

# FPS Kit 3.0 Tutorial

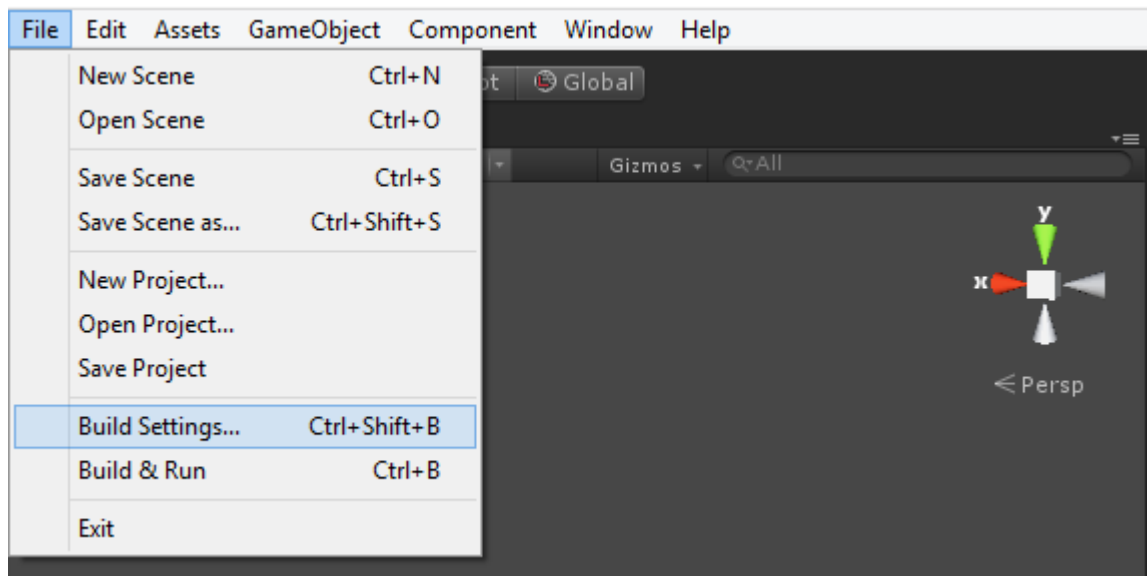
## “Add New Map”

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

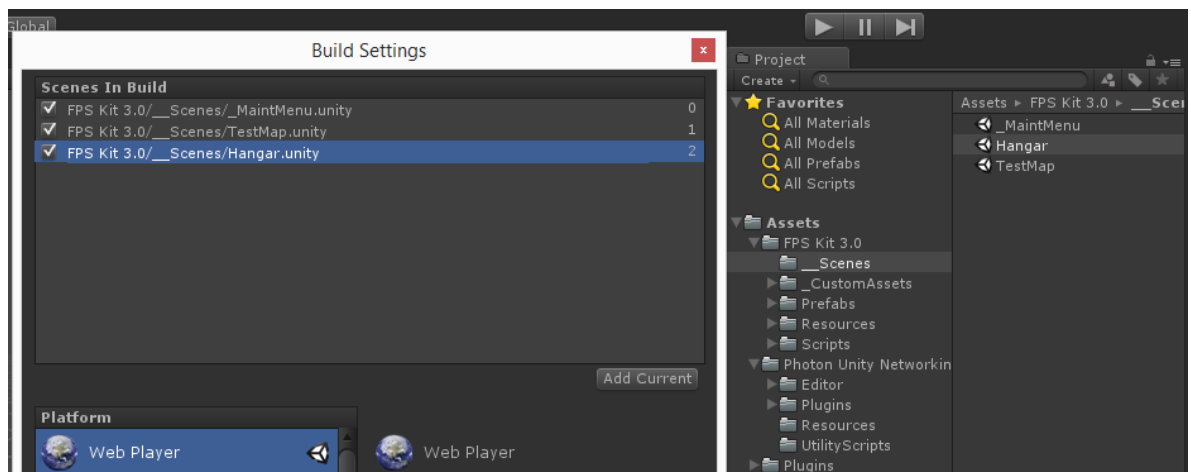
Adding new Scenes (Maps) in FPS Kit 3.0 is relatively easy.

**Let's start:**

1. First we need to add new scene to Build, to do it, go to File -> Build Settings

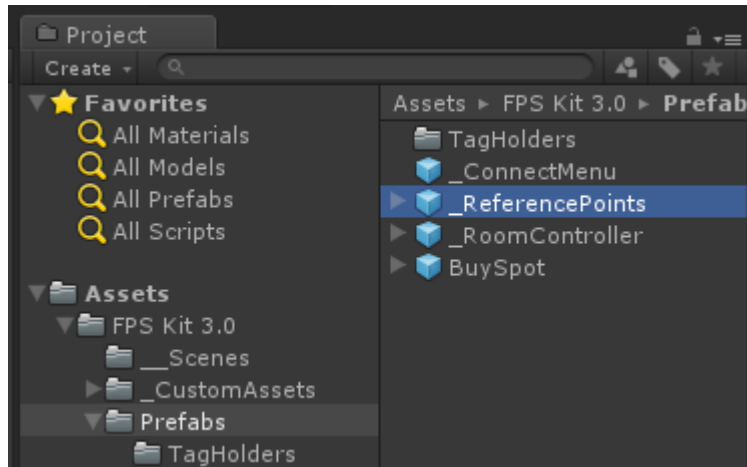


Then Drag and Drop your scene at the end of the list

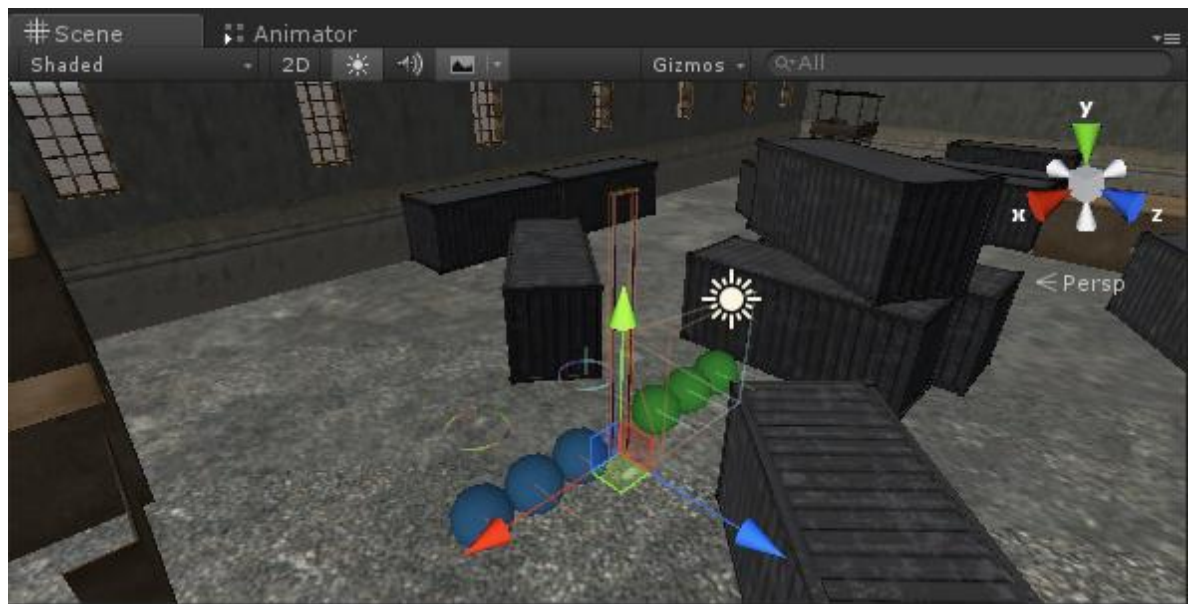


**NOTE:** Make sure that scene “\_MainMenu” is always first in the list, it’s the main scene from where the game starts

2. Now open that scene and remove all the Cameras and Audio Listeners
3. Locate prefab called “\_ReferencePoints” which you can find at Assets -> FPS Kit 3.0  
- > Prefabs -> \_ReferencePoints



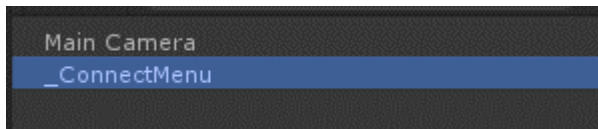
Now Drag and Drop this prefab into your scene, as you will see it contains all necessary objects such as Welcome Camera point, Spawn points, Ladders, BuySpots etc.



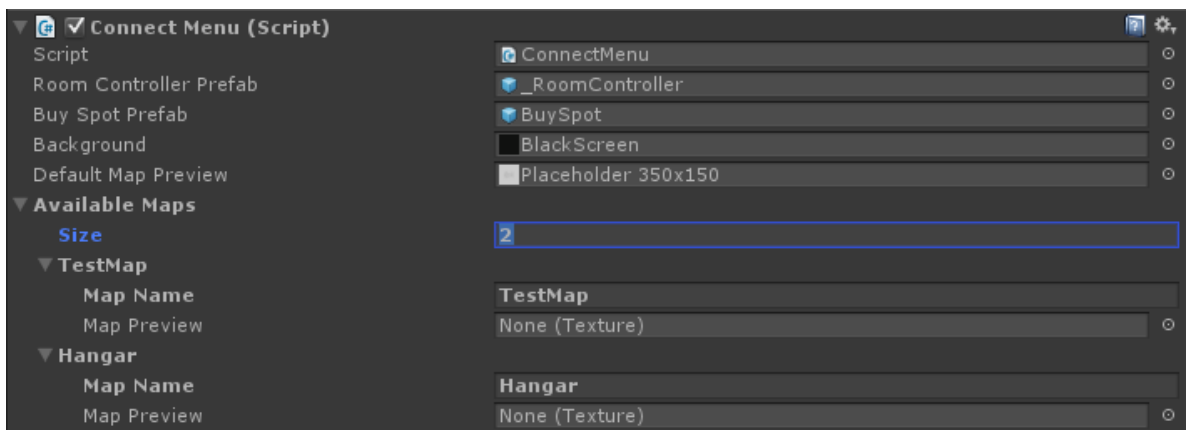
4. Begin positioning all the necessary objects.  
**NOTE:** You can Duplicate Spawn points, Ladders and Buy Spots



5. Save scene, then open “\_MaintMenu” scene. Select object called “\_ConnectMenu”



It will have *ConnectMenu.cs* component attached, expand the list that’s called Available Maps. Change it’s size by adding + 1 to count, so if it was 1 you type 2 and hit Enter



Map name need to be exactly the same as scene name, you can also assign image preview for each map.

6. Save scene and hit Play to test new map

