



EdisLeado's Modular F2000

The universally loved FN F2000, now available in H3VR with a multitude of special attachments, providing users with extensive customization possibilities.

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Questions, issues, or feedback?

Please contact me on Discord (edisleado#2875).

Changelog

v3.5	Fixed issue where a random additional F2000 bespoke attachment spawns with the F2000 in Take & Hold. Thank you to Sora101Ven for the assistance.
v3.4	Fixed mod folder structure so the mod actually loads/works. Sorry for the inconvenience to anyone who downloaded v3.3

v3.3	Updated mod to Stratum format which should improve loading times and memory usage
v3.2	Added Cityrobo-OpenScripts dependency and removed previously included DLL files from the F2000 mod package
v3.1	- New Addition: - Added a Picatinny to F2000 foregrip adapter/grip - Attach this to a picatinny rail and you can then attach any bespoke F2000 foregrips to it - all foregrips and GL-1's are compatible, examples below of what kinds of combinations you can make  - Fixes: - Implemented Cityrobo's ScopeZoomShader.dll - this fixes the issue where spawning more than 1 of the same scope would break the first scope (the image through the first scope would be the view of the second scope). Now you can spawn as many scopes as you want. - Unchecked 'Parent to This' on scope's ScopeCoverMountPoint - This was allowing users to put the scope cover directly onto the scope even if the scope wasn't attached to anything, breaking the attachment system and the player's hand (where objects you pick up would get dropped immediately) - Adjustments: - Adjusted sensor collision sizes of scope cover mount point on the scope, and on the scope covers

	○ Modelled and added foregrip retainment bumps under frame trigger guard, and added cutouts on the rear-most tips of the various foregrips and grenade launchers ○ Changed Slovenian Rail from foregrip category to rail adapter category ○ Un-hid scope cover from attachments list, was hidden accidentally (unchecked displayed in main entry) ○ Added 'F2000' to item spawner names ○ Thickened scope plastic mount model ○ Added related sub item to all item spawner entries for convenience (e.g. the scope with have the scope covers as sub-items) ○ Set scope to allow bidirectionality ○ Foregrip CQB bottom rail was still backwards and this is now fixed - unidirectional attachments should point in the proper direction for real this time ○ Set missing foregrip grab sounds - set on various foregrips, the GL-1's, scope, etc.
v3.0	● New Additions: ○ Added FN GL-1 40mm grenade launcher PROTOTYPE model, as seen below. Use it with the prototype scope cover!  ○ Added the ability to attach the scope cover directly to the scope, which allows you to use the scope and scope cover combo on guns other than the F2000 (thank you to Meat_banono for helping to troubleshoot the issues I was having with this), see example below:



- Adjustments:
 - Included the GL-1 with required attachments for T&H spawn - when the F2000 spawns in T&H, it should provide the gun in its default config, along with 4 foregrips and the GL-1
 - Updated PreattachedAttachments .dll to prevent compatibility issues with other Modul mods.
 - Darkened all materials - F2000 should be more black-ish than grey now
 - Slightly moved back the trigger point for opening/closing the inspection cover, should prevent instances where players are accidentally lowering/raising the rear iron sight
 - Bolt carrier modifications (most of which can't be seen unless you stick your head into the gun, so I don't know why I did this)
 - Re-modelled bolt carrier base, and modelled and animated previously missing bolt carrier parts
 - Added bolt alignment lever, which is animated to rotate and align with the black shell pusher piece on top of the bolt carrier base
 - Added release unit assembly piece
 - Added spring behind bolt head
 - Added firing pin and spring
 - Added spring to bolt alignment lever (the black piece above bolt carrier), which is animated to compress as the bolt alignment lever moves up and down upon chambering
 - Added bolt head lock, which is animated to rotate to align with bolt alignment lever upon chambering

	■ Adjusted plastic switch position (should be sitting straight instead of at an angle) ○ Adjusted misaligned colliders for Foregrip CQB rails ○ Adjusted pose point for holding scope covers ○ The default scope cover spawns with the scope now when using the Item Spawner ■ Removed default scope cover from the main F2000 item spawner entry ● Fixes: ○ Fixed backwards rails on all foregrips, as this was causing unidirectional attachments (like some foldable bipods) to point in the wrong direction when attached ○ Actually added normals to various materials, added detail/graininess to various plastics and metals
v2.9	● QoL adjustments: ○ Adjusted Foregrip CQB interface to allow grabbing, which lets players use it as a foregrip, and to detach it without needing to use a specific detachment point ■ Note: You can still grab the F2000 body fore-end when foregrips are attached. So, if you are having trouble detaching the foregrip, you may actually be grabbing the F2000 body fore-end. ○ 30 round STANAG magazine now spawns with the F2000 when using the Item Spawner (Thanks to Potatoes for the Item Caller script) ○ 40mm HE shell now spawns with GL-1 when using the Item Spawner ● Bug fix: ○ Fixed incorrect Scope Cover ID on ISID (Item Spawner ID) which was disallowing the scope cover from being vaulted ● Adjustments: ○ Increased shininess (AKA reduced roughness value) of all F2000 materials ○ Slightly reduced metallic value on body takedown pin material ○ Included Foregrip CQB Trigger Guard in F2000 secondary parts list so it will spawn alongside all other foregrips when F2000 spawns in T&H ○ Foregrip CQB trigger guard set to be bi-directional ○ Added 0.1 to Y axis for shell ejection ○ Reduced occlusion strength on all materials 0.75 to 0.6 ○ Reduced sensor collision size on scope covers ○ Reduced scope cover mount point sensor size ○ Adjusted pose point when holding scope cover

v2.8	● New Addition: ○ Added bespoke FN GL-1 40mm grenade launcher, attachable to the F2000 foregrip attachment slot ● Adjustments: ○ Rate of fire increased to match real-life F2000 (approx. 850 RPM), should fire just slightly slower than the FAMAS ○ Adjusted shell ejection door phys colliders to include parts of the shell tube and ramp that shells slide/roll off of the gun ○ Adjusted shell ejection speed again, should now somewhat emulate the dribbling out of shell casings as per the real F2000 ○ Added proper specular maps to all textures ○ Lightened metal textures (applies to metal rails on attachments, such as the Foregrip CQB, rail for Foregrip Tactical, etc.) ○ Redid main plastic frame UV maps, should reduce jaggedness of engravings/logos ○ Redid edge details on textures, all parts should now be slightly cleaner, with reduced wear ○ Added more detail (grain) to foregrip metal textures ○ Slightly lessened the rough plastic texture, plastic texture should be smoother now ○ Adjusted texture roughness value, F2000 should now be more receptive to lighting and texture detail should now be more visible ○ Added all foregrips to 'Required Secondary Pieces' section in F2000_ID - hopefully should spawn all foregrips with F2000 in T&H ○ Moved misaligned bottom rail on Foregrip CQB model ○ Adjusted ambient occlusion strength on all textures ○ Adjusted height maps to make engravings/logos more visible at straight angles ● Fixes: ○ Fixed invisible faces on Foregrip CQB model
v2.7	● New Additions: ○ Added new custom top rail attachment, the Slovenian Rail (a raised top rail with an integrated carry handle, AKA as the F2000 S model, see real-life example below)



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- Added new Slovenian front iron sight, a slightly altered F2000 front iron sight that is meant to be used with the Slovenian rail - this new item will spawn alongside the Slovenian Rail
- Added new attachment point for a custom top rail
- Adjustments:
 - The individual item spawner entry for Foregrip CQB Trigger Guard has been removed - it will instead spawn alongside the Foregrip CQB item
 - Changed 'Scope Cover Pre-Prod' name to 'Scope Cover Proto'
 - Normal maps are actually enabled now - should be most noticeable on the FN logo by the grip
 - Bottom of inspection cover should be lit now instead of being pitch black
 - Changed some weapon sounds (e.g. bolt forward/back), which should also remove sound doubling (that is, where the same sound was playing twice simultaneously)
 - Slightly increased gas effects from chamber
 - Changed switch cylinders back to black from white
- Known Issue:
 - If the default rail has attachments, they will remain on the original rail despite being replaced by the Slovenian Rail (but attachments are still fully interactable and can be detached, if desired)

v2.6	● Unchecked 'O Sple' on the F2000_clean ID - this will prevent the attachment-less version of the F2000 from spawning in Take & Hold
v2.5	● F2000 now spawns pre-assembled with round foregrip, front iron sight, scope, and scope cover ○ Special thanks to Cityrobo for his PreattachedAttachment script which made this possible - and for all the troubleshooting he provided! ● As the F2000 comes pre-assembled (with the scope and scope cover), the integrated rear sight is now folded down by default ● The Foregrip CQB trigger guard piece is now a separate item from the main Foregrip CQB item, allowing for a cleaner look and more customization

	possibilities • Foregrip CQB trigger guard is now available to spawn in the item spawner • Increased the size of the front sight main box collider so the pickup doesn't get glitched (where you can't pick it up unless you use the grabber laser) • Re-organized attachments on item spawner screen • Corrected position of rear sight to match with pin
v2	• New Additions: ○ Added 2 new foregrips: Monolith Foregrip (a P90-style foregrip), and a Tactical Foregrip (a version of the round foregrip with an embedded tri-rail) ○ Added 2 camo attachments: Desert (Tan) Camo, and Arctic (White) Camo • Adjustments: ○ Reduced plastic and metal material shininess ○ Adjusted accessories that spawn with the F2000 in the Take & Hold game mode, now includes scope and scope cover (previously, only the front iron sight and the round foregrip were included) ○ Added more detail to scope (added bevels to scope tube and knobs, and some grooves to the scope tube) ○ Added more detail to gas block: bevelled front of gas block and slide rod hole ○ Added more detail to takedown pin holes (should now have better AO shading) ○ Moved the hammer group block to a more correct position (that is, further back than it was previously) ○ Modified bolt carrier model to be thicker and more accurate to actual size ○ Added more grunge/dirt/detail to the bolt and bolt carrier ○ Added more detail to charging handle pins (holes to the end of the pins) ○ Foregrip Tri-rail has been renamed to Foregrip CQB ○ Greatly reduced shell ejection velocity to match real-life ejection velocity ○ Modified proportions of the switch piece (the white plastic part in the chamber) to be more accurate, and adjusted the position to not intersect with the bolt ○ Increased diameter of switch cylinder pieces (the tubes that the switch presses against while the bolt reciprocates), and changed colour from black to white ○ Adjusted rotation of switch to proper position when bolt is forward (it should now be tilted forward)

	○ Raised mag mount point - was previously too low ○ Slightly brightened Foregrip CQB metal texture ● Fixes: ○ Added forgotten H3Utils as a mod dependency to Thunderstore manifest, this is needed to animate the bolt parts and the spring ○ Inconsistent HK bolt handle slap point should have been fixed by removing it from being a bolt handle child ○ Fixed some missing faces on the bottom of the trigger guard ○ Fixed broken smoothing/shading on switch piece ○ Fixed misplaced rear sight spring ○ Adjusted parent box colliders for foregrips to prevent instances where players cannot pick up the foregrip ○ Fixed glitch that forced players to double-click the trigger to release/attach attachments to rails on the foregrip objects ○ Set powerup option to Health on all F2000 objects - this may have caused gun to not spawn at all in Take & Hold game mode
v1.1	● Fixed lag when moving with gun by simplifying physical colliders. Gun is also easier to reload now. ● Fixed broken scope texture. ● Increased brightness on textures, was unintentionally too dark previously.
v1	● Initial version

Credits

Exterior frame, receiver, Foregrip CQB, and front sight were originally based on a model by Dliu3d (<https://www.turbosquid.com/FullPreview/Index.cfm/ID/967002>). These parts were almost entirely remodelled (approx. 90%) by EdisLeado due to inaccuracies in the original model. All other parts were modelled by EdisLeado. Original UV map and textures by EdisLeado.