

# Bolt

## Creating a gun

This tutorial presumes you already have Bolt installed in your project. If not follow this tutorial:

<https://icrann.com/bolt/start.html>

1. Create a **tool** inside the **StarterPack**. Rename this tool to **Pistol**.
2. Inside the tool create a new **Part** and rename it **Handle**, it is important to call it handle so Roblox knows what the player should hold in their hand.
3. Make sure that the Handle has **Anchored disabled** and **Collisions disabled**.
4. Resize the Handle so that it is **1,1,1**,
5. Place a **LocalScript** inside the **Pistol** (not the Handle).
6. Inside the **LocalScript** require Bolt using this line of code:

```
local Bolt = require(game:GetService("ReplicatedStorage"):WaitForChild("Bolt"))
```

7. **After** this line of code define the following variables:

```
local player = game.Players.LocalPlayer
```

```
local mouse = player:GetMouse()
```

8. **After** these lines of code create a **function** for when the player has **the gun equipped and clicks** (Activated):

```
script.Parent.Activated:Connect(function()
```

```
end)
```

9. **Inside the function** add the code for Bolt to **shoot in the direction the player clicked** using only one line of code:

```
Bolt.Combat.Shoot(player, script.Parent.Handle.Position, mouse.Hit.p, 50, 300)
```

# Final Code

```
local Bolt = require(game:GetService("ReplicatedStorage"):WaitForChild("Bolt"))

local player = game.Players.LocalPlayer
local mouse = player:GetMouse()

script.Parent.Activated:Connect(function()
    Bolt.Combat.Shoot(player, script.Parent.Handle.Position, mouse.Hit.p, 50, 300)
end)
```