

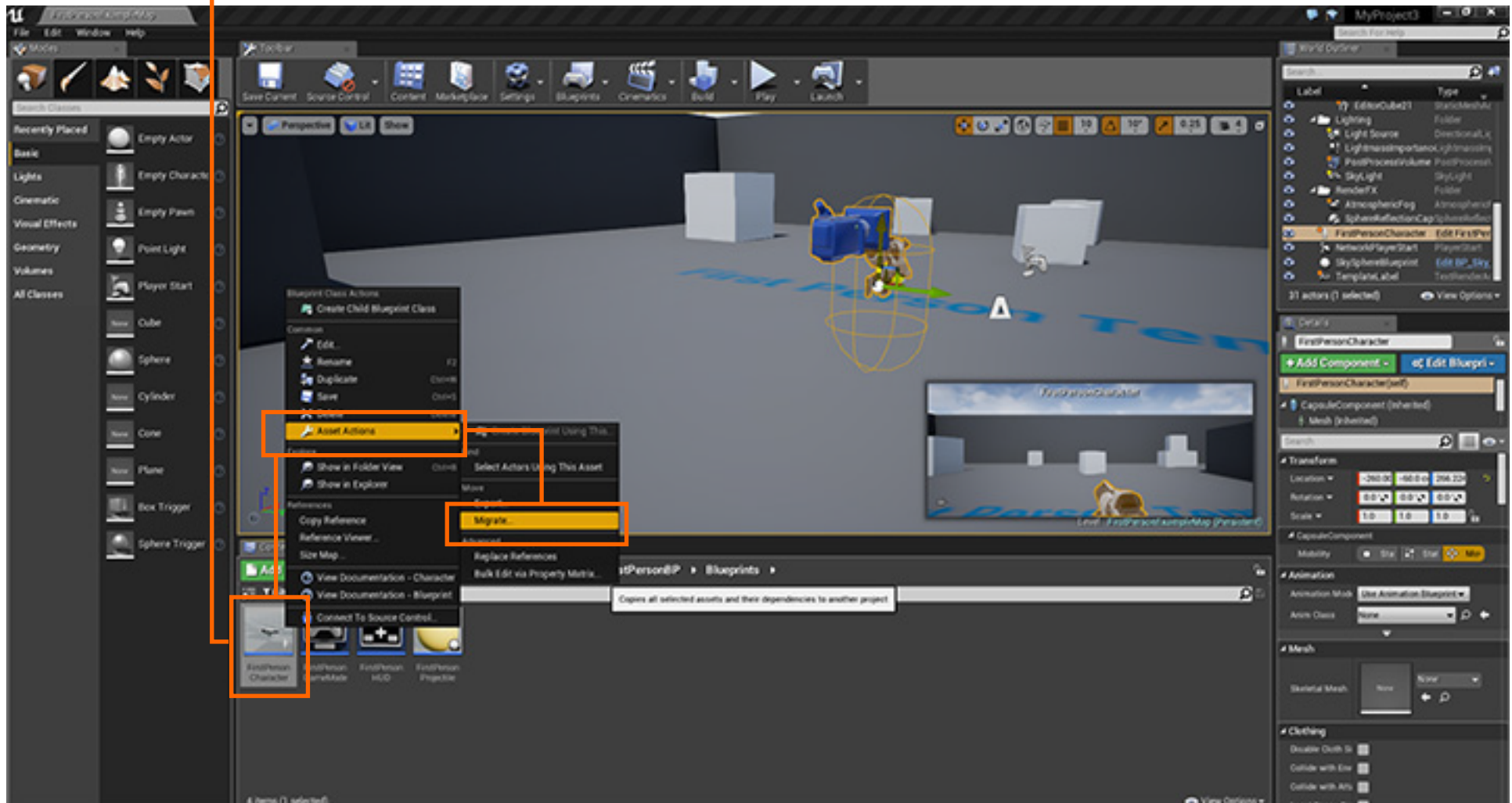
Let's say you've built your terrain, imported some cool props from 3D Max but need a FPS to make the level fun. Easy!
Again, file organization is important!

There are 3 basic steps:

1. Migrate a FPS into your level.
2. Export the "Inputs" from the FPS level and import them into your level.
3. Set up a Level Blueprint to "Possess" the weapon.

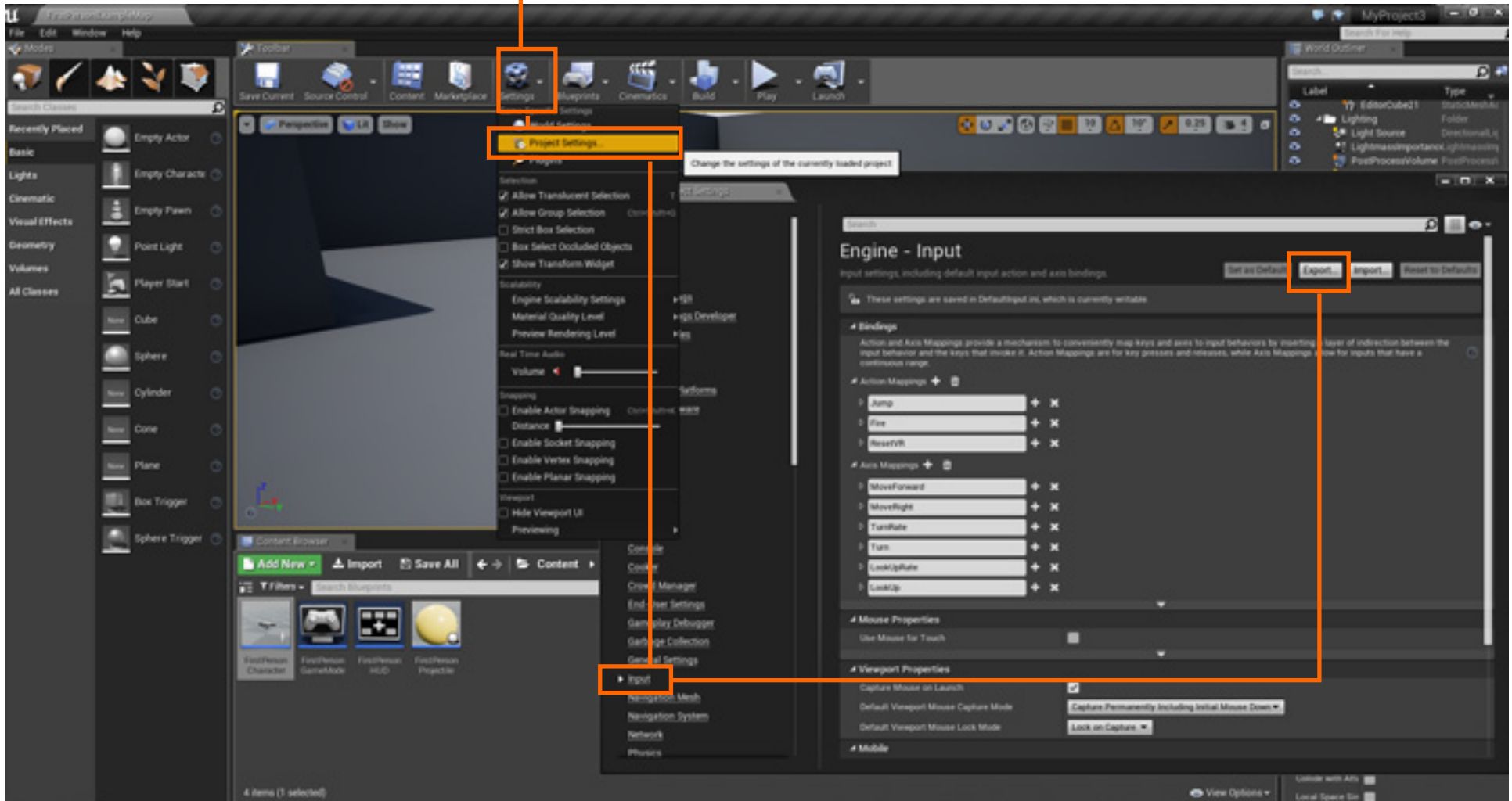
1. Create a new First Person Project

2. Find the FPS in the Content Folder, select and migrate to your project folder Content.



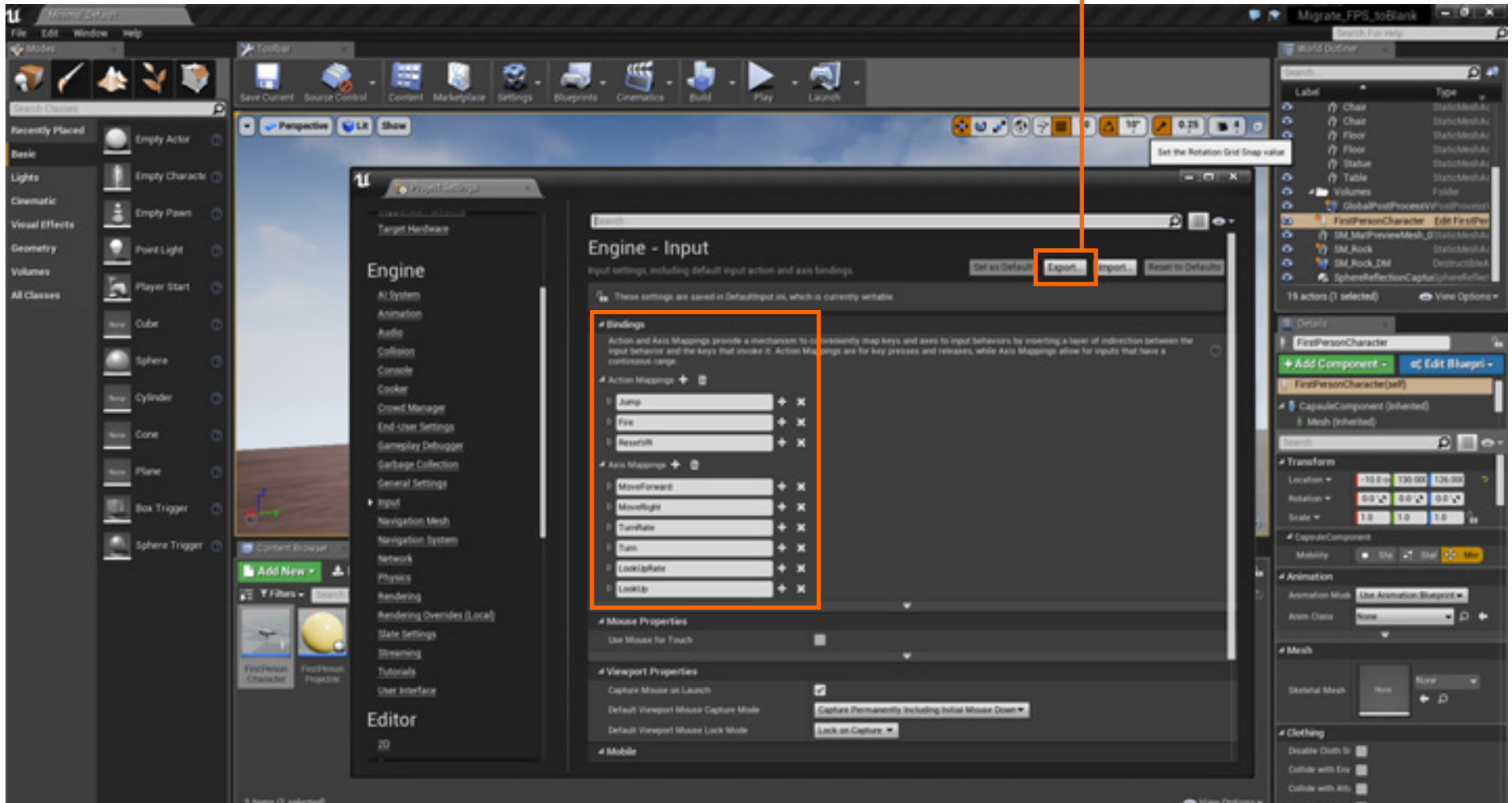
3. Open "Project Settings" - under Engine select "Input"

4. Open the "Bindings" panel. You'll see all the instructions for the FPS movements. Export the setting to your project folder.



5. Open your project

6. Open Project Settings and Import the Bindings that you saved into your project folder.



Lastly, you need to create a Level Blueprint for activating the FPS.

7. Drag your FPS from the Content Folder into the scene.

9. Drag your FPS from the World Outliner into the Blueprint.

12. Drag and type Keyboard. Select any letter or number that will activate the FPS.

8. Open a New Level Blueprint

11. Drag a "Get Player Controller"

10. Drag a "Possess"

