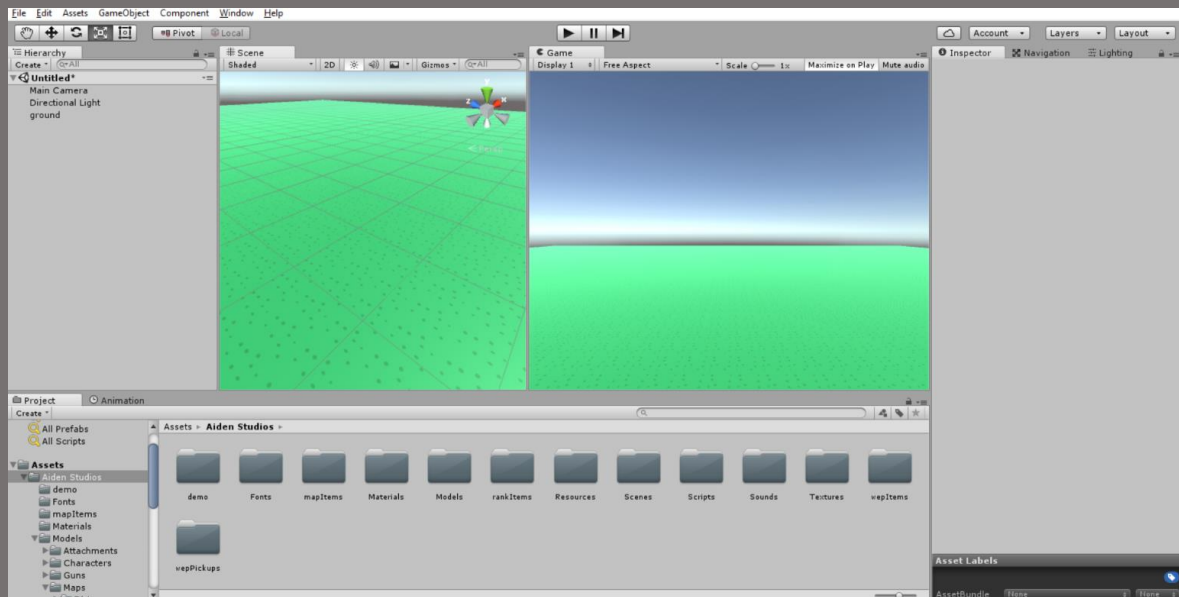


# EZFPS

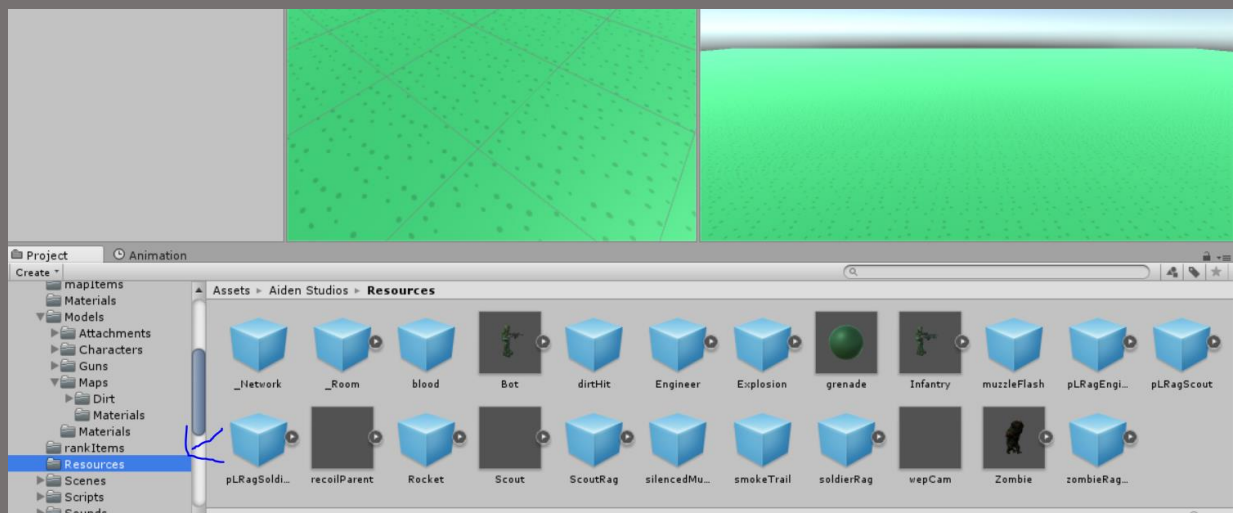
## Getting Started

7. Adding a New Map



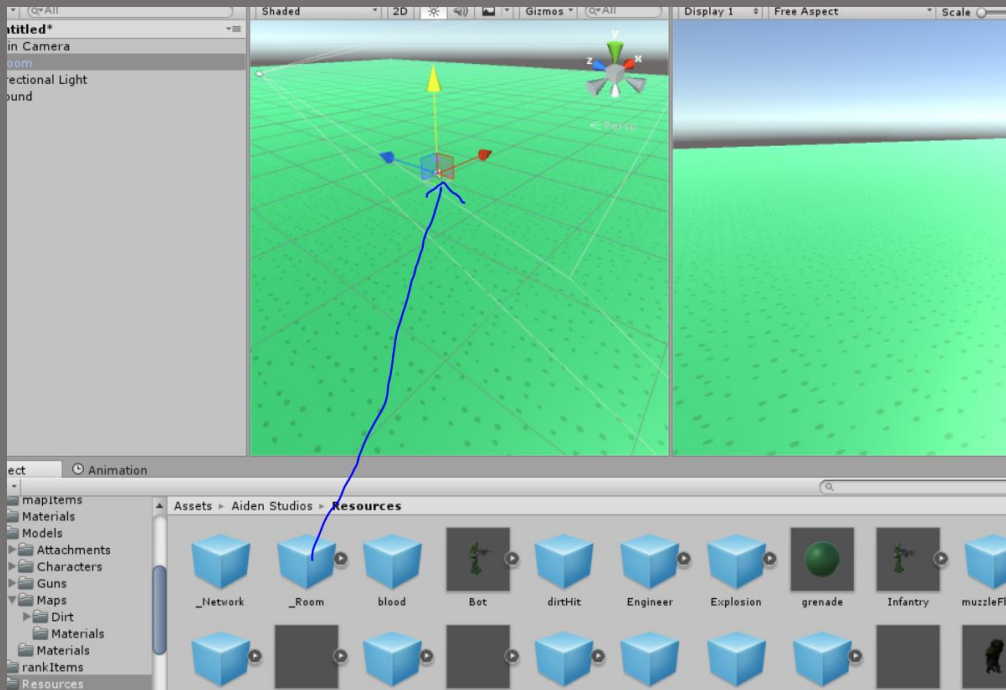
1

1. Create and model your map. For this example, I'll just be using a flat grassy field.



2

2. Navigate to the Aiden Studios/Resources folder

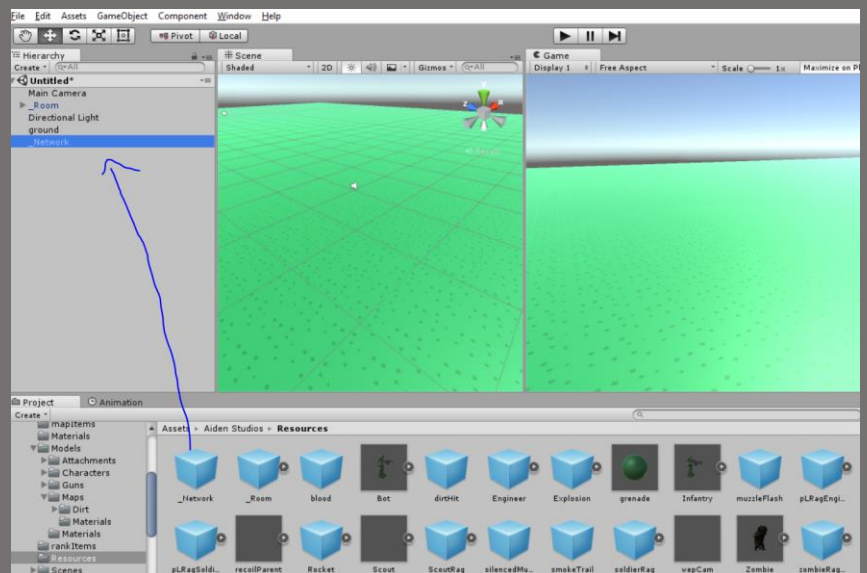


3. In the Resources folder, click and the drag the “\_Room” prefab into the scene.

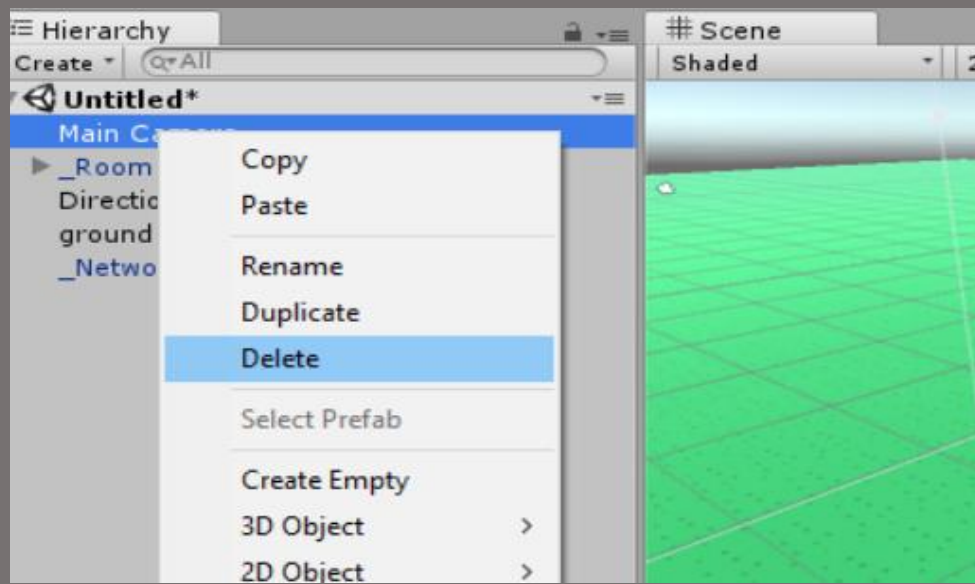
3

4. Then, click and drag the “\_Network” prefab into the scene.

**Please Note: You cannot change the names of either of these objects, or else you’ll break the game.**



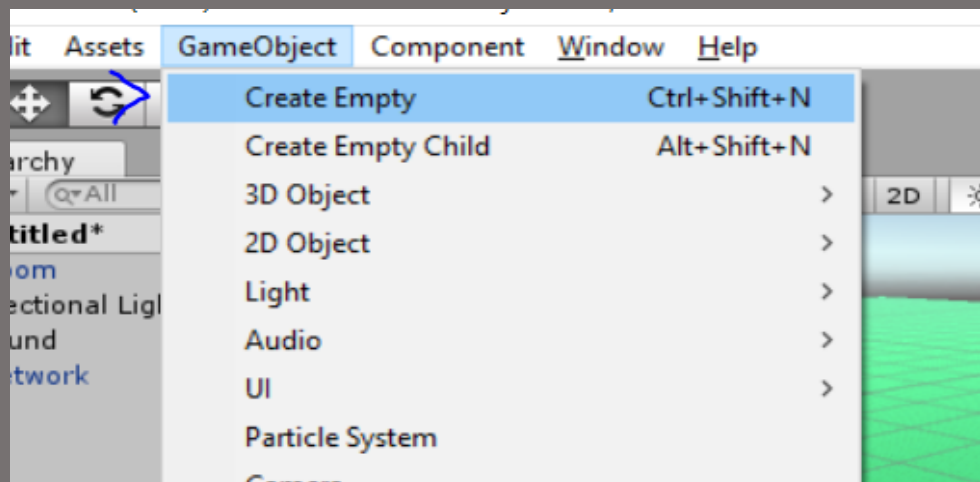
4



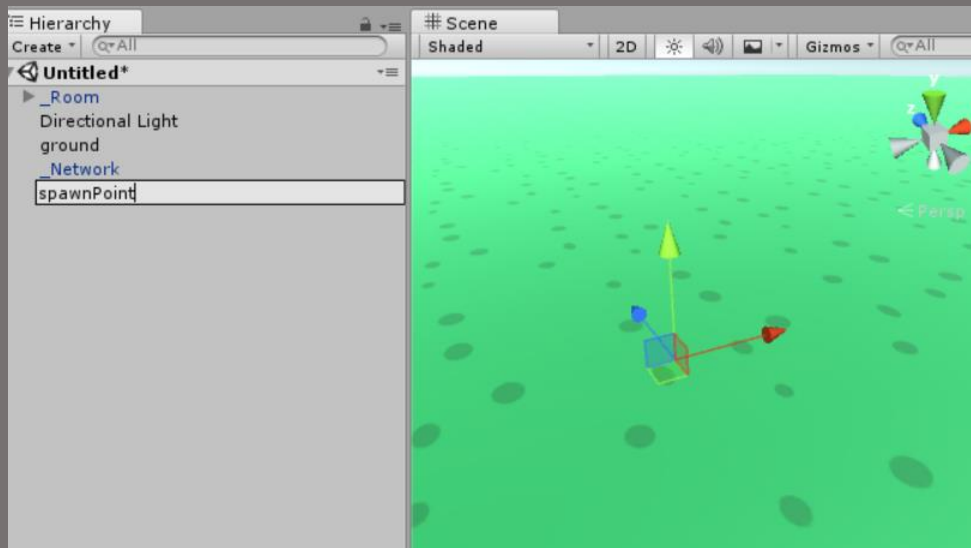
5. Delete the Default “Main Camera” game object from the scene.

5

6. Now, for each spawn point you want, create a new empty game object at  
GameObject>Create Empty

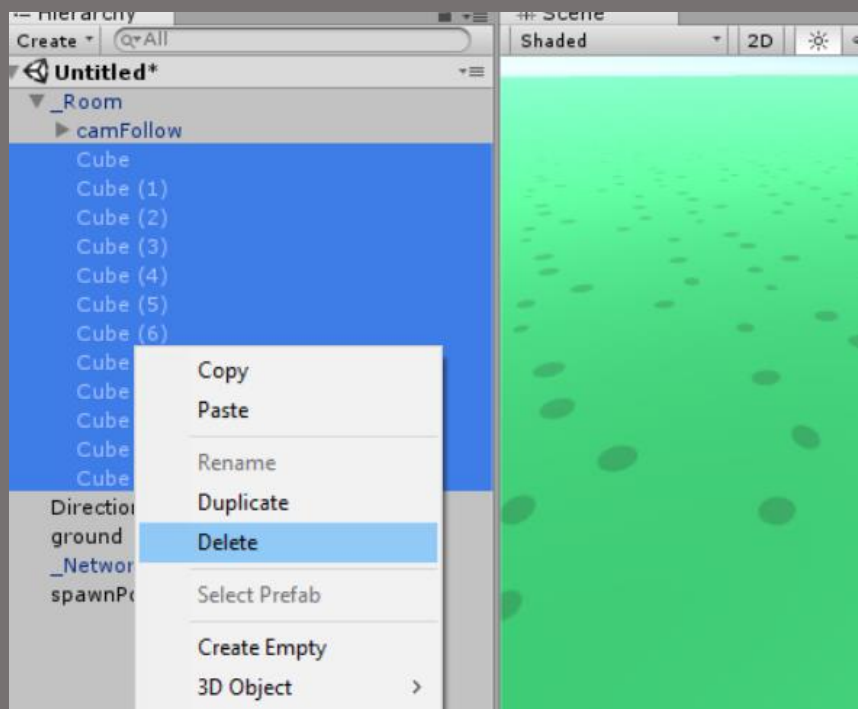


6



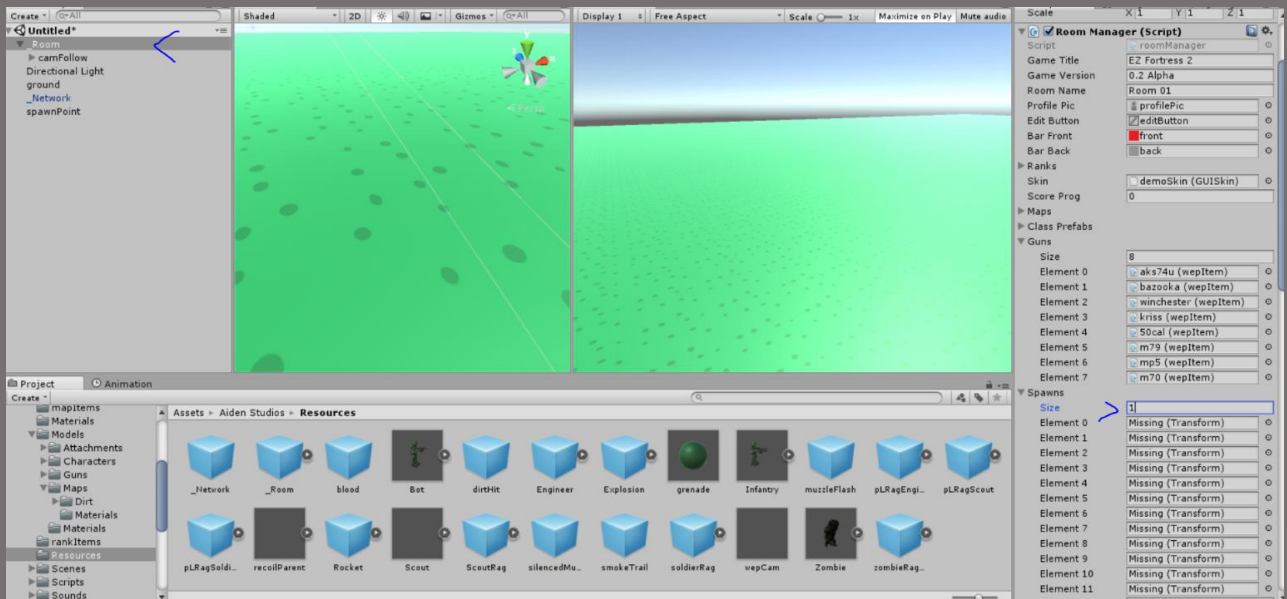
7

7. Position, rotate, and name your new spawn points appropriately.



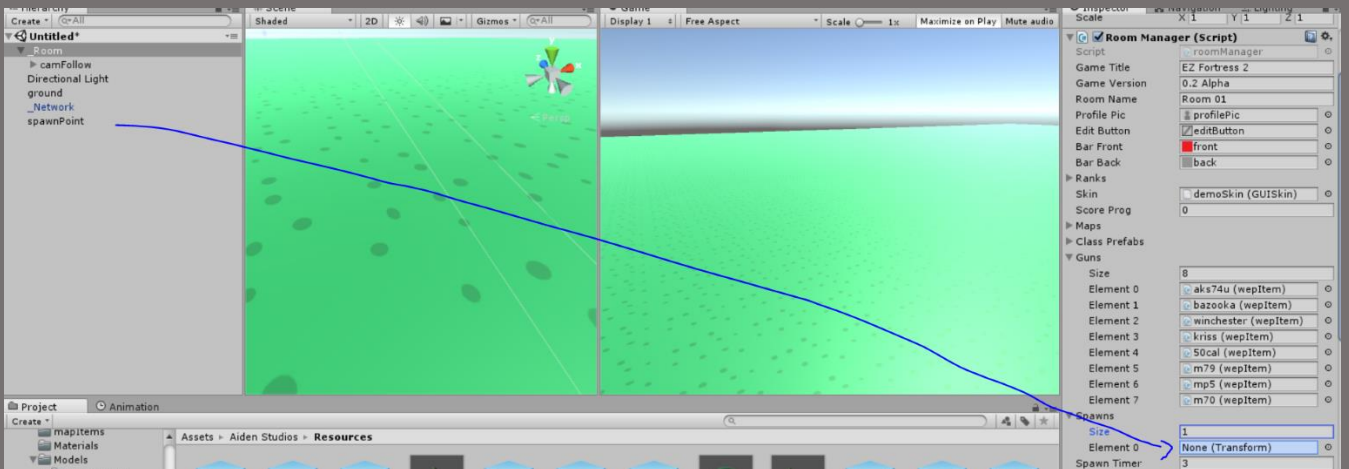
8

8. Delete the Cube children under your \_Room object.



9

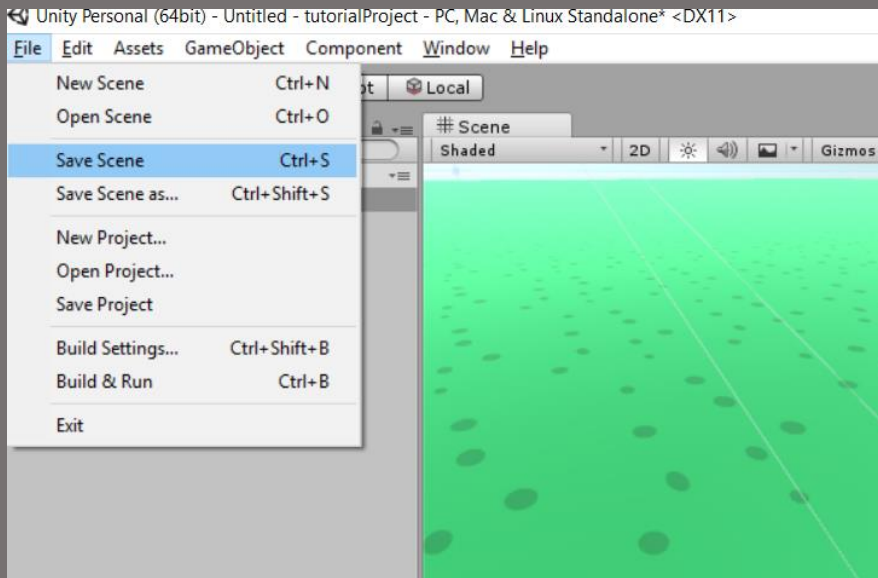
9. In the \_Room game object, locate the Room Manager component, expand the “Spawns” array, and set the length to how many spawn points you created.



10

10. Now, drag your spawn points into the Spawns array.

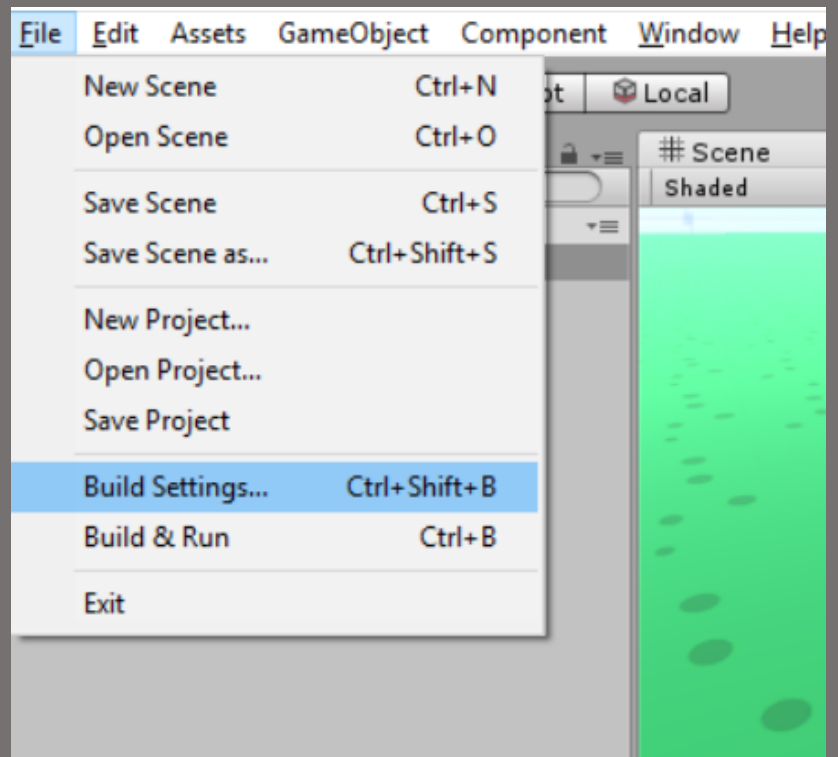




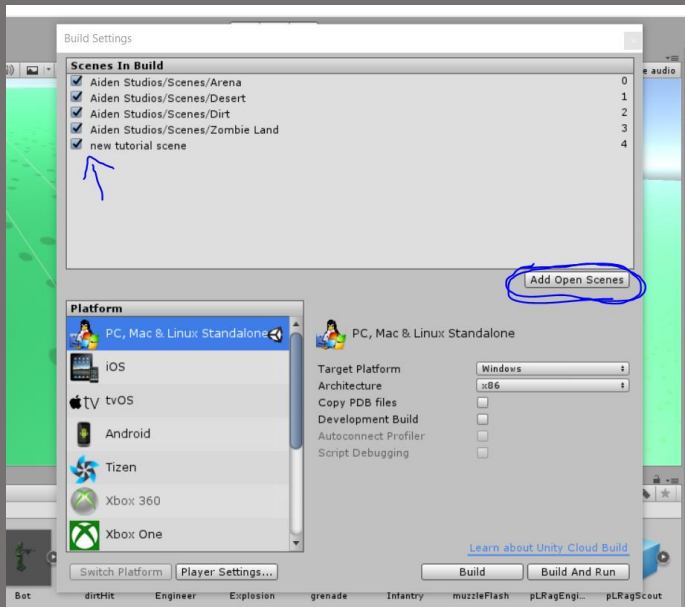
11. Now, save the scene. Preferably in the “Scenes” folder, but it really doesn’t matter (unlike prefab folder placement).

11

12. Open the Build Settings by going to File>Build Settings

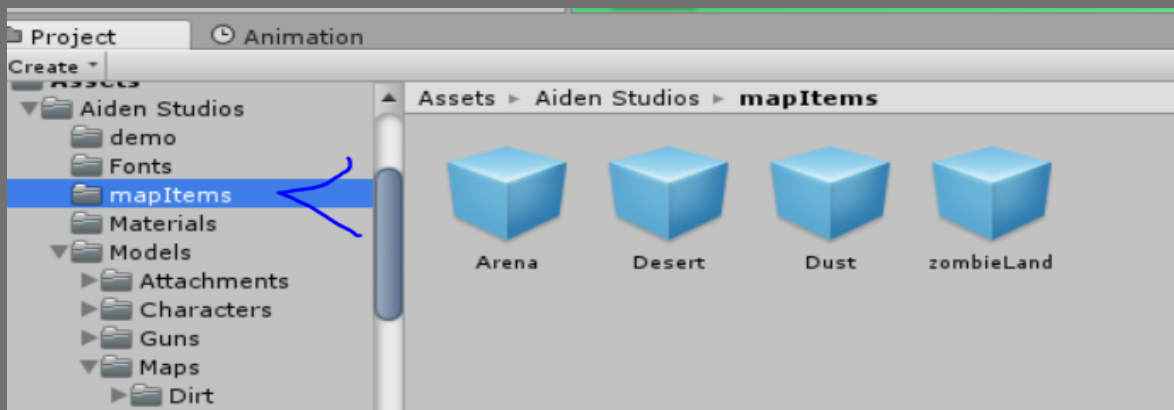


12



13. Click “Add Open Scenes”, and make sure your new scene appears in “Scenes to Build”

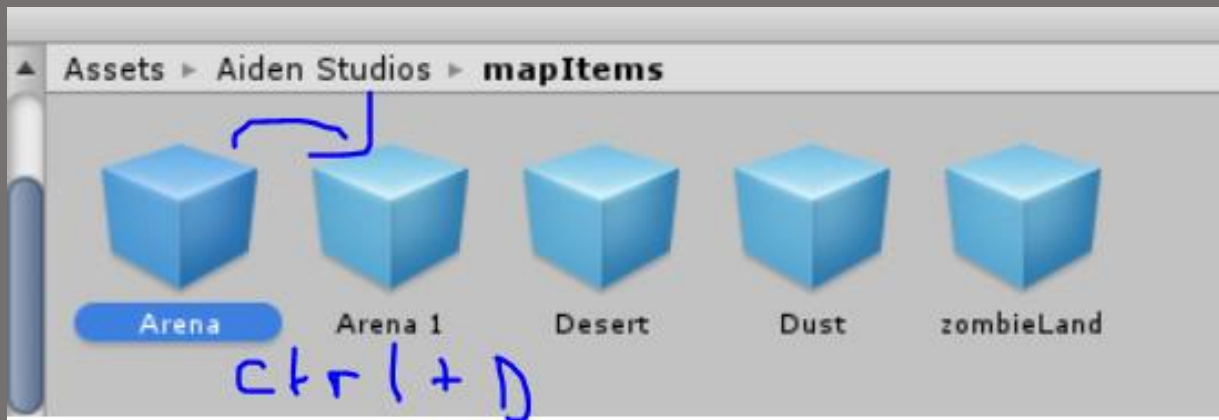
13



14

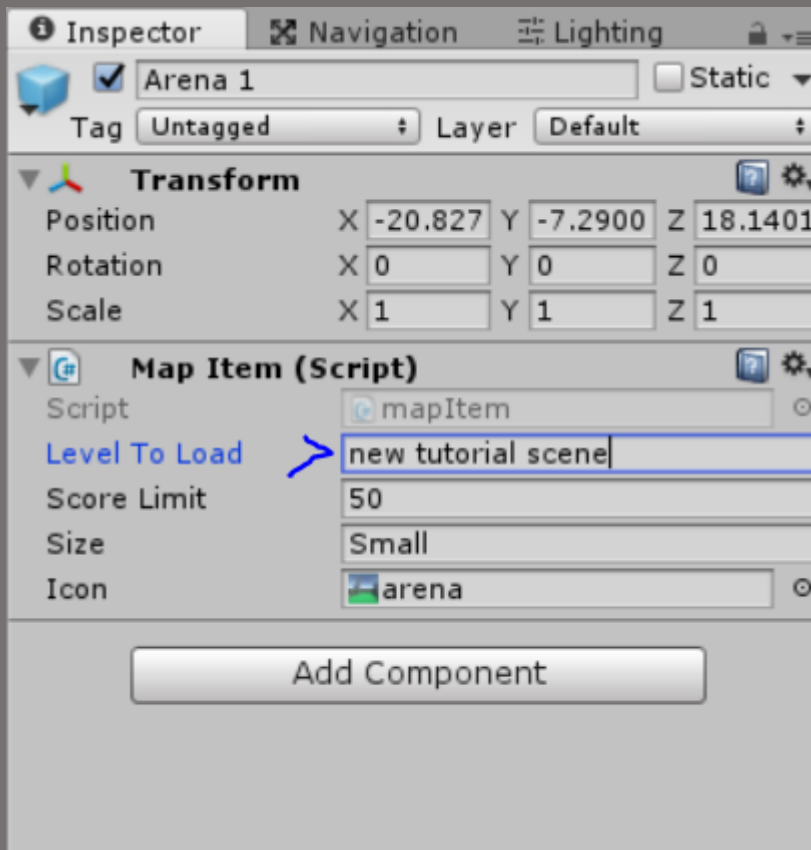
14. Next, navigate to Aiden Studios/mapItems





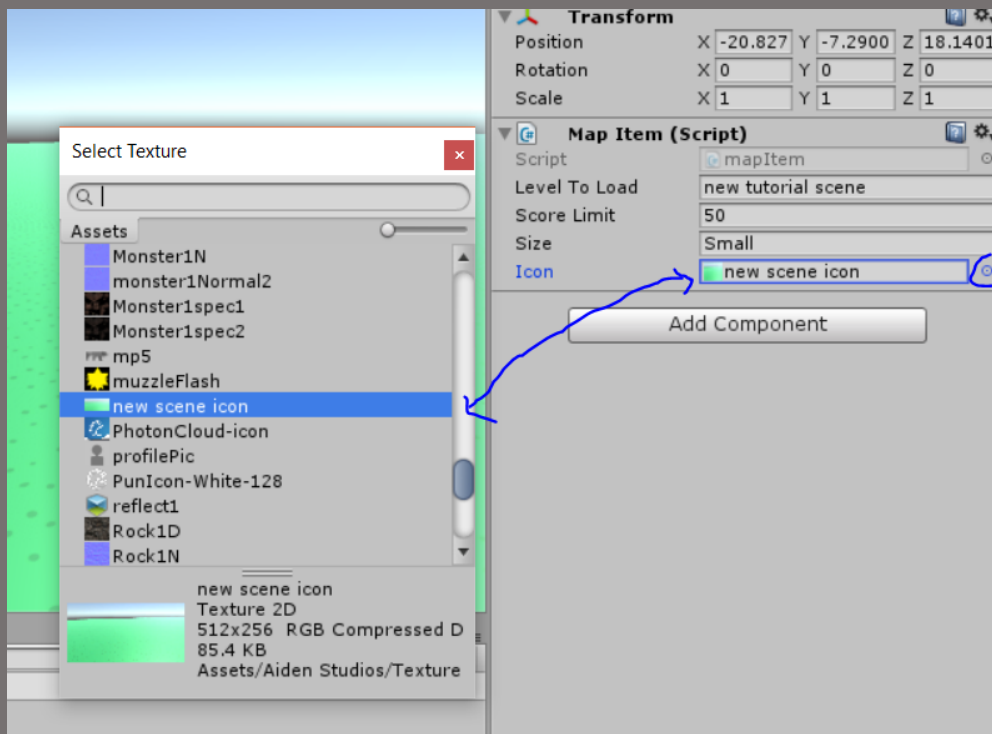
15

15. Duplicate one of the mapItems with Ctrl+D (on Windows)



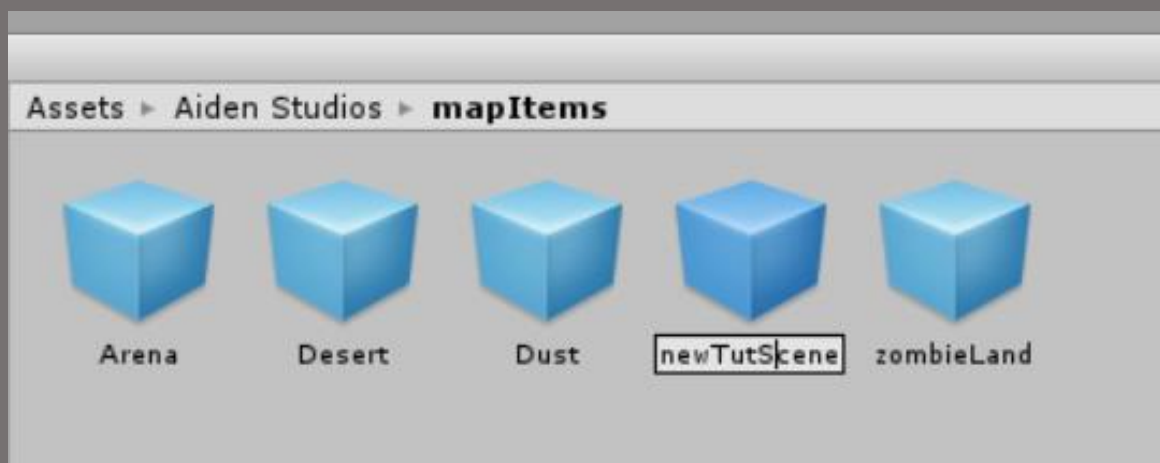
16

16. Change the “Level to Load” variable to the exact name of your scene, as it is shown in the Build Settings.



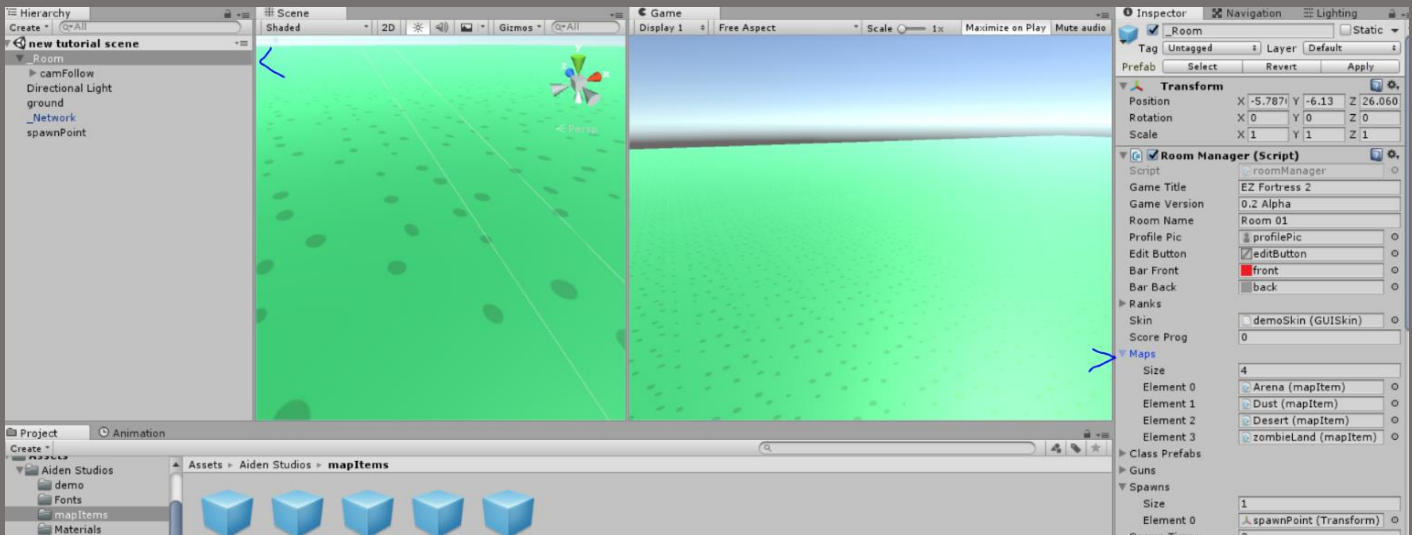
17

17. Edit the other variables accordingly, and select your new icon.



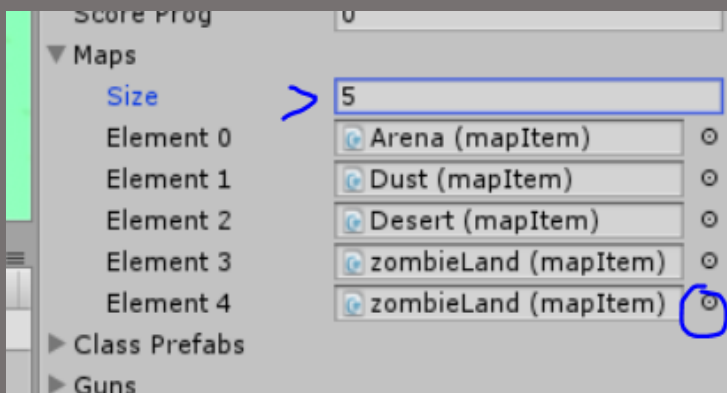
18

18. Rename the prefab to whatever you'd like.

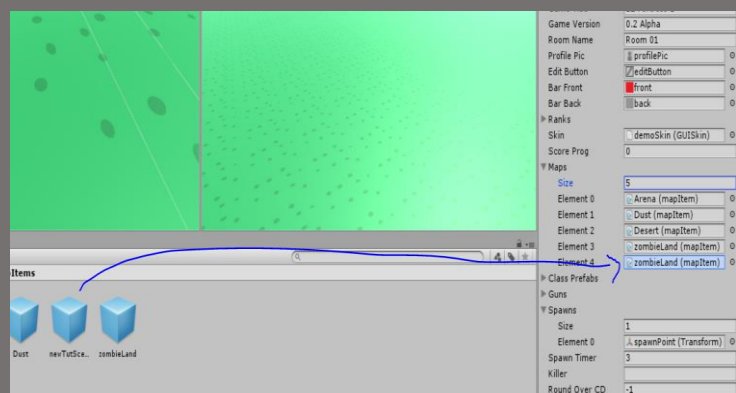


19

19. In each one of your scenes\*, locate the “\_Room” game object’s Room Manager component’s “Maps” array



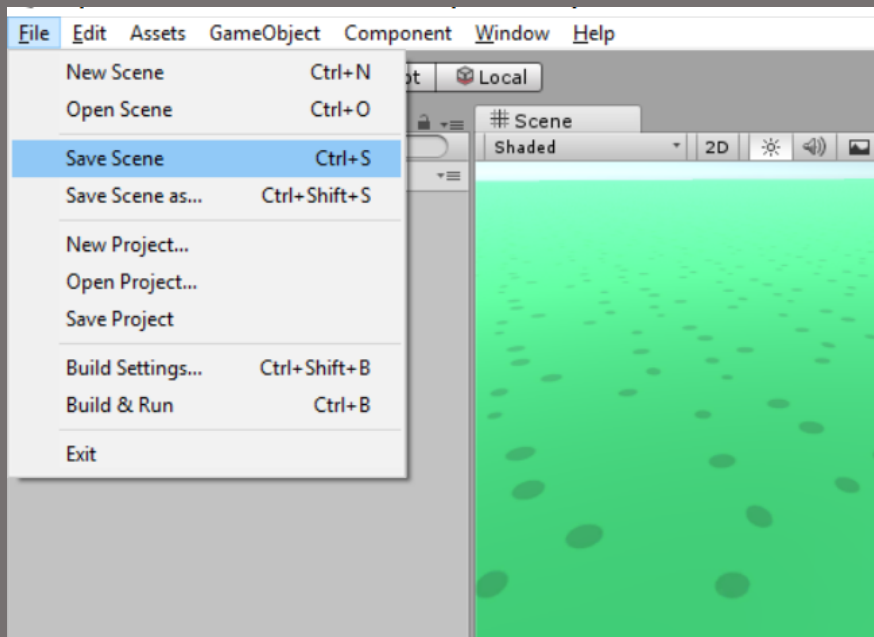
20



21

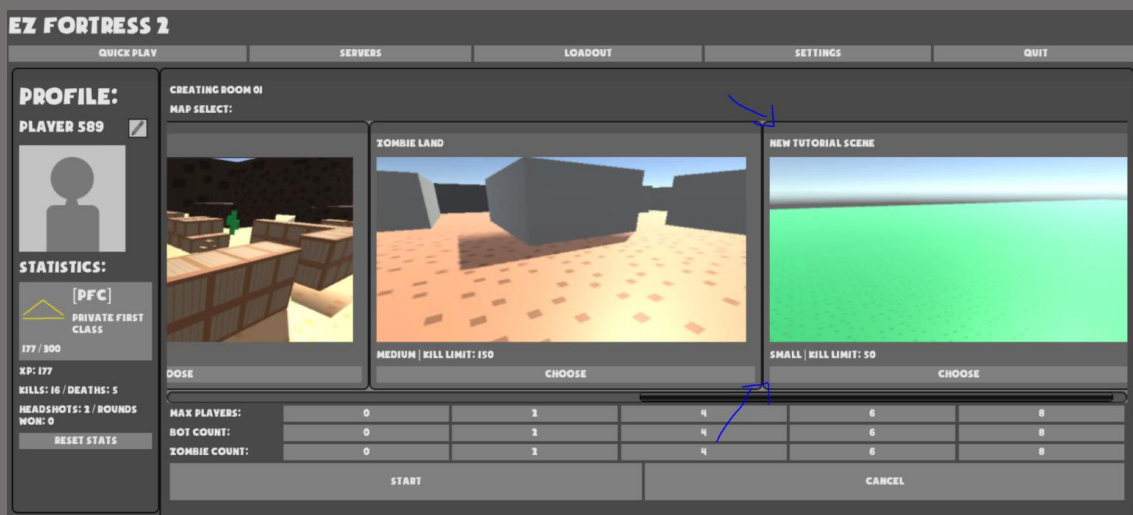
20/21. Add your new mapItem prefab to the array.

\*If you notice your map only shows up when creating your room *sometimes*, you need to make sure you add the mapItem to every one of your scenes’ Room Managers



22

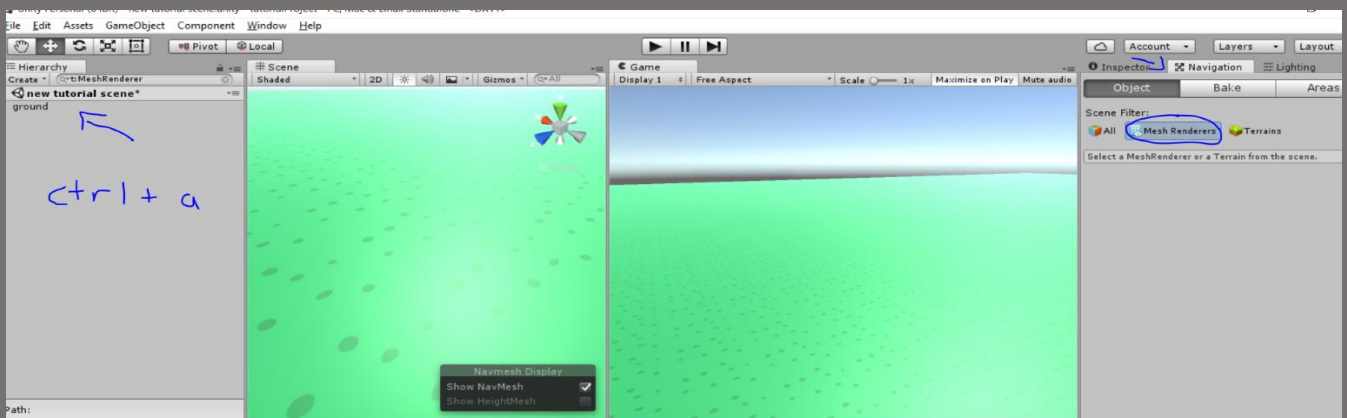
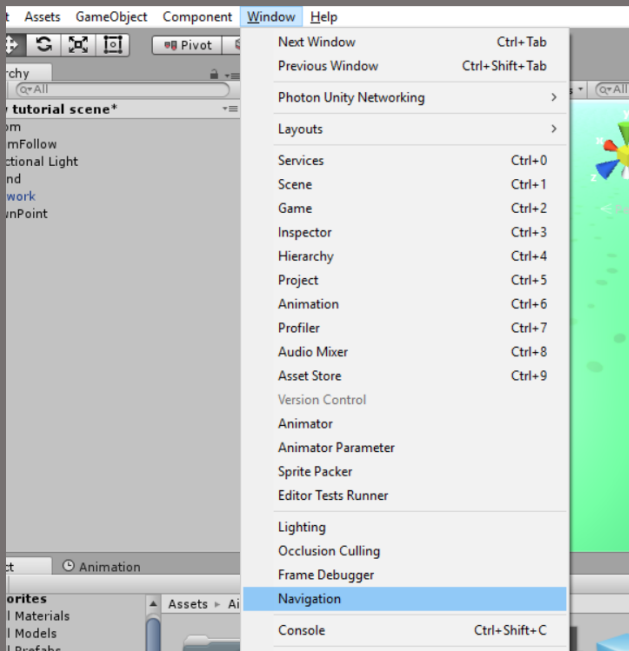
22/23. Save your scene, press Play, and make sure your new Map appears and loads when you create a new Room.



23

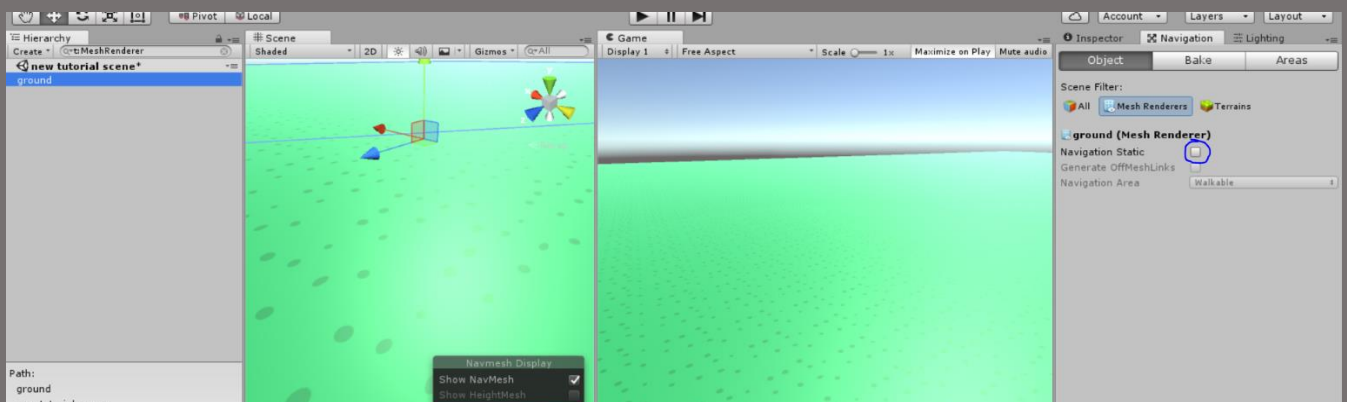
24. To make the map navigable by the Bots and Zombies, we need to Bake a Navigation Mesh. Go to Window>Navigation to open up the Navigation tab.

24



25

25/26. In the Object tab, select Mesh Renderer, and select all of the items in your Hierarchy. Then, check “Navigation Static”



26



27

27/28. Press “Bake” in the bottom right corner, wait for it to finish, and then press Play and spawn some bots to see if they work. If they do, you’re done! If they don’t, you may not have selected all of the Mesh Renderers in your scene, or your spawn points may be off the Nav Mesh.



28

Enjoy!