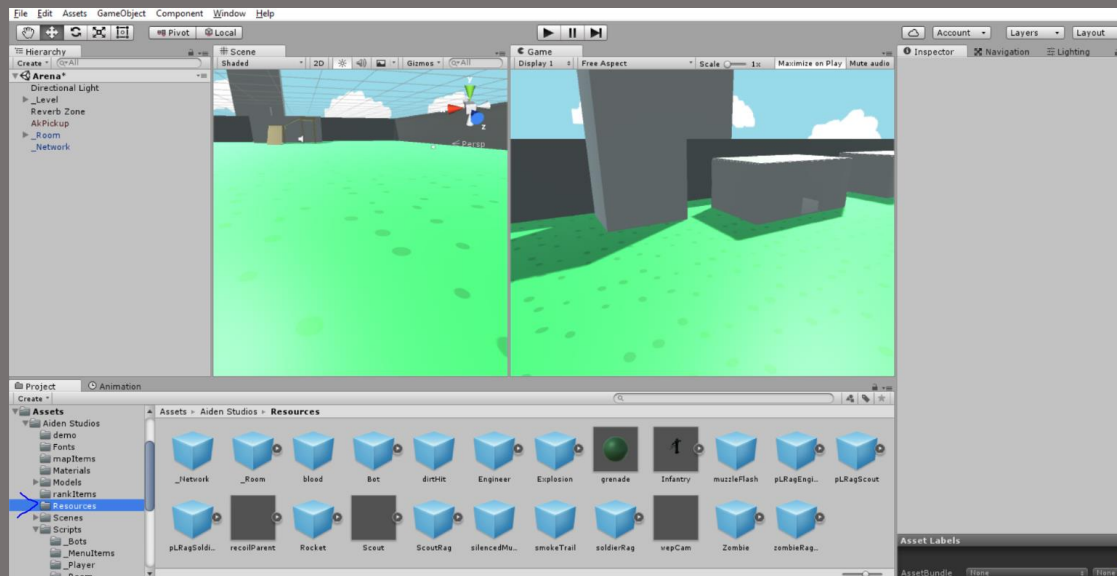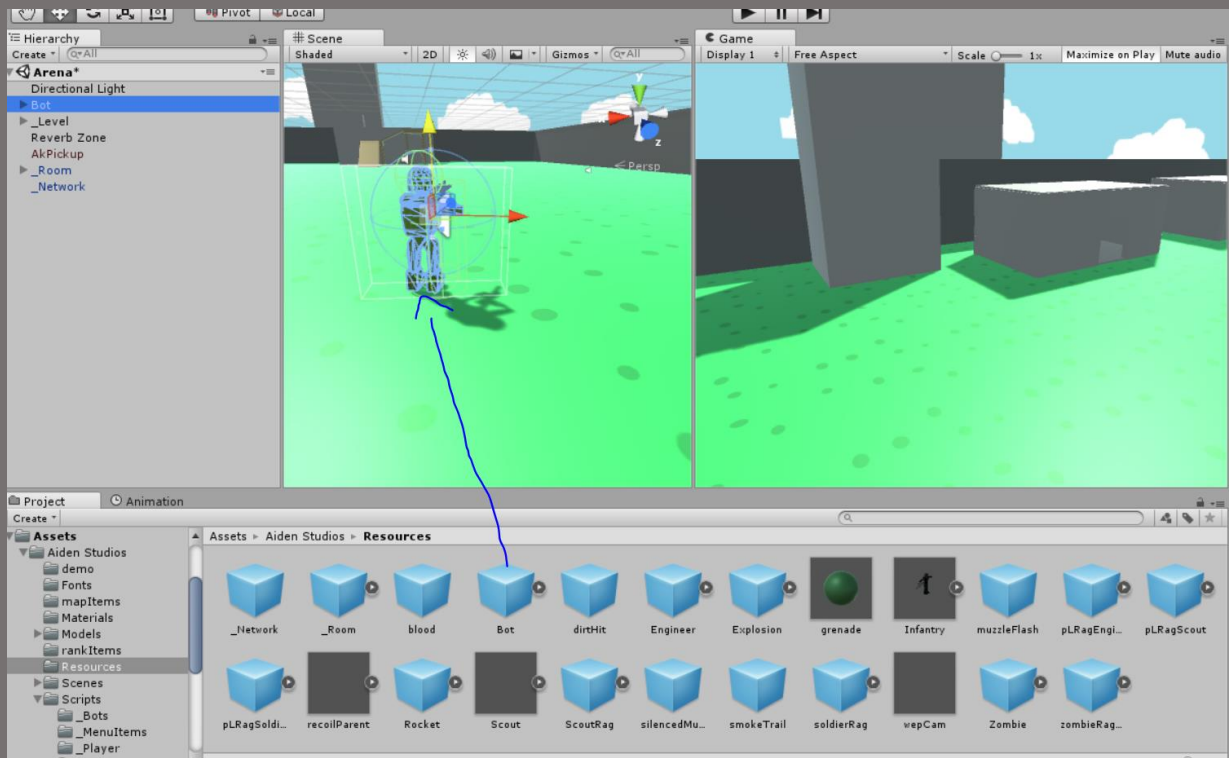# EZFPS

Getting Started

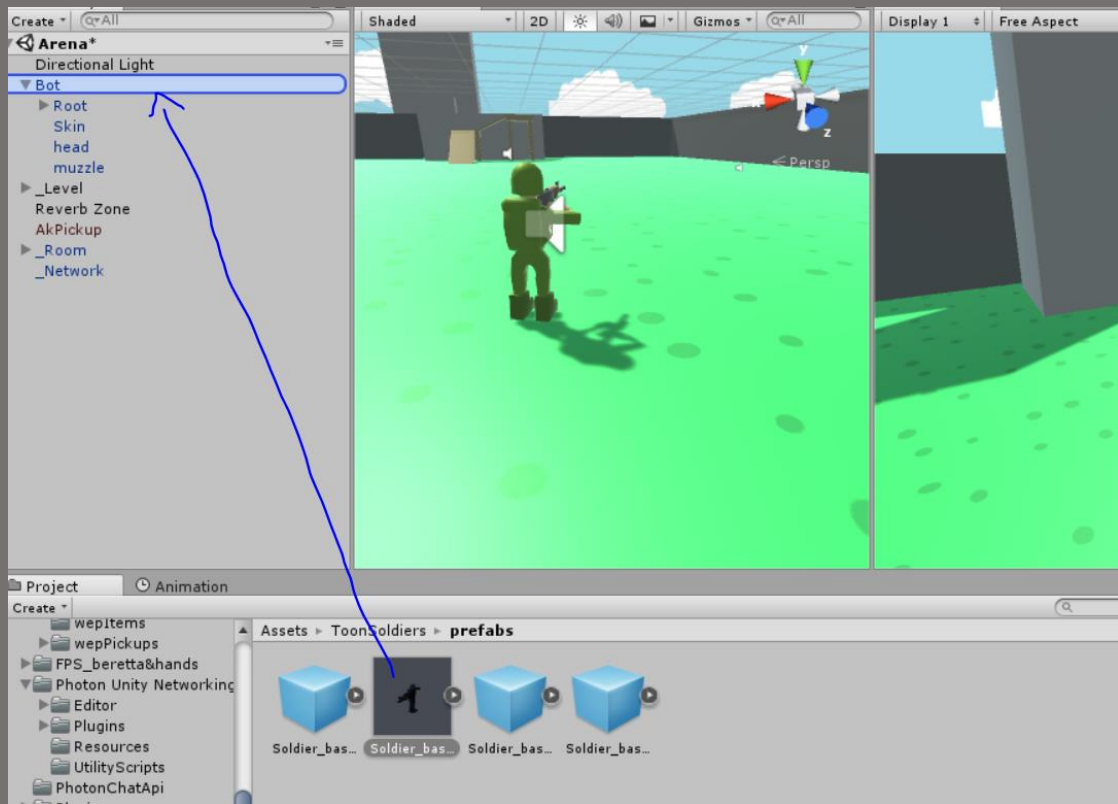### 4. Changing Bot Model
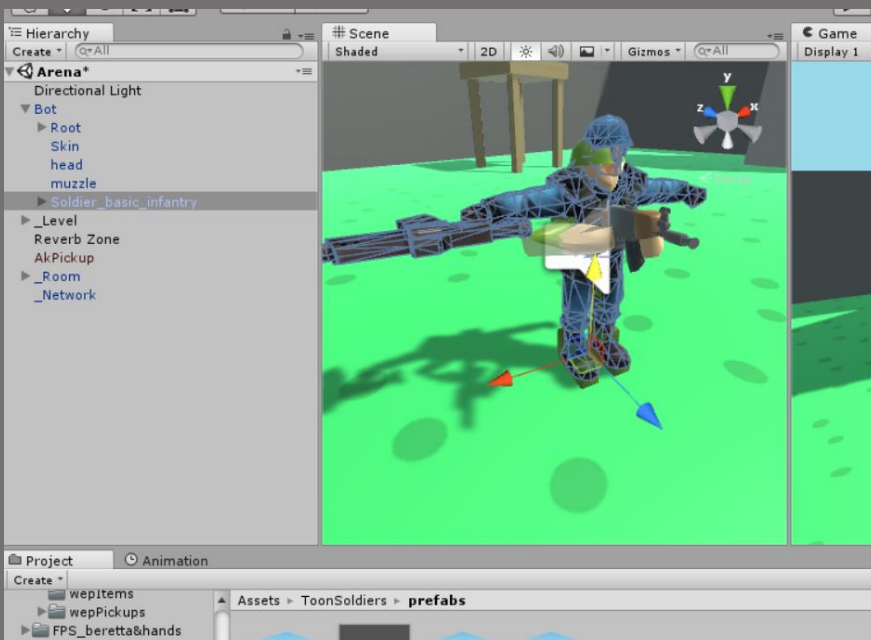
1

1. Navigate to Aiden Studios/Resources
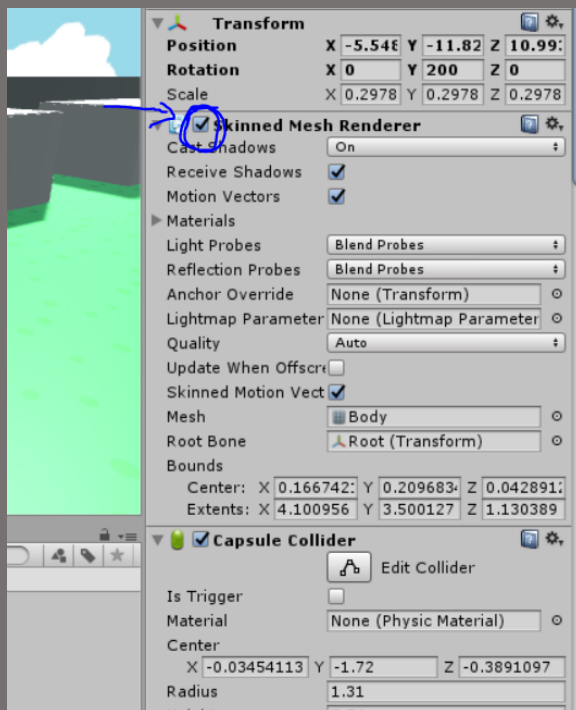

2

2. Drag the "Bot" prefab into your scene.

3

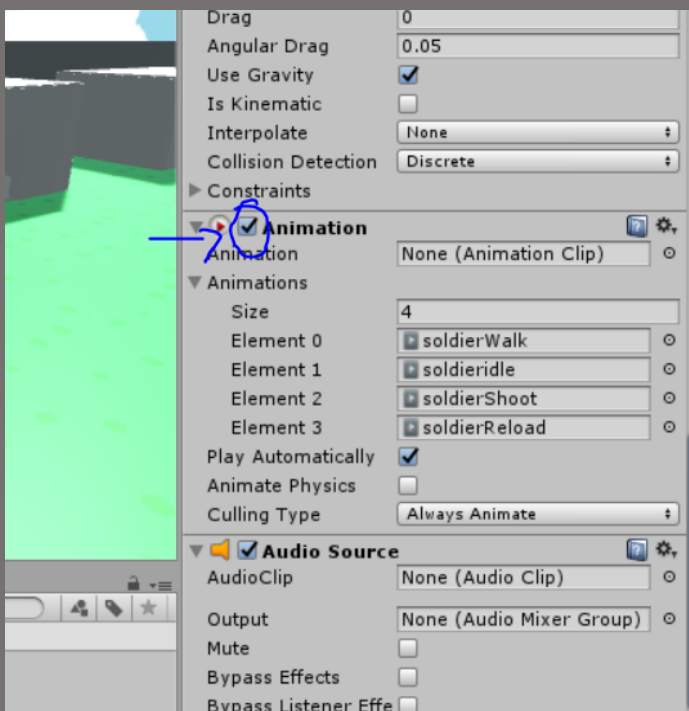# 3. Locate your new model, and drag it onto your Bot game object.

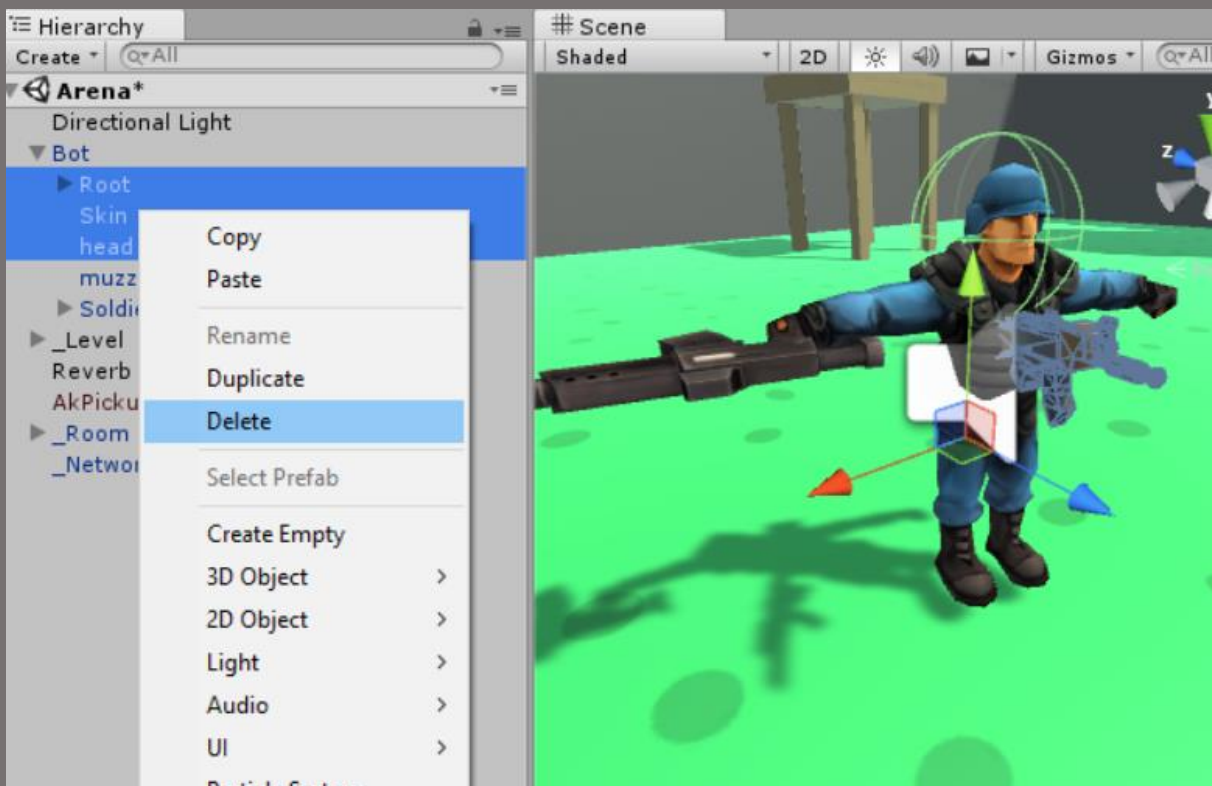4. Position, rotate, and scale the model to where it lines up with the placeholder.
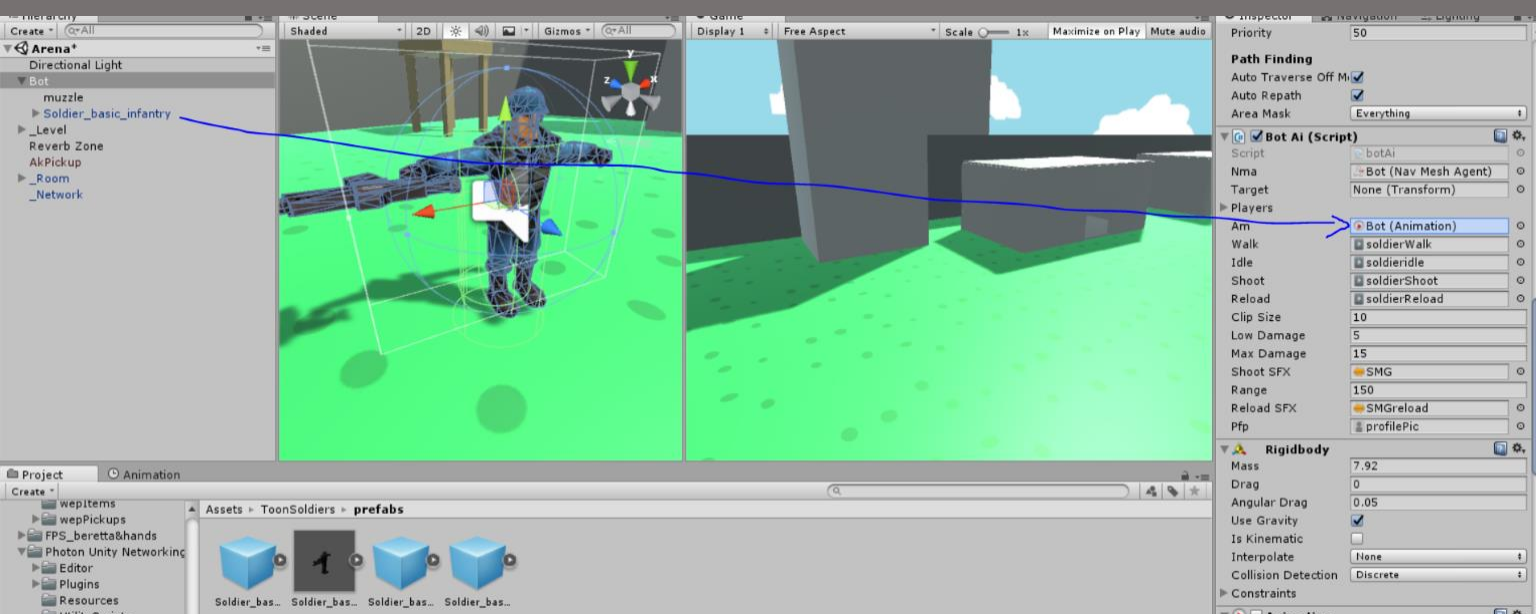
4

5

6

5/6. In the "Bot" game object (the one with the Dummy Ai component – **not** your new model), disable the Skinned Mesh Renderer and Animation components.
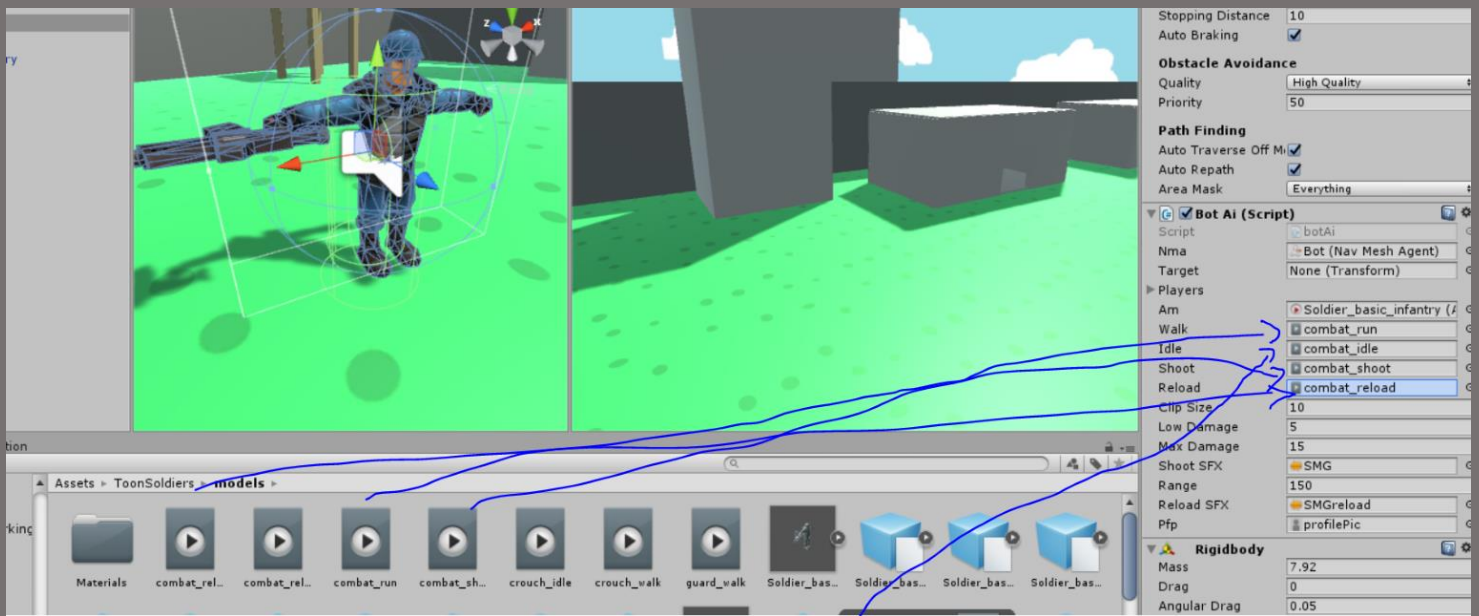
7. Delete the "Root" and "Skin" objects in the Bot game object. (Note: the picture shows the "head" object also selected, **do not delete** that. That is your headshot hit collider)
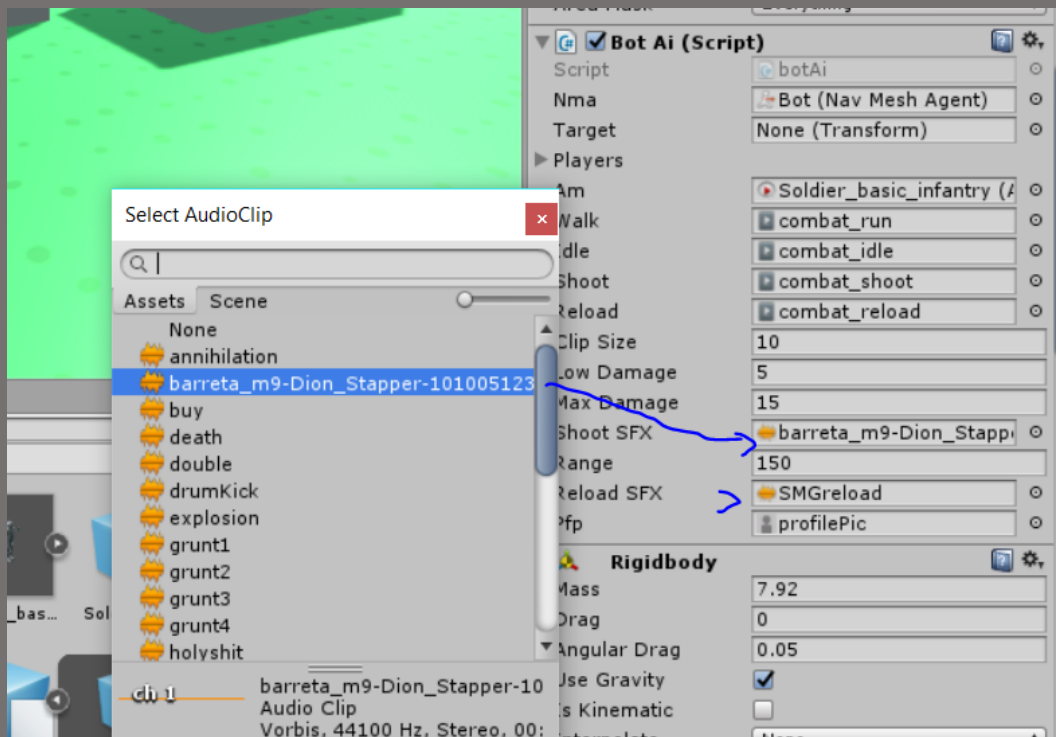

8. Drag your new model's Animation component into the "Am" variable in the Bot's Bot Ai component.
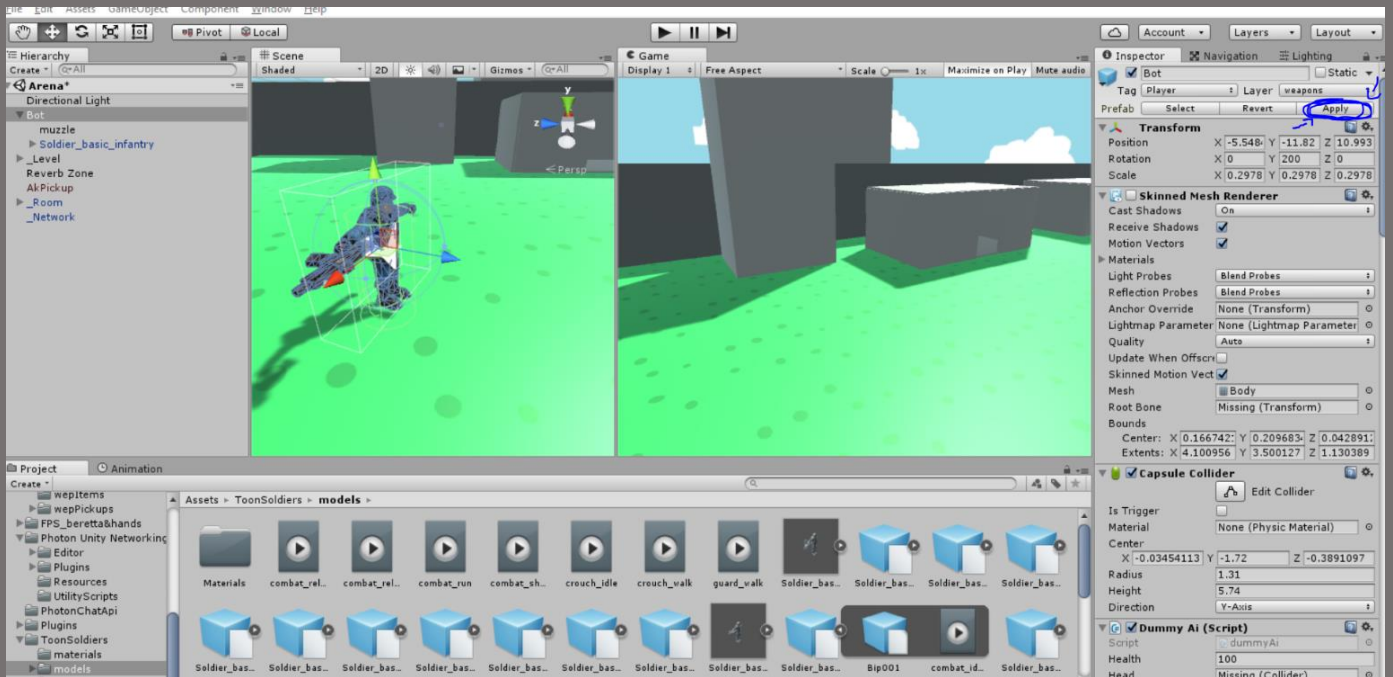
9. Assign the "Walk", "Idle", "Shoot", and "Reload" variables with your model's corresponding animations.

10. Assign your new sounds to "Shoot FX" and "Reload SFX"

13. Press "Apply" in the top right corner to apply and update your prefab. You're all set!