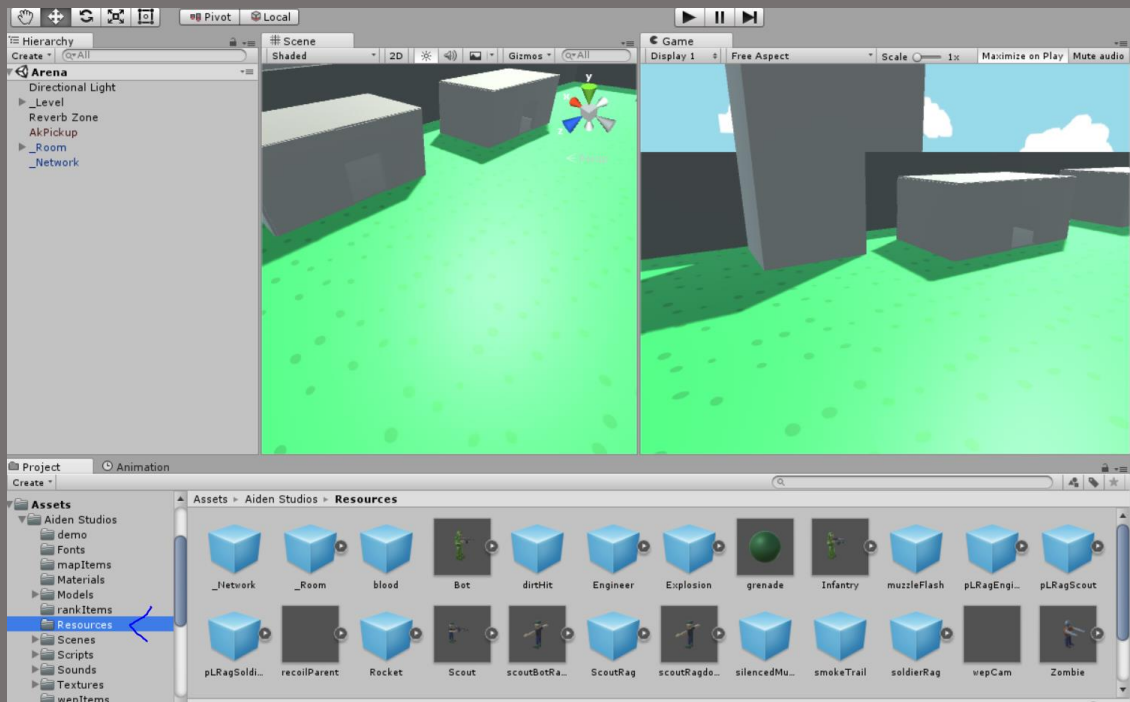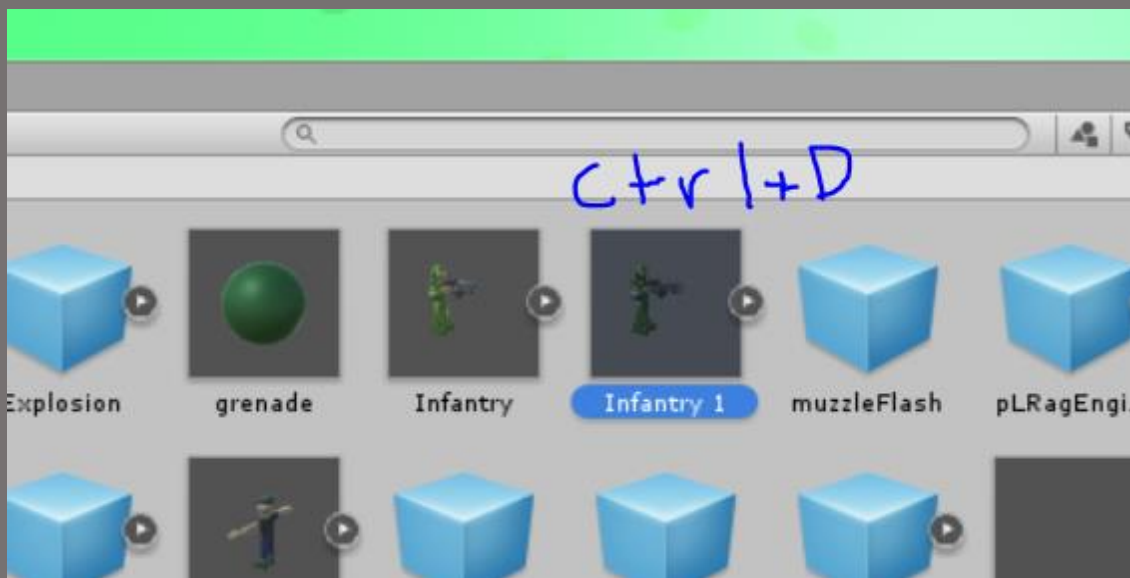# EZFPS

Getting Started

9. Adding a New Player Class

1

1. Navigate to the Aiden Studios/Resources folder.
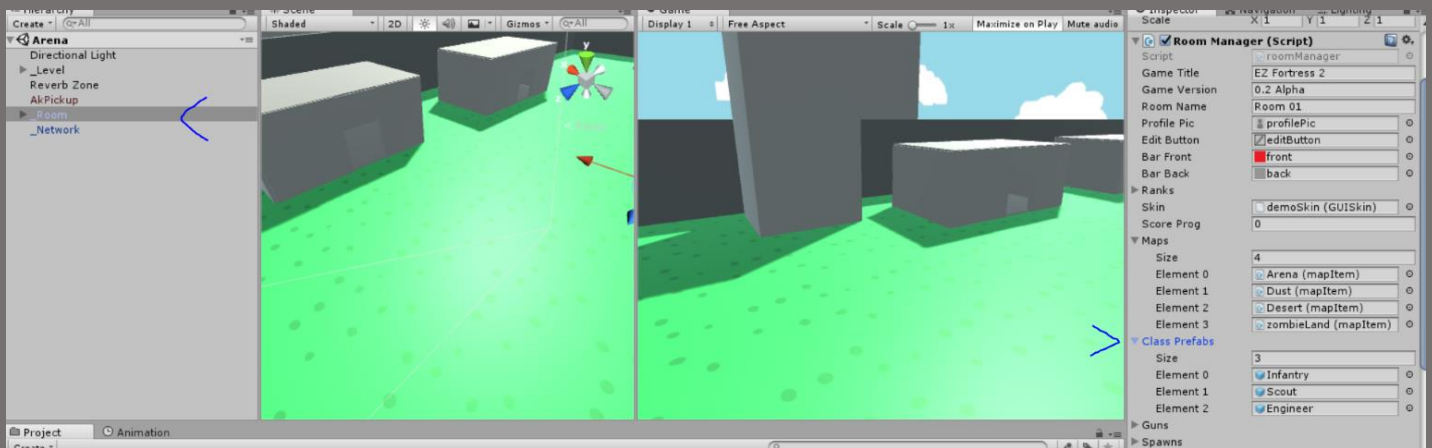

2

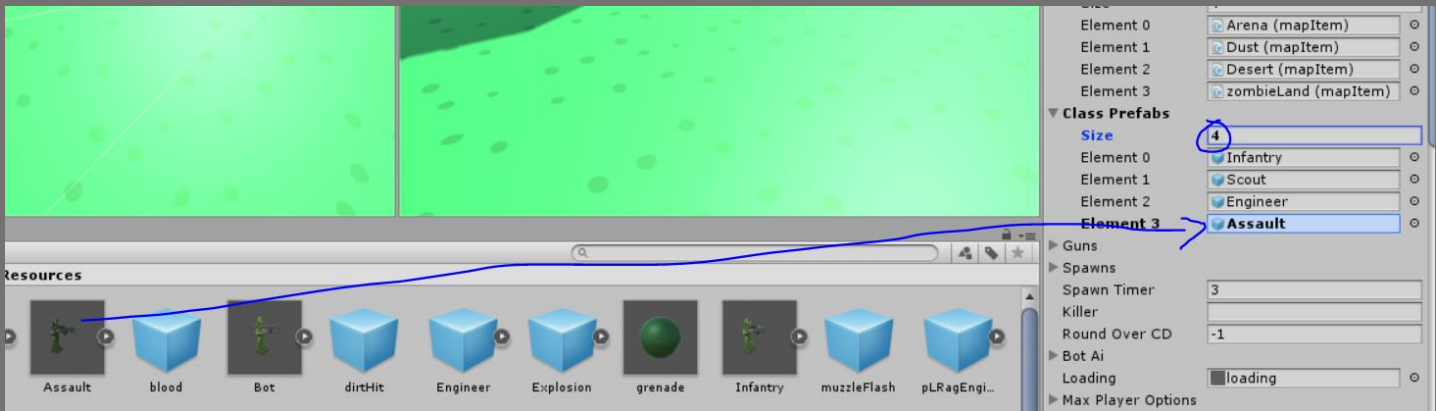2. Duplicate one of the pre-existing class prefabs by pressing Ctrl+D on Windows

3

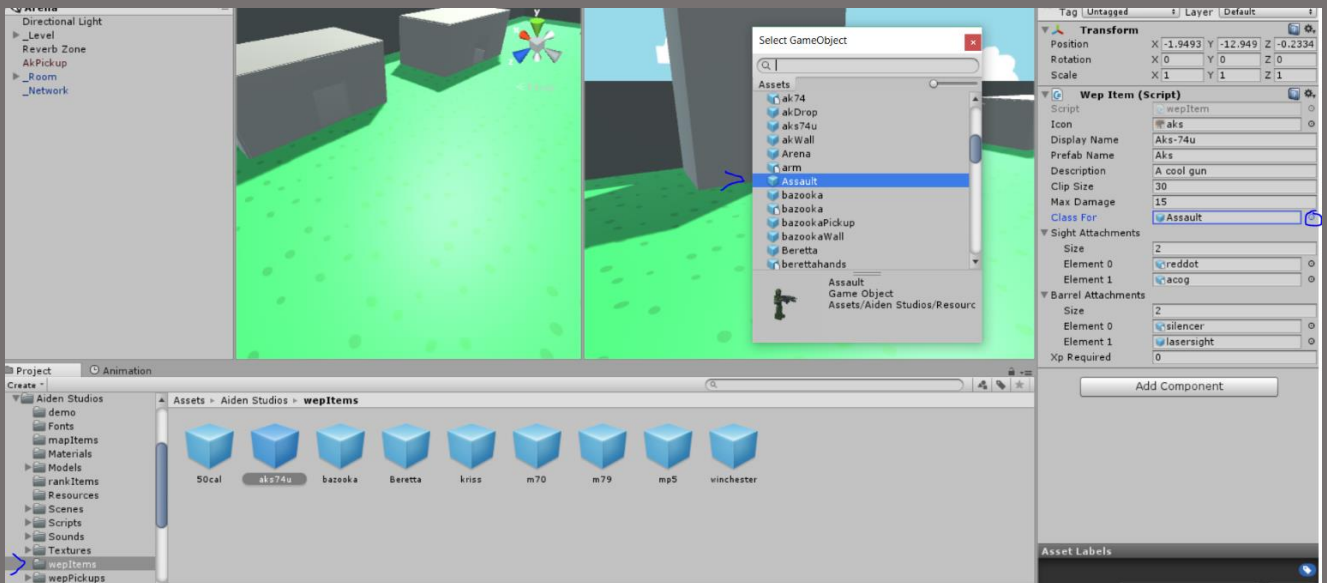## 3. Rename the prefab to your new desired name

4

4. In **each one** of your scenes, in the "_Room" game object's Room Manager component, locate the "Class Prefabs" array
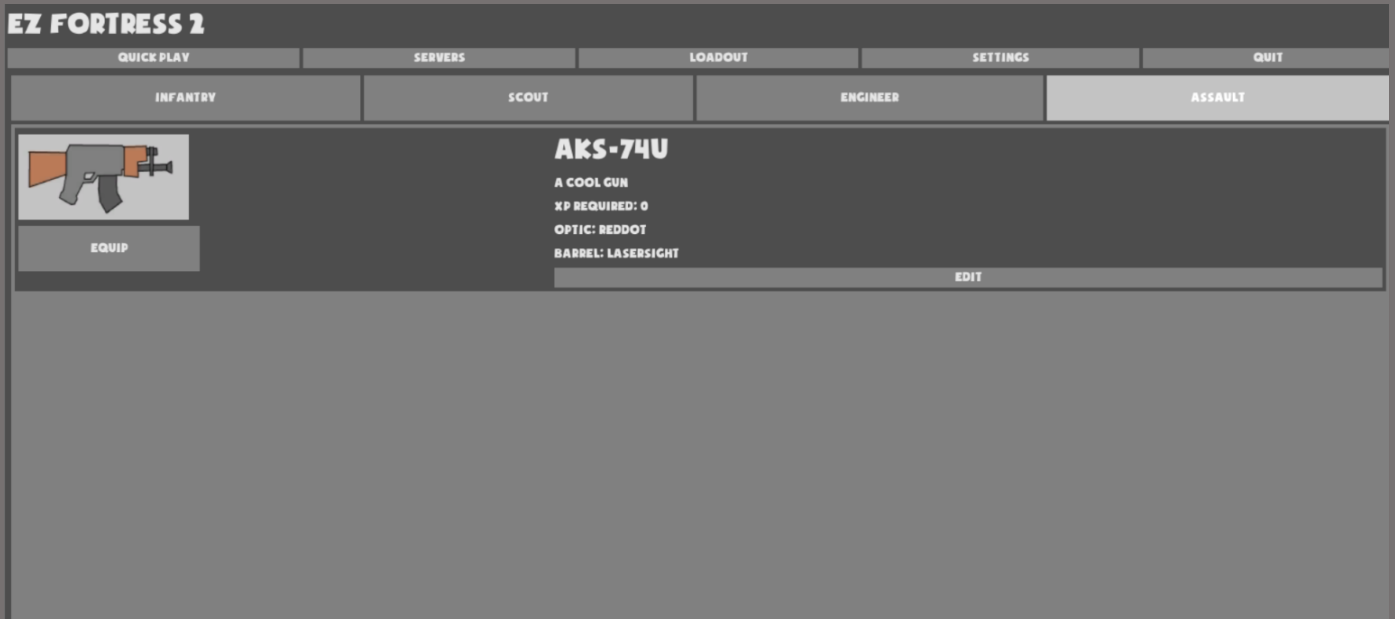
5. Resize and drag your new class into the new slot.

6. To make a weapon available to your new class, change their wepItem's "Class For" variable to your new player Class Prefab

EZ FORTRESS 2

QUICK PLAY	SERVERS	LOADOUT	SETTINGS	QUIT

INFANTRY	SCOUT	ENGINEER	ASSAULT

AKS-74U
A COOL GUN
XP REQUIRED: 0
OPTIC: REDDOT
BARREL: LASERSIGHT

EQUIP

EDIT

7

7. Press Play, and make sure you see the new class in the Loadout Screen, and that you can spawn in. Now, you can follow the other tutorials to make this new class unique. You can change health, speed, jump and crouch height, size, XP Reward, and more in the Character Controls component on the prefab. Now you're done!