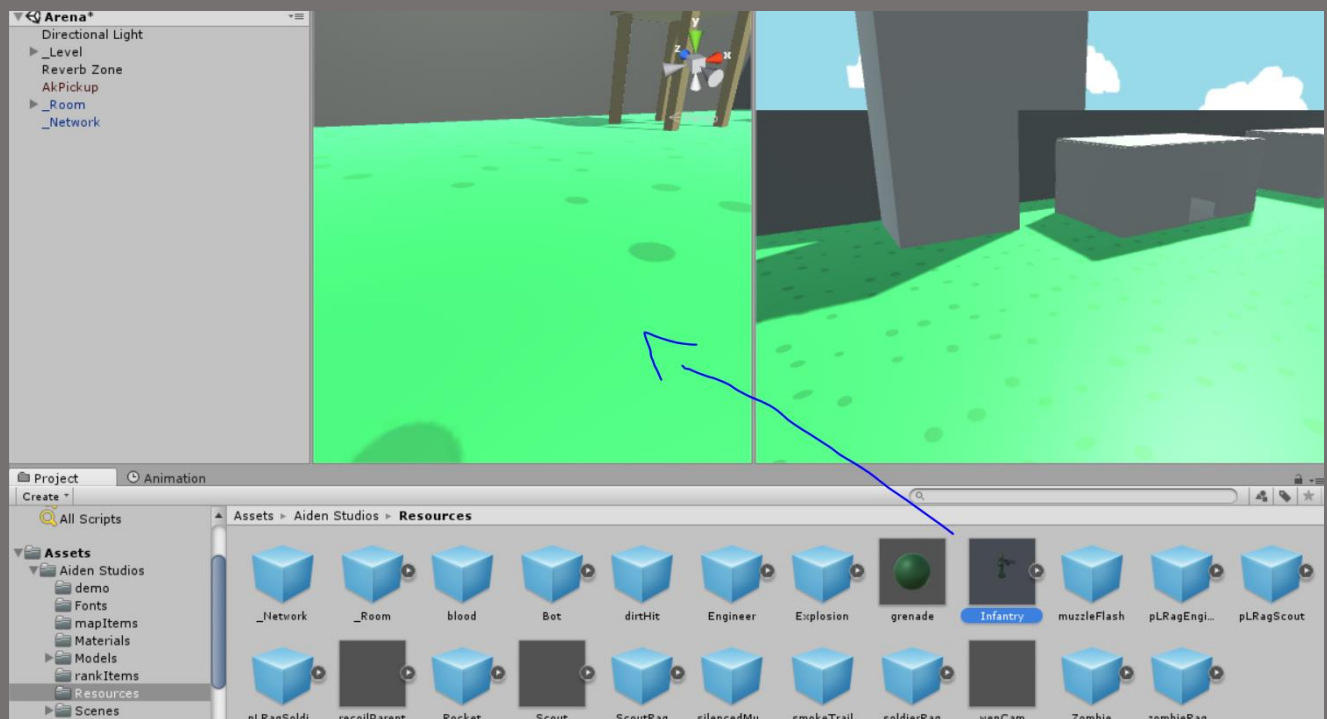


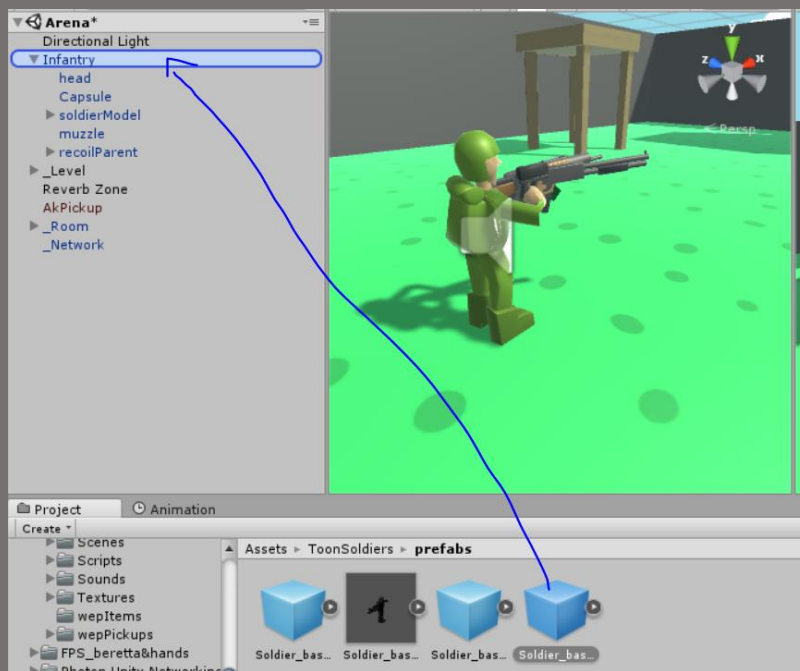
EZFPS

Getting Started

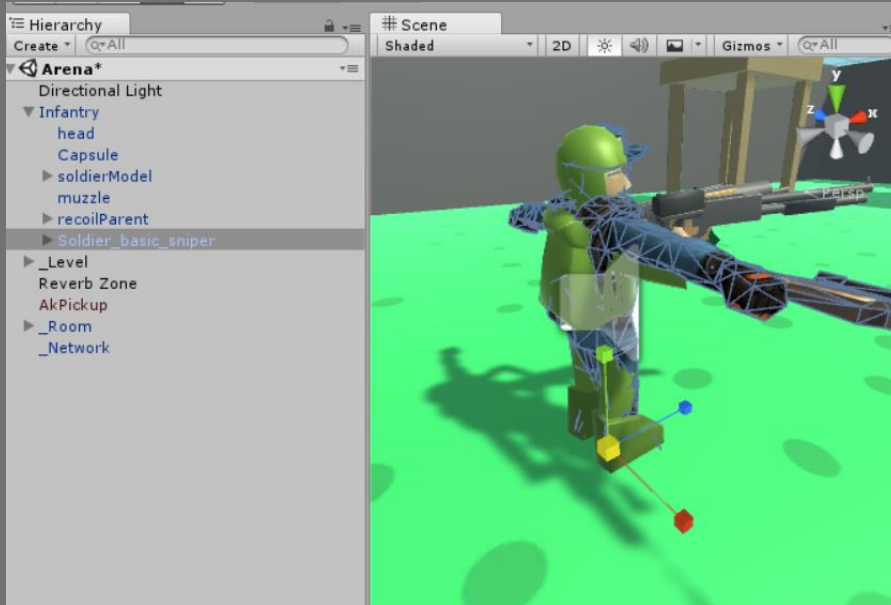
3. Changing Player Models



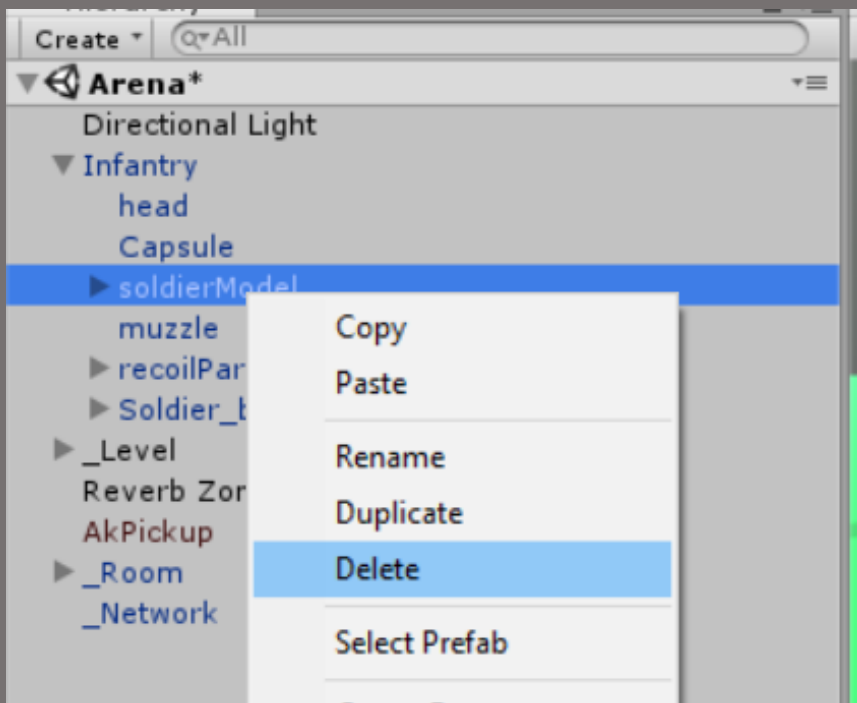
1. In the Aiden Studios/Resources folder, drag the Player Class prefab you want to edit onto the scene.



2. Locate your new animated player model, and drag it into the Player Class game object.

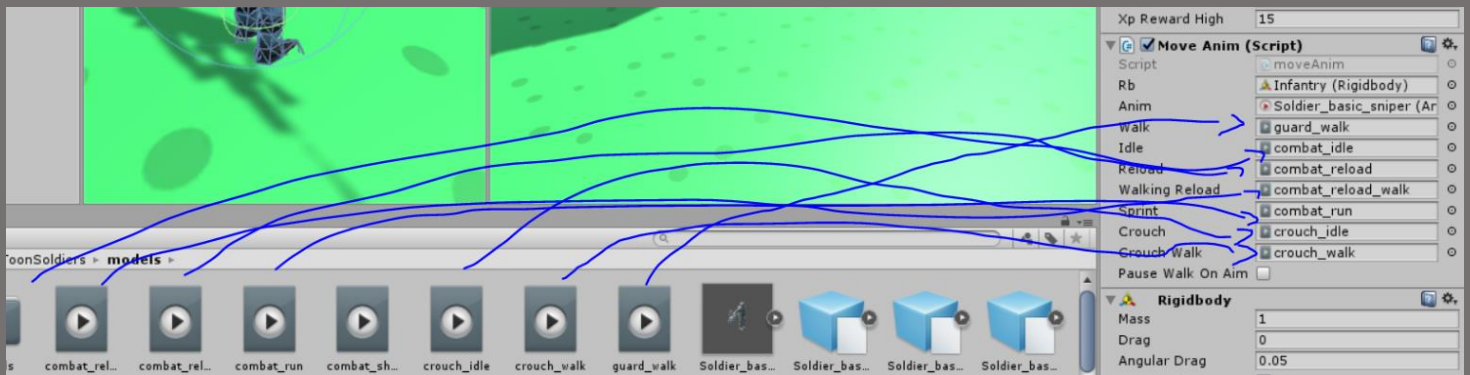


3. Scale, rotate, and position the model to line-up with the placeholder one.

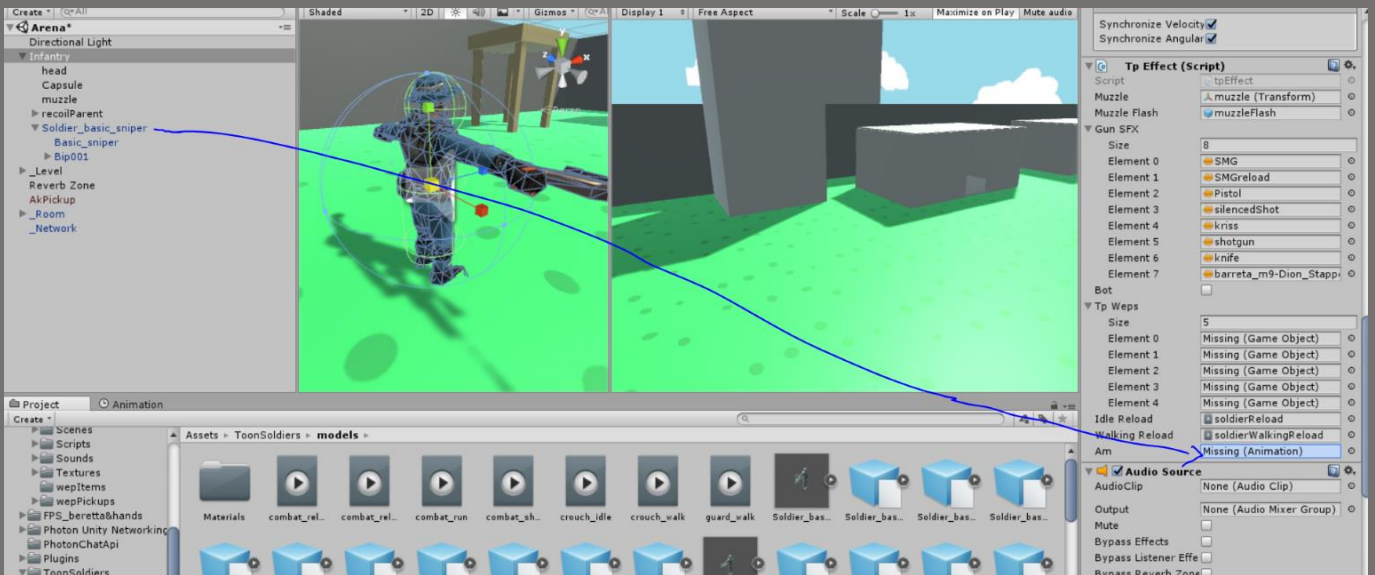


4. Delete the original placeholder model.

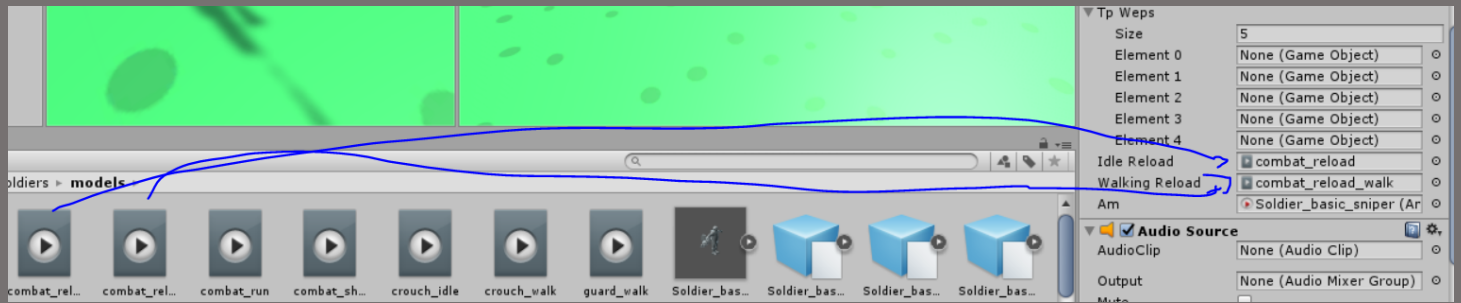




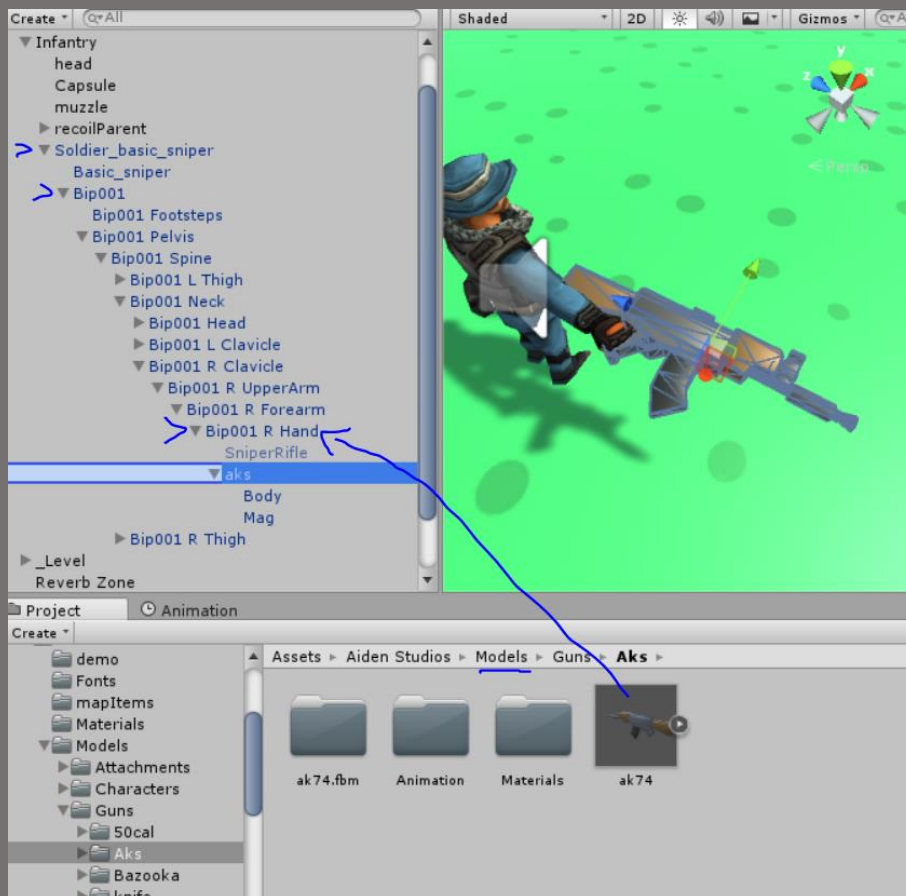
7. Assign the appropriate legacy animations into the “Idle”, “Reload”, “Walking Reload”, “Sprint”, “Crouch”, and “Crouch Walk” variables.



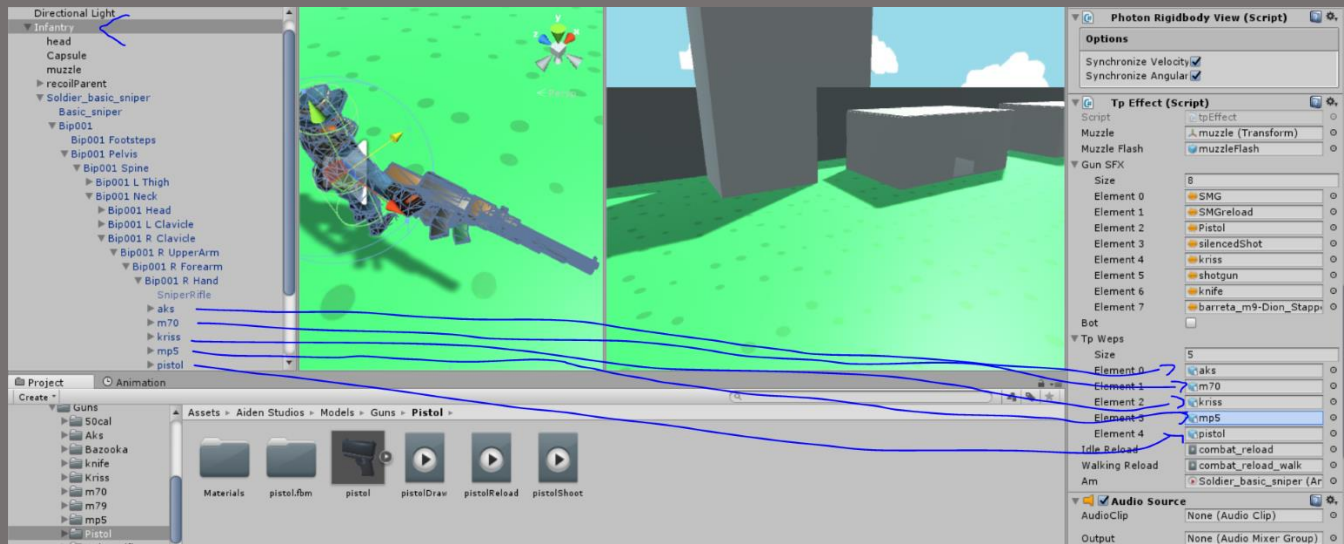
8. In the tpEffect component, attach your model’s Animation component to the “Am” variable.



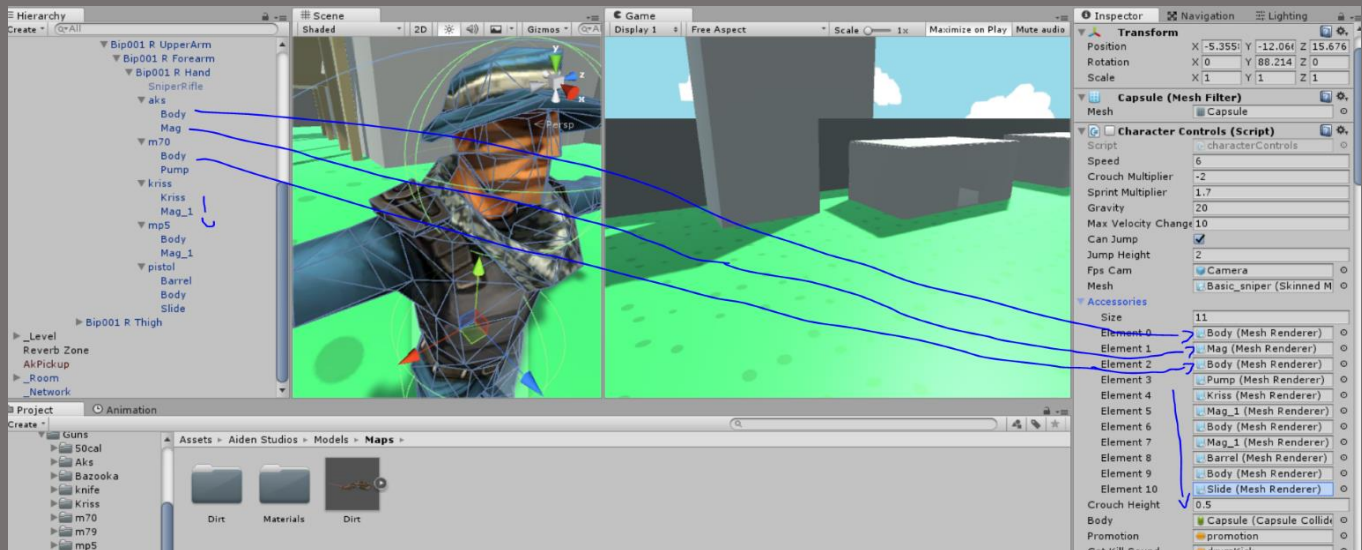
9. Now, drag your reloading animations into the “Idle Reload” and “Walking Reload” variables.



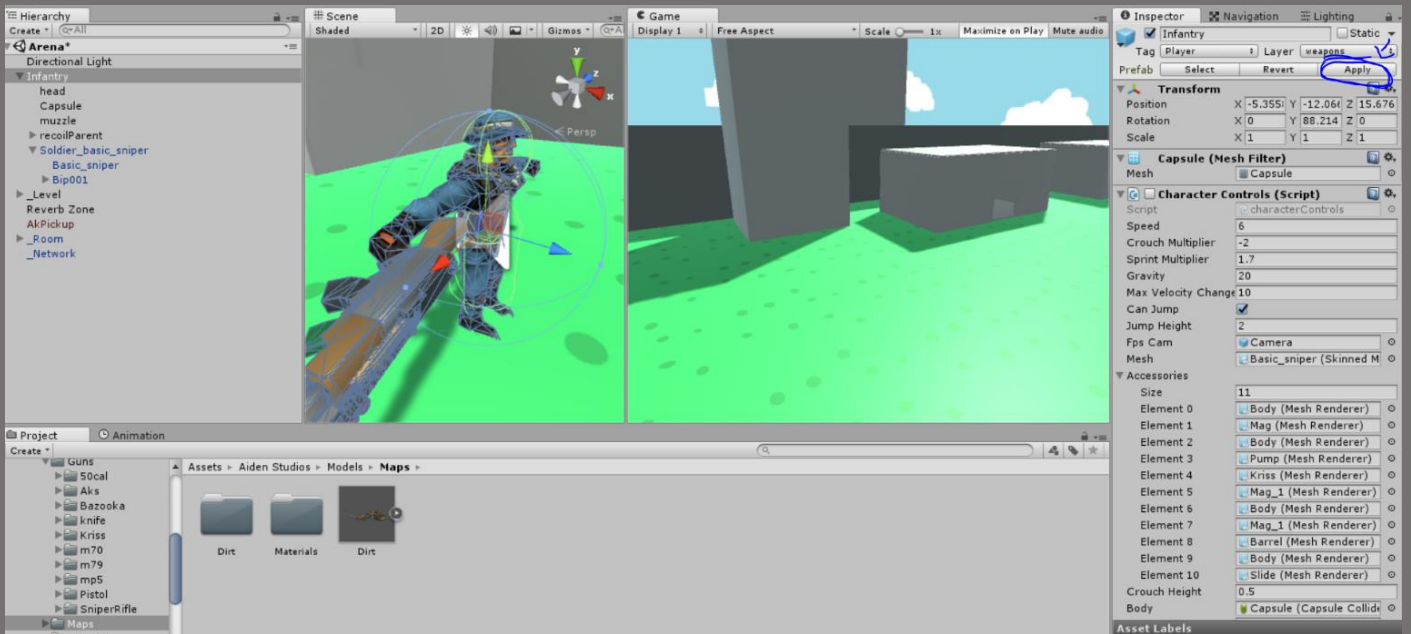
10. Locate the right hand in your player model’s rig. Drag your third person weapon models into it. Make sure your weapon models have the same **exact** name as their first person weapon.



11. Now, add your models to the “Tp Weps” array in your Player Class game object’s Tp Effect component.



12. In the “Accessories” array, add all of your third person weapons/player model accessories’ meshes



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