



MultiFPS.ClientFrontend

Contents

ClientFrontend	2
ClientInterfaceManager	3
UICharacter	3
Contact:.....	4

ClientFrontend components of MultiFPS

ClientFrontend

This component manages events that are exclusive for client's build of the game. Server build has no use of it. It does basic UI management like showing/hiding cursor, blocking gameplay inputs while pause menu or similar things (like chat) are shown, and keeps track of them. This is static class, not instantiated on any scene.

Function	Description
<code>public static bool GamePlayInput()</code>	If true, player can be controlled. If false, then it means mouse cursor is being shown and player cannot be controlled (for example pause menu or chat are opened)
<code>public static void ShowCursor(bool show)</code>	Pass true, to show cursor and block player from controlling character, pass false when hiding element that required cursor. When there are no needs for mouse cursor, we hide it and let player control character again. For example we call <code>ShowCursor(true)</code> when showing pause menu, and <code>ShowCursor(false)</code> when we hide it.

Events	Description
<code>ClientFrontendEvent_OnObservedCharacterSet</code>	It is called every time when character is set to be viewed from first person perspective. So every time when player respawns, or every time when we change spectated player while dead. It is useful for example when player changes spectated player and we want to write spectated player name at the bottom of screen, we can do it by method that listens to this event

ClientInterfaceManager

Manages spawning all in-game UI prefabs: Pause menu, Chat, Scoreboard, Killfeed, Player Hud (health, ammo, UI for inventory, crosshair) and nametags for allies which display their name and health bar. Again, this component is used for clients only, server build has no use of it.

It also spawns UI prefabs specific to gamemode that is being played, for example: if we play Defuse gamemode, it will spawn UI which have score numbers for both teams, and bomb icon which we will display and color in red when bomb is planted, and then color in green if bomb got defused.

This component resides on "GameManger" gameobject on hub scene. From there this whole object will be transferred between scenes. For each loaded map it will spawn those UI prefabs.

UICharacter

This component is placed on PlayerHUD prefab, prefab which will be instantiated by [ClientInterfaceManager](#). It displays HUD of currently spectated players. When character to spectate is chosen, it will display it's health, ammo, equipment, and also launch hitmarker when spectated character deals damage to someone/something. It also display popups when picking up ammo/health kits.

Thank You for using MultiFPS

Contact:

Email: desnetware@gmail.com

[Website](#)

[Youtube channel](#)

[AssetStore publisher page](#)