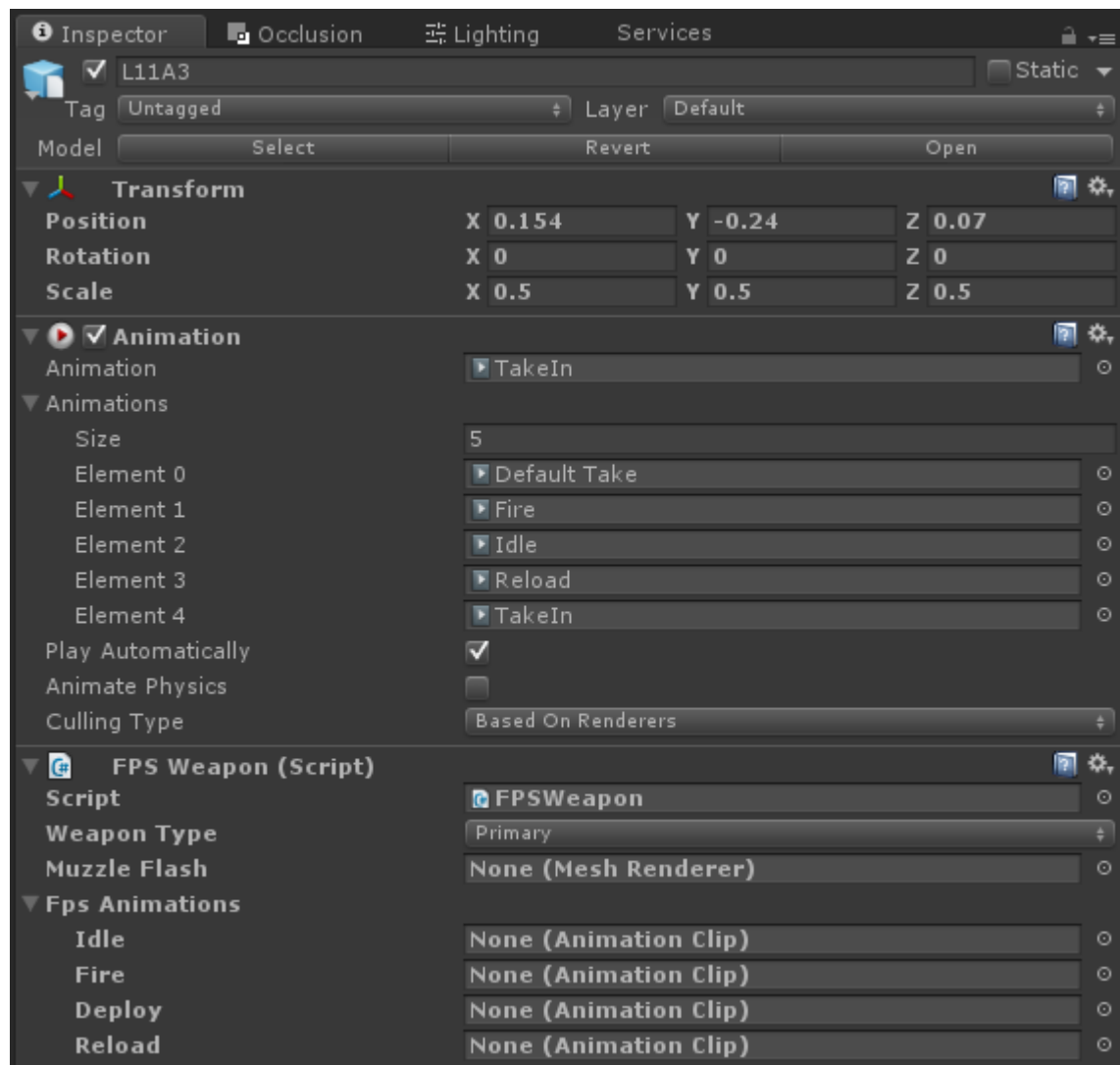
That's better!

6. Make new weapon as a child of "FirstPersonWeapons" and rename it to whatever name you want it to be named in game, in our case it will be "L11A3"



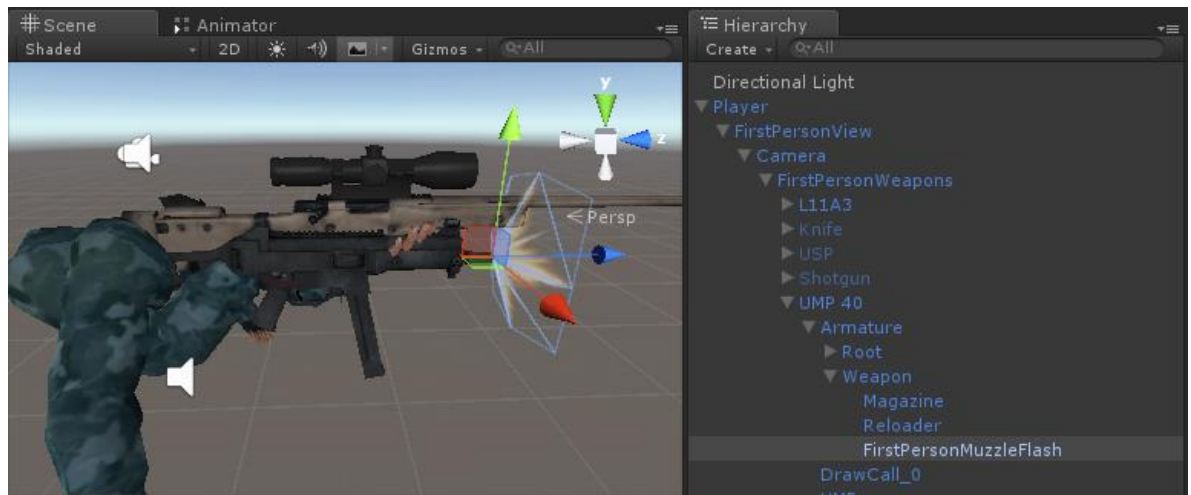
7. Now add *FPSWeapon.cs* component, near Animation component



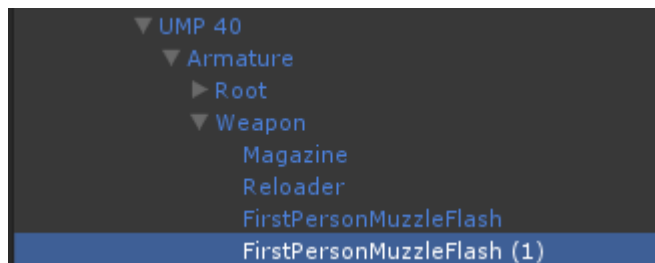


Weapon Type – select what category you want this weapon to appear in

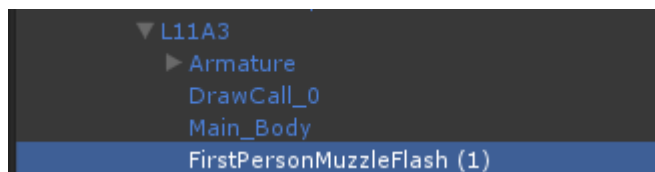
Muzzle Flash – this is a 3D mesh, the easiest way to get it, is by duplicating the one from existing weapon and bringing it under our new weapon



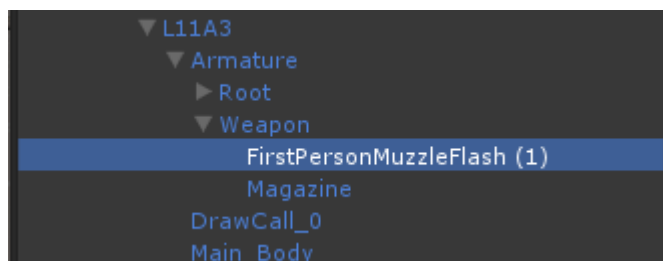
Ctrl + D to duplicate



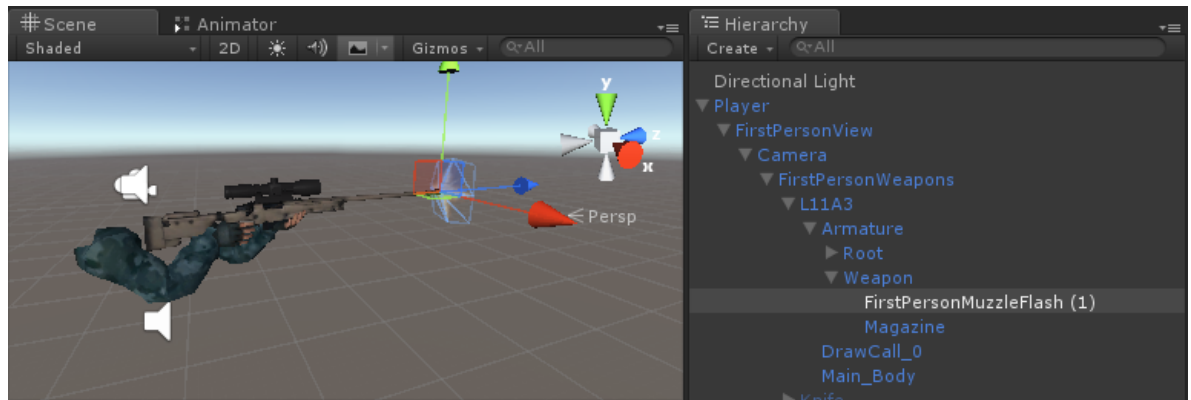
Drag and Drop it inside our new weapon



Now find the “bone” that hold the Weapon, so during reloading or firing, Muzzle flash would follow and not just freeze in place.



Lastly we deactivate the other weapon so it does not interfere with view and align new Muzzle Flash with weapon, you can also scale it up or down



Now we assign Muzzle flash to variable

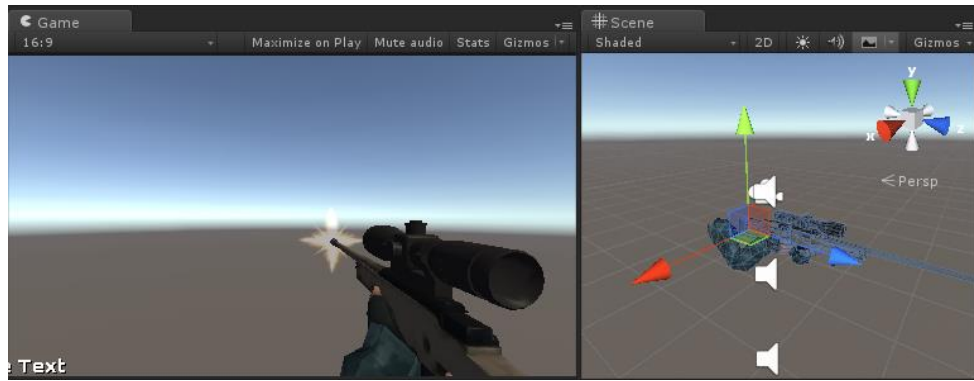


FPS Animations – Assign all the required animations

8. Also we need to align new weapon with camera, as you can see it look slightly out of place in game view

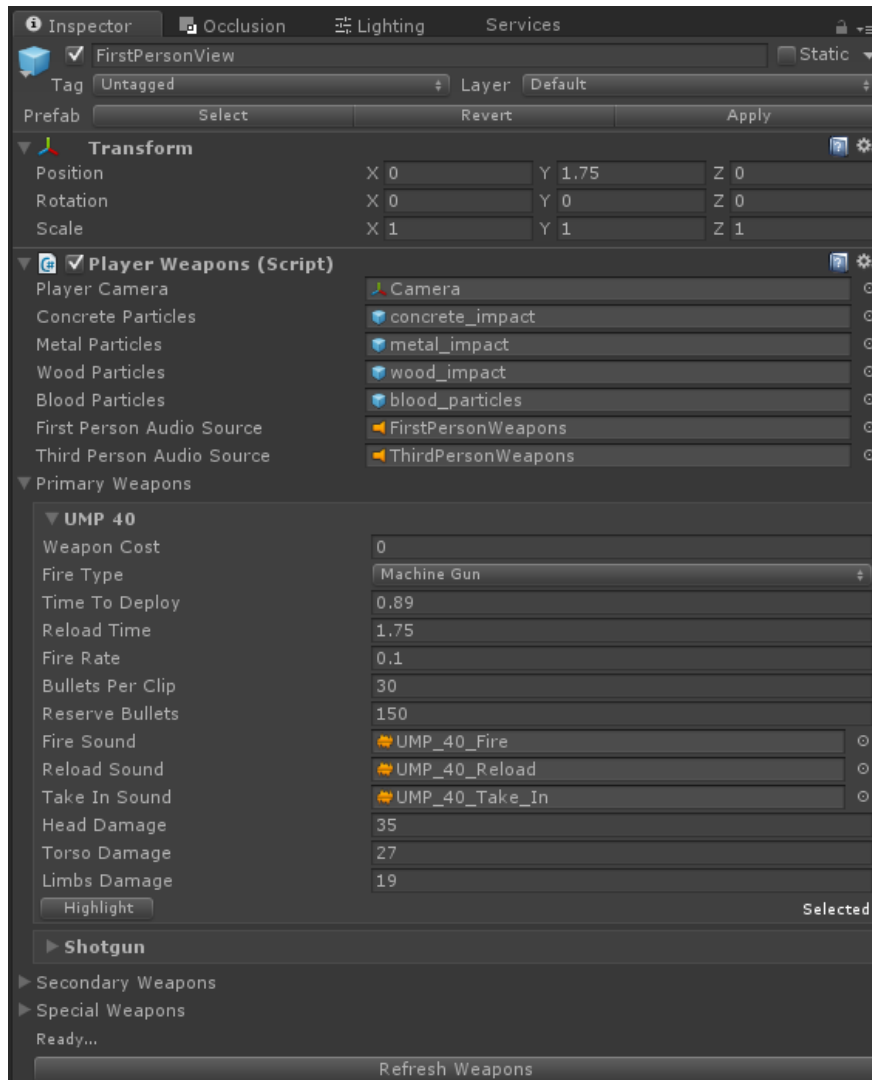


Let's fix it

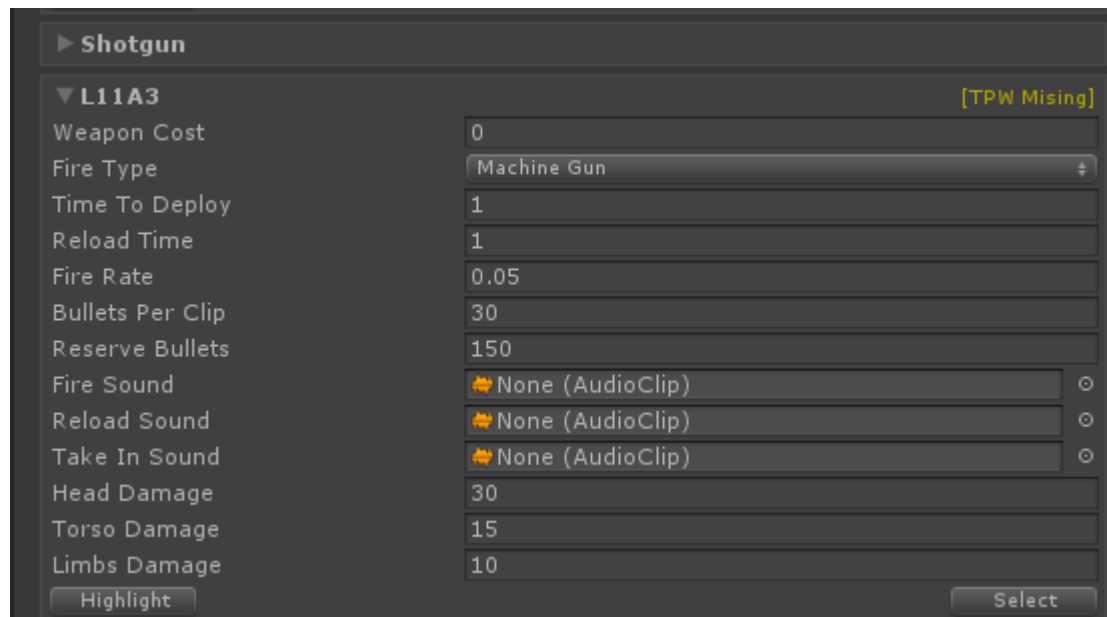


Done! First part is completed, we can now proceed with adding it to weapon list.

9. Select object called "FirstPersonView" which have *PlayerWeapons.cs* component attached



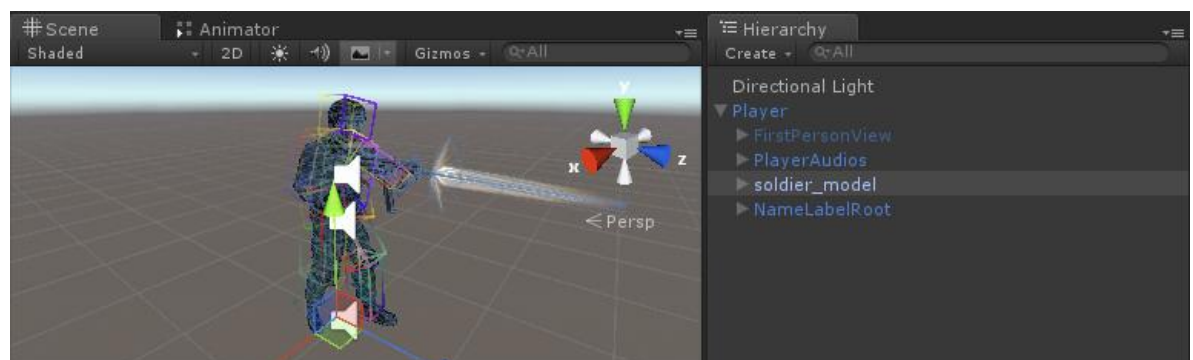
Now press “Refresh Weapons”, it will search for new instances and add them



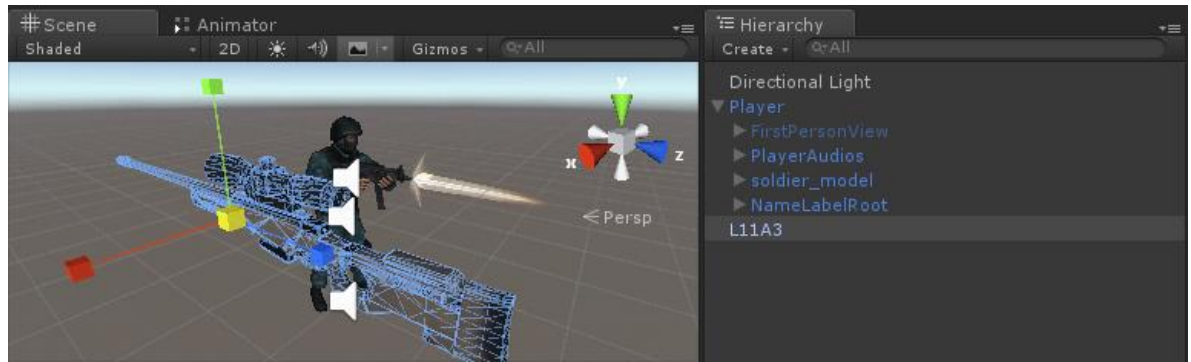
New weapon was added, you can now tweak values, save Player prefab and test it in game.

However as you noticed **[TPW Missing]** warning, which means **Third Person Weapon Missing**, so we going to continue and add third person weapon.

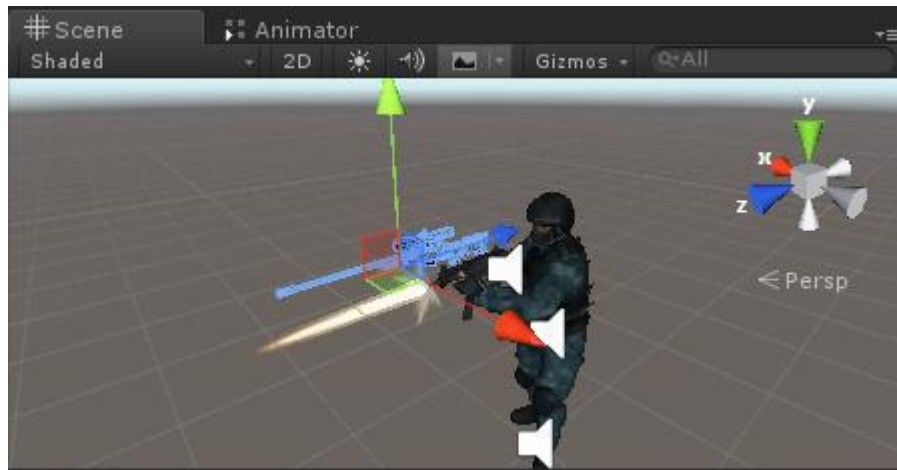
10. Select soldier model and activate it back again, then select “FirstPersonView” and deactivate it, to not interfere with view



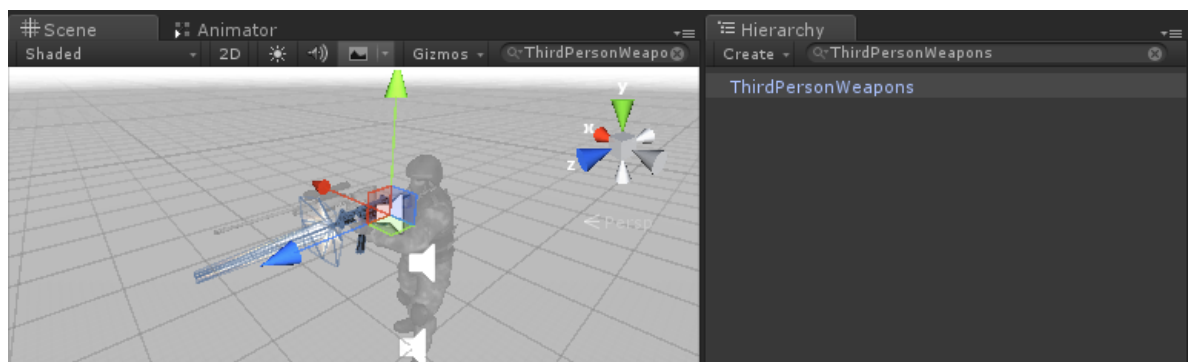
11. Drag and drop individual weapon model to Scene view and name it exactly the same as FPS Weapon which is “L11A3” in our case



Now scale and rotate it relatively to player size



12. Find object called “ThirdPersonWeapons”, you can use Hierarchy search

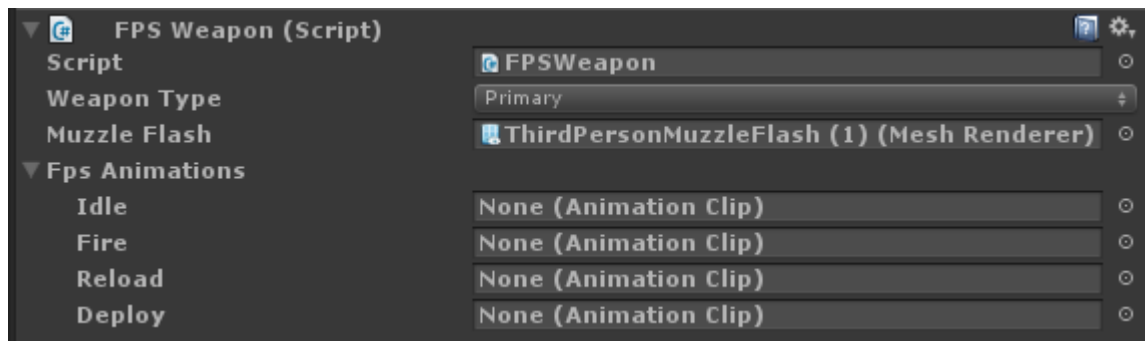


13. Make new weapon model as child of “ThirdPersonWeapons” and place it directly in hands

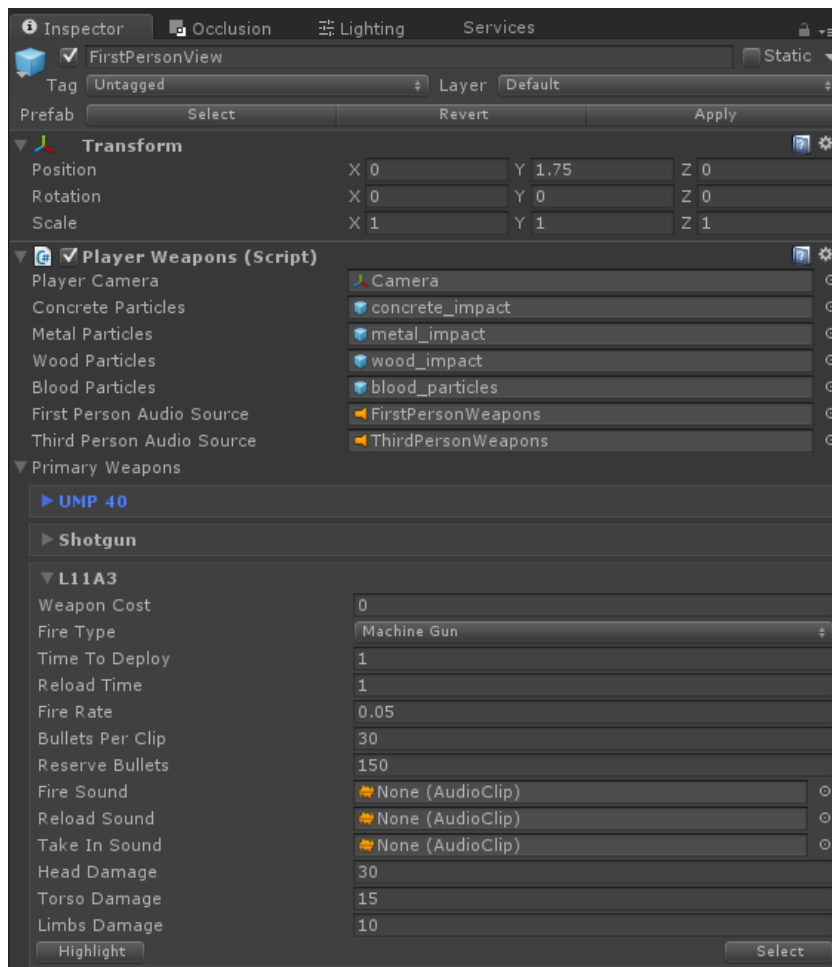
NOTE: You can select soldier model root object which have *SoldierAnimation.cs* component attached and set different poses depending on weapon type



However, when setting third person weapon, we only need to assign Muzzle flash and can leave *Weapon Type* and *FPS Animations* untouched

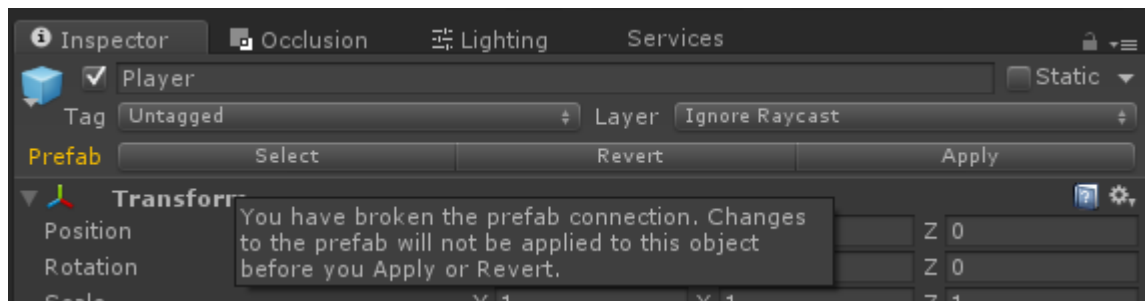


15. Now we ready to finalize setup. Activate back “FirstPersonView” and at *PlayerWeapons.cs* press RefreshWeapons



Warning have disappeared, now the weapon ready to use!

16. Lastly, select Player object then in Inspector view click Apply to save it back to Player Prefab'



© 2015 NSdesignGames