

# User Manual

## Table of Contents

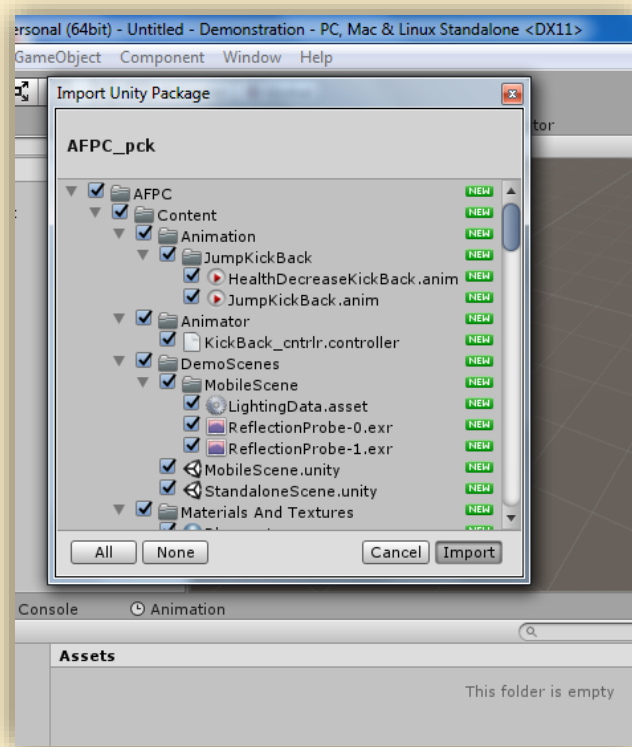
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Importing & Playing	2 - 7
Using Builders	8 - 16
Using Custom Player Body	17 - 20
Creating Door	20 - 22
Understanding Scripts	23

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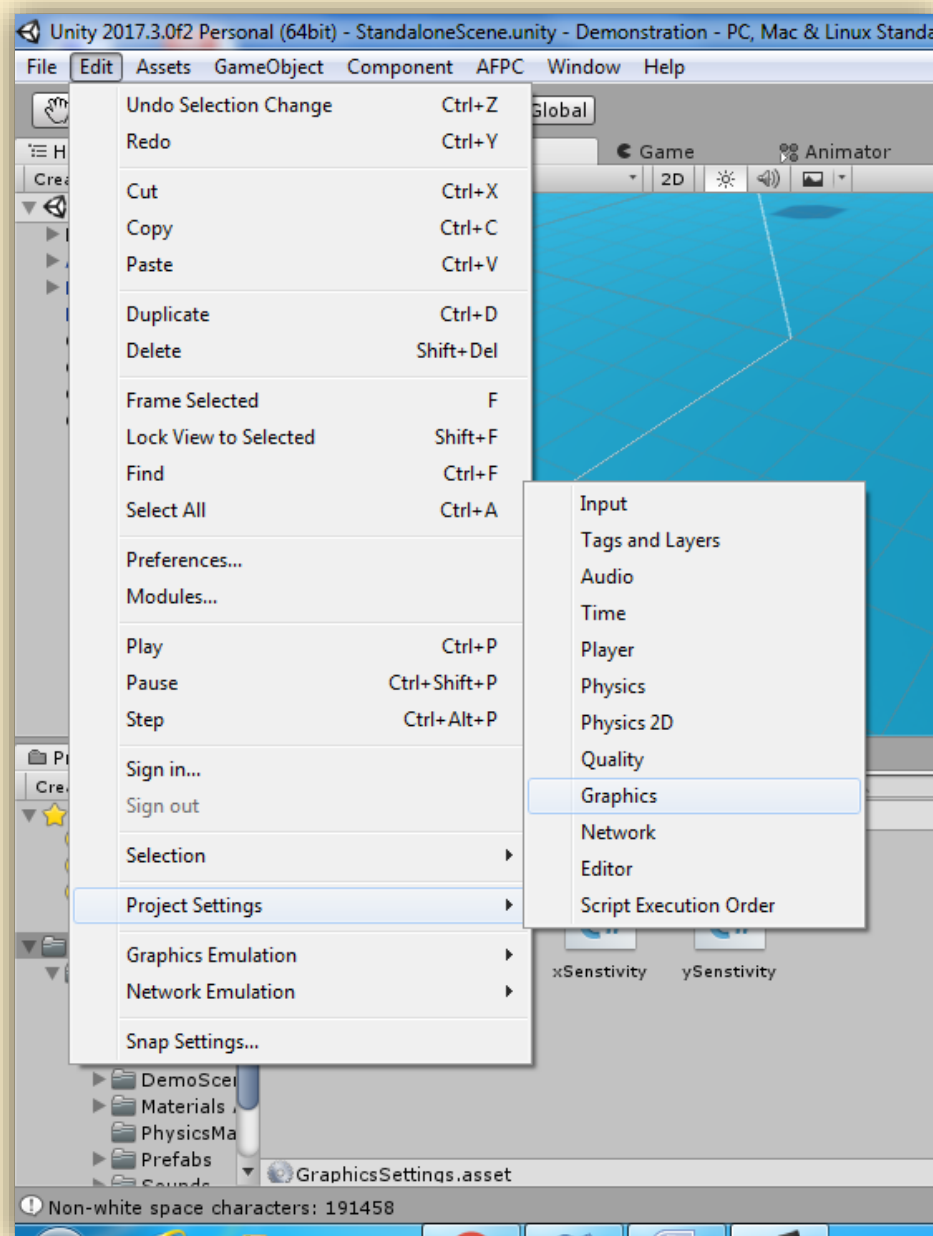
## Importing

1. Once you have downloaded the asset, Click on import all.



2. Changing the Graphics Settings,  
Reason – Currently, if you build your game then fog  
Will not show up in the build when you are  
underwater, to fix that,  
a. Go to Edit > Project Settings > Graphics

# User Manual

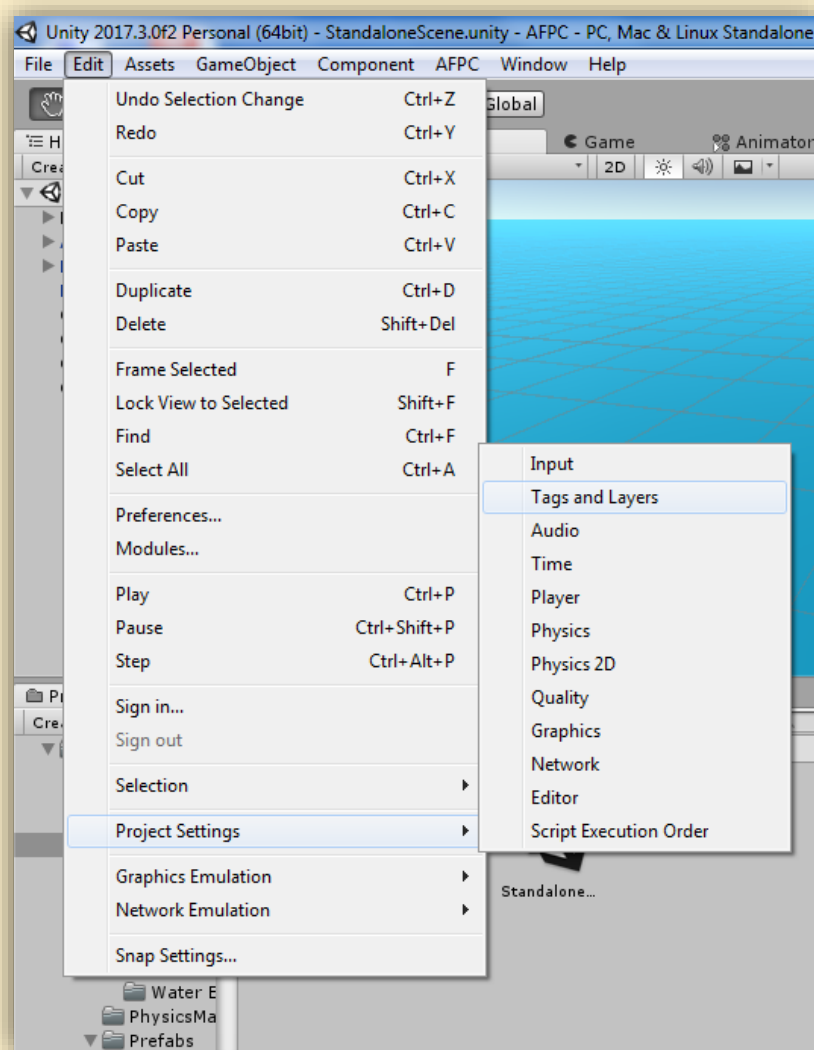


- b. After that, scroll down and set the Fog Modes to Custom in Shader Stripping.

# User Manual

## 3. Creating Necessary Layers And Tags

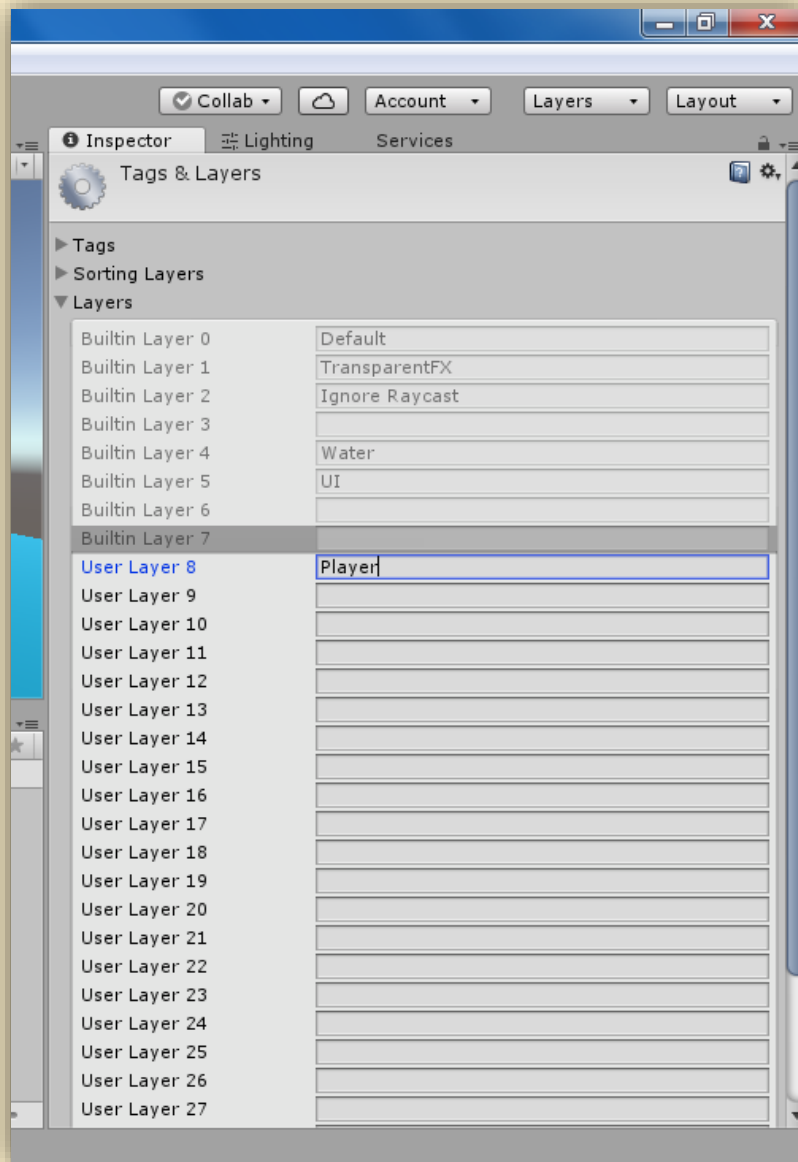
### a. Go to Edit > Project Settings > Tags and Layers



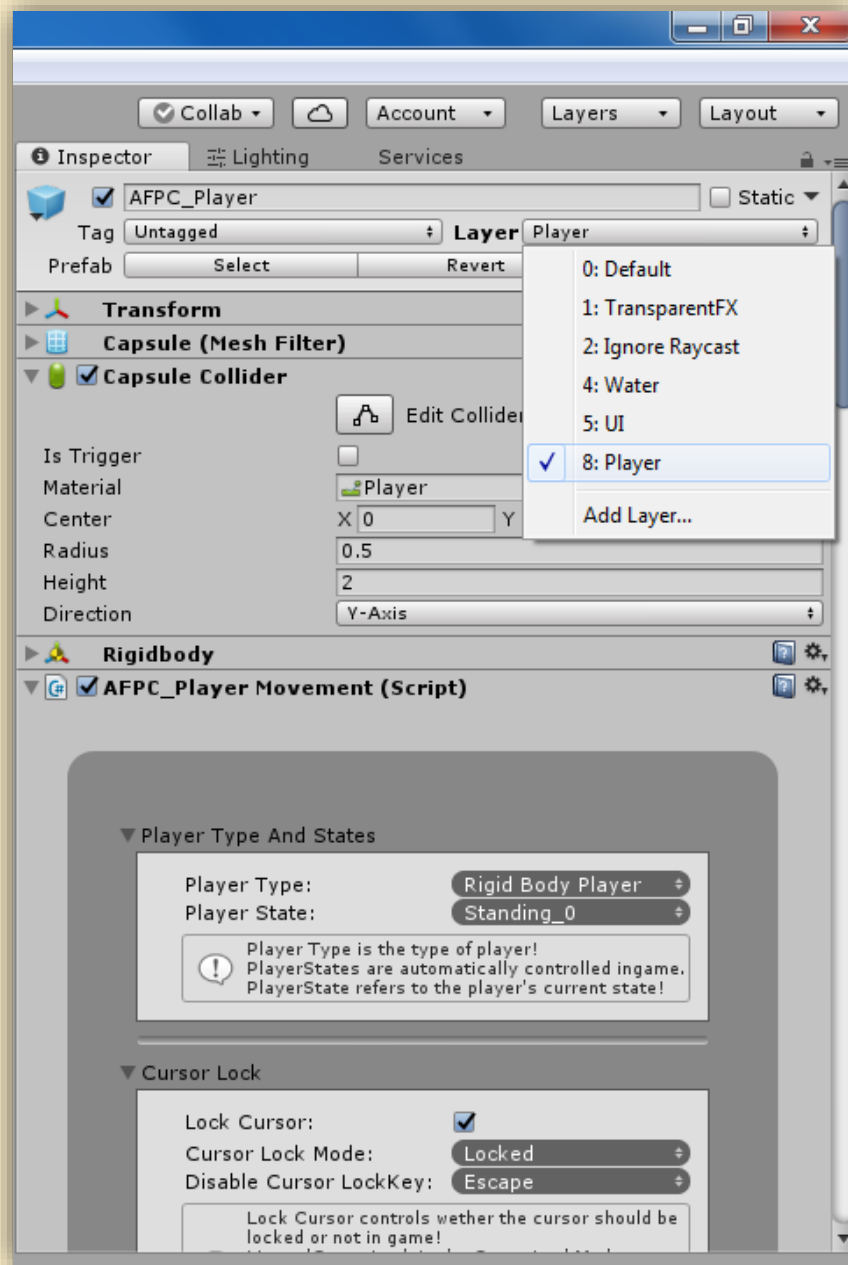
### b. Open Layers Drop Down and Create a New Layer and name it is “Player”.

# ADVANCED First Person Controller

## User Manual

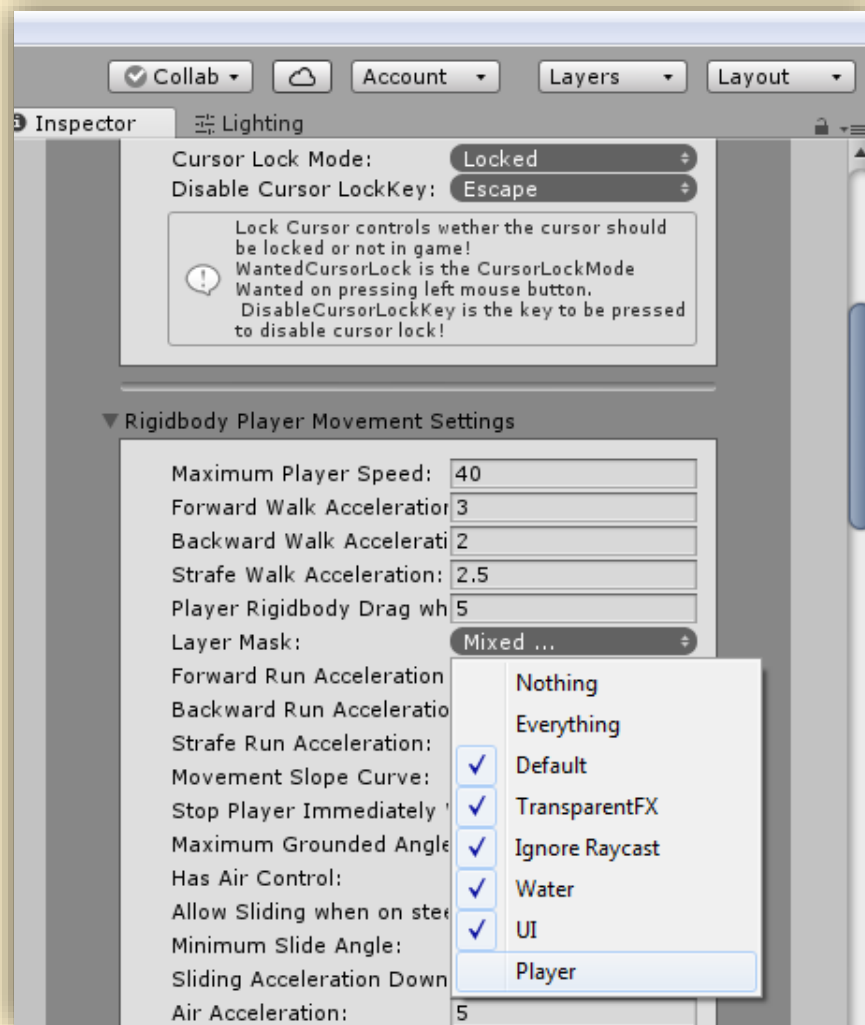


- c. Assign The AFPC\_Player Gameobject layer to "Player" layer.



- d. In the Player Movement Script, Set the Layer Mask to everything except “Player” Layer.

# User Manual



## 4. It's ALL DONE!

- Open any demo Scene and Press Play
- If You Want To Test the Mobile Demo Scene, Then switch your Build Platform to Android or IOS.

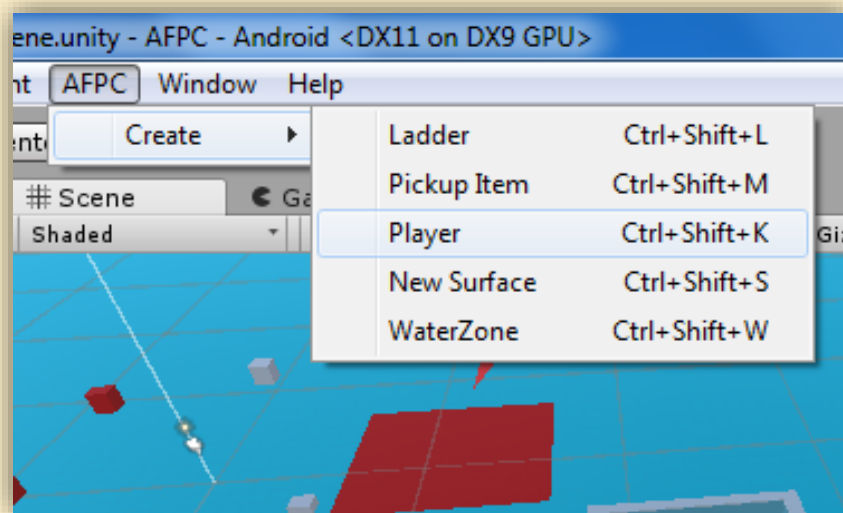
# User Manual

## Quick Setup!

### 1. Creating Player!

To create player->

1. Go to AFPC Window > Create > Player



2. Select the Platform of Player You Want –
  - a. Standalone For Windows, Mac or Linux
  - b. Mobile For Android, IOS or any other mobile Platform
3. Select the type of Player
4. Select the footstep Detection Mode –

*These are the footstep detection mode*

*Use Based on Tags if you simply want to change Footstep sound according to tag of Ground*



# User Manual

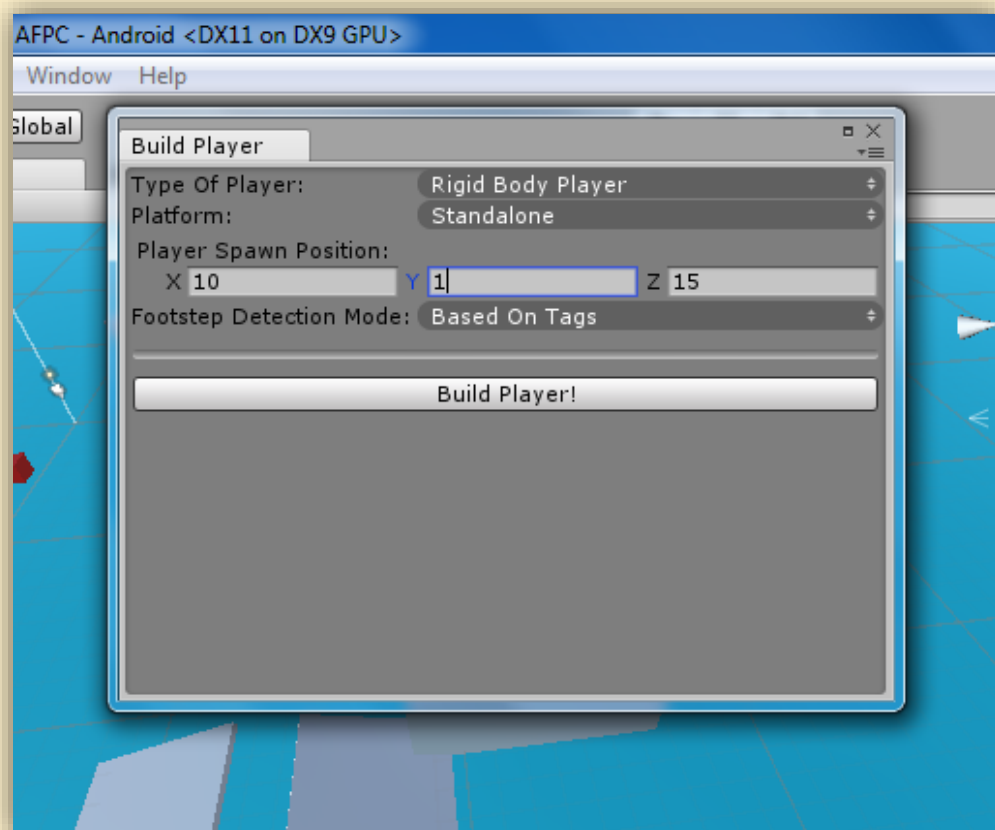
*Use Based on Textures if you want to change footstep*

*Sound according to the texture of Ground*

**REMEMBER –**

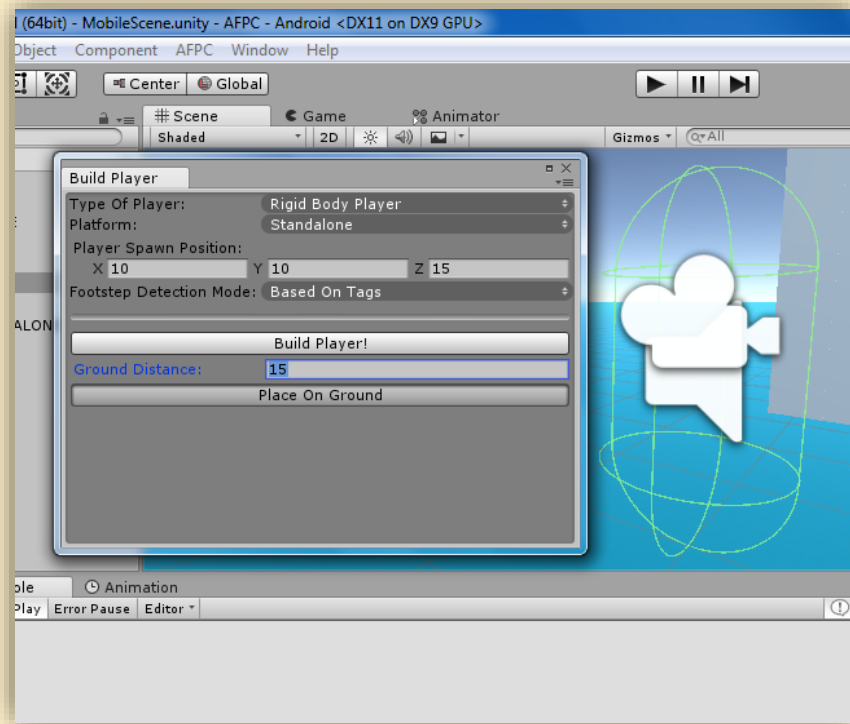
**BASED ON TAGS FOOTSTEPS DETECTION MODE DOES NOT  
SUPPORT MULTIPLE FOOTSTEP SOUND ON A TERRAIN  
BECAUSE IT DEALS  
WITH TAG OF THE GROUND**

5. Then, click on Build Player! To create player.



6. If Player is not on ground then set the appropriate ground distance and click Place on Ground!

# User Manual

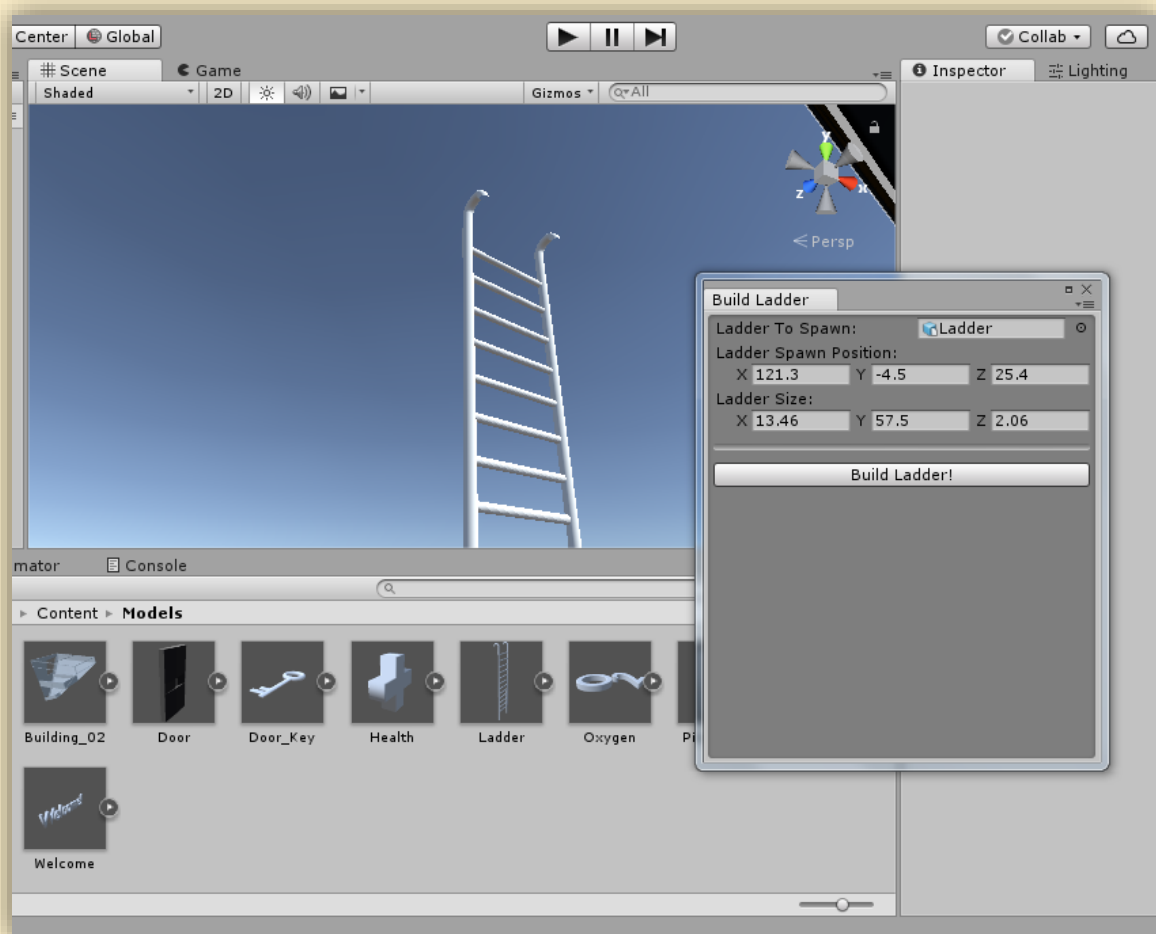


7. Or you can simply drag and drop the AFPC\_Player prefab along with HUD and EventSystem prefab of the desired platform.

# User Manual

## 2. Creating Ladder

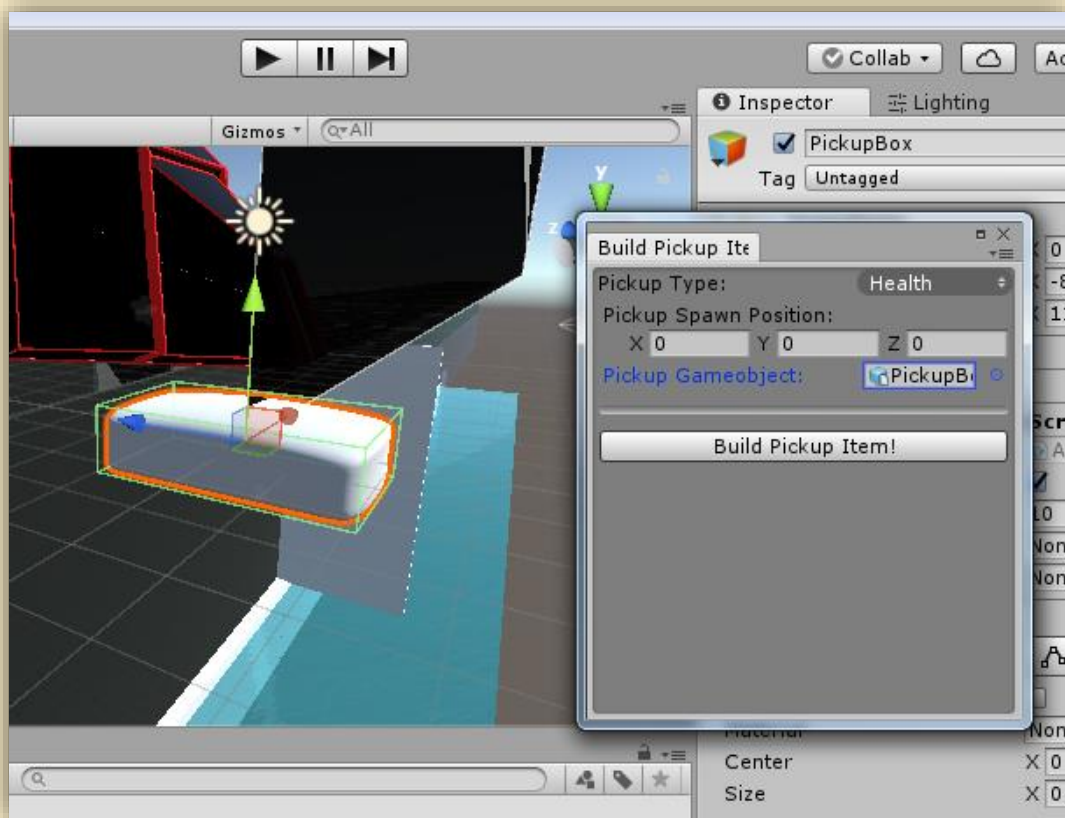
1. Go to AFPC Window > Create > Ladder
2. Select the Ladder You Want to Spawn, its position and size.
3. Click on Build Ladder, Ladder Is Ready For Use!



# User Manual

## 3. Creating Pickup Item

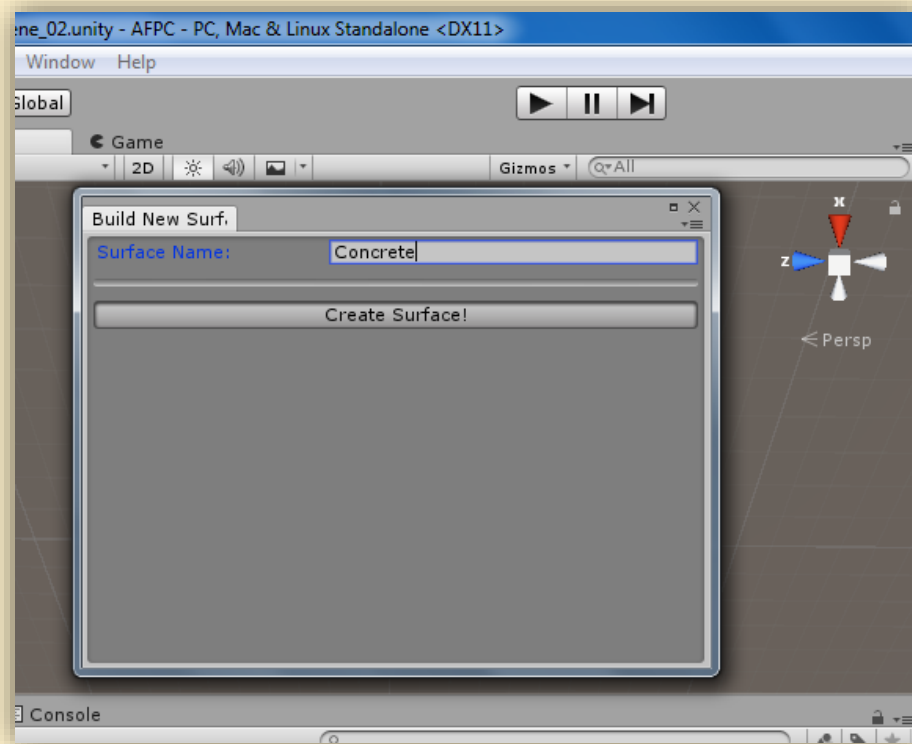
1. Go to AFPC Window > Create > Pickup Item.
2. Select the pickup type, spawn position and the Gameobject you want to spawn.
3. Click Build Pickup Item! It's done.



# User Manual

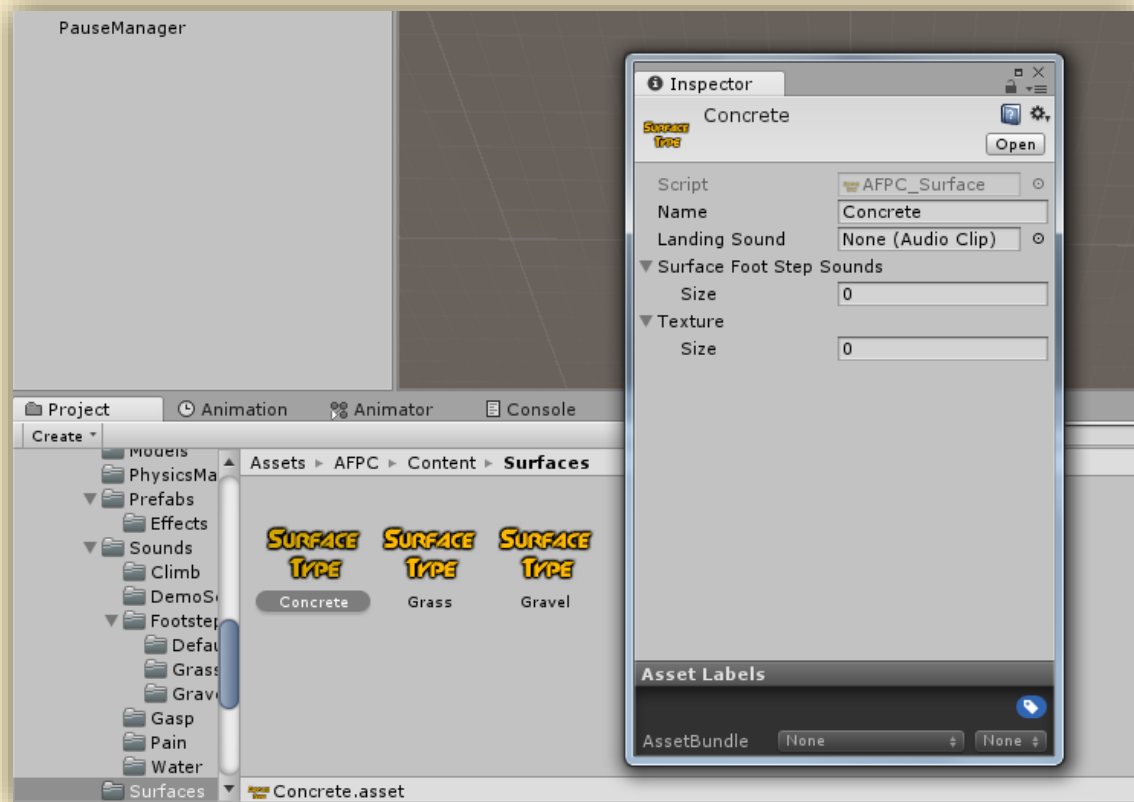
## 4. Creating New Surface

1. ONLY CREATE SURFACE LIKE THIS IF YOU ARE USING BASED ON TEXTURES Footstep Detection Mode.
2. Go to AFPC Window > Create > New Surface.
3. Type the surface name & Click on Create Surface.



4. Now, Go to AFPC > Content > Surfaces in Project Window.
5. You will find your newly created surface there, just add Some Footstep sounds and textures and it's all Done.

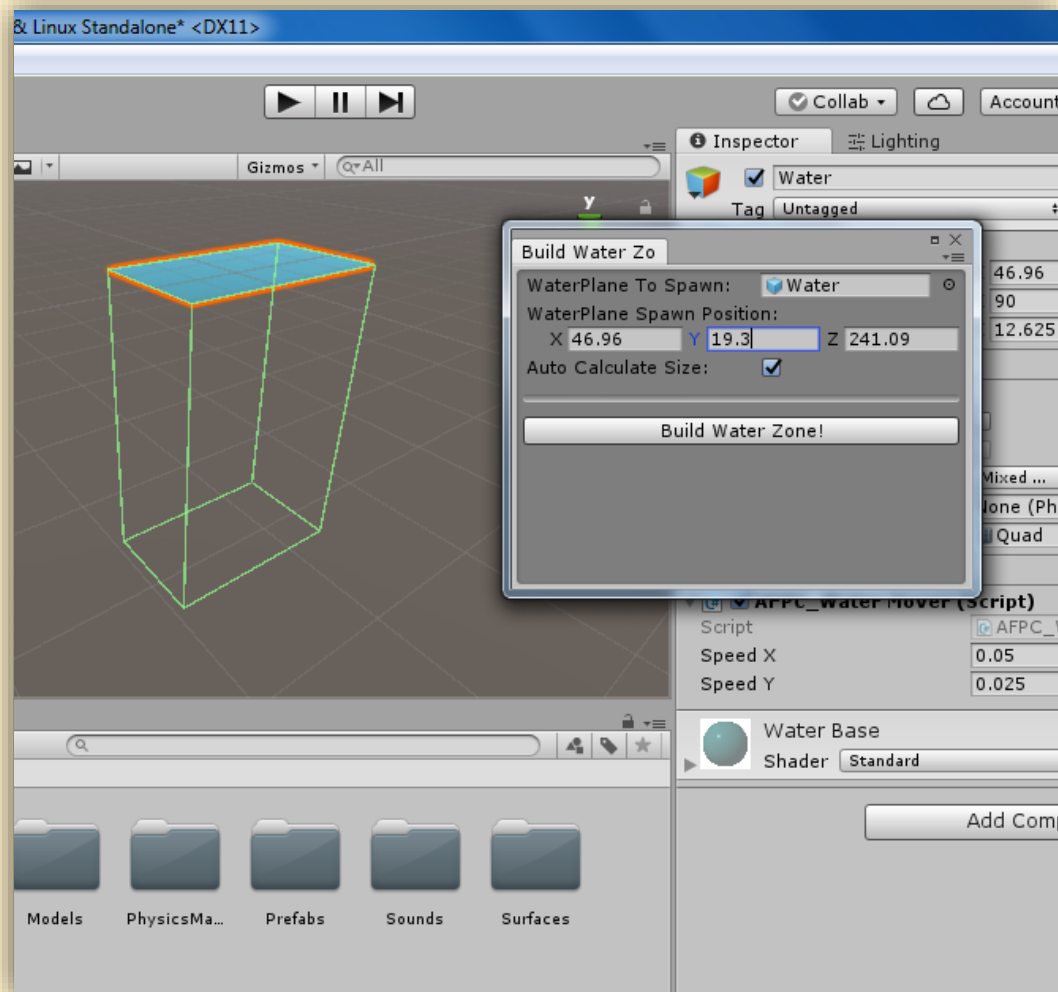
# User Manual



## 5. Creating Water Zone

1. Go to AFPC Window > Create > Water Zone.
2. Select the water plane you have to spawn, spawn position & if you want to automatically calculate the water zone size, Set auto calculate size to true else give the size of water zone.

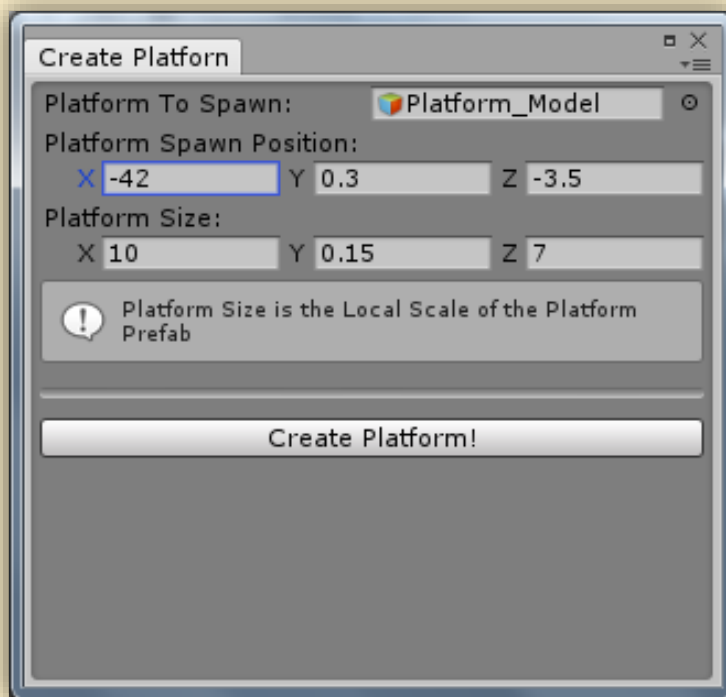
## User Manual



# User Manual

## 6. Creating Platform

1. Go to AFPC Window > Create > Platform.
2. Select the platform you have to spawn, spawn position & set the platform size to the transform's Scale of your platform model/prefab.



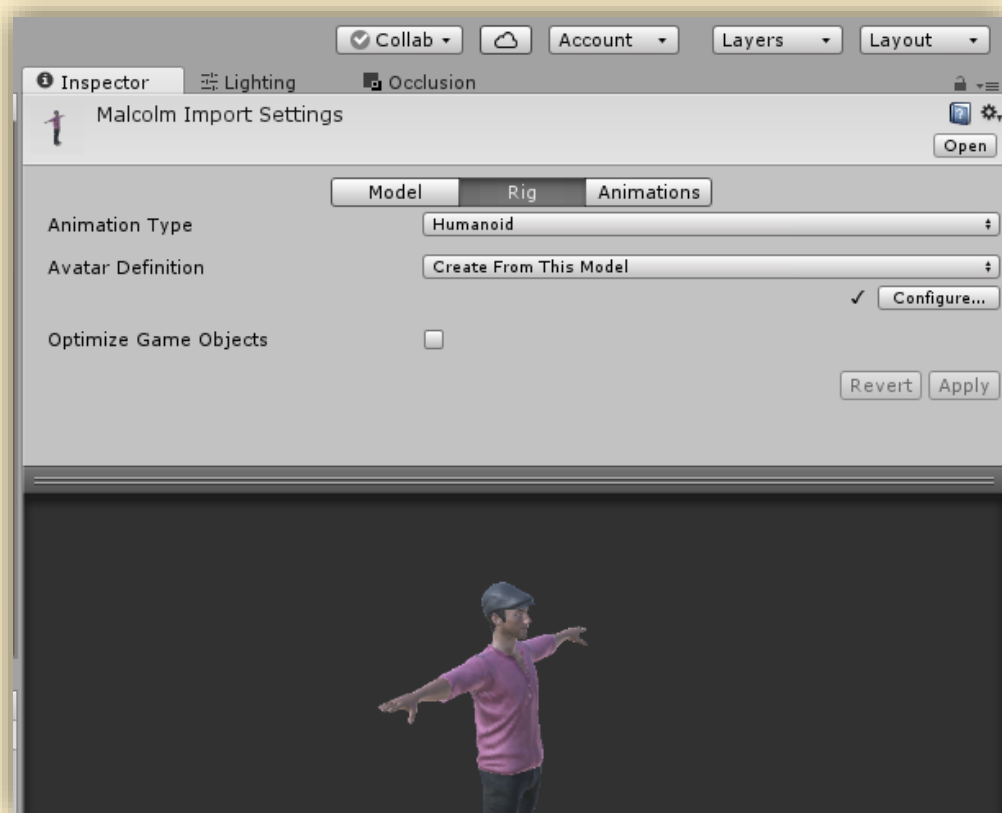


# User Manual

## Using Custom Player Body

### 1. Importing Body

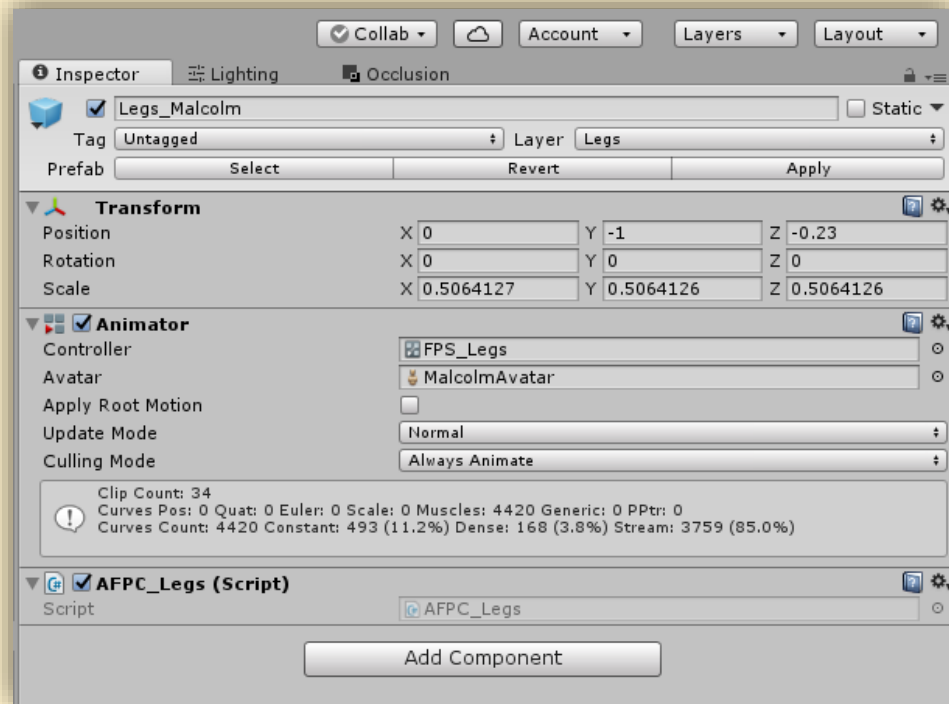
1. Import Player body and set the Rig mode to Humanoid and create an avatar.



2. Insert player body in you scene.
3. Select it and add Animator Component to it and set the

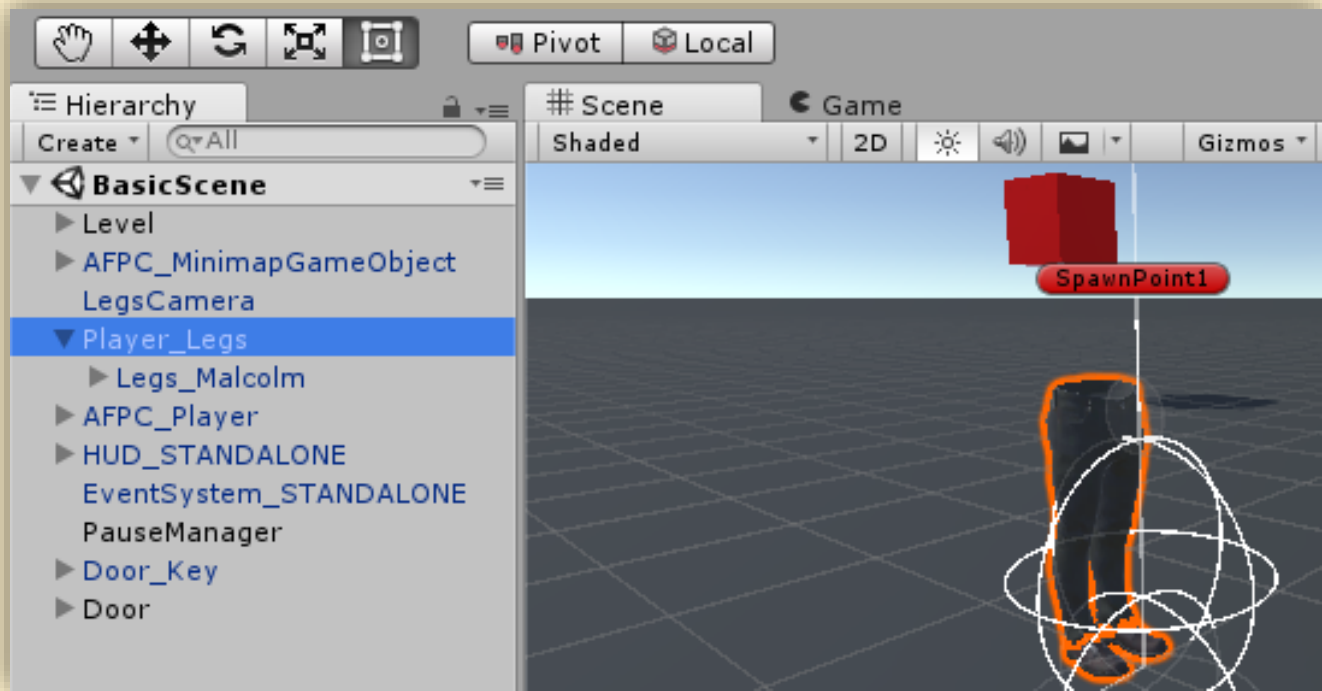
# User Manual

Animator Controller property to FPS\_Legs & add AFPC\_Legs script to it.



4. Child this game object to Player\_Legs Gameobject which has a AFPC\_Player\_Follow Script attached to it.

# User Manual



5. Change the Layer of the model's Gameobject to Legs.

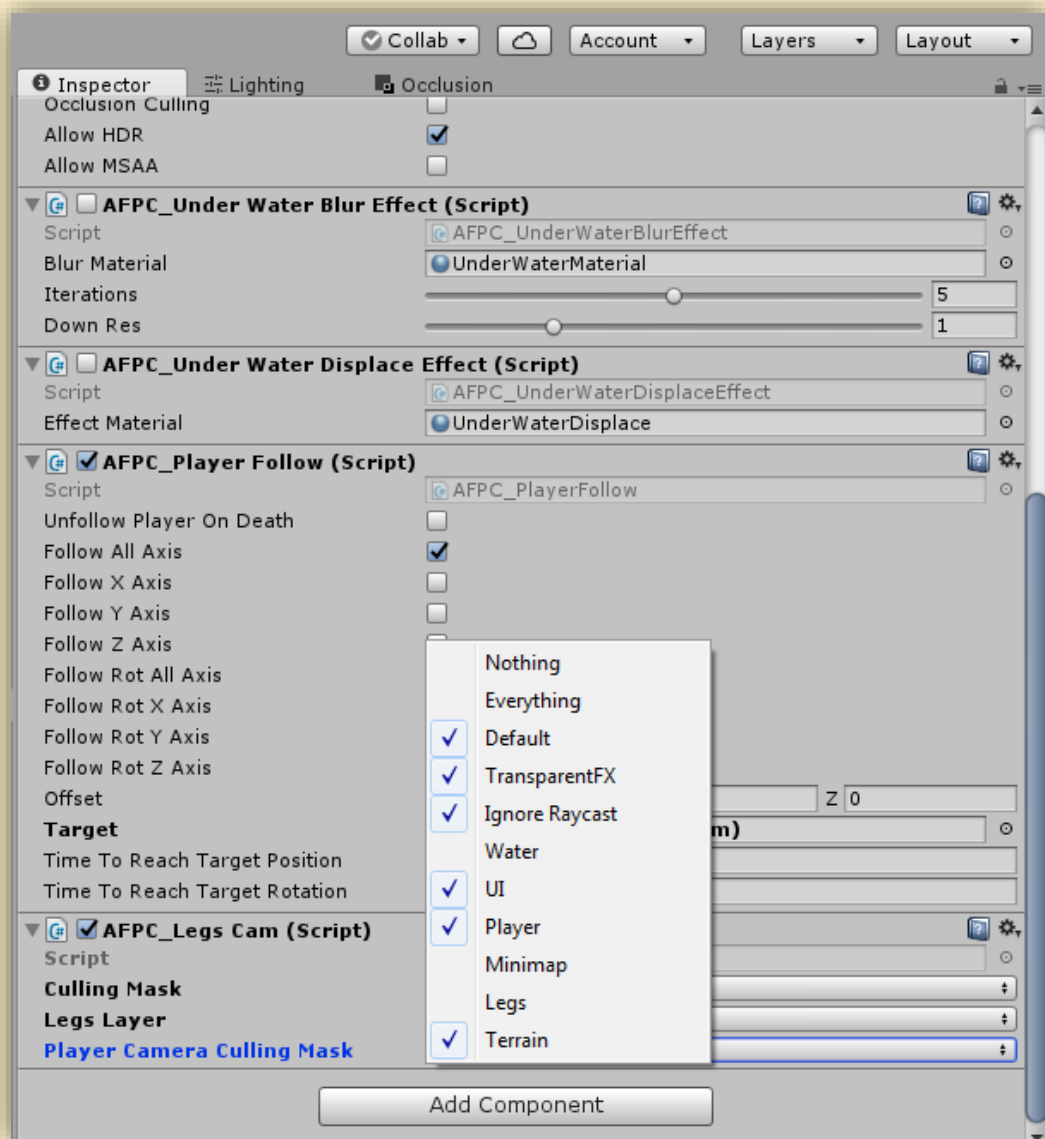
## 2. Setting up Legs Camera

1. The LegsCamera Gameobject renders legs above all other layers so that legs should always be visible in game.
2. In case of water, it has to be rendered with the same depth as of legs to see it above legs else legs will not look immersed in water.
3. Just like water, if you want any Gameobject to render above Legs, Create a new layer, in this scenario, let's say the Layer Name is "Water".
4. Now, select your water Gameobject and set its layer

# User Manual

to “Water”.

5. Now, in the LegsCamera Gameobject, in the AFPC\_Legs Cam Script, set the Culling Mask Property to “Water, Legs”.
6. Set the Legs Layer To “Legs”.
7. Set the player camera culling mask to everything that the mainCamera Renders except “Water” Layer.

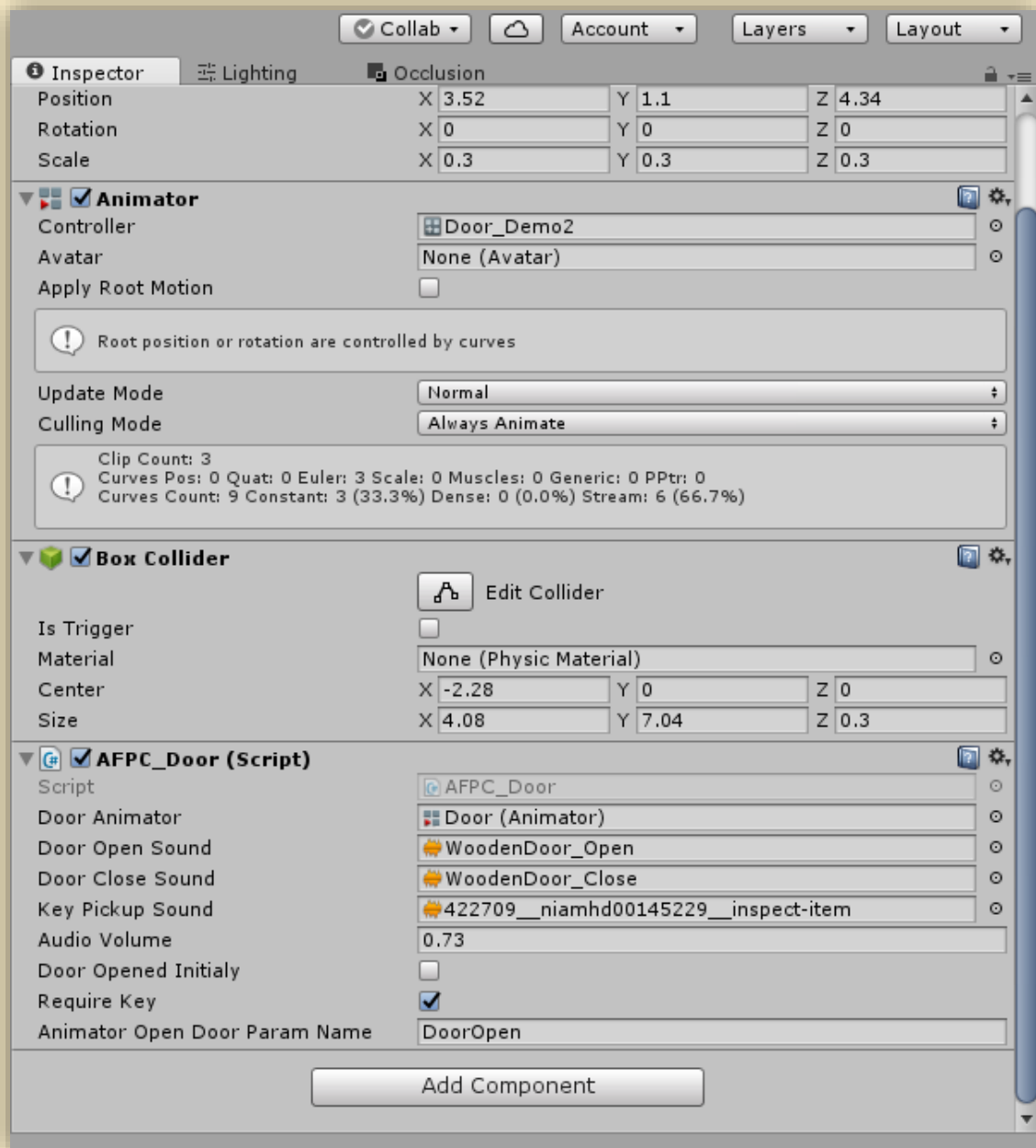


# User Manual

## Creating Door

1. Add the Door Game object to your Scene and add Mesh/Box Collider of desirable size.
2. Add Animator Component to the Door Gameobject.
3. Create a new Animator Override Controller and set the Controller to Door.
4. Now Assign the Door\_Idle, Door\_Open, Door\_Close Animation clips to the newly created Override Animator Controller.
5. Now, add AFPC\_Door Script to the Door Gameobject and Set the Properties.
6. Done!

## User Manual



# User Manual

## Understanding Scripts

All the meanings of necessary variables are described in the script view.

For Queries contact on my Website.

**Contact Us** - <https://gamedevtips9854.wixsite.com/hyperbolt>

By

Harsh Pandey

HyperBolt