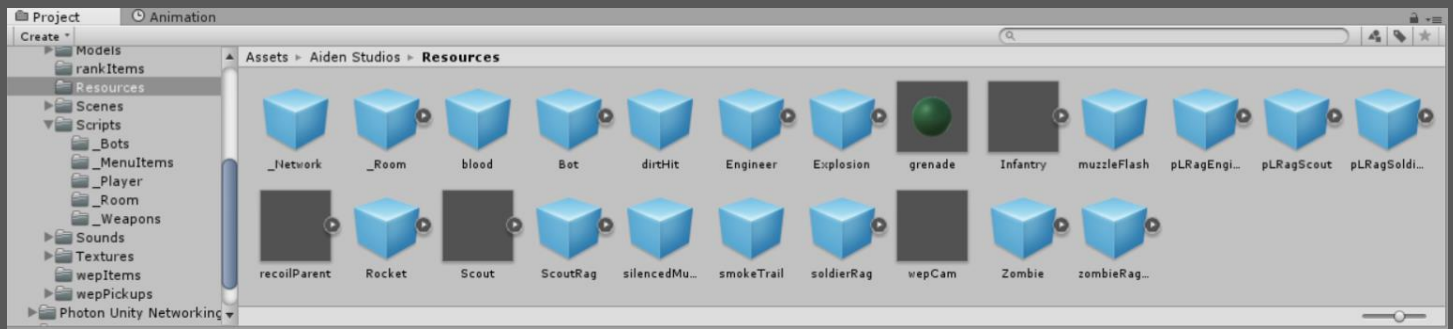


EZFPS

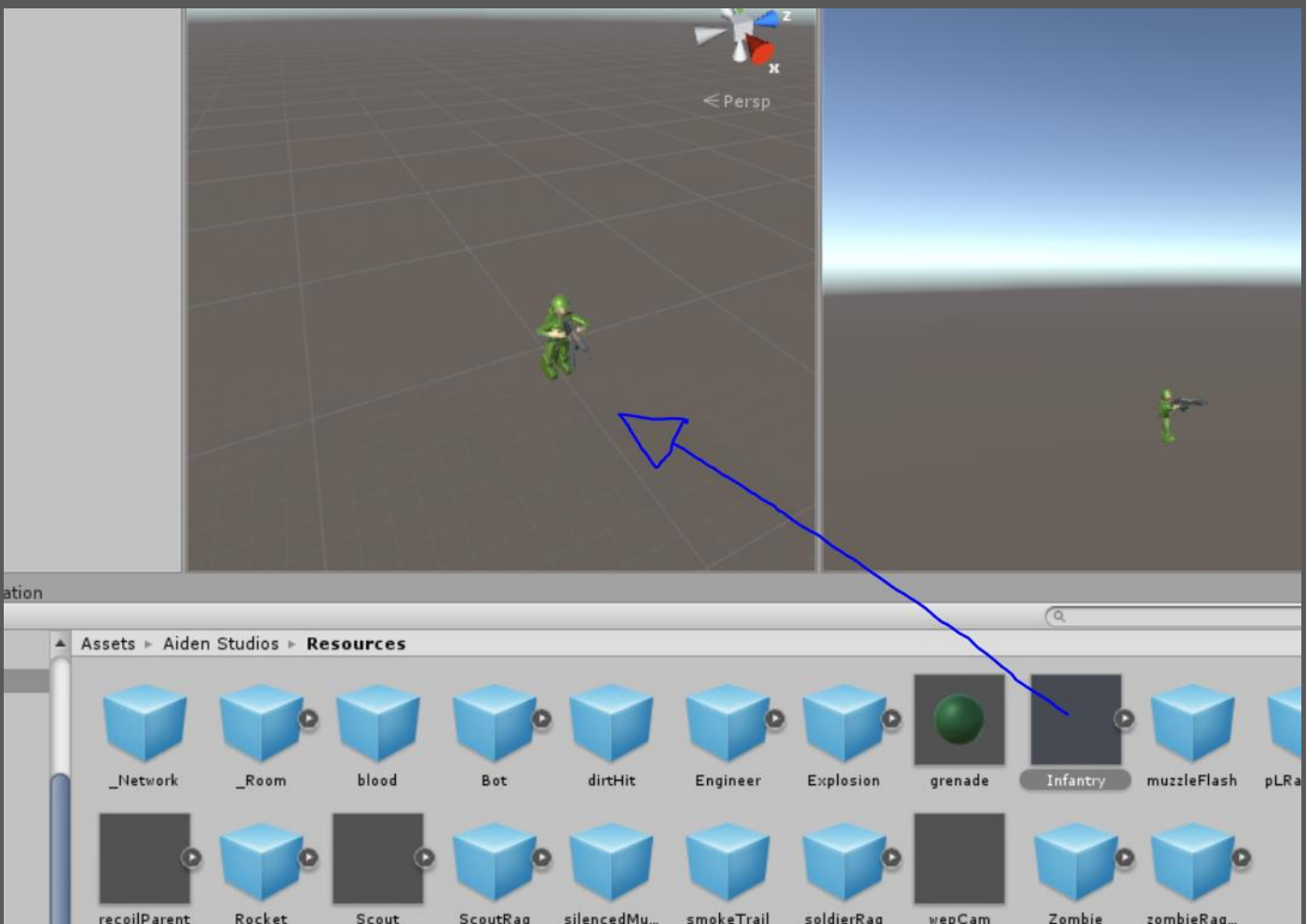
Getting Started

2. Adding a New Weapon



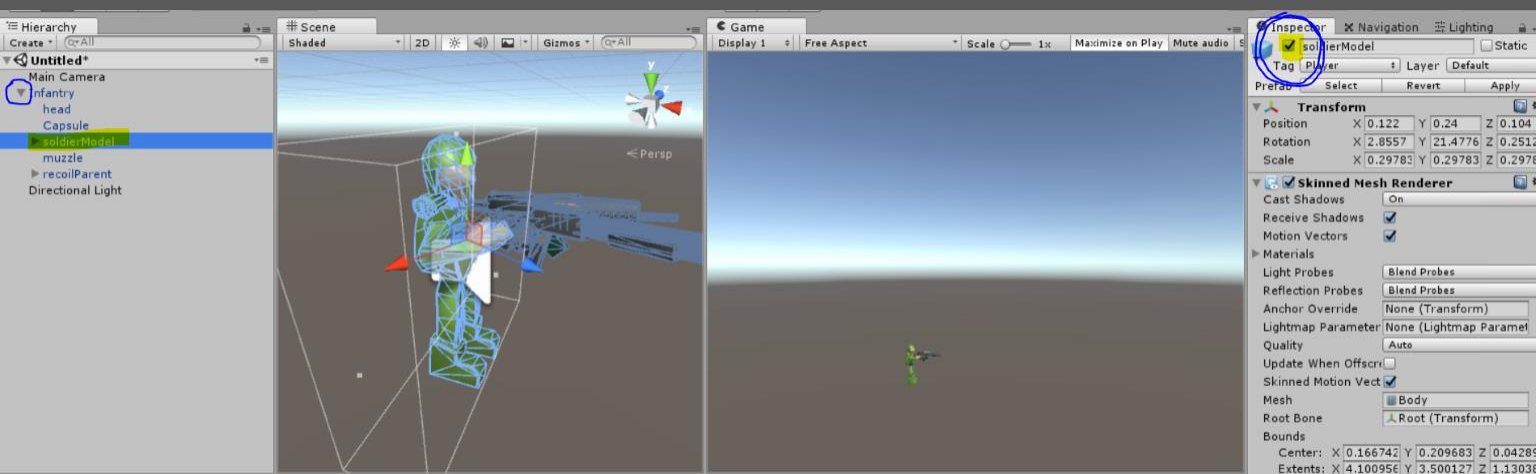
0

Begin by navigating to the Aiden Studios/Resources folder



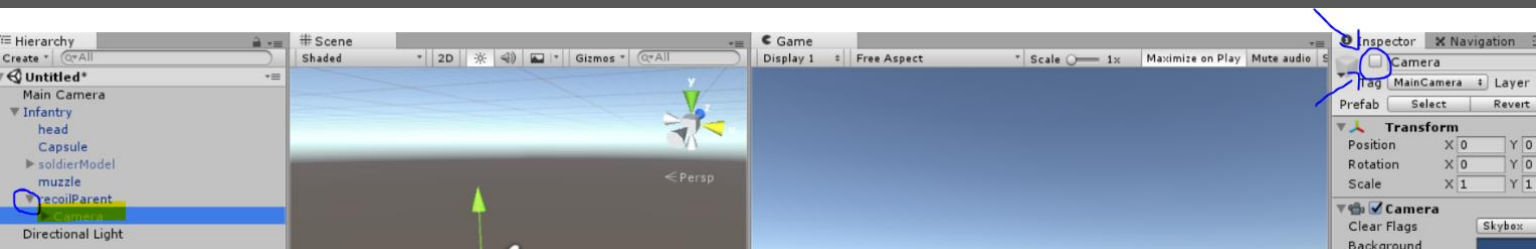
1

1. Drag the prefab of the class you want to edit onto the Scene Window



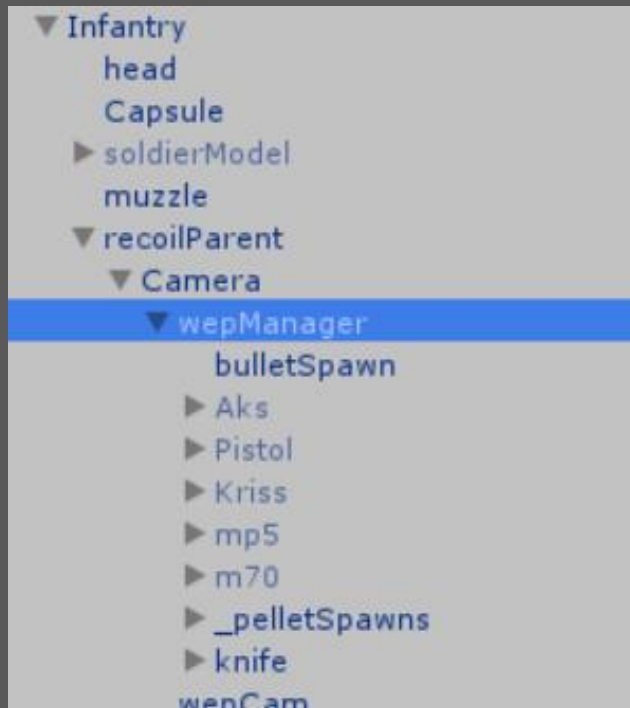
2

2. Select the Soldier Model, and disable it- making it invisible.



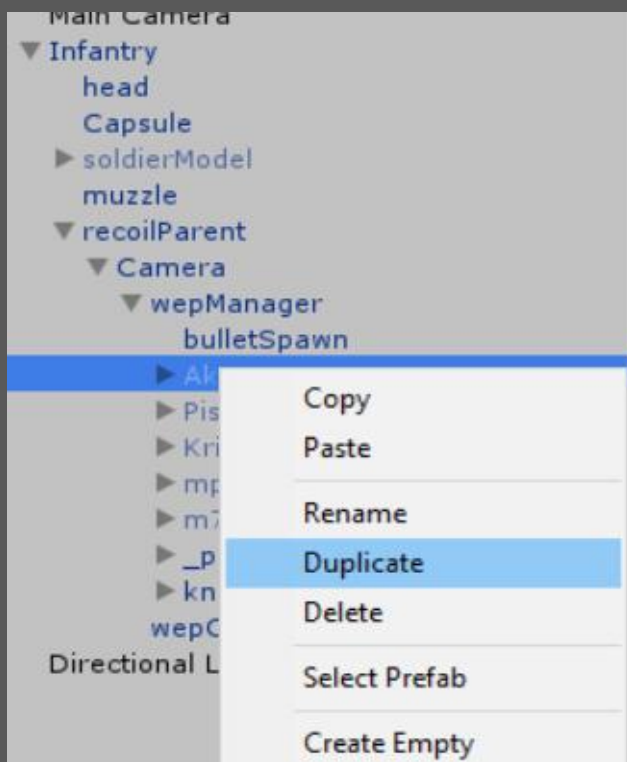
3

3. Select the Camera under the “Recoil Parent”, and enable it



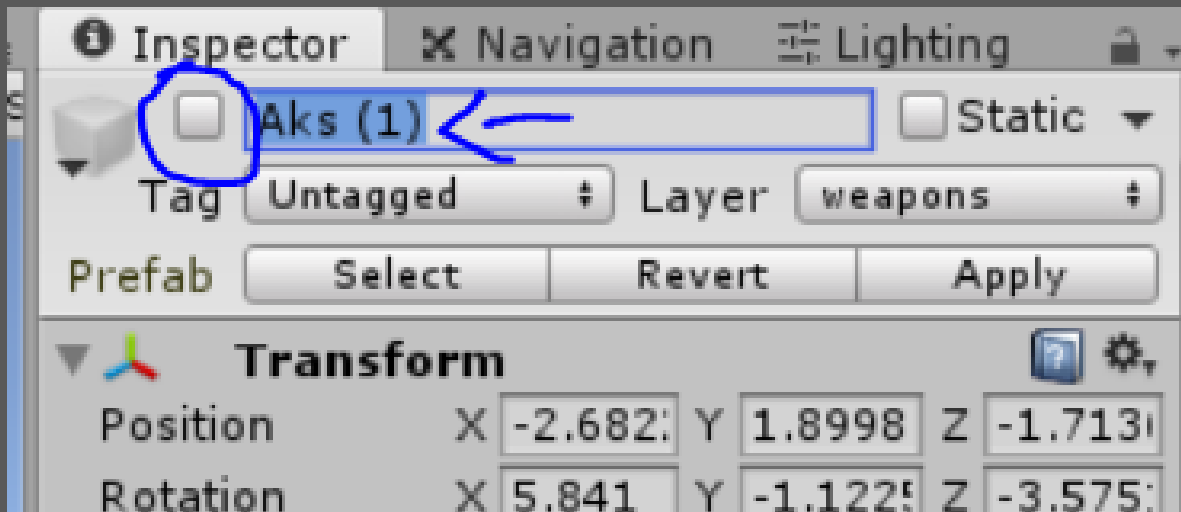
4

4. Under the Camera, locate the “wepManager” Game Object.



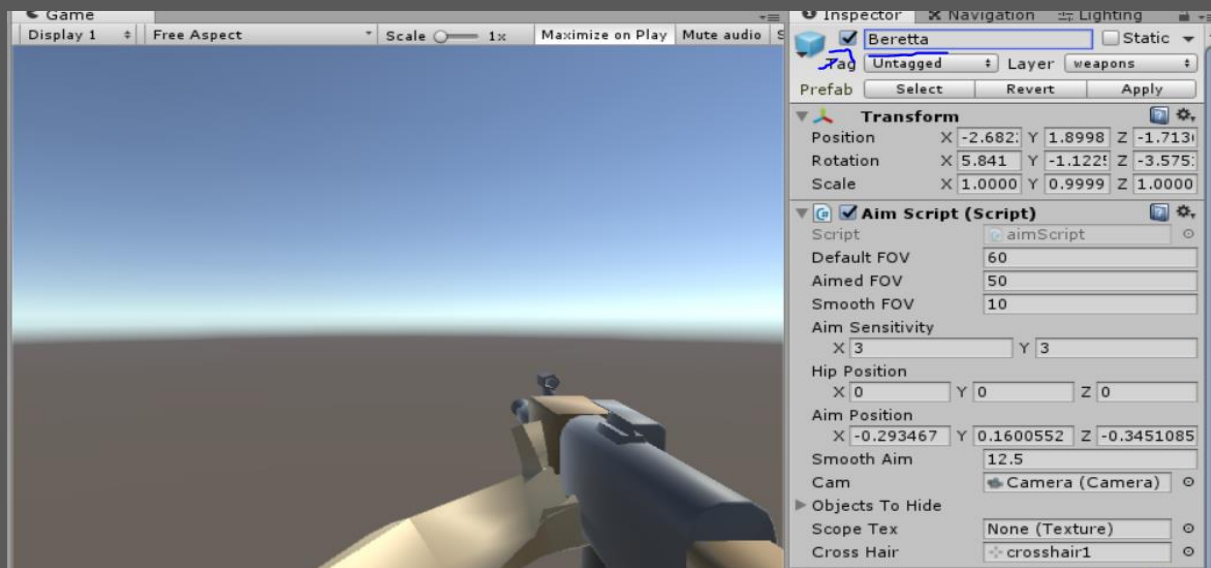
5

5. Now, find a gun you want to use for reference, and duplicate the object. In this tutorial, I’ll be using the Aks game object.



6

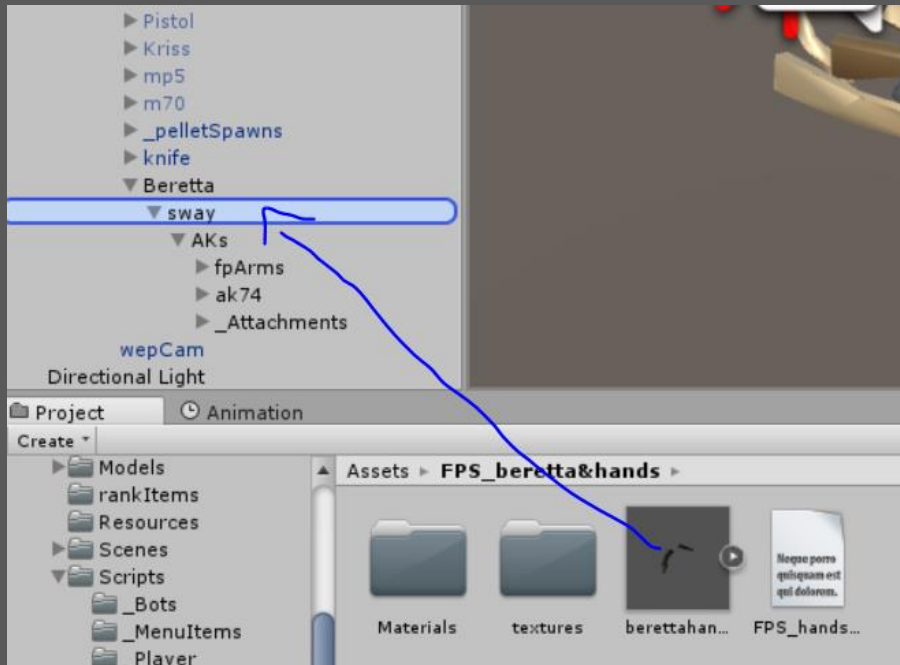
6. Enable the weapon, so we can edit it.



7

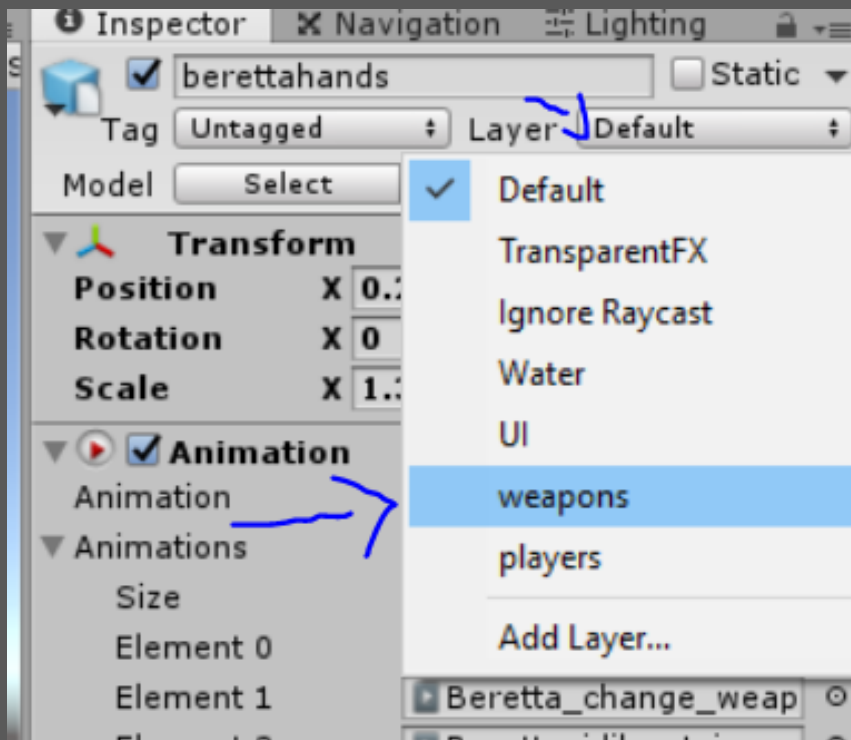
7. Change the name to match your new weapon.

8. Drag your new model, with legacy animations, into the “sway” Game Object.

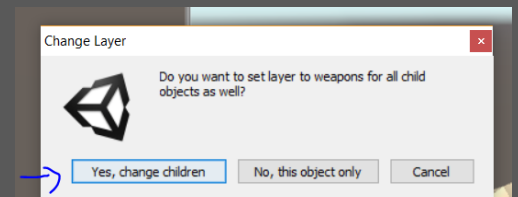


8

9. Now, change the layer of the model to “weapons”

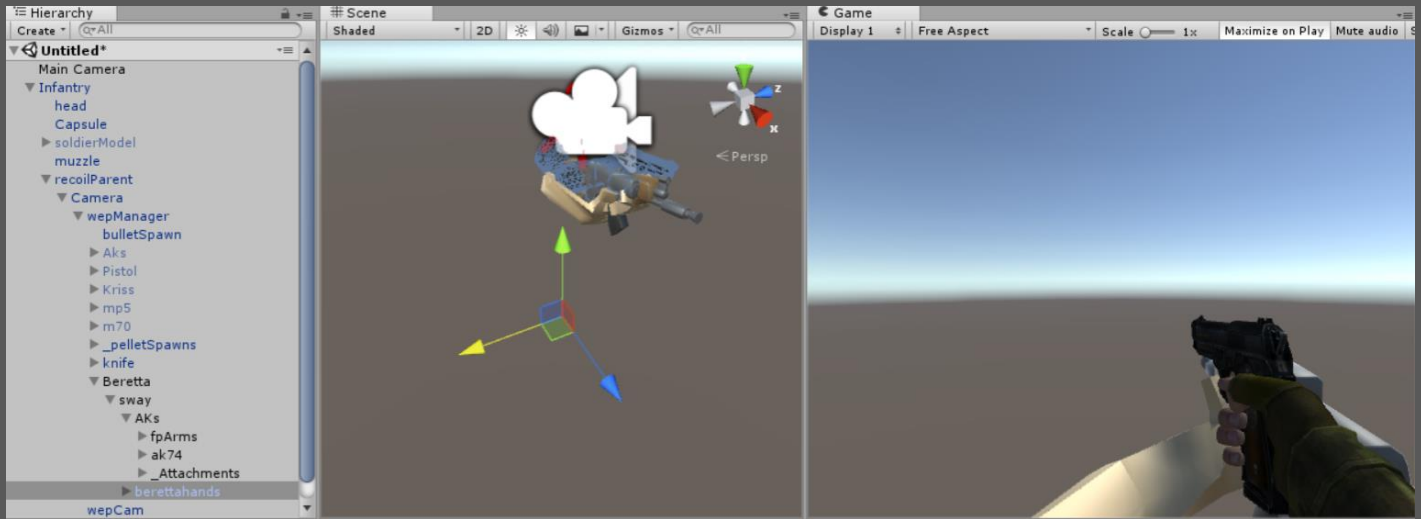


9



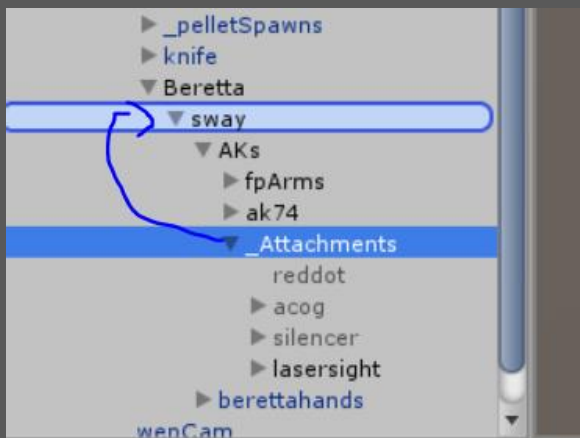
10

10. Make sure to Change the Children, too.



11

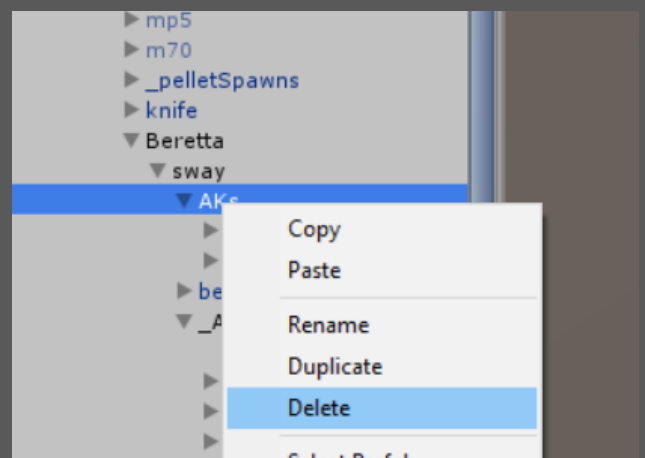
11. Position the new model to where it would best line up.



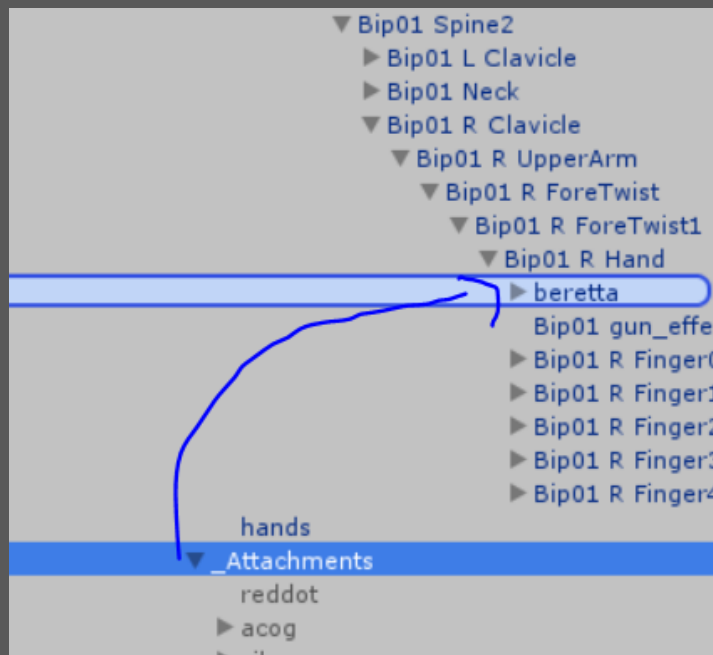
12

12. Drag the “_Attachments” Object into the “sway” Object.

13. Now, delete the original model. Since I used the Aks, this object is named “Aks”

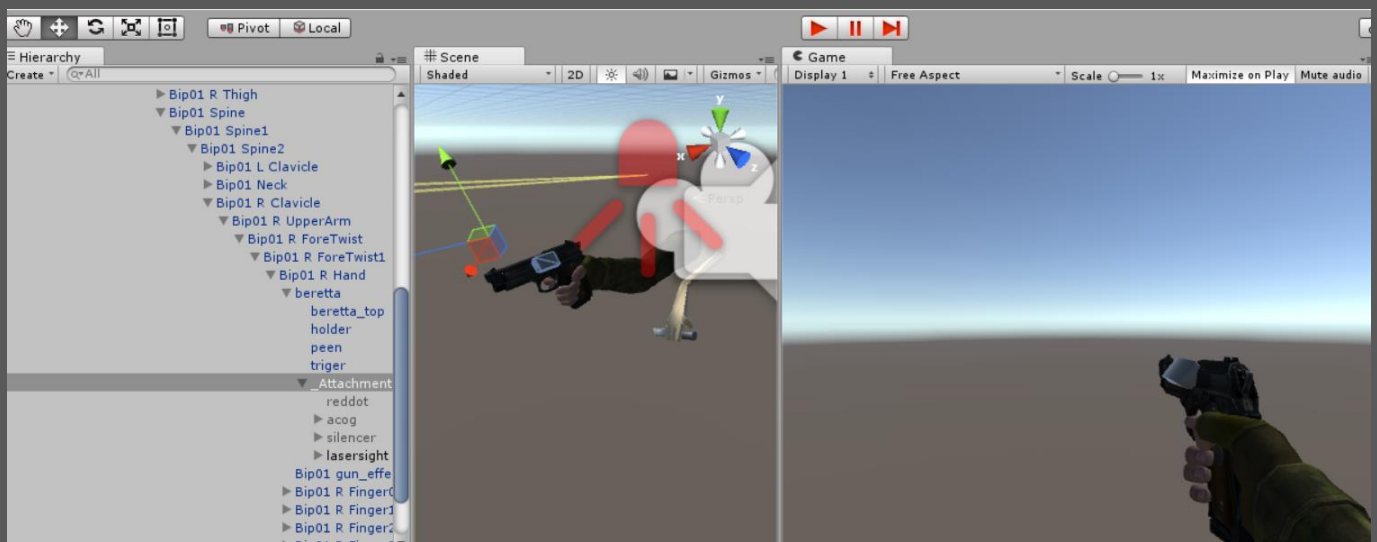


13



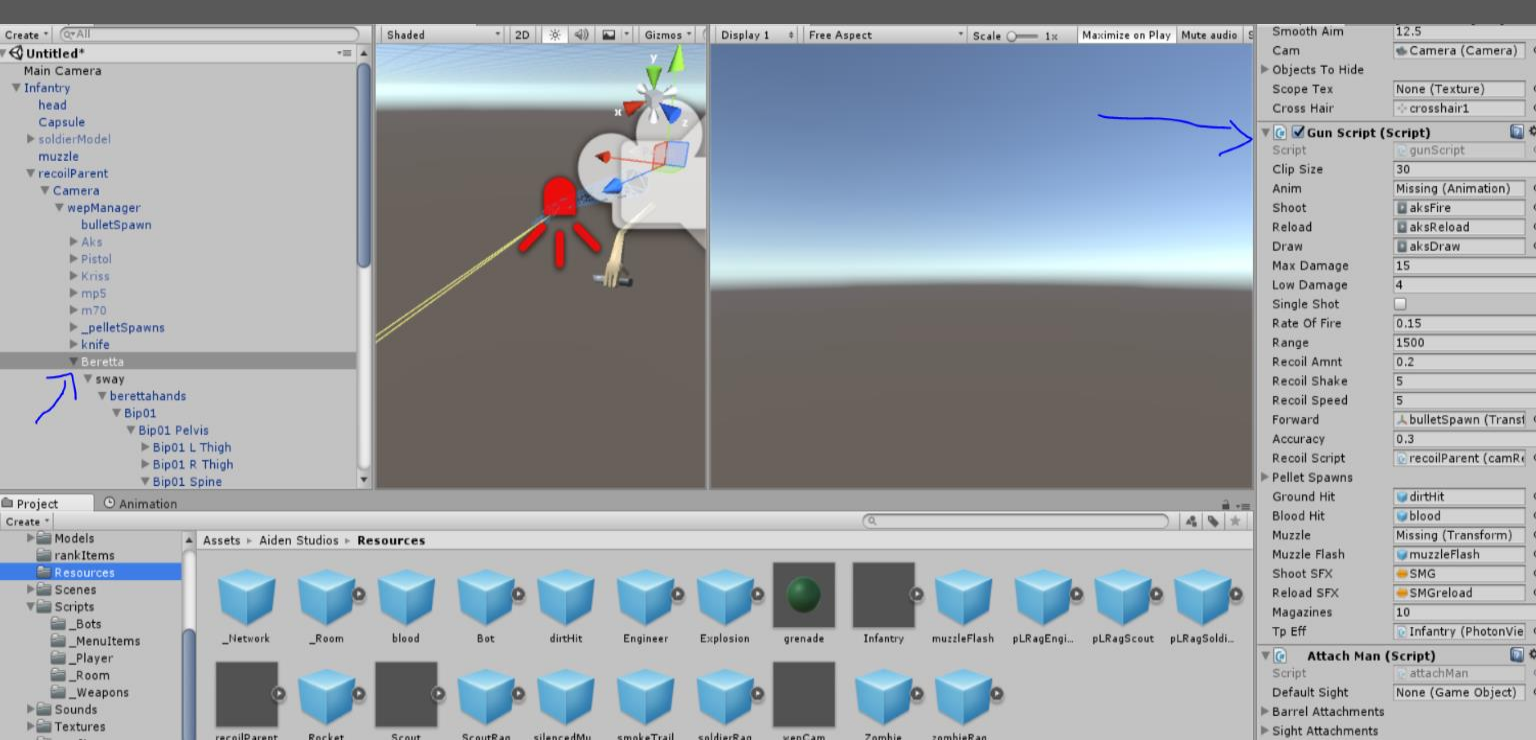
14. Drag the new “_Attachments” Object onto the new gun’s main model. For the animations to work, you have to place them in the rig, if your object has rigged arms.

14



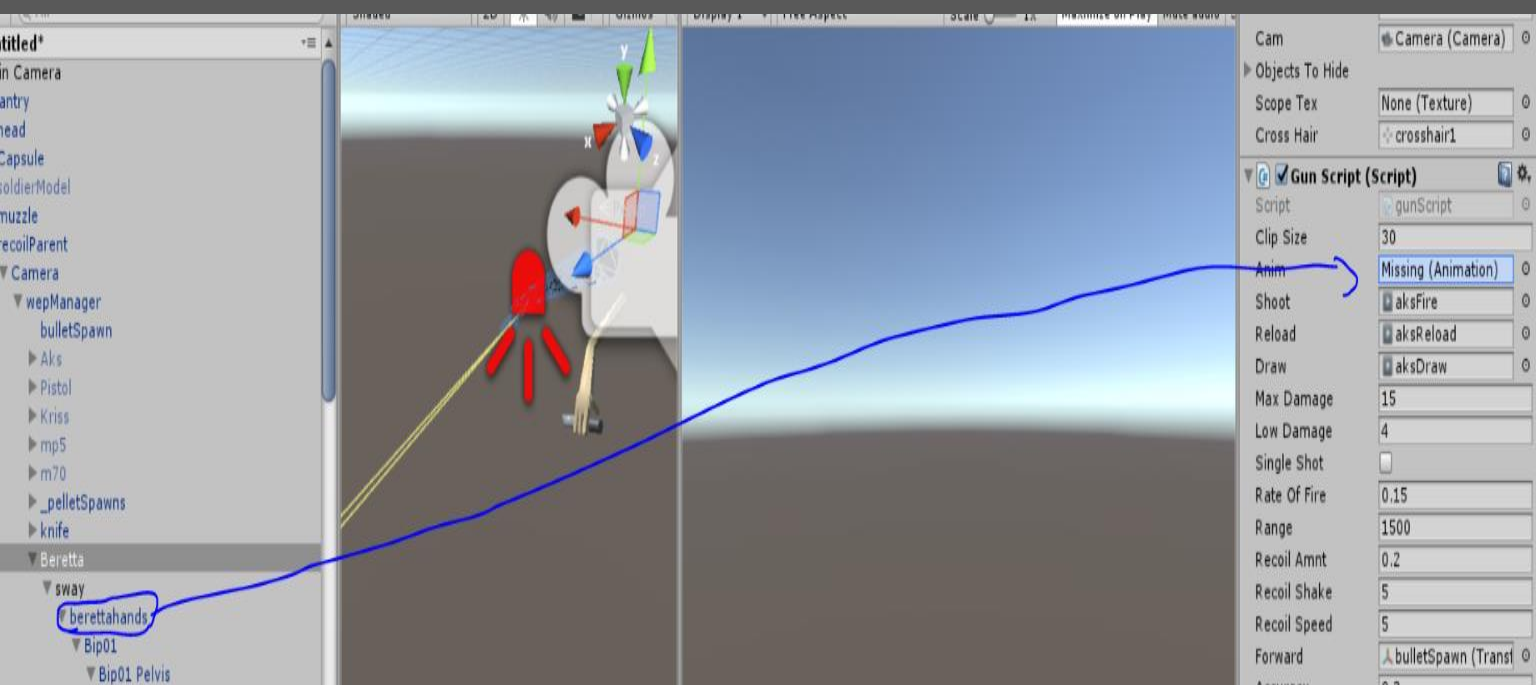
15

15. Position the attachment objects to where they are most appropriate.



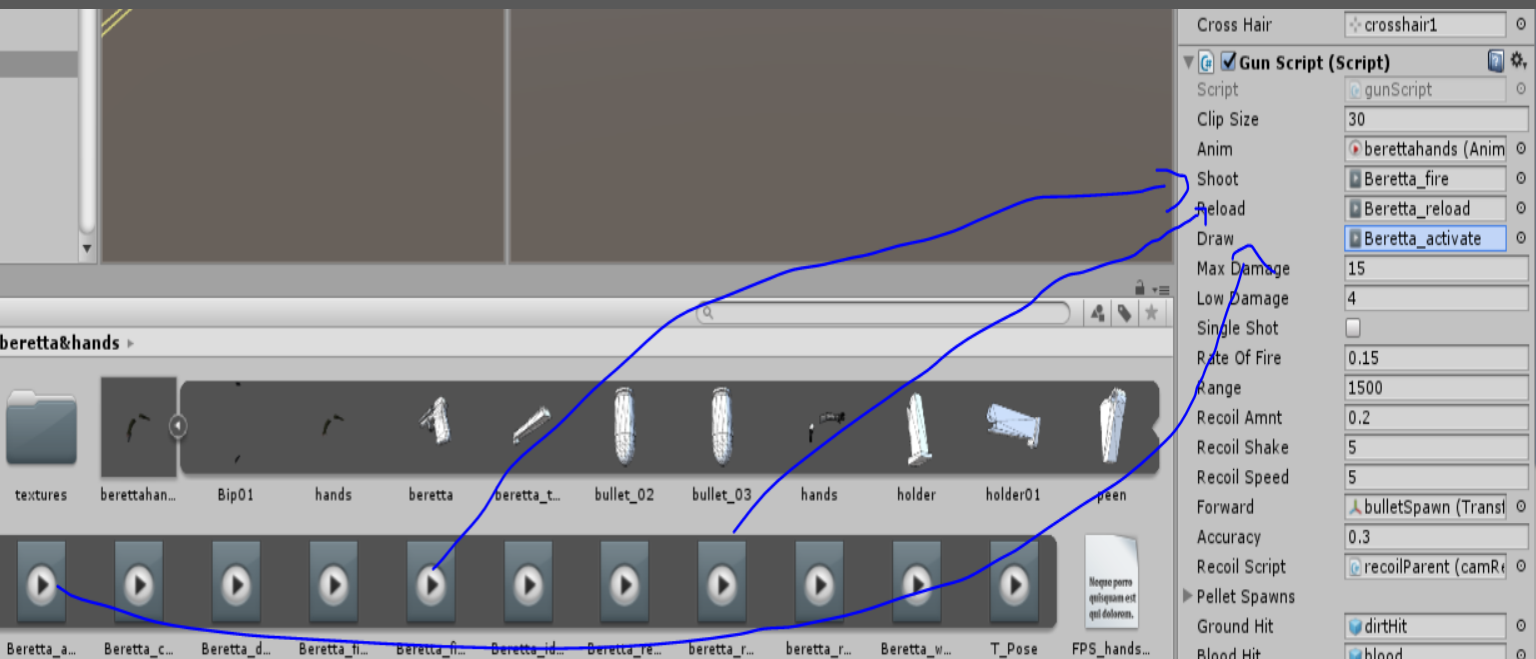
16

16. Now, click back onto the main parent object, and locate the Gun Script component.



17

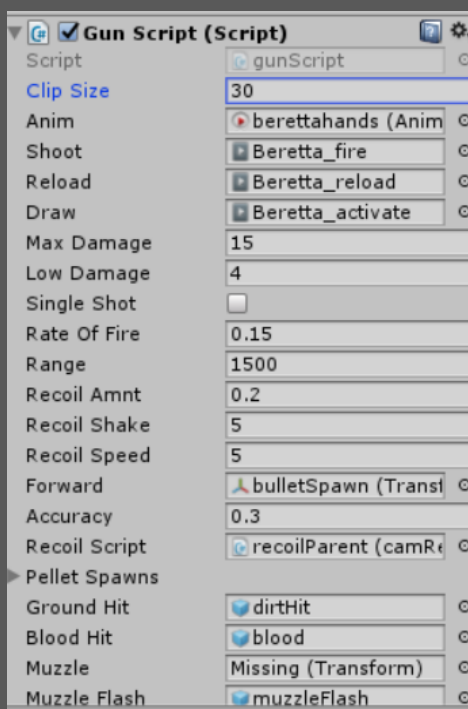
17. Drag your model, with the Animation Component and Animation Clips attached, into the “Anim” variable



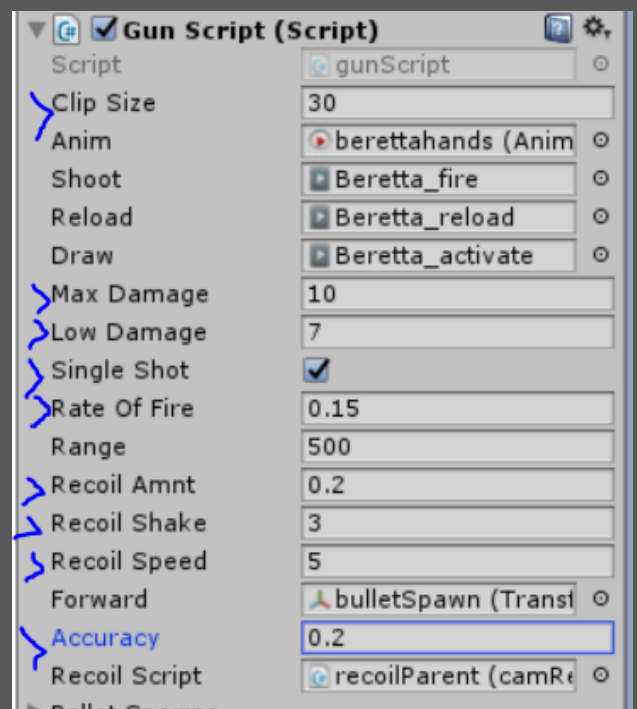
18

18. Drag your Shooting, Reloading, and Draw Animations into the appropriate Variables on the Gun Script.

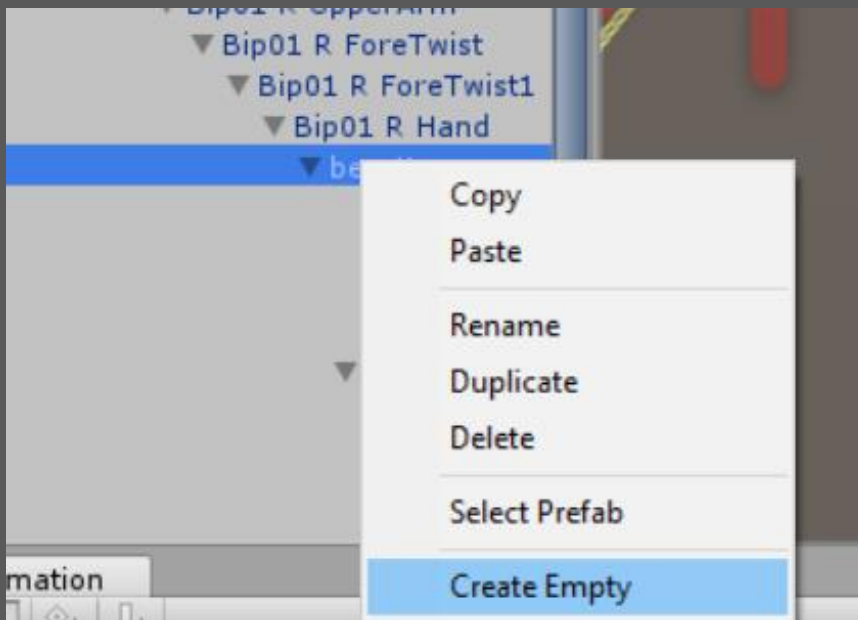
19/20. Now, you can adjust the Clip Size, Max and Lowest Damage, Rate of Fire, Range, Recoil Options, Ground and Blood Hit Particles, and Muzzle Flash



19

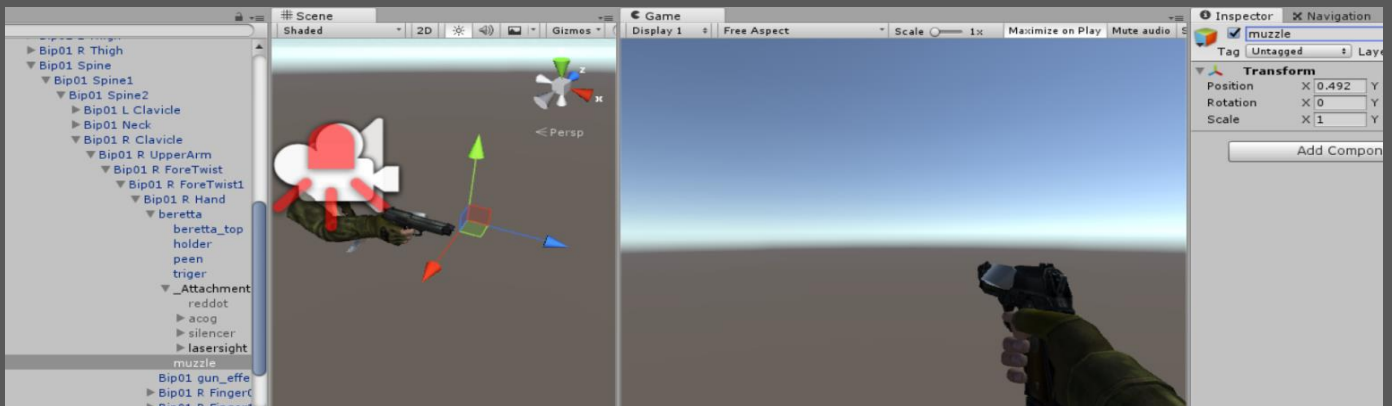


20



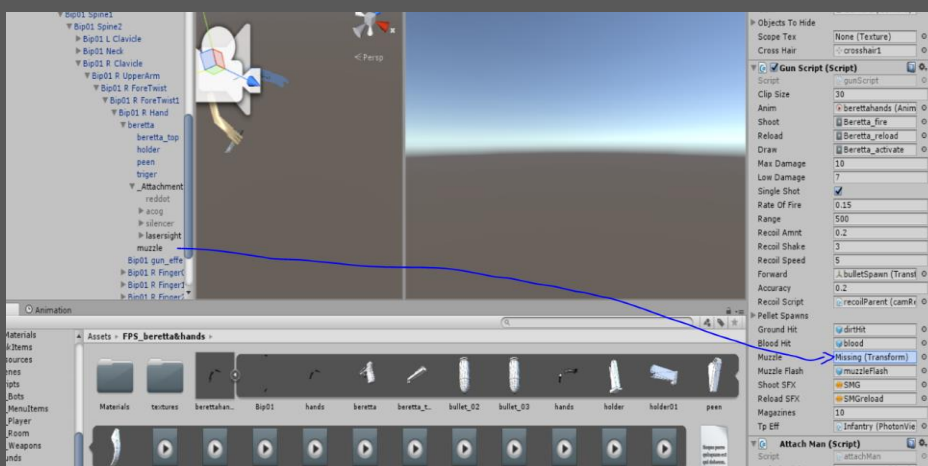
21

21. Now, we're going to set the Muzzle's position. Begin by Right Clicking the Gun's model, and pressing "Create Empty"



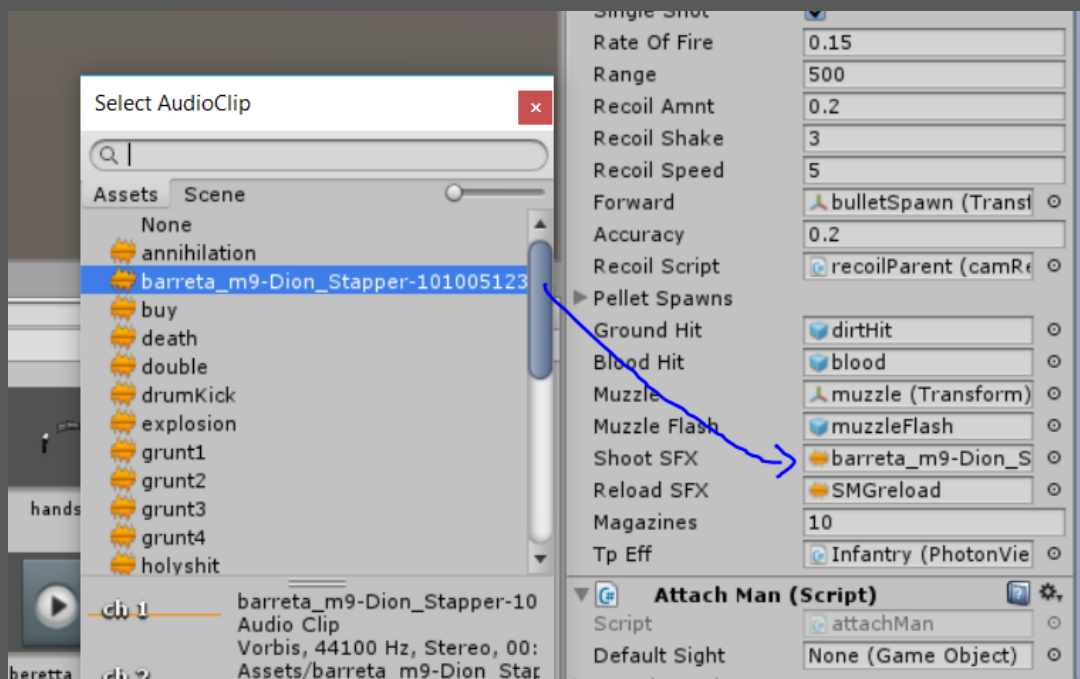
22

22. Position that Game Object to where it is around the end of the barrel. This is where the muzzle flash will be created.



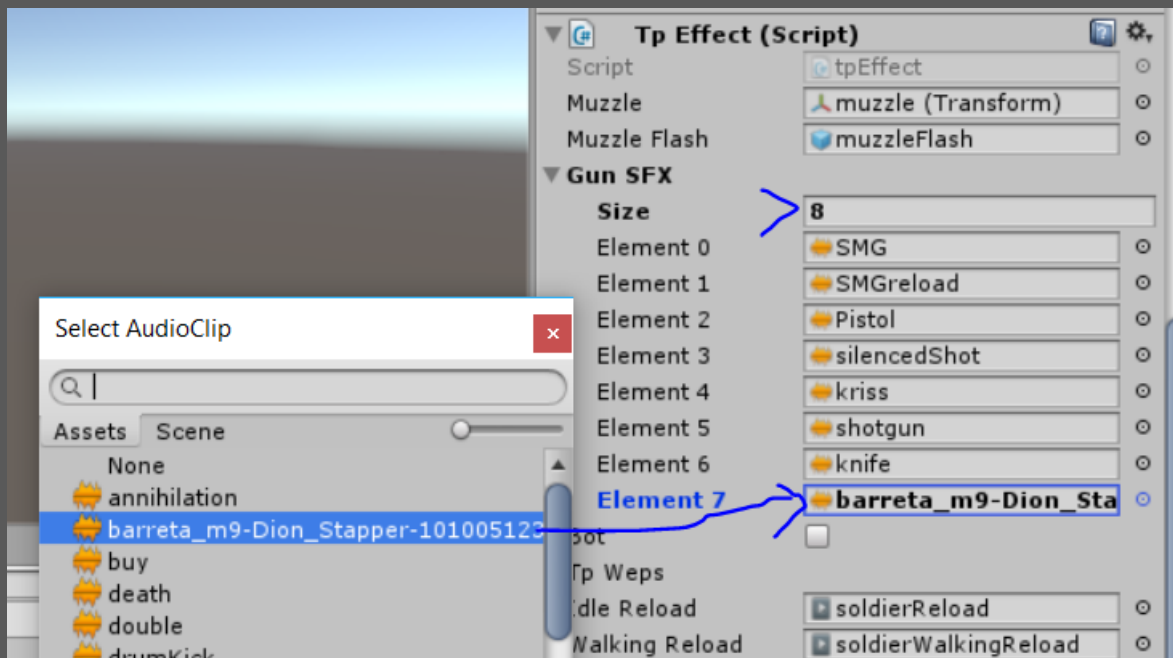
23

23. Now, go back to the Gun Script, and drag that Game Object into the "Muzzle" Variable.



24

24. Now assign the Shoot SFX and Reload SFX Sounds in the Gun Script.



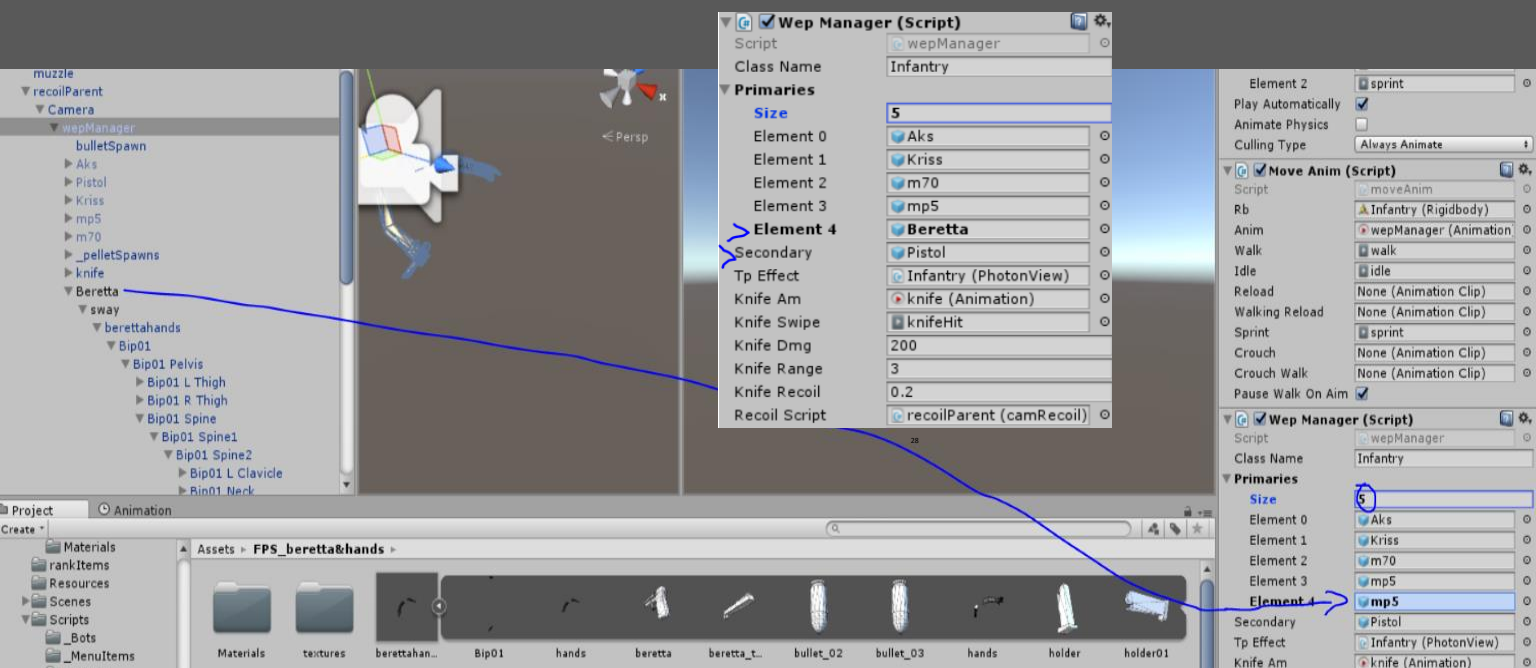
25

25. Go to the parent Player Class Prefab (the object with the Character Controls Script), and, in the “TP Effect” component, add your new shooting and reload sounds to the “Gun SFX” array.

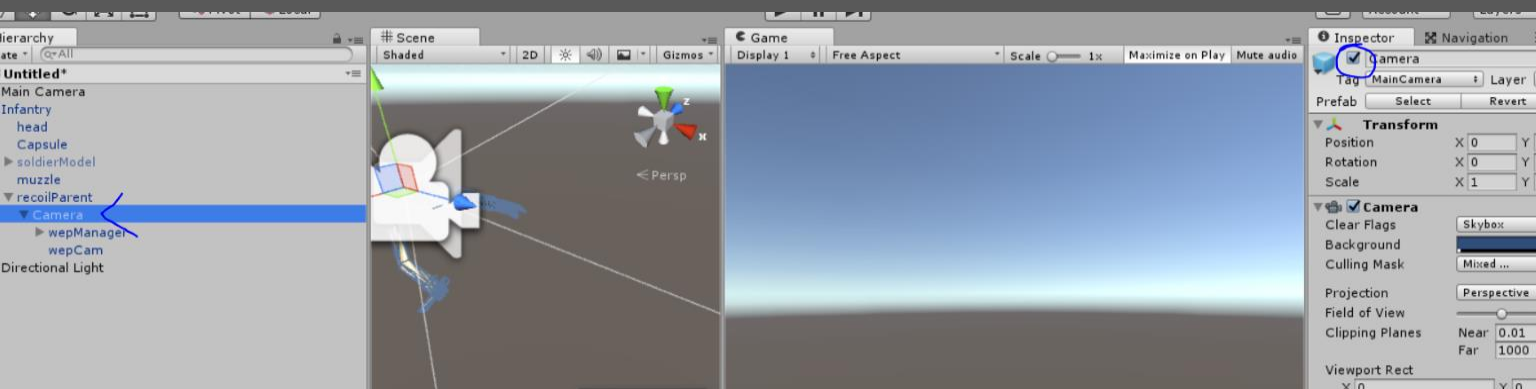


26

26/27/28. Go back to the “wepManager” object, and, in the Wep Manager component, add your new gun to the primaries array or secondary variable.

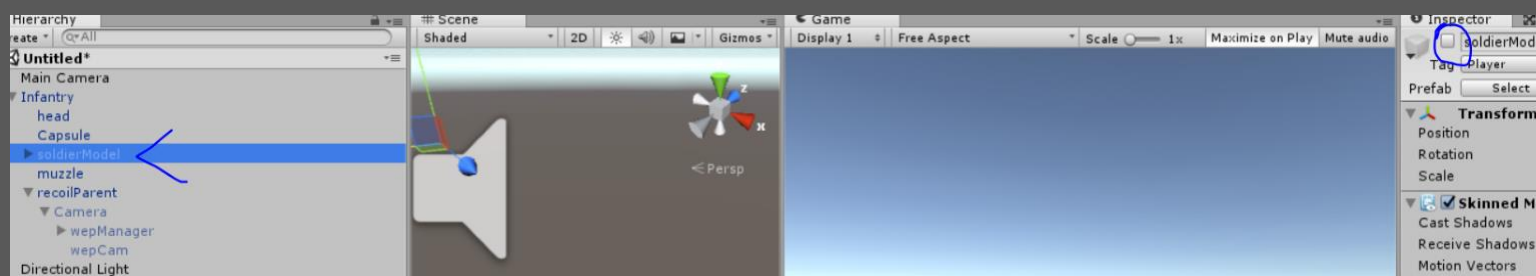


27



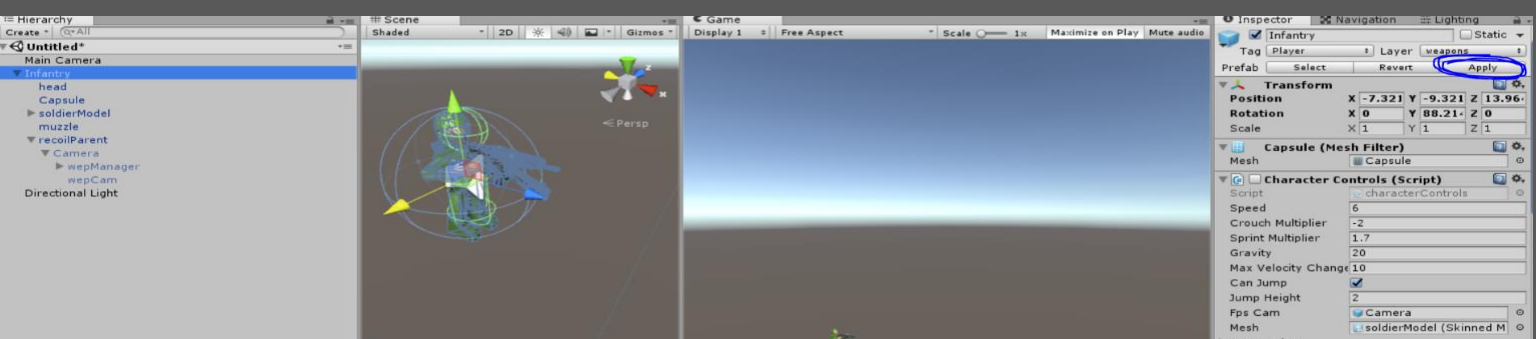
29

29. Now, disable the “Camera” game object.



30

30. Re-enable the Soldier Model.



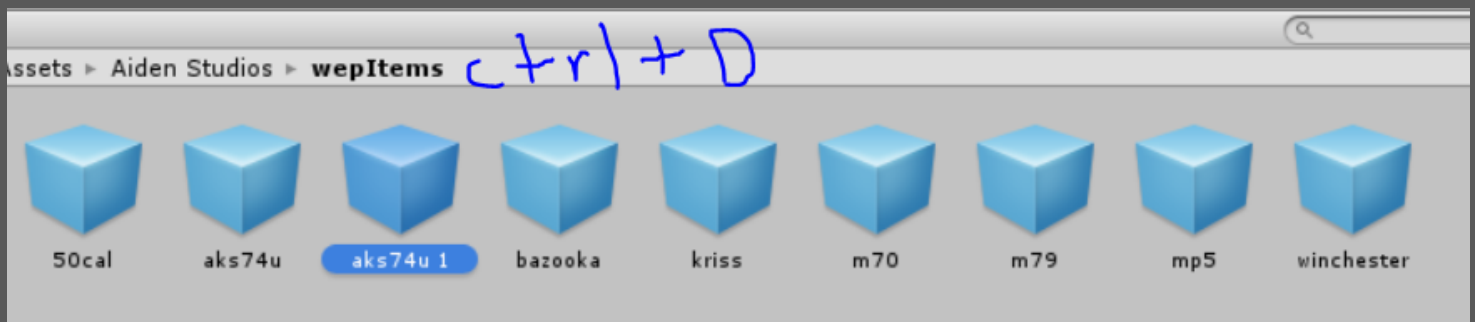
31

31. Then, press “Apply” to save the prefab. Now you can delete it out of the Hierarchy Window.



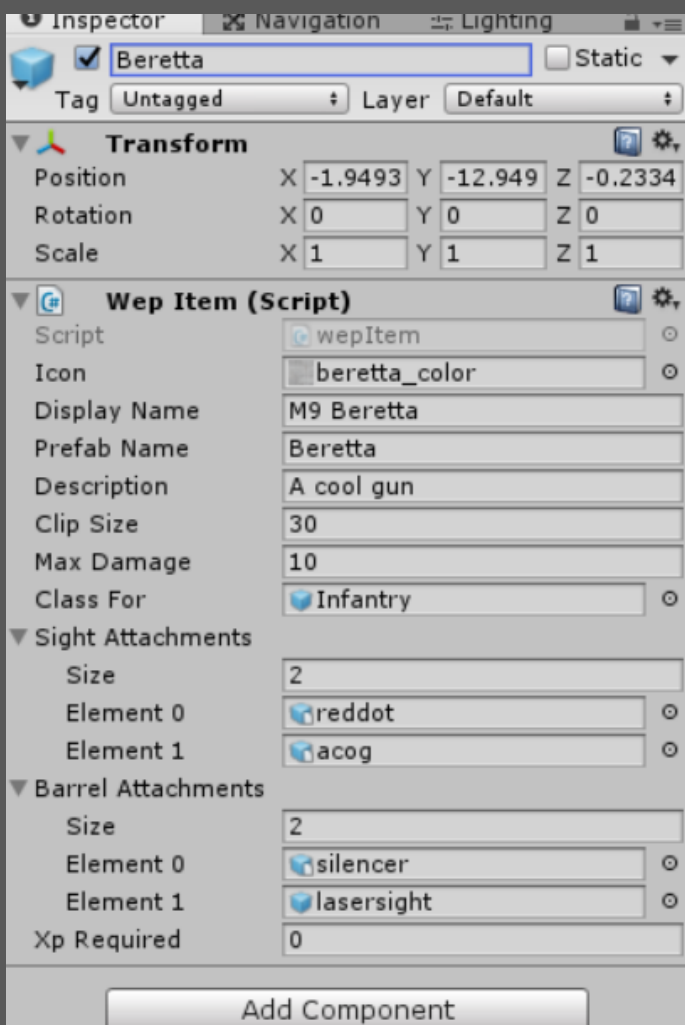
32

32. Locate the wepItems folder at Aiden Studios/wepitems



33

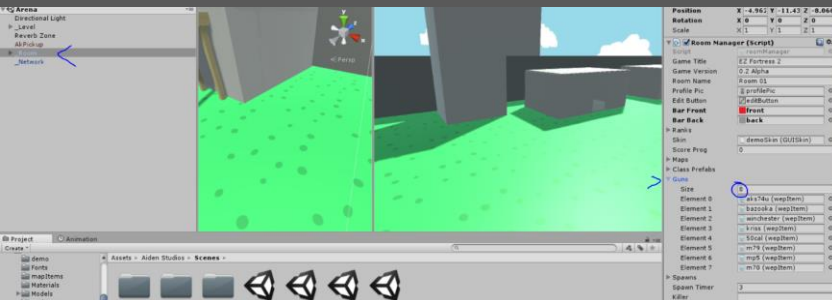
33. Select one of the objects, and duplicate it by pressing Ctrl+D on your keyboard.



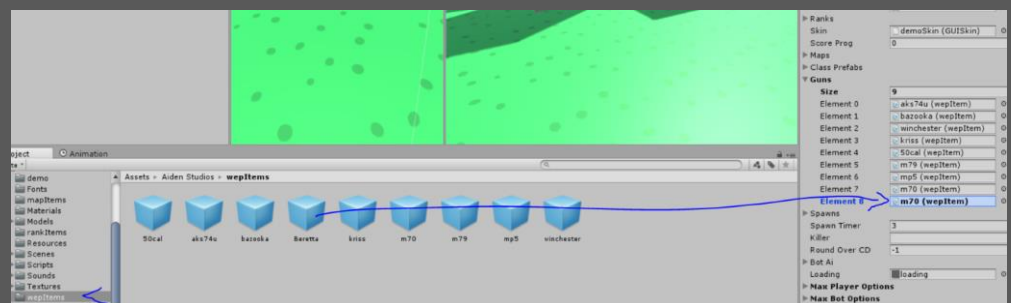
34. Now, fill in the details of the new weapon in the Wep Item component.

Make sure the “Prefab Name” is **exactly the same** as the Game Object you assigned in the Wep Manager on your player class prefab.

34



35



36

35/36. In each of your Scenes, on the “_Room” game object’s Room Manager component, add your new Wep Item to the “Guns” array.

EZ FORTRESS 2

QUICK PLAY	SERVICES	LOADOUT	SETTINGS	QUIT
INFANTRY	SCOUT	ENGINEER		
	COMPACT SMG XP REQUIRED: 100			
LOCKED				
	MP5 A GERMAN SMG XP REQUIRED: 100			
LOCKED				
	M70C HIGH POWER PUMP ACTION SHOTGUN XP REQUIRED: 100			
LOCKED				
	M9 BERETTA A COOL GUN XP REQUIRED: 0 OPTIC: BARREL:			
EQUIP		EDIT		

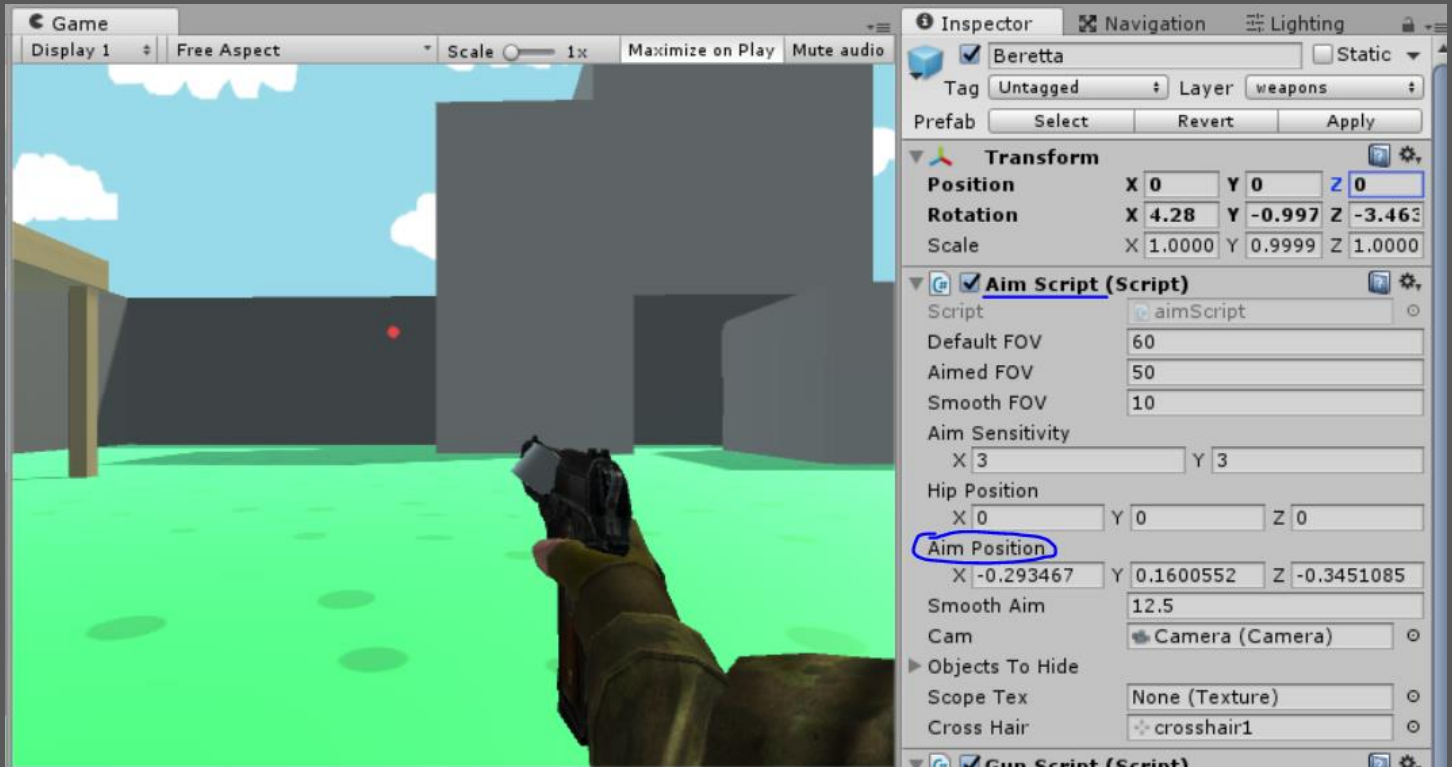
37

37/38. Now your weapon should show up in the Loadout tab in-game, and be usable in a match.



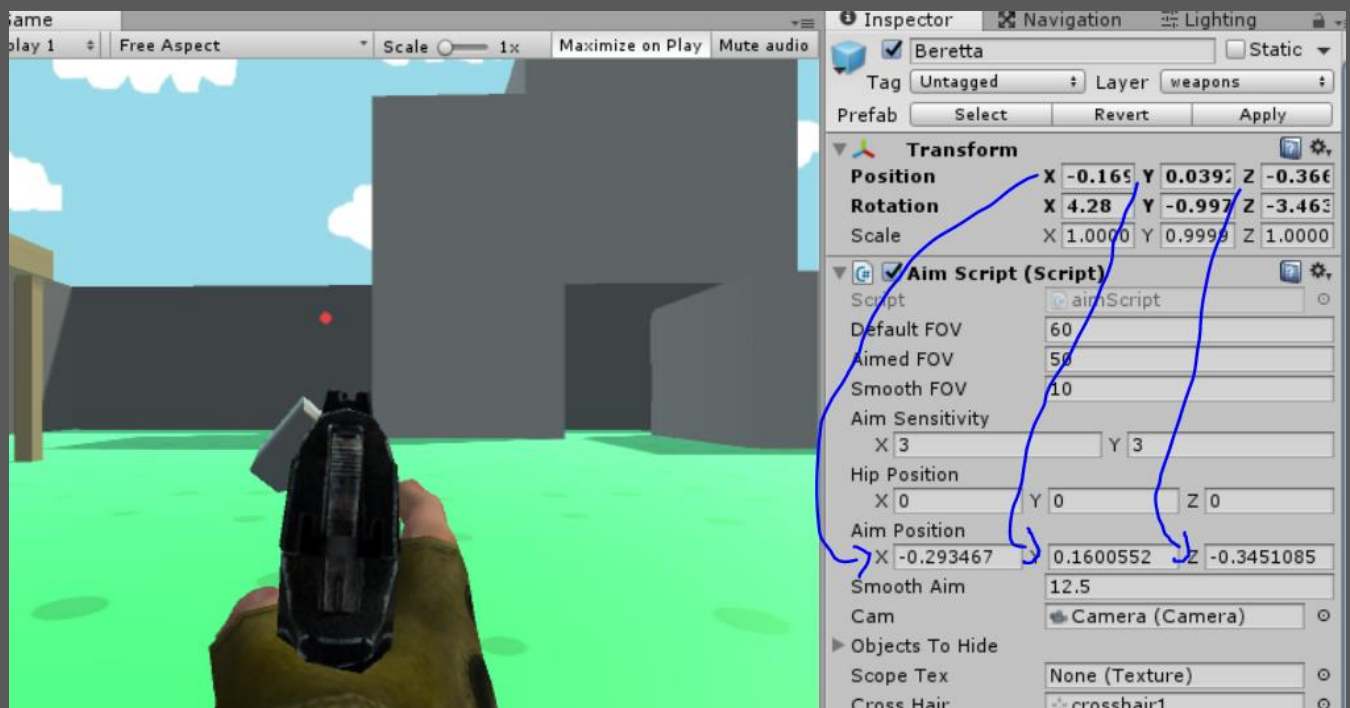
38

Changing the Aim Position



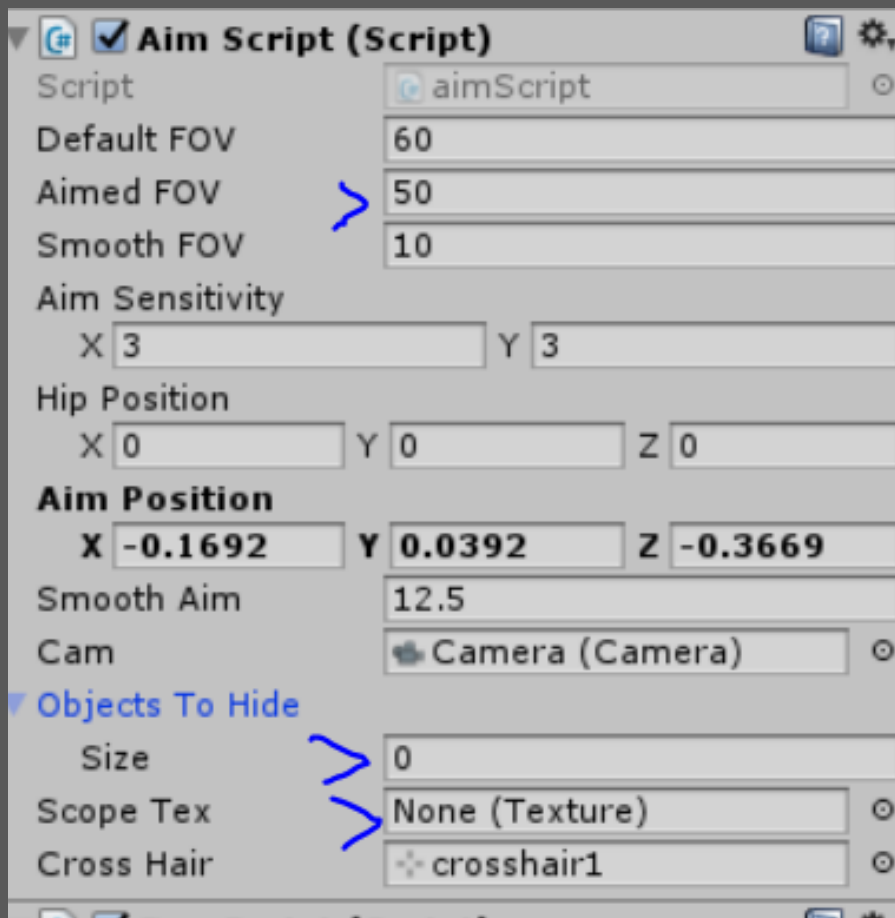
aim0

Back at the Gun Script object, there is also an “Aim Script” component. This is how you change where the gun goes when you aim.



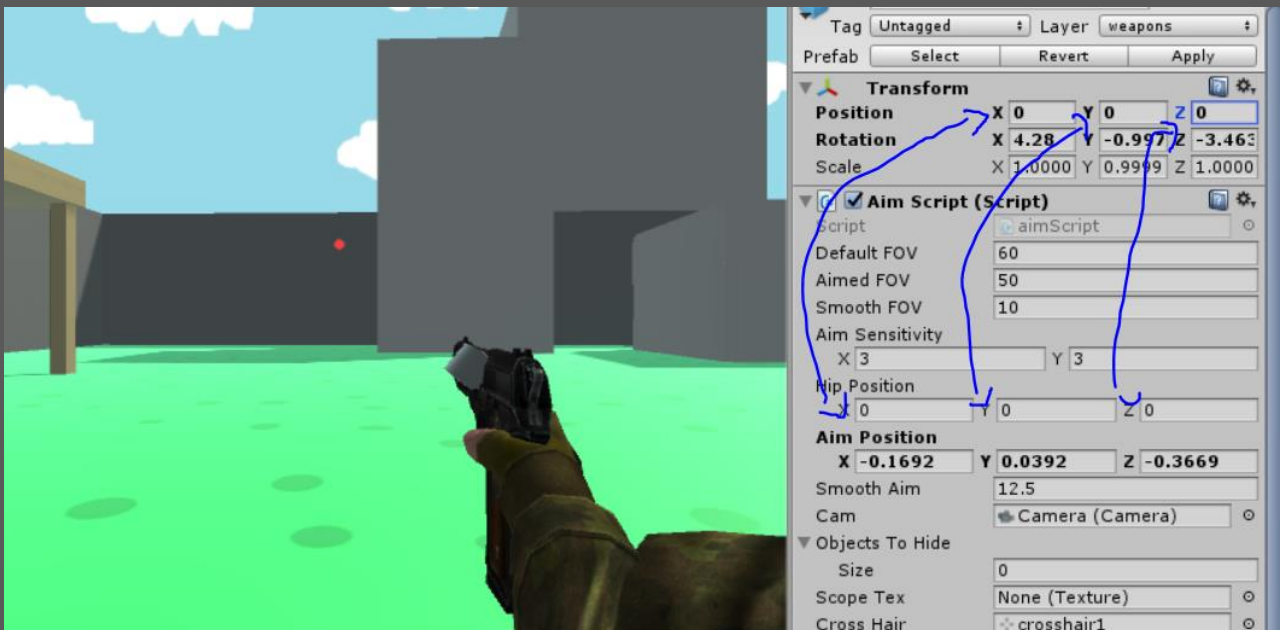
aim1

Position the game object to where you'd want it to be when aimed. Then, copy and paste its x, y, and z coordinates into the "Aim Position" variable.



aim2

Change the other variables accordingly. If you want to add a sniper scope overlay, that can be done in the “Scope Tex” variable. “Objects To Hide” are objects that are hidden when aimed.



aim3

Finally, just reset the object’s position by pasting the Hip Position’s coordinates back into the Position.