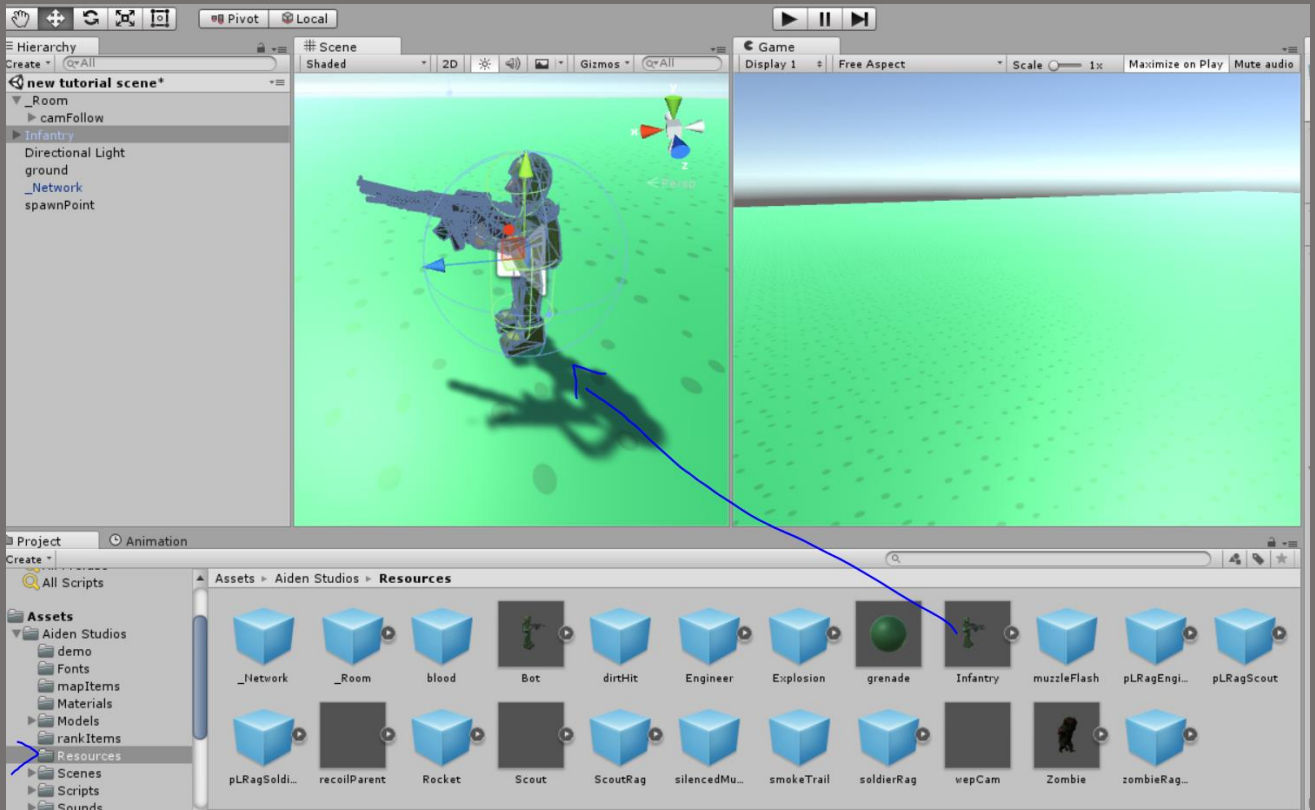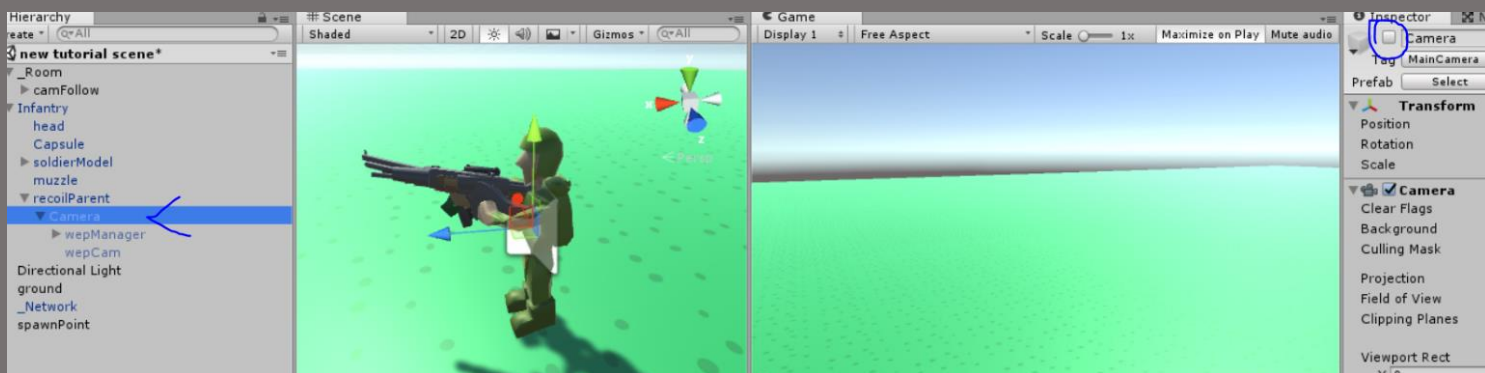# EZFPS

Getting Started

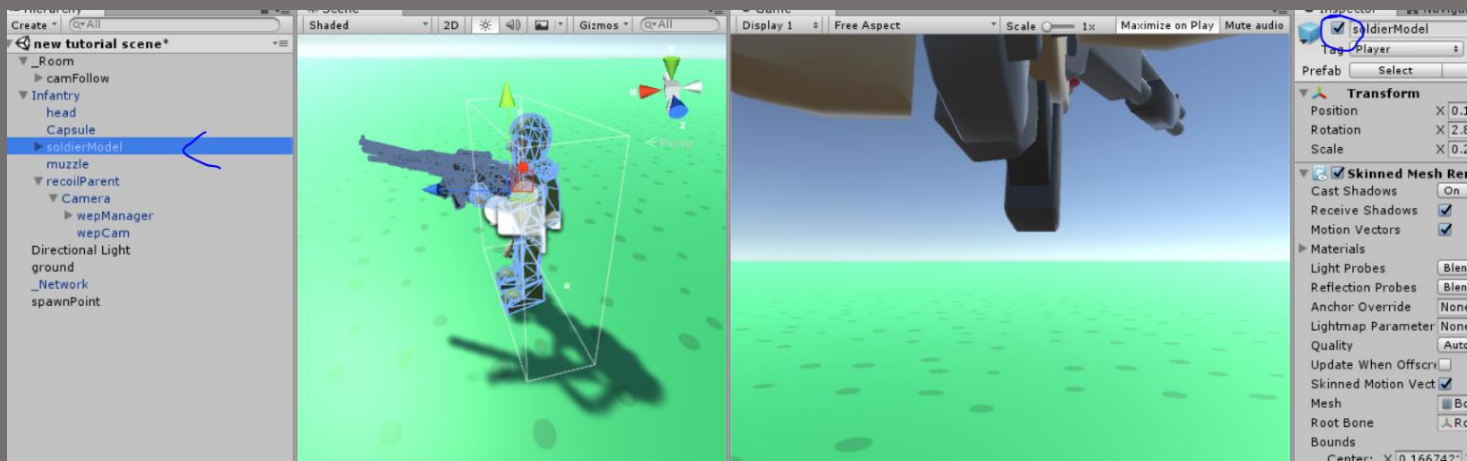8. Adding a New Scope Attachment

1

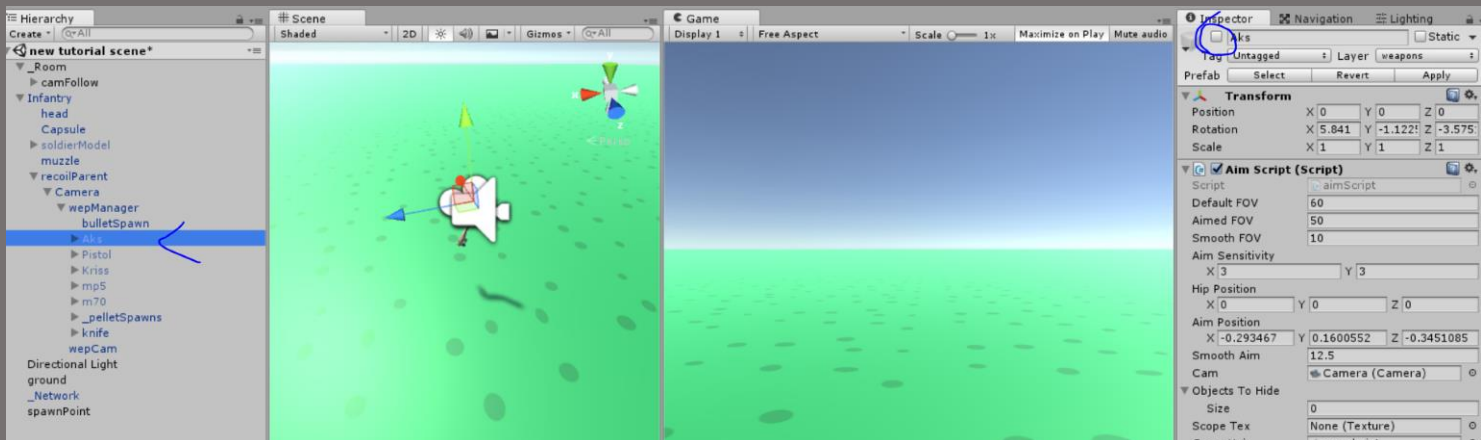# 1. Drag the player Class Prefab you want to edit into the Scene.

2

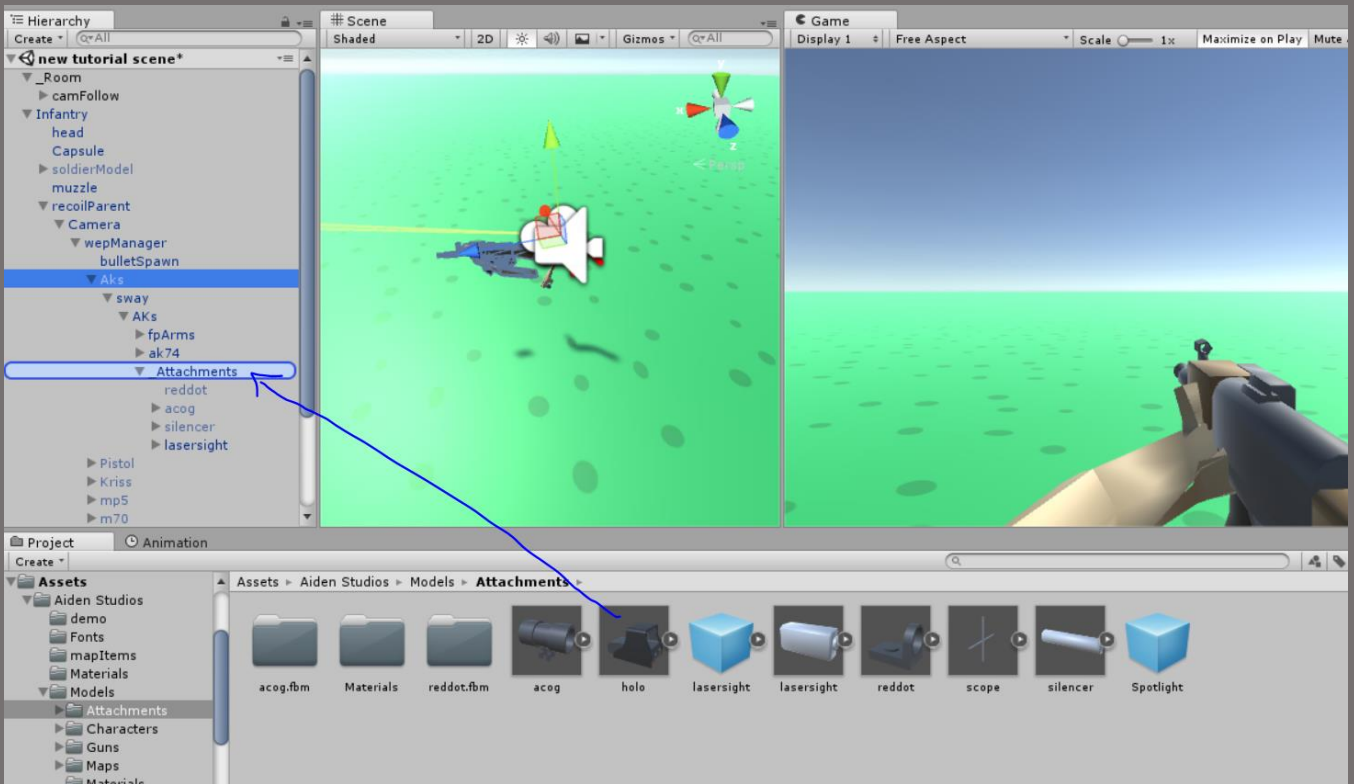# 2. Enable the Camera under the recoilParent.
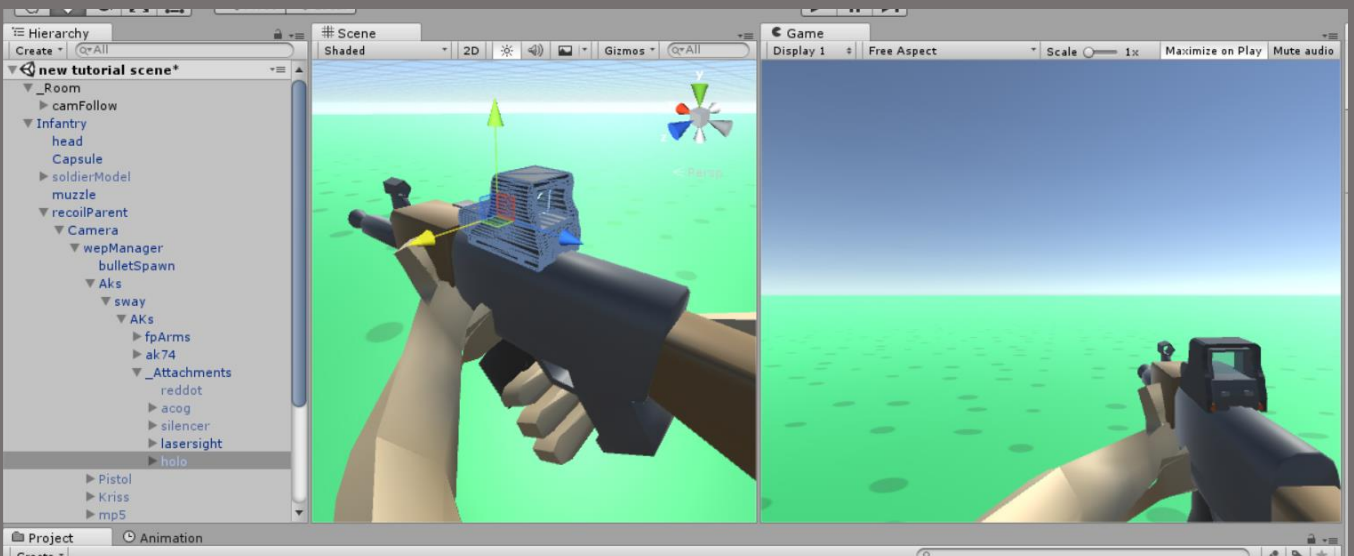
3

3. Disable the soldier Model

4

4. In the wepManager, select the game object of the weapon you want to add your scope to. (you can copy and paste the attachments onto different weapons later)
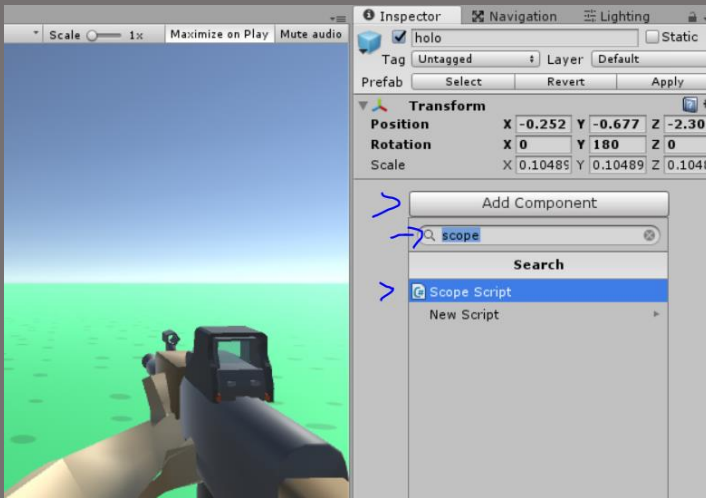
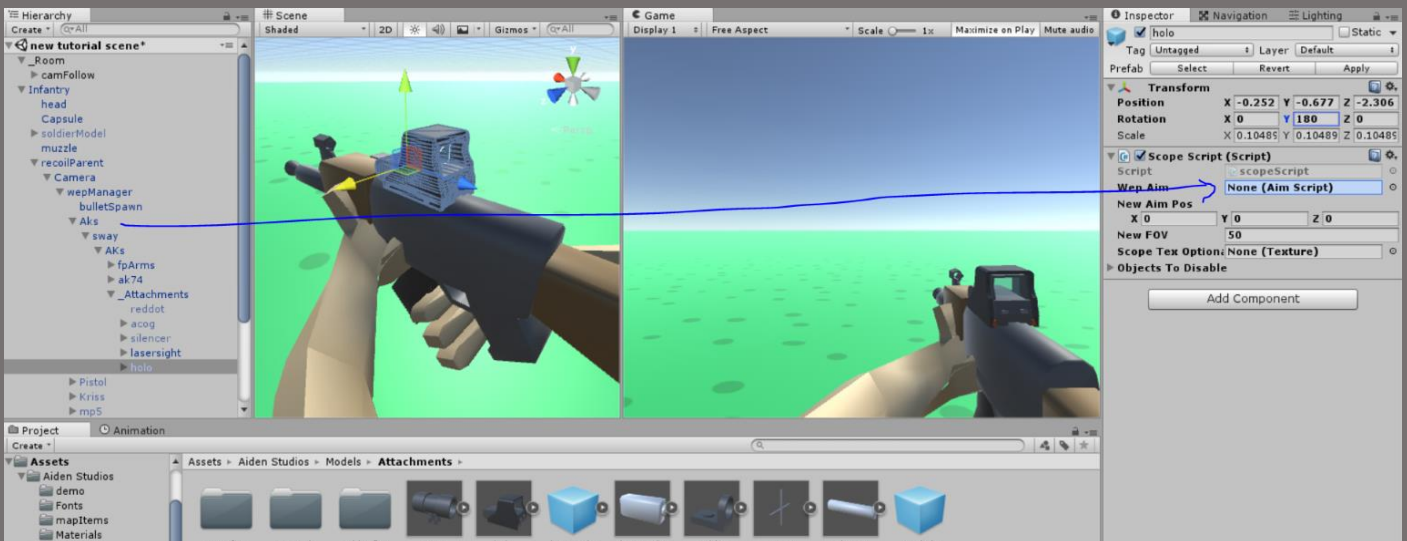# 5. Drag your new scope/sight model into the "_Attachments" game object

6. Rotate, position, and scale the model to the desired point on the weapon.
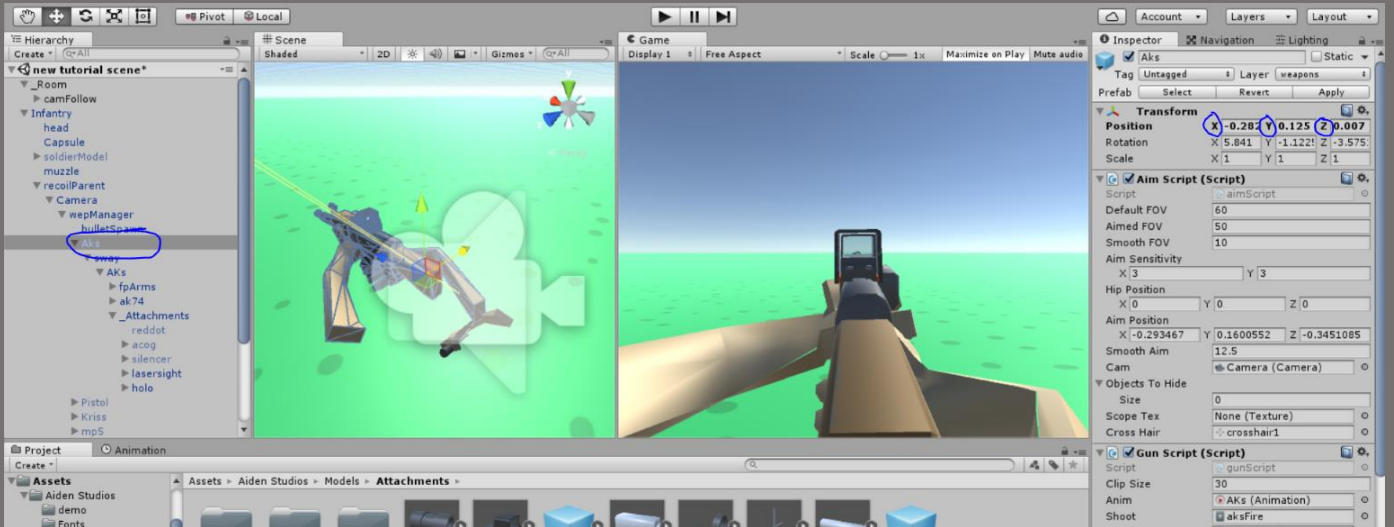
7

7. Add the "Scope Script" component to the scope/sight's game object.

8

8. Drag the weapon's game object (the one with the gunScript/projectileLauncher) into the "Wep Aim" variable in the Scope Script.
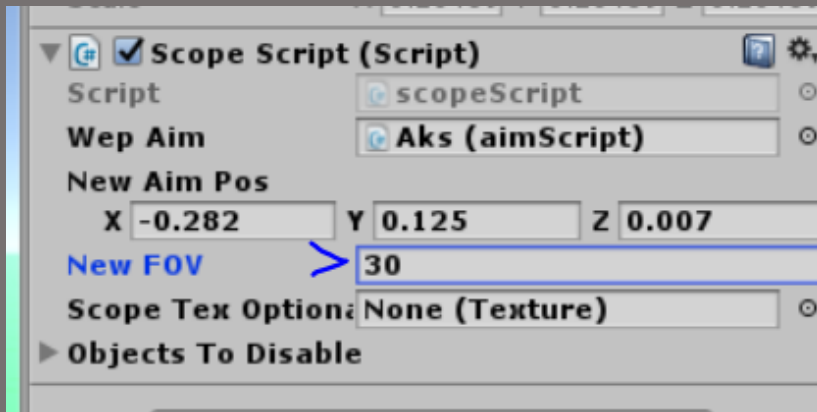
9. Position the weapon game object (with the gunScript/projectileLauncher) to where you'd like it to be when aiming with that scope.
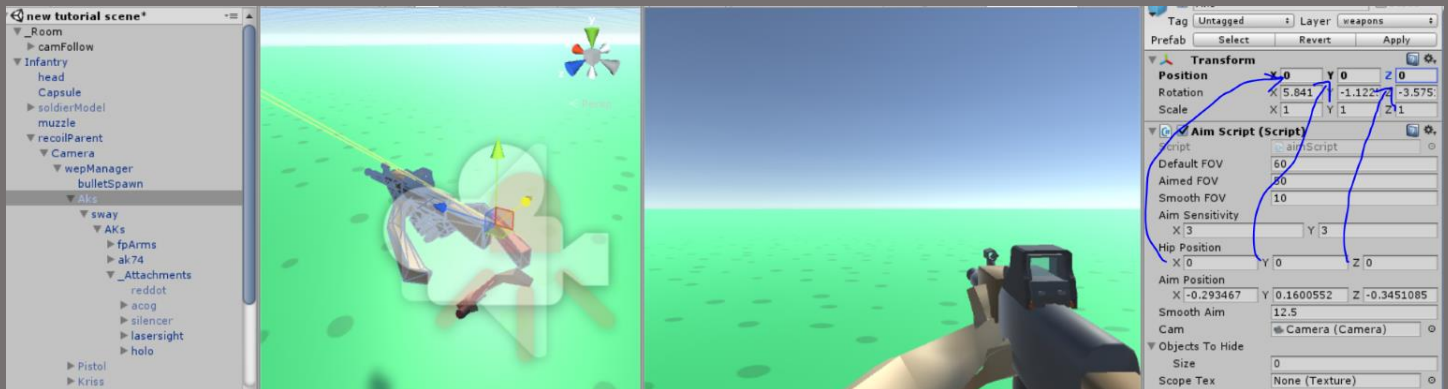
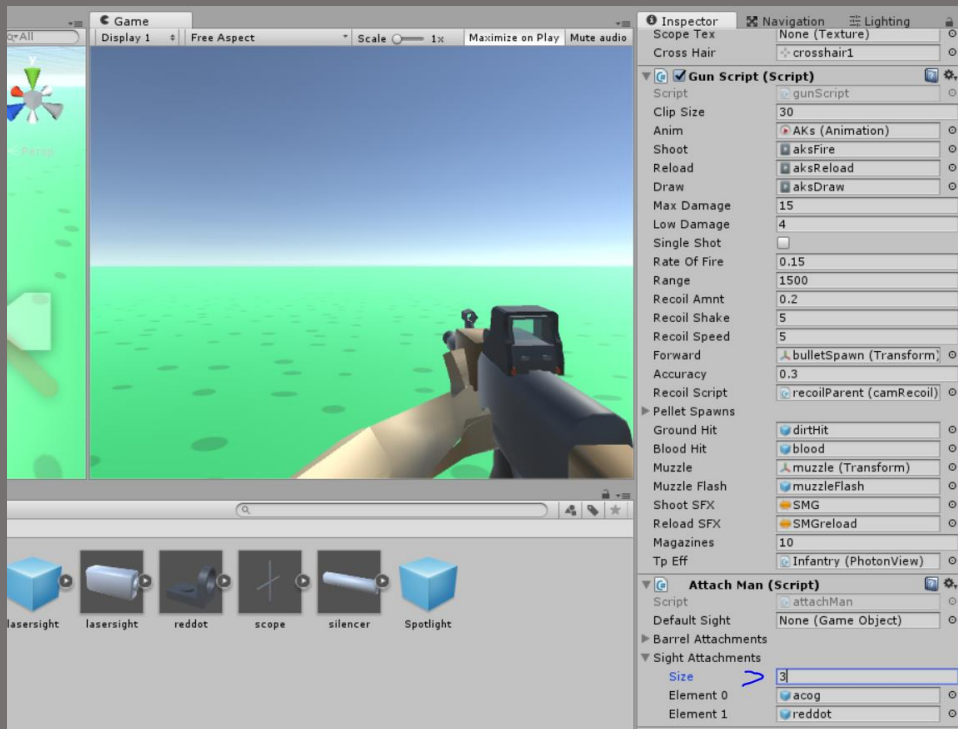10. Copy and Paste the weapon game object's x, y, and z position coordinates into your Scope Script's "New Aim Pos"

11

11. Adjust the "New FOV" variable to set the sight's field of view, and assign the optional Scope Texture and "Objects To Disable"
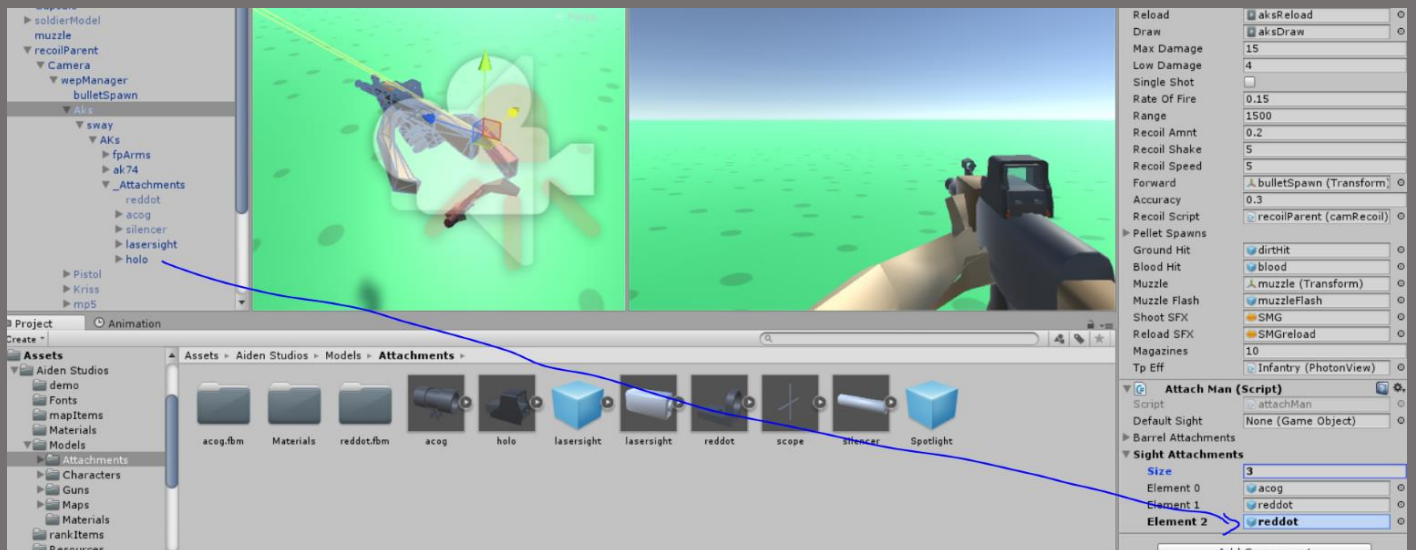

12

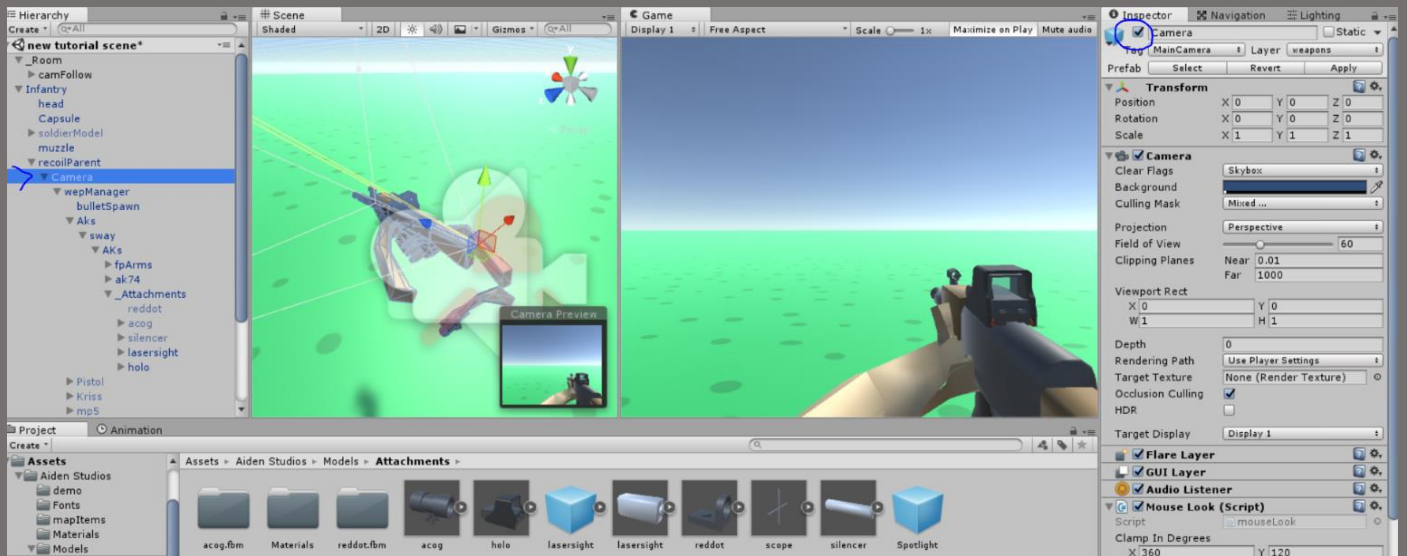12. Reset the weapon game object back to the hip position.

13. On your weapon game object, locate the "Attach Man" component, and resize the "Sight Attachments" array to add your new scope.
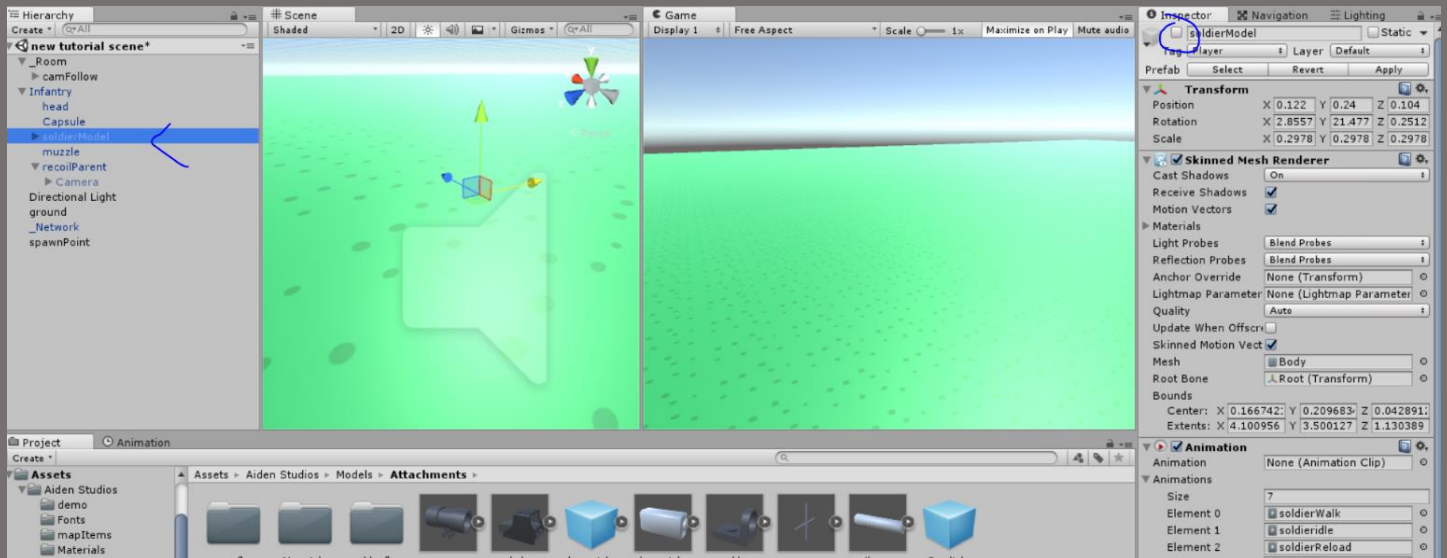
13

14

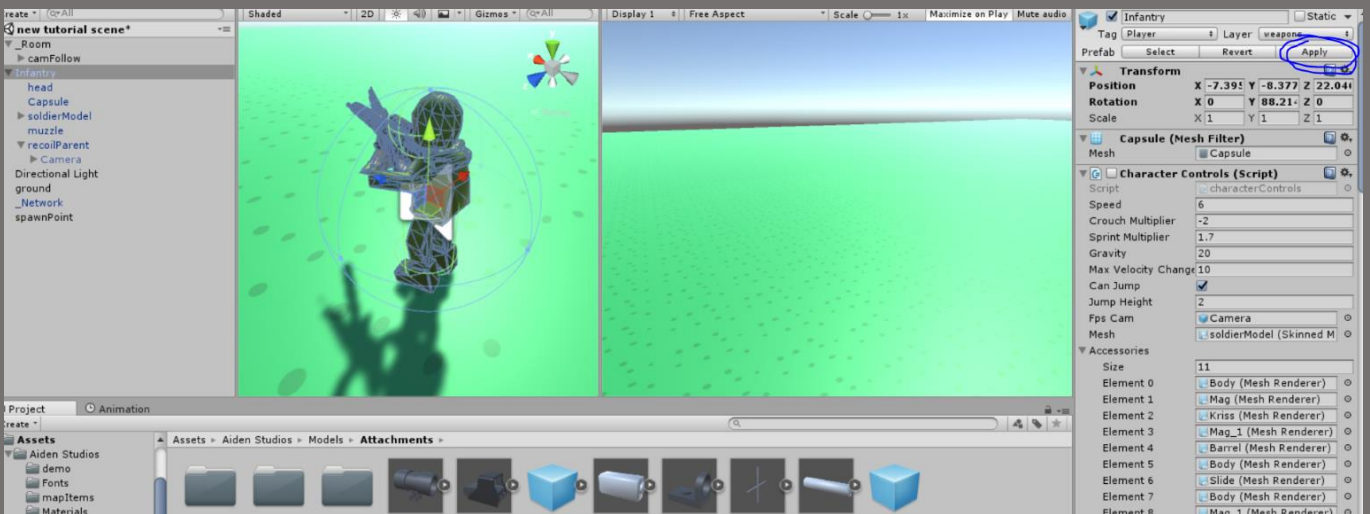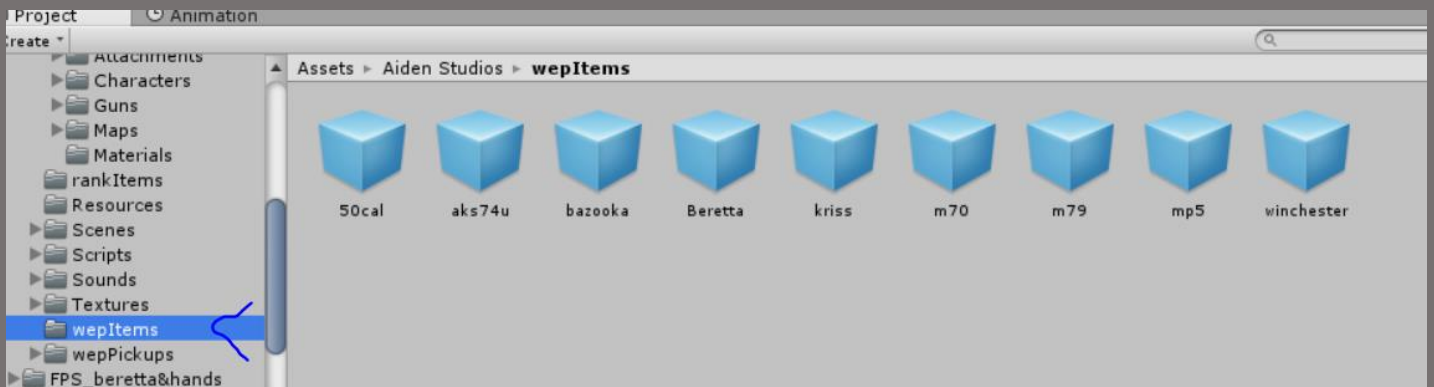14. Drag the new scope's game object into the array.

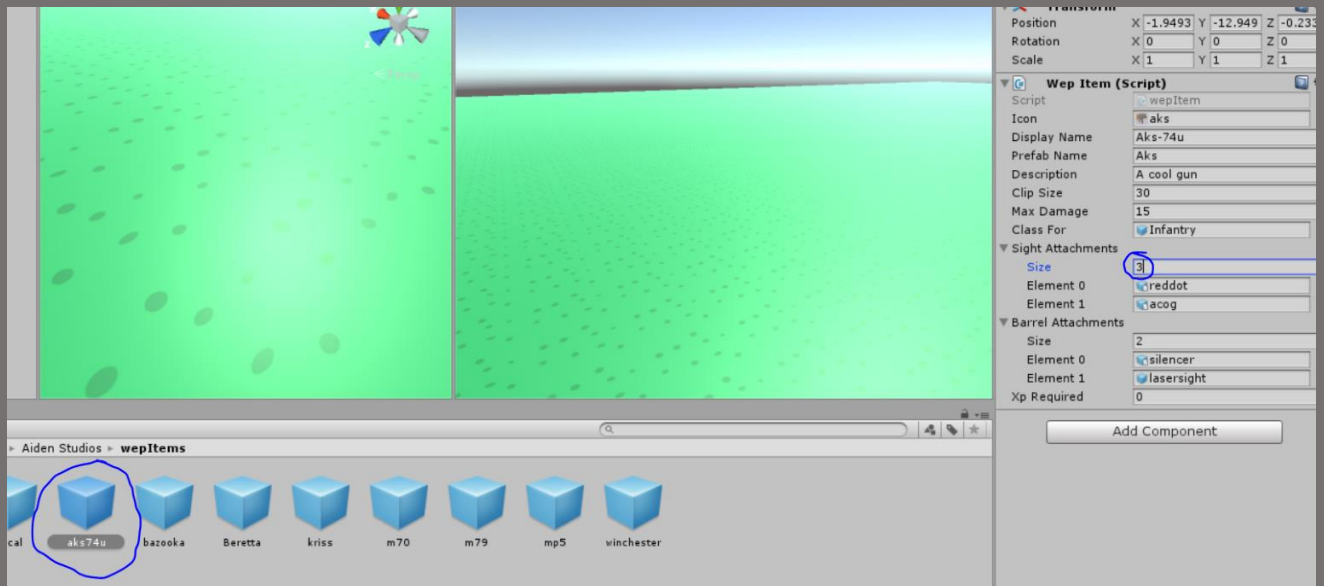# 15. Disable the Camera.

16. Re-enable the Soldier Model

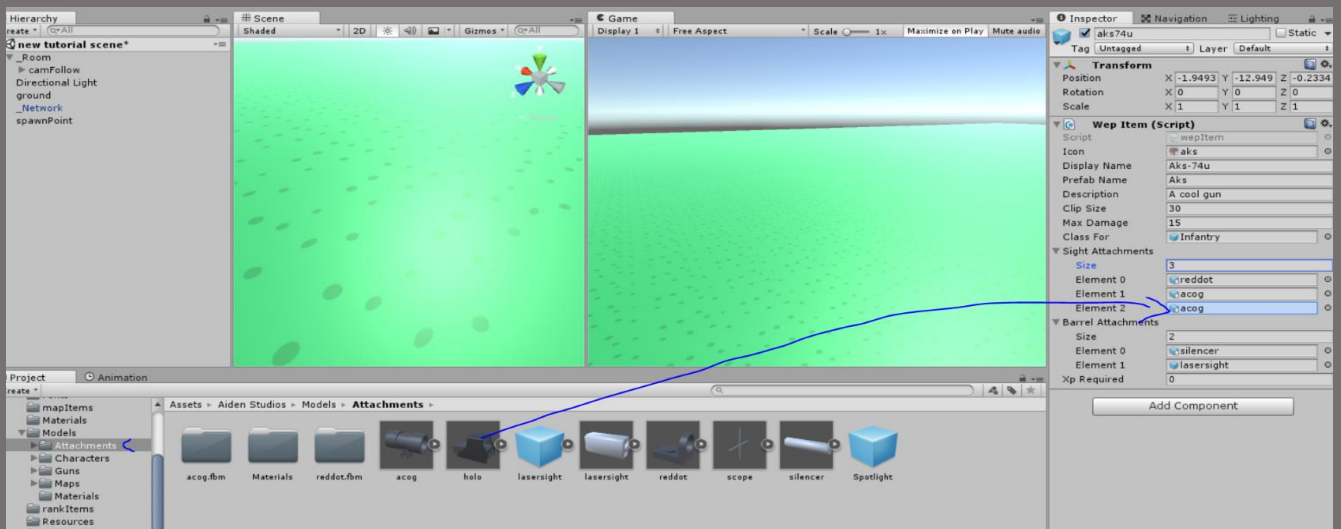17. Press "Apply" and save the prefab, and delete the game object from the scene.

18. Navigate the the Aiden Studios/wepItems folder

19

19. Select the wepItem for the weapon you added your new attachment to, and resize the "Sight Attachments" array to add your new sight.

20

20. Drag your sight's model, with the same name as the sight's game object on your weapon, into the array.

21/22. Make sure you can add the sight in the Loadout screen, and see if it works. If it does, you're done! If it doesn't, make sure you've followed the steps correctly.