

Easy Template Kit – Setup

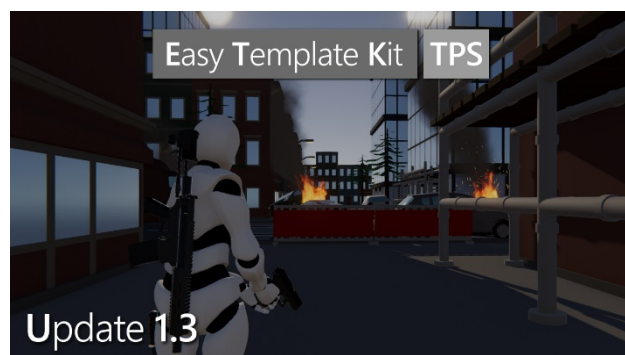
General	
Step 01	Make sure Game Creator 1.1.12 is installed
Step 02	Make sure the modules are installed. Including the Example Scenes. Go to: Game Creator > Module Manager, and install the examples.
Step 03	Add all tags in 'Tags & Layers': <div> <div>MeleeTag</div> <div>Cover</div> <div>Magic</div> <div>Fishing</div> <div>Marker</div> <div>Mining</div> <div>Hide</div> <div>High Cover</div> <div>Enemy</div> <div>Tree</div> <div>HeadHide</div> <div>GunSound</div> <div>Street</div> <div>NPCCover</div> <div>Sit</div> <div>Sound</div> <div>Door</div> <div>DeadEnemy</div> <div>Water</div> </div>



Template	0_DefaultETKTemplate
Warning	This overwrites your Game Creator Data
Step 01	Install '1_GCDData' package
Step 02	Install '2_Shared' package
Step 03	Install '3_GameTemplates' package



Template	1_ThirdPersonShooter
Warning	This overwrites your Game Creator Data
Step 01	Install '1_GCDData' package
Step 02	Install '2_Shared' package
Step 03	Install '3_GameTemplates' package
Optional	Install Post Processing Effects Stack V2 Go to: Window > Package Manager, and install 'Post Processing'. Otherwise remove 'PostProcess' from scene and Layer from Main Camera



Template	2_TopDownRPG
Warning	This overwrites your Game Creator Data
Step 01	Install '1_GCDData' package
Step 02	Install '2_Shared' package
Step 03	Install '3_GameTemplates' package
Optional	Install Post Processing Effects Stack V2 Go to: Window > Package Manager, and install 'Post Processing'. Otherwise remove 'PostProcess' from scene and Layer from Main Camera

