EZFPS

Getting Started

1. Importing

NEW   OPEN   SIGN IN

Project name*

New Unity Project 3

Location*

C:\Users\Aiden Clore\Documents   ...

● 3D ○ 2D   Add Asset Package
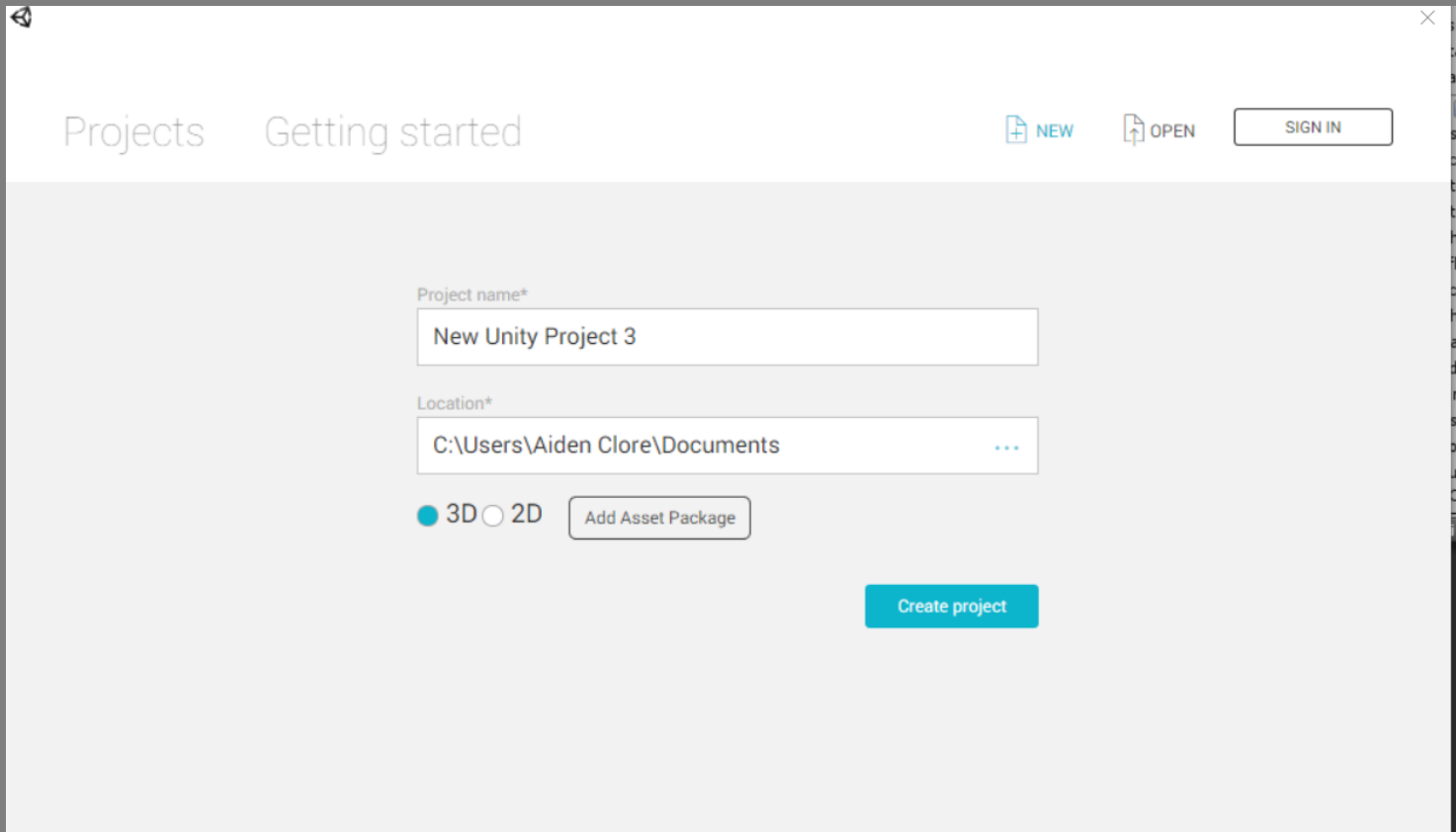
Create project

Step 1. Create a new project.

ponent Window Help

Next Window	Ctrl+Tab
Previous Window	Ctrl+Shift+Tab
Layouts	>
Services	Ctrl+0
Scene	Ctrl+1
Game	Ctrl+2
Inspector	Ctrl+3
Hierarchy	Ctrl+4
Project	Ctrl+5
Animation	Ctrl+6
Profiler	Ctrl+7
Audio Mixer	Ctrl+8
Asset Store	Ctrl+9
Version Control	
Animator	
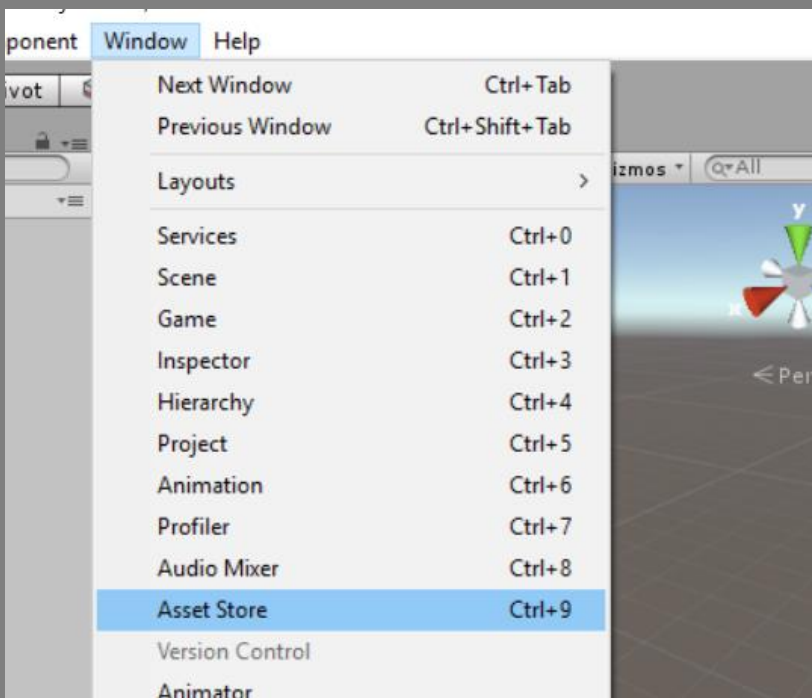
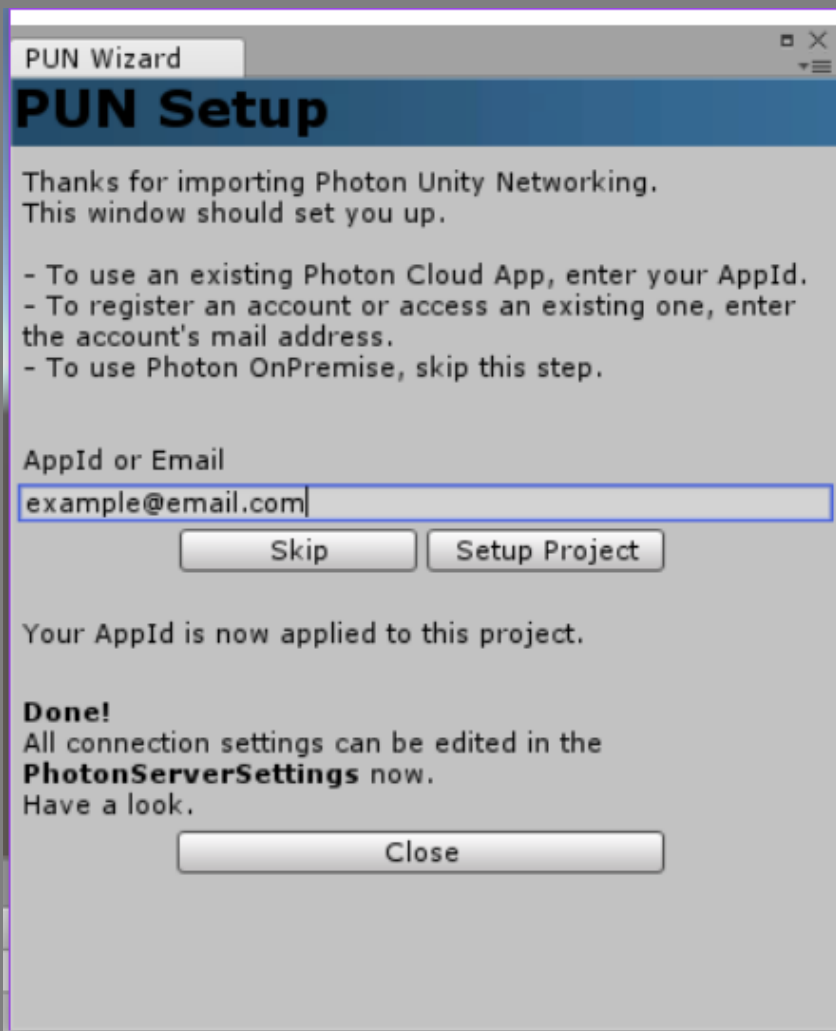2. From here, open up the Asset Store by going to Window > Asset Store
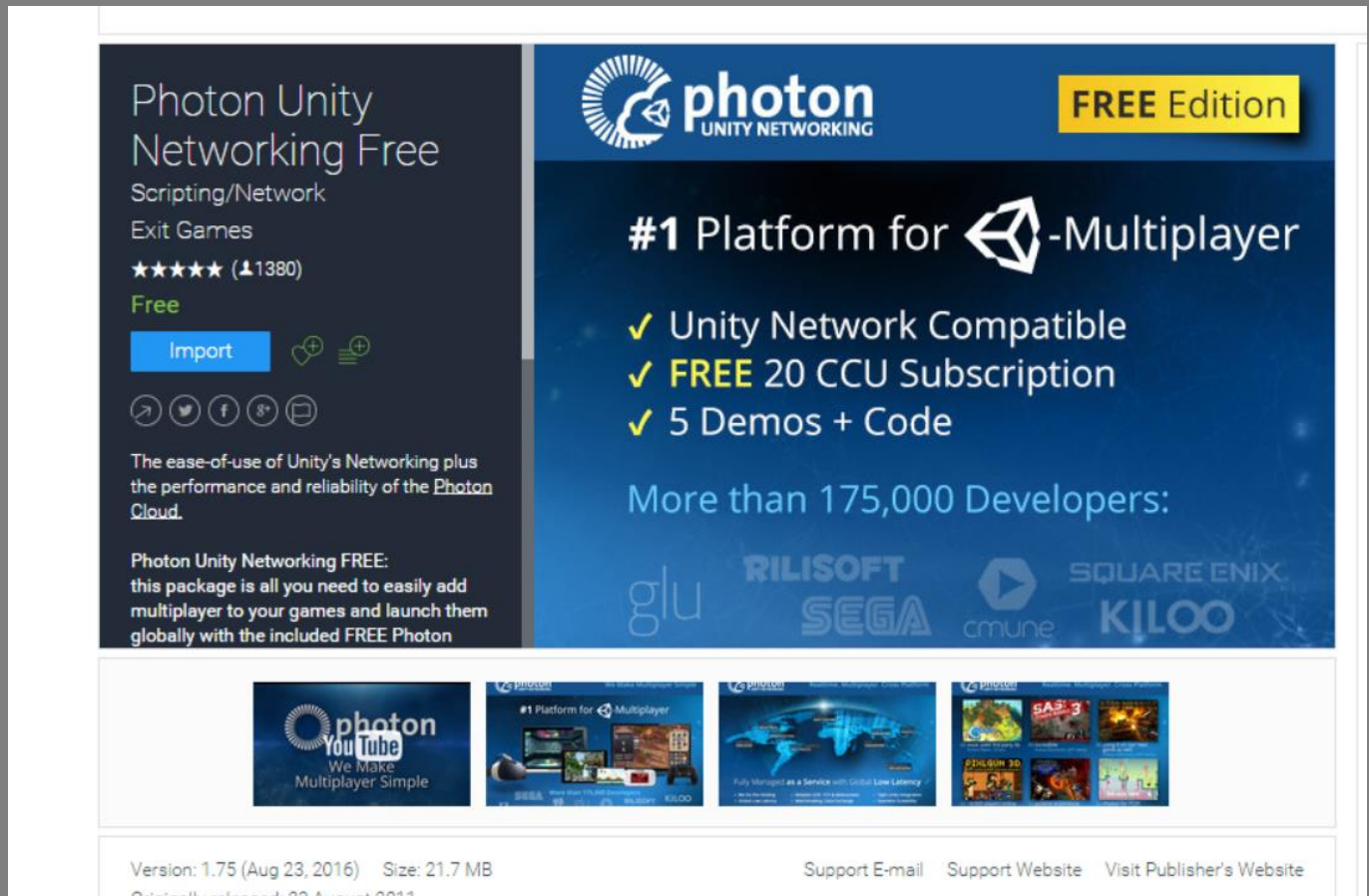
3. Search "Photon Unity Networking Free", and click on the Asset. This should be the correct page.

4. Click "Import", and select everything **except** the "Demos" folder. Not only does this make the import faster, but the Demo scripts may cause problems w/ EZFPS.

5. Once PUN (Photon Unity Networking) has finished importing, you will be greeted with the "PUN Wizard". If you already own a Photon Account, create a new App, and assign the appropriate AppId. If you don't have an account, just type your email into the "AppID or Email" Text Field. Then click "Setup Project", and Close

6. In the Inspector Window, the "PhotonServerSettings" should appear. Change the "Region" to your location, and **enable "Auto-Join Lobby"**.
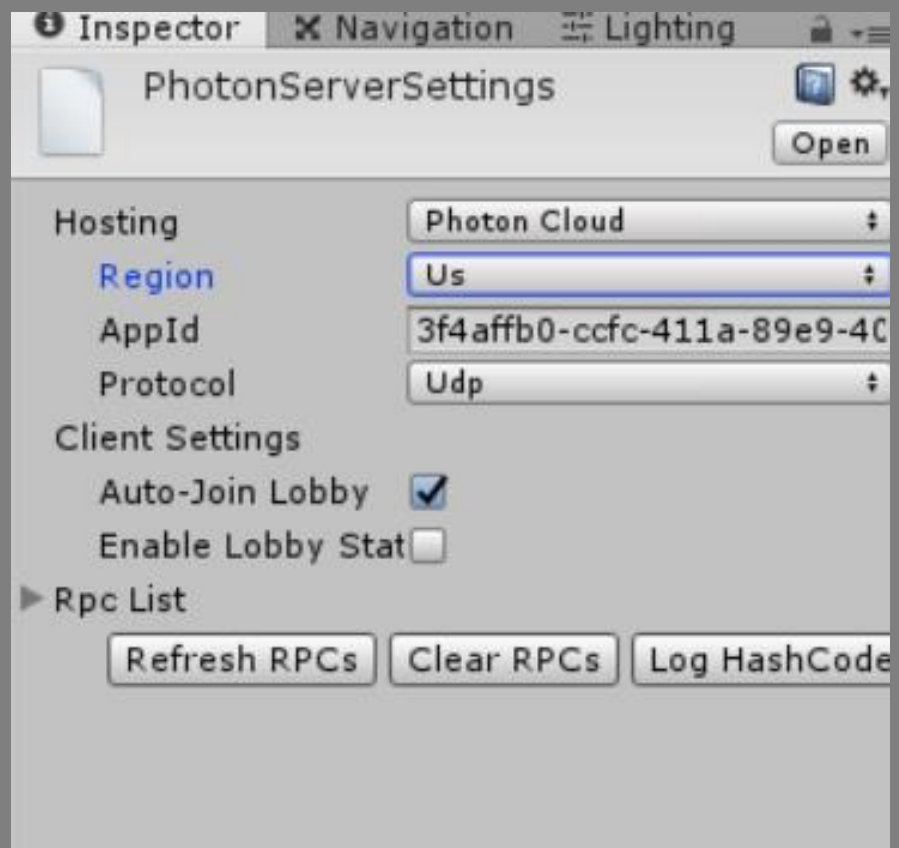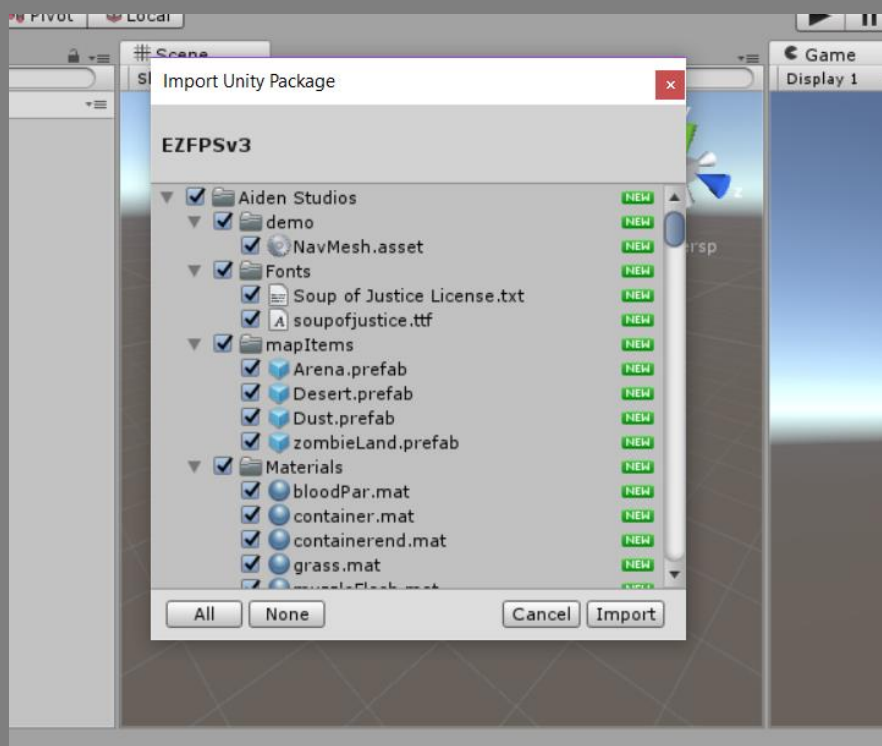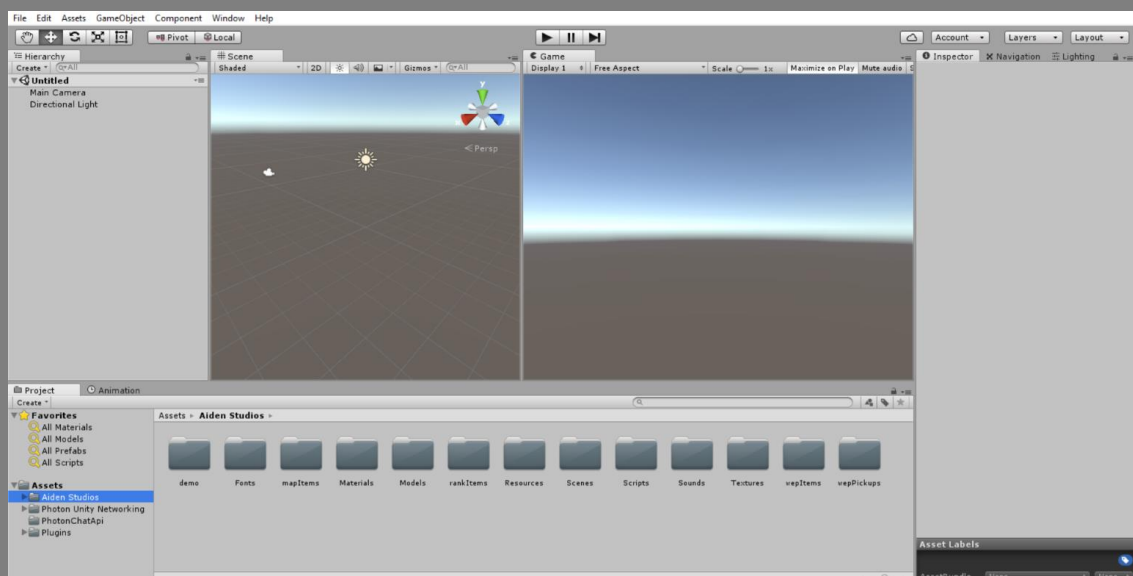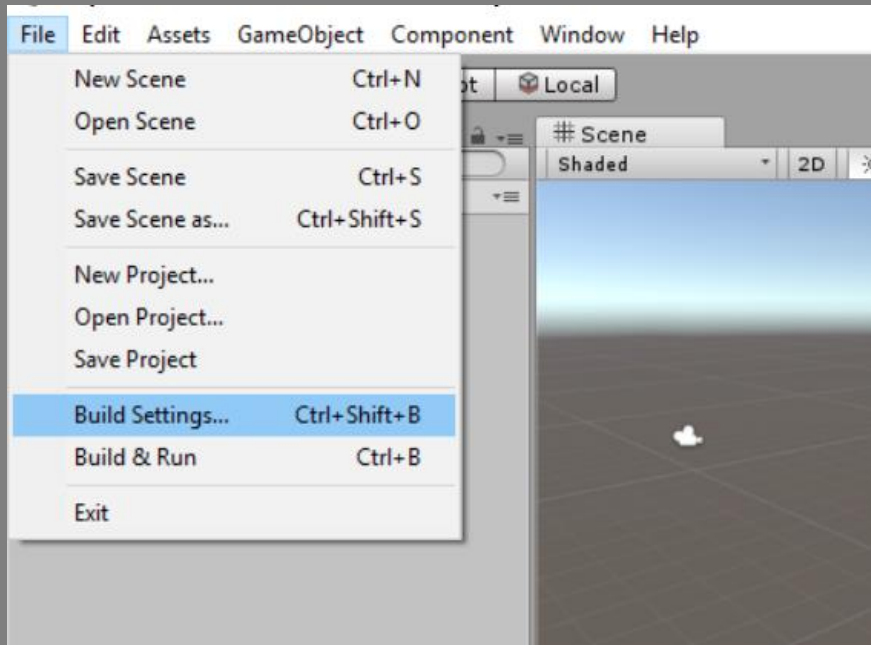
7. Now, it's time to import EZFPS. If you purchased EZFPS through the Asset Store, it will be found in the Asset Store Window's "Downloads" section. If you purchased from a different source (such as Sell.fy), then go to Assets > Import Package > Custom Package, and then locate the package and import.
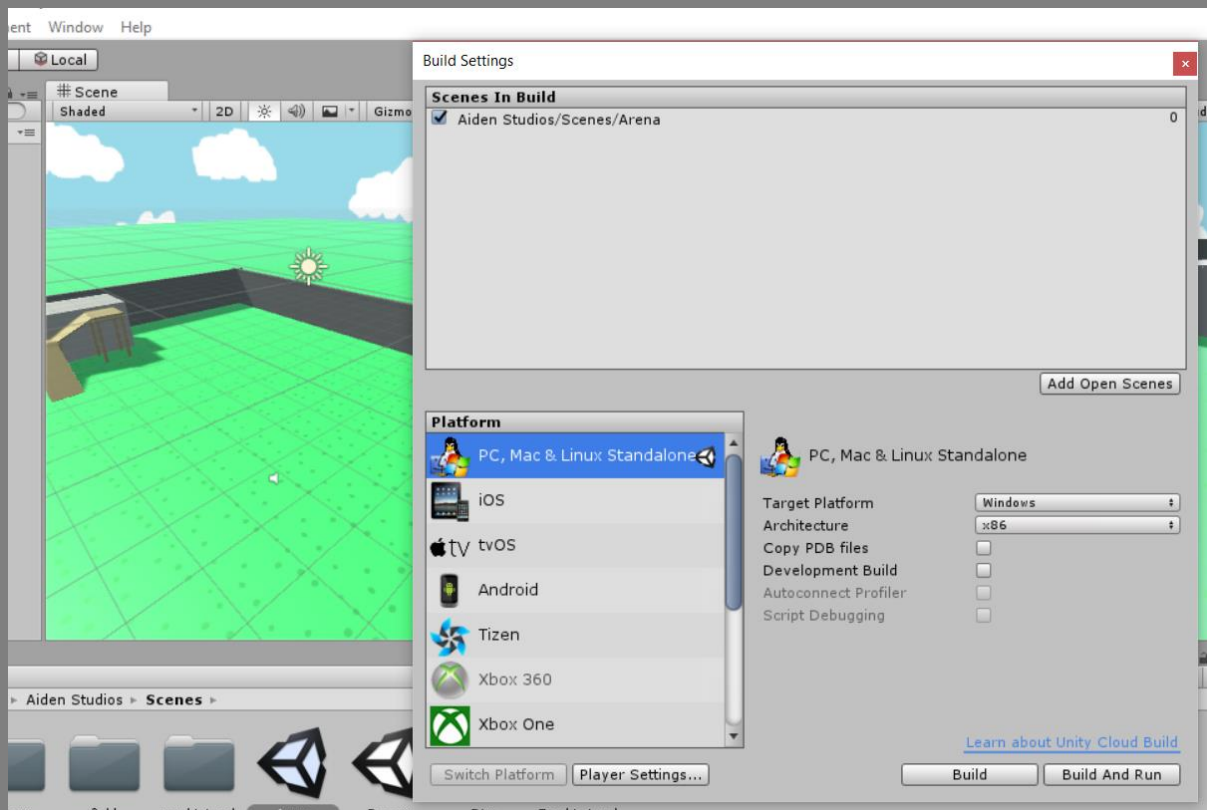
8. Now you should see the "Aiden Studios" folder appear in "Project" Window!
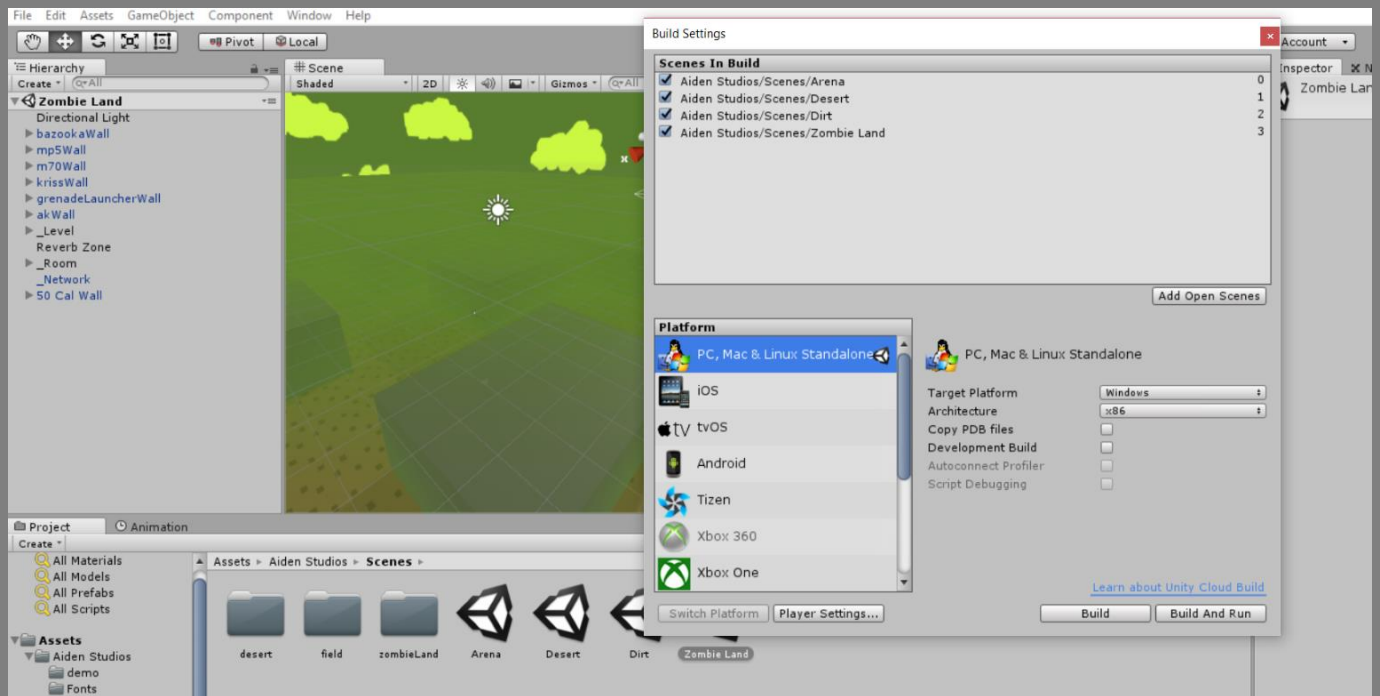
9. Next, go to File > Build Settings... We will now add all of the Scenes, so that we can properly load them in-game
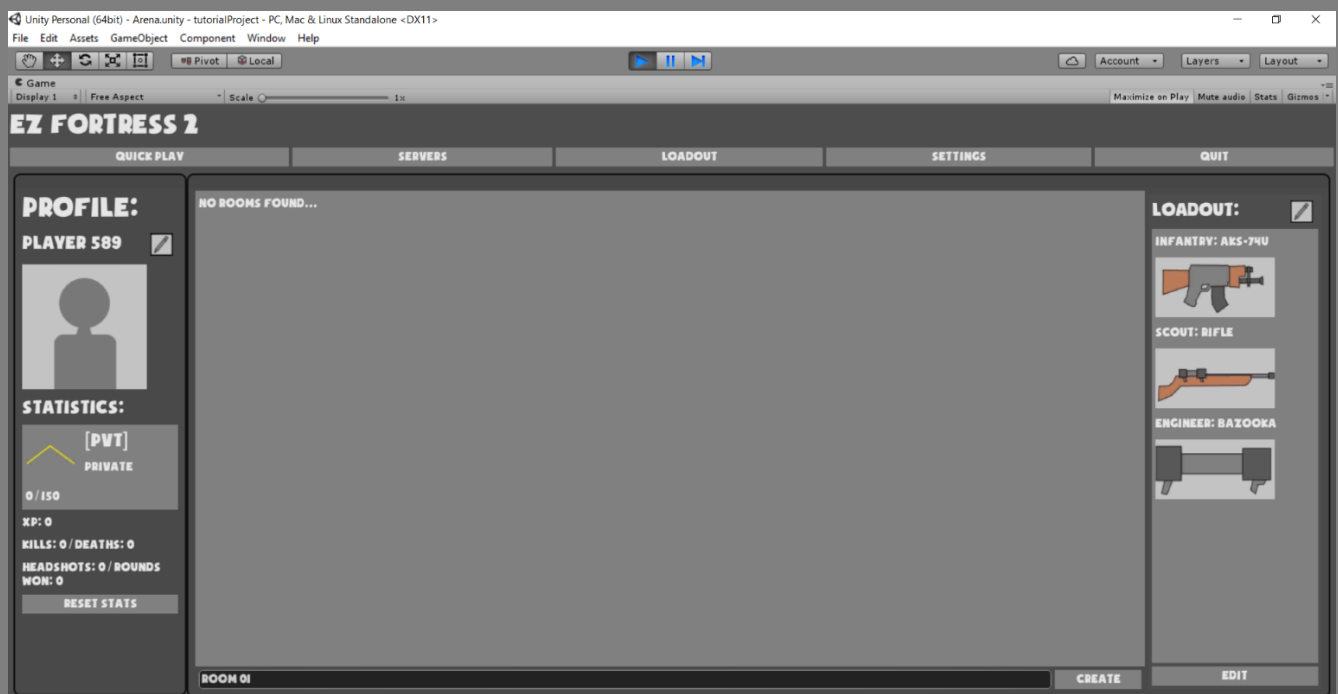
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10. In the Project Window, Go to Aiden Studios/Scenes, and open up the "Arena" scene. In the Build Settings, click "Add Open Scenes".
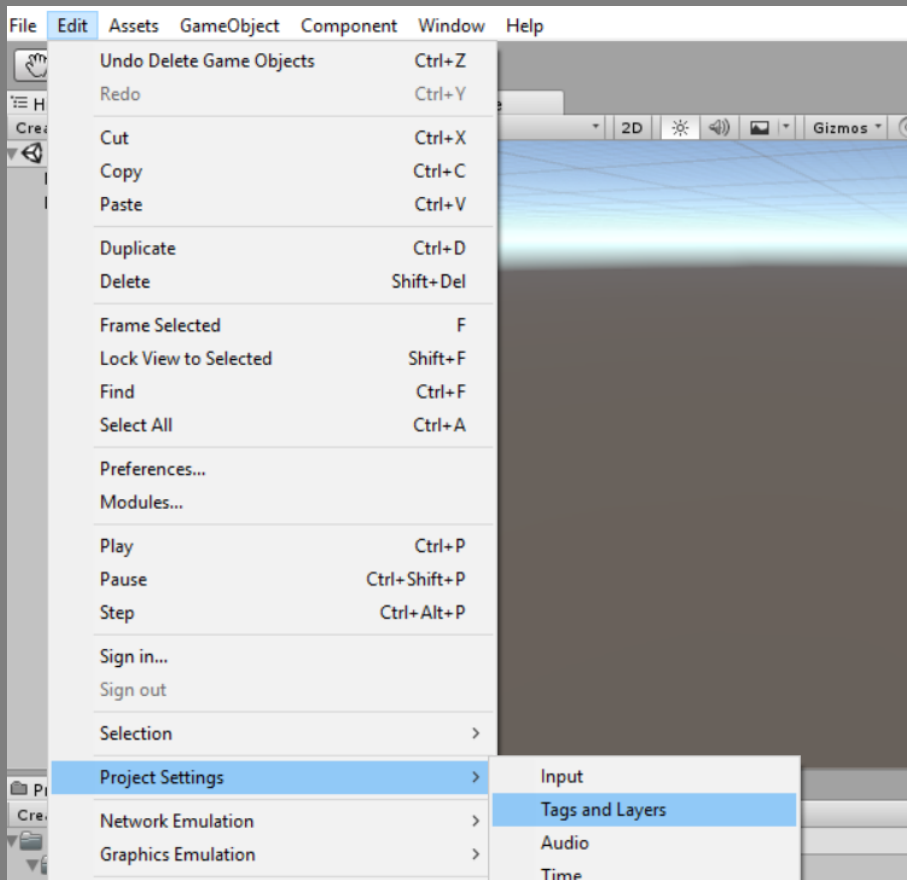
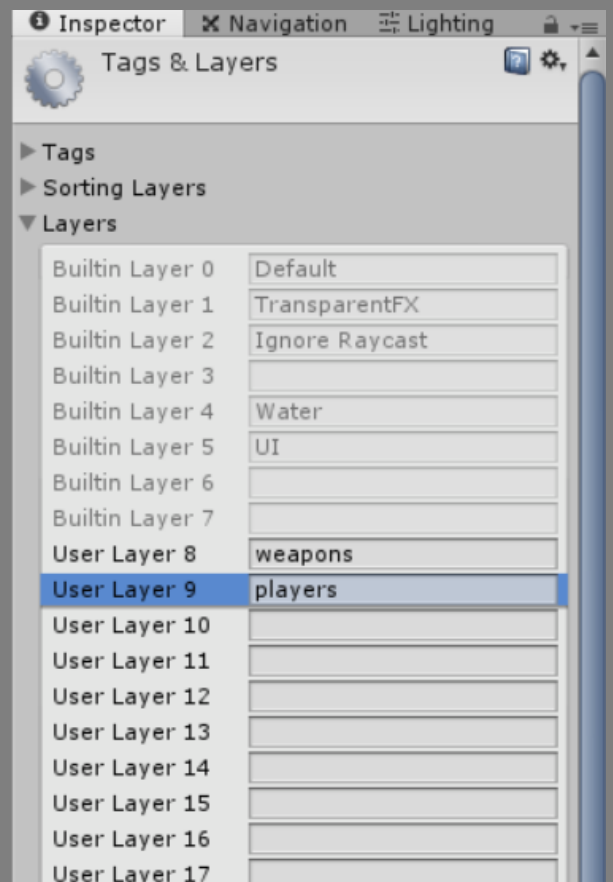11. Now, do this step for the other three scenes.

12. Now, pressing Play should show the game. Loading the different maps should work. If not, you may not have added all of them to the Build Settings.

13. Now, we're going to setup the Layers. Go to Edit > Project Settings > Tags and Layers

14. Assign "User Layer 8" to "weapons", and "User Layer 9" to "players".

15. You're all set! Now you're ready to add new maps, weapons, classes, attachments, and more! Follow the other tutorials for more help, or message aidengaming123 on the Unity Forums.