

# Protoshock Modding Documentation

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A documentation for modding the game protoshock.

## Setup

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### Installation

Install the Protoshock Mod Tools.unitypackage on the unity version 2021.3.8f1. Protoshock uses the Universal Render Pipeline (URP). Please delete any post processing or cameras inside your scene unless you know what you are doing.

## Building a mod

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Please make sure you only have *one* scene in your project.

Other scenes may take priority and may be loaded instead.

### Exporting your mod

- At the top of the screen, click on "Tools" > "ModTool" > "Export a mod", and fill in the information.
- Set the platform to windows.
- Set the directory for your mod to be exported in your mods folder in the protoshock installation directory.

## Methods

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### OnWeaponHit

Usage:

```
public void OnWeaponHit(float damage)
{
    //your code here
}
```

- Called when a gameobject with "Target" or "TargetFlesh" is hit by a weapon raycast.
- Is not buffered by the server, players joining after the function has been called will not receive function call.

## Useful references

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### PlayerMain GameObject

- PlayerMain is the main GameObject of the player prefab. You can reference a PlayerMain GameObject by doing:  
`GameObject.Find("PlayerMain");`

## Other notes

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## Networking

Protoshock uses Photon Unity Networking 2 for networking: The unitypackage can be found here:  
<https://assetstore.unity.com/packages/tools/network/pun-2-free-119922>

**Please note: This is not officially supported by the modded tools provided and installing with your project may cause issues.**