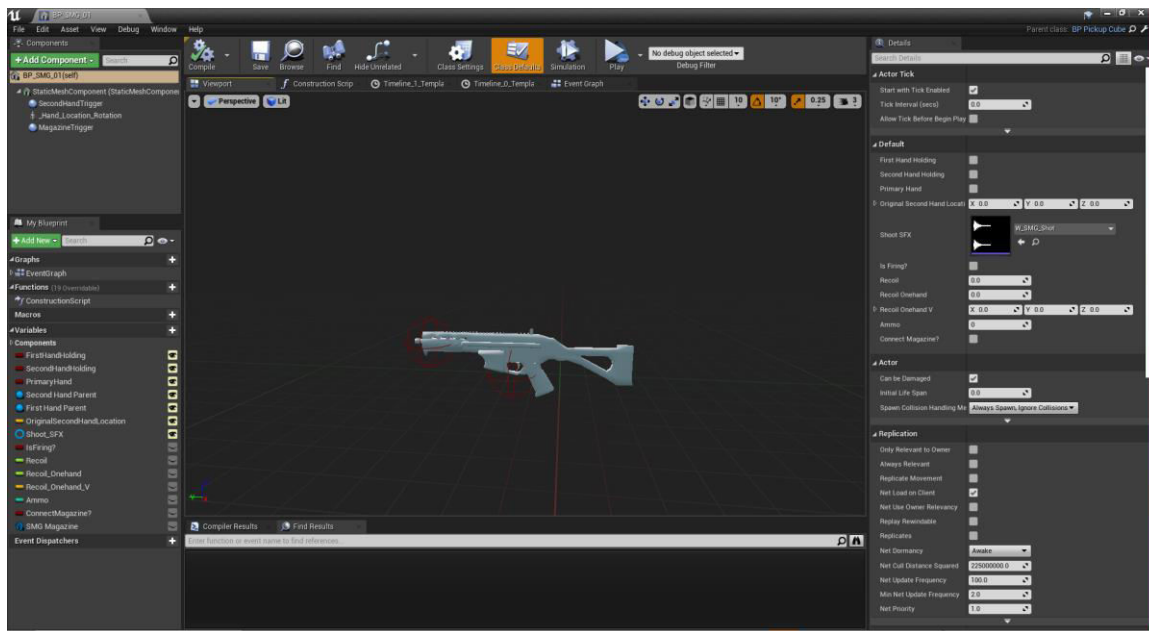


Documentation On Mumble's VR Guns

Can I replace the weapons mesh with my own guns?

Yes! In order to use your own guns, you will need a static mesh of the gun itself, and another static mesh for the magazine.

To do so, open up the gun blueprint you would like to change the model of. I will be using BP_SMG_01 as reference.



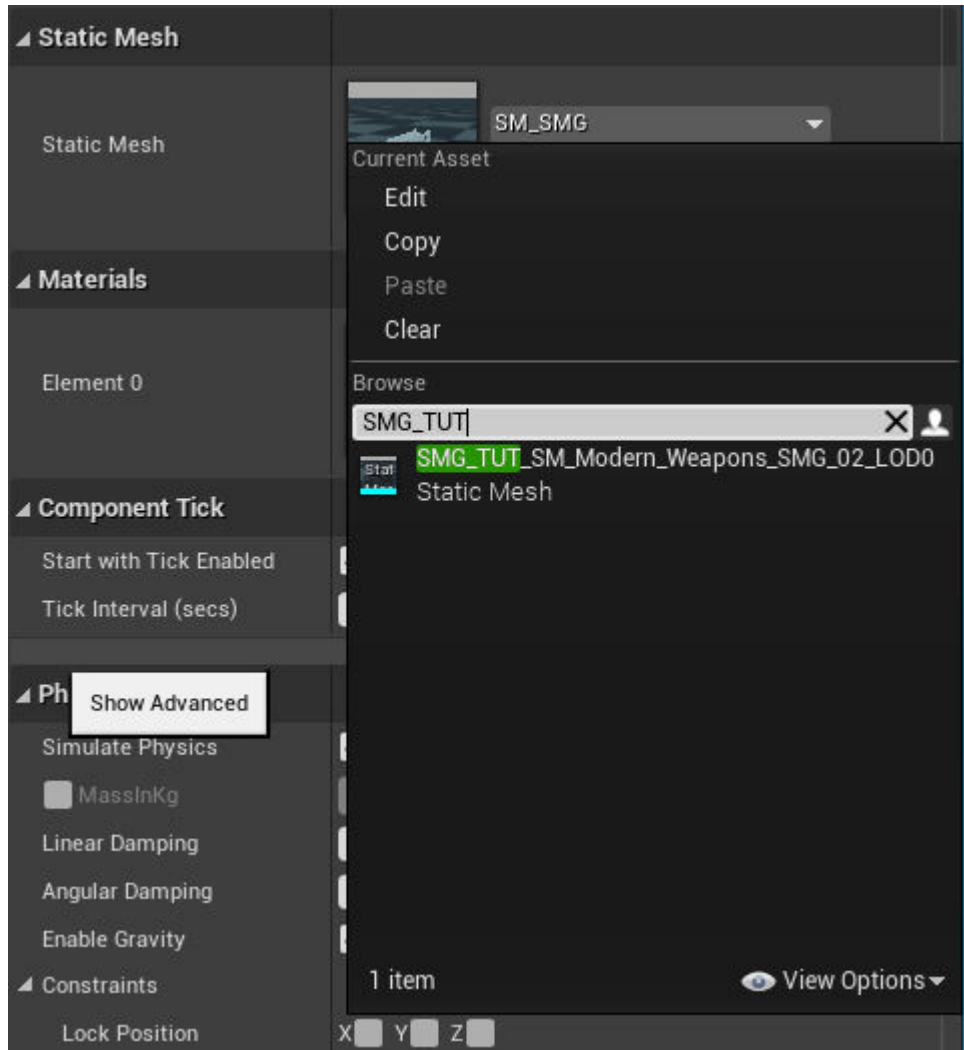
Go into the *viewport* and you should see the mesh, the `SecondHandTrigger`, the `_Hand_Location_Rotation`, and the `MagazineTrigger`. (On the top left)

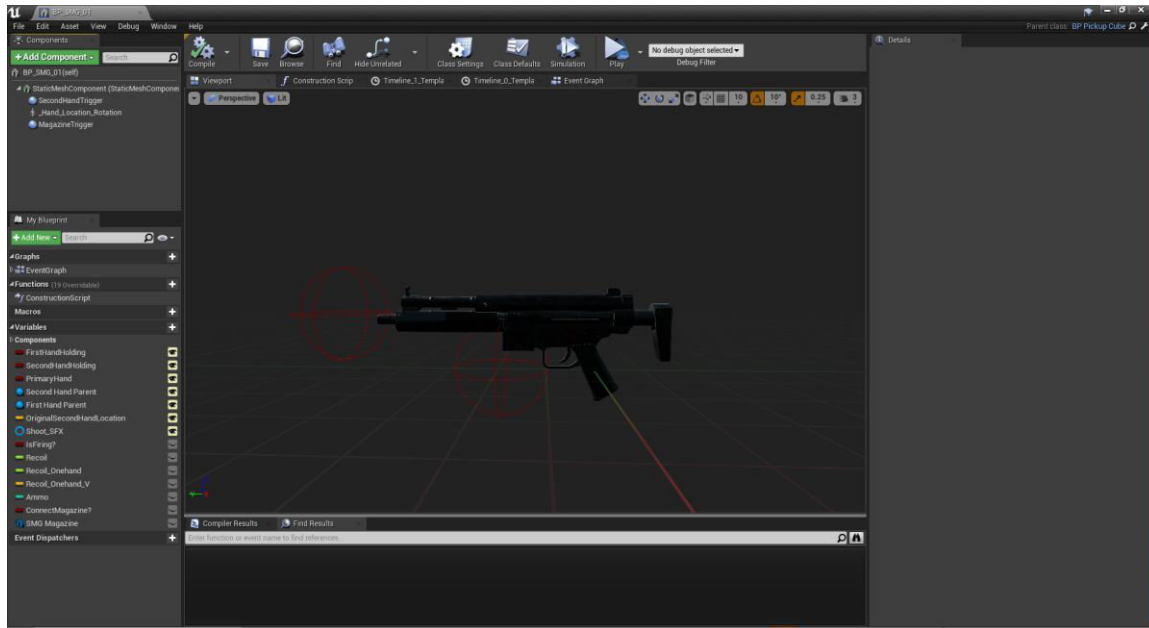
The first thing we will need to do is change the static mesh to another weapon.

Select the `StaticMeshComponent` on the top left, and change the mesh to the weapon you wish (Ensure that this *ONLY* has the weapon and no magazine attached).

I will be using "Modern Weapons" by AGTRI Studios.

(NOTE: Ensure that you're magazine and gun line up in your 3D Modelling software. I'm using blender, and exporting the FBX results in separate meshes, but the relative location 0,0,0 will still line up the magazine and gun perfectly)



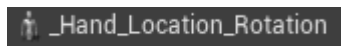


Your weapon should look something like this.

The next thing we want to do is adjust the triggers accordingly, but first let me explain what everything in the components panel does.



The SecondHandTrigger is the trigger that detects the secondary hand. You'll want to move this exactly where the second hand should grab.

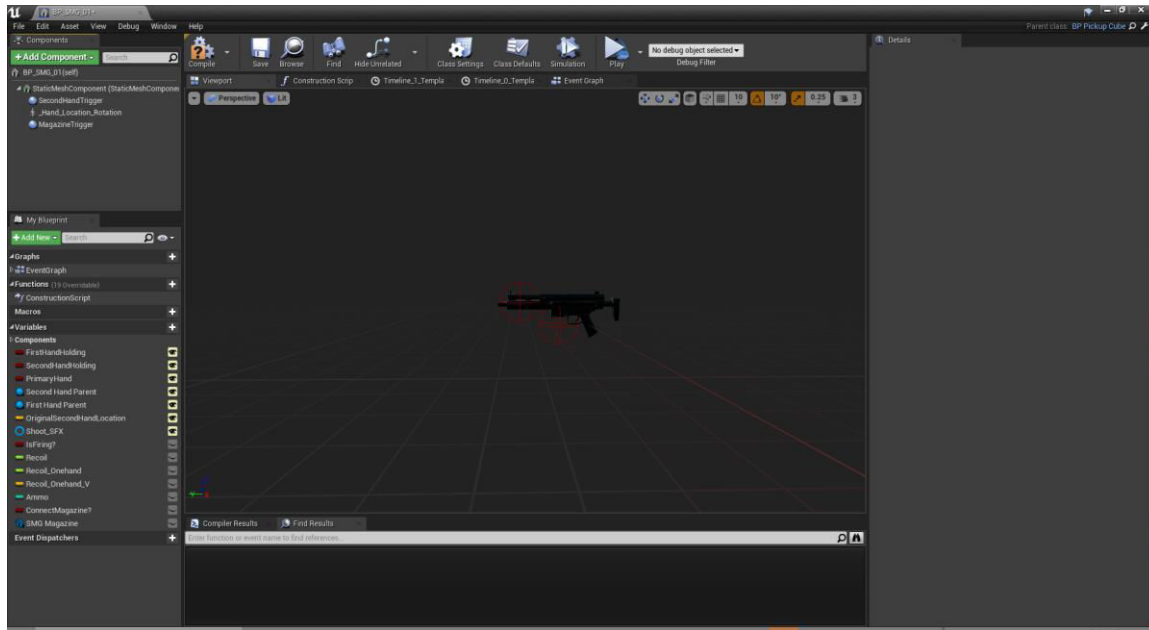


The _Hand_Location_Rotation is the Transform the second hand gets set to when it grabs the gun. Adjust the location of this accordingly.

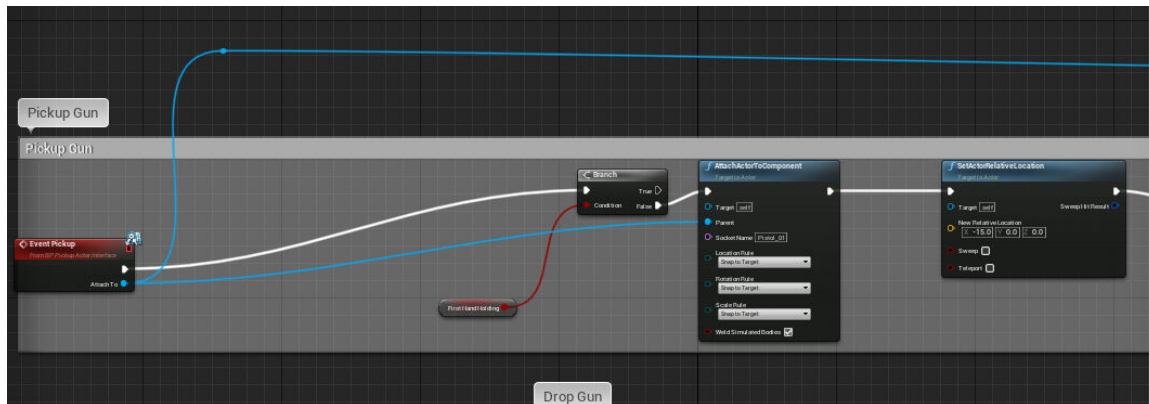


The MagazineTrigger is the location where the magazine gets sent. Adjust the location accordingly.

You should end up with something similar to this:



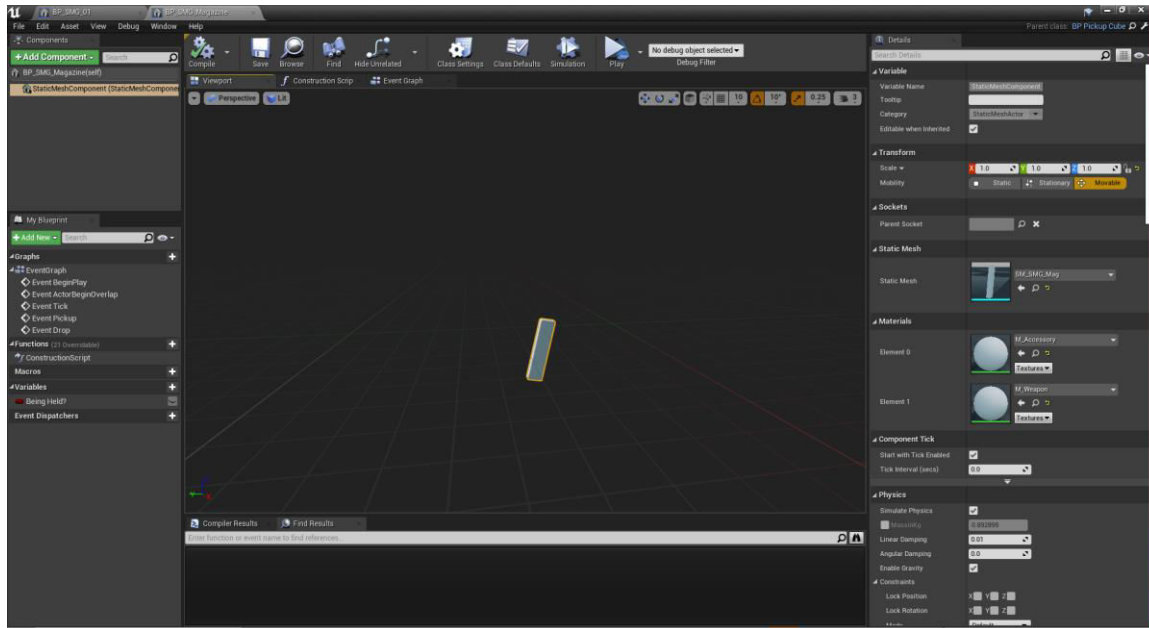
There is another thing I want to touch on while we're in the blueprint for the weapon. Open the event graph, and at the top under the comment "Pickup Gun" you will see this:



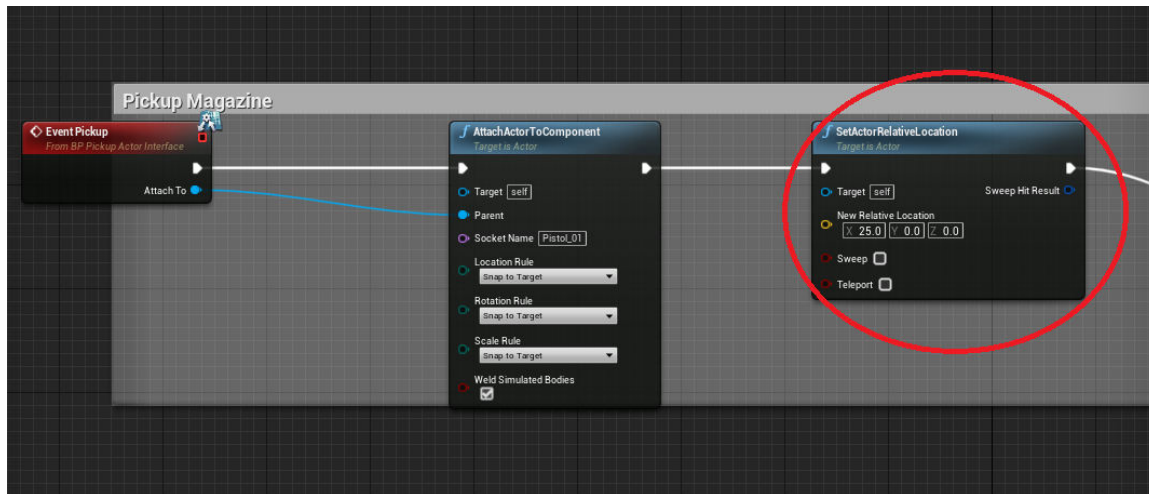
You will need to adjust the SetActorRelativeLocation accordingly, so the gun lines up with the first hand when held.

Next, I would like to explain the magazine, which is a similar process, but much simpler.

Open up the Magazine BP that matches the weapon (ex: BP_Pistol_01 would have BP_Pistol_Magazine, I'm still using the SMG so I would open BP_SMG_Magazine)



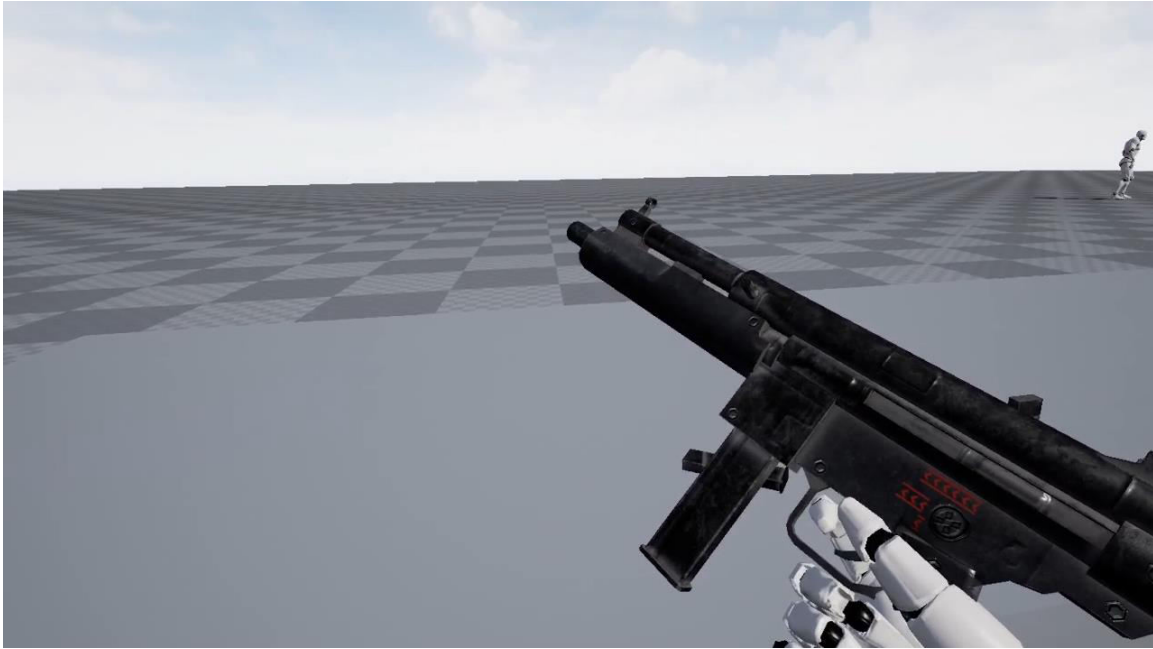
If your magazine is in an awkward location for your hand you are using, adjust the SetActorRelativeLocation accordingly.



Change the static mesh to your magazine you wish to use.

And you're set! That's how you change the weapons static meshes. Just adjust your locations as necessary.

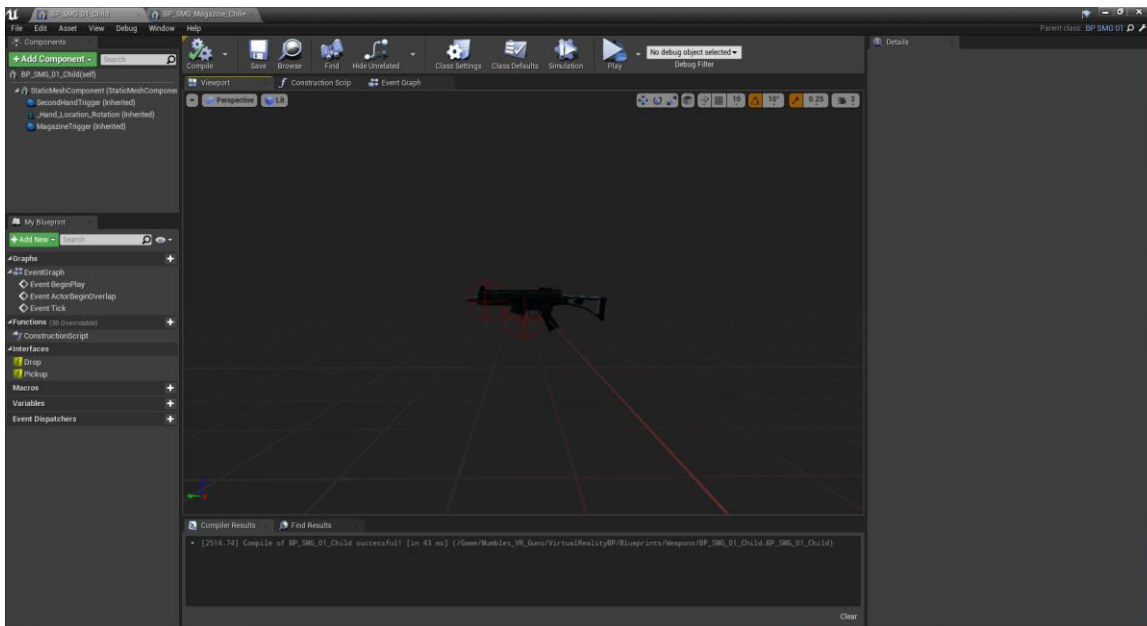
Here's the result I ended up with:



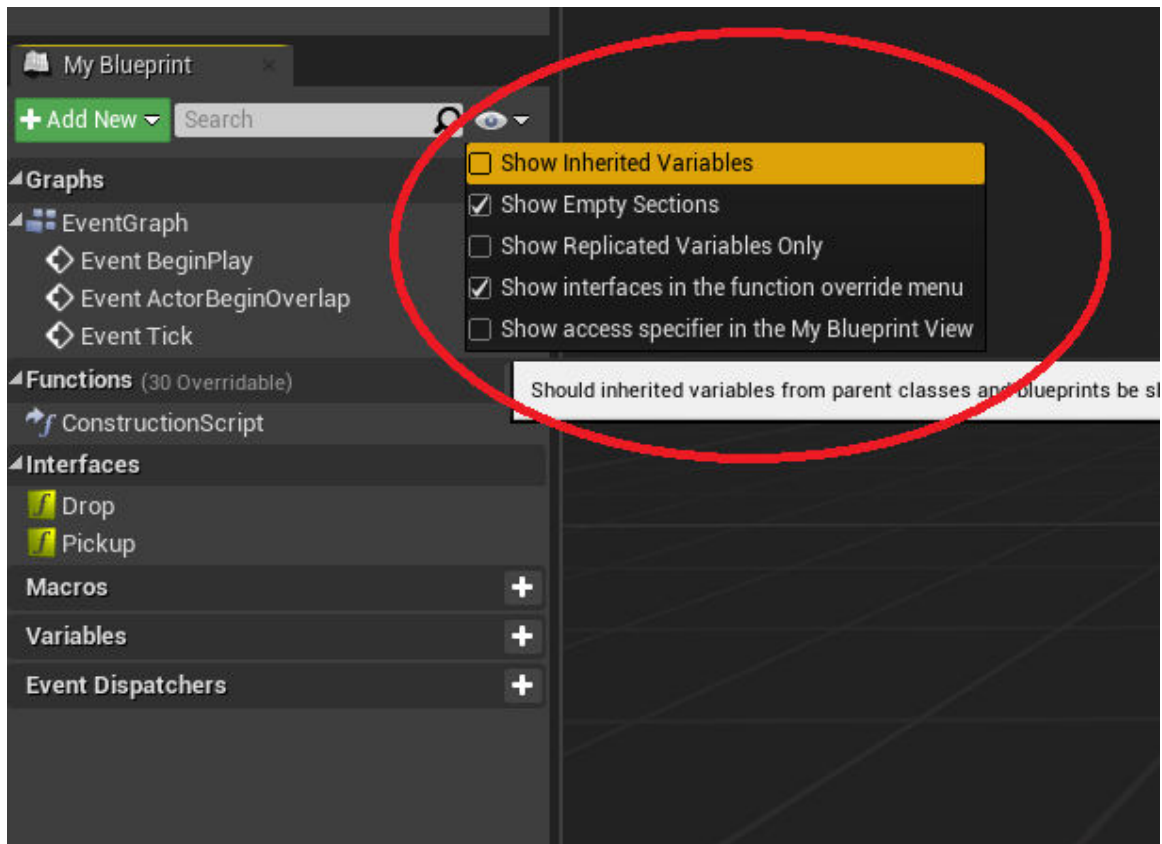
That's nice and all, but can I add MORE guns?

Yes! First you will want to create a Child blueprint class, adjust the static mesh, and locations of the components.

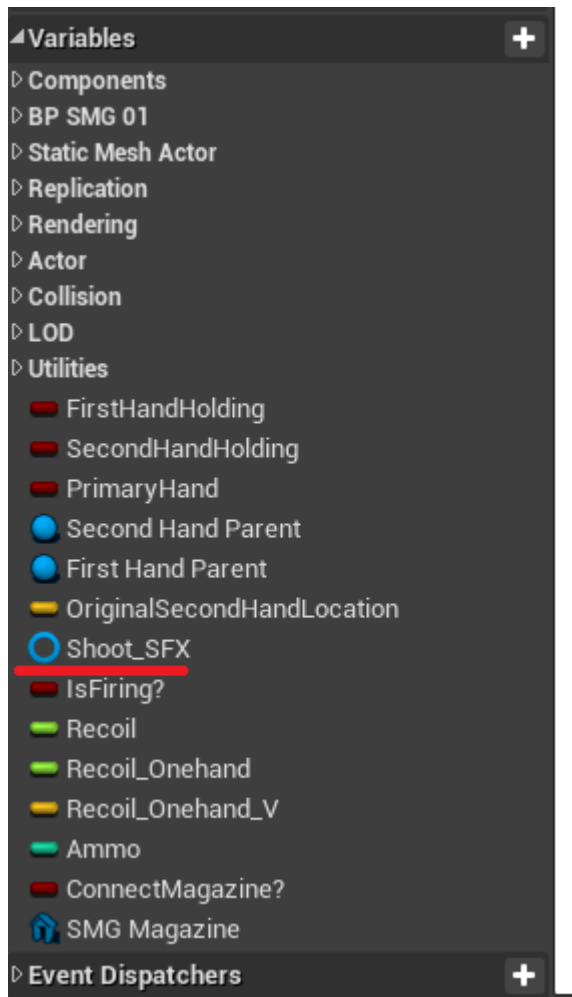
Here's the result I ended up with:



Next, you'll want to turn on Inherited variables.

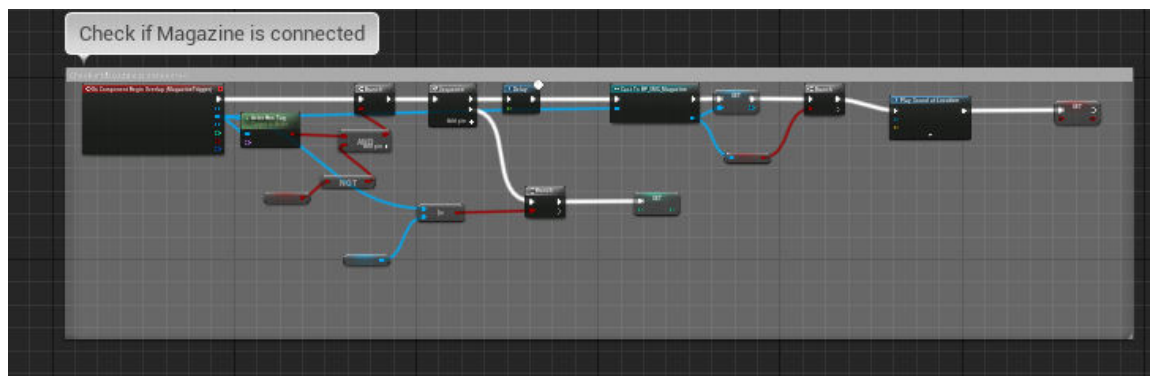


This allows you to customize the shoot sound played.



I do not recommend touching the other variables, they're fine how they are.

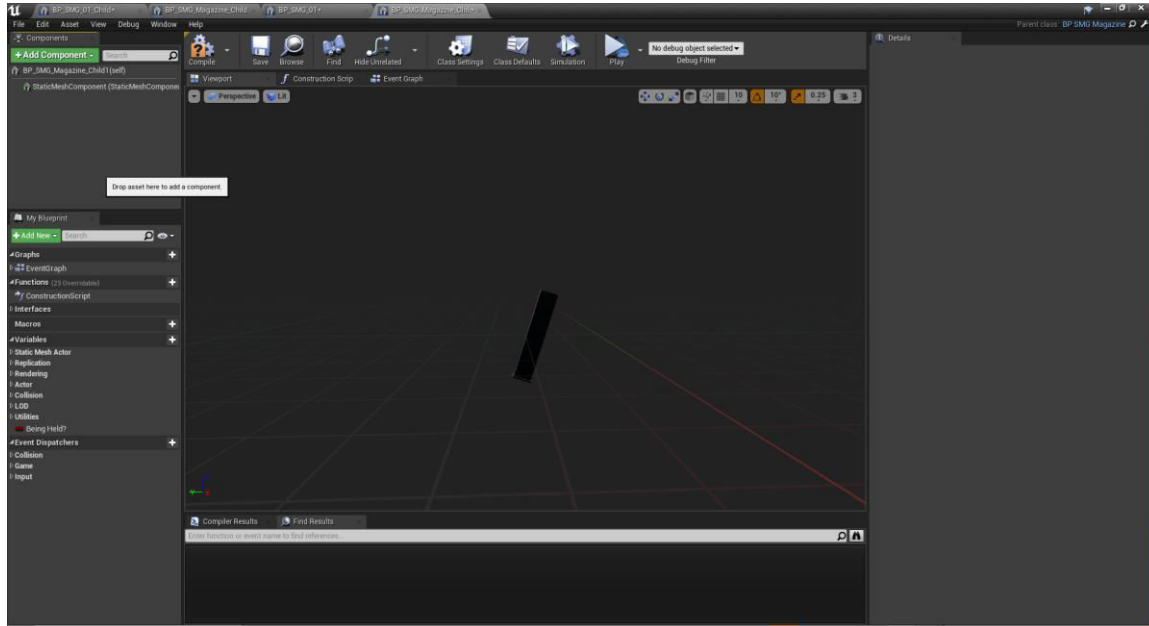
Now, this is the important part. Open the *parent* blueprint. Open the Event Graph, and search for the comment "Check if Magazine is connected". You'll want to copy everything in this section of the blueprint.



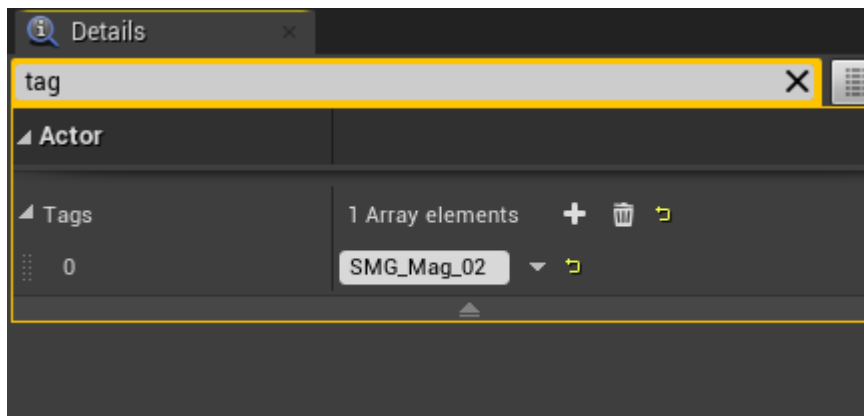
Paste this into the child blueprint, then change the *tag* to your name of your magazine (ex: I'm using SMG_Mag_02) ENSURE you copy the tag's name, or at least keep it in mind.

Next create a child blueprint of the magazine you're using.

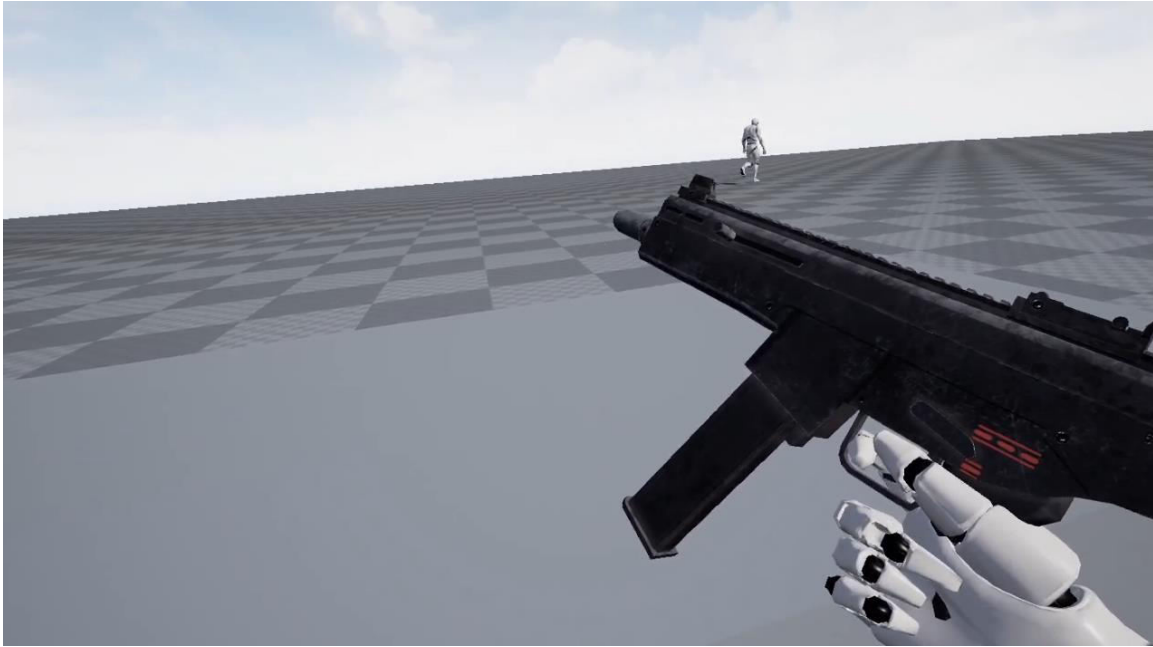
Change the mesh to the magazine used for the Gun.



Lastly, change the tag to the one you just set in the Gun. Ensure you do this under the BP, and not the Static Mesh.



After that, you're set! Here's the result I ended with:



Any Questions regarding anything can be asked either through my website, or my discord.