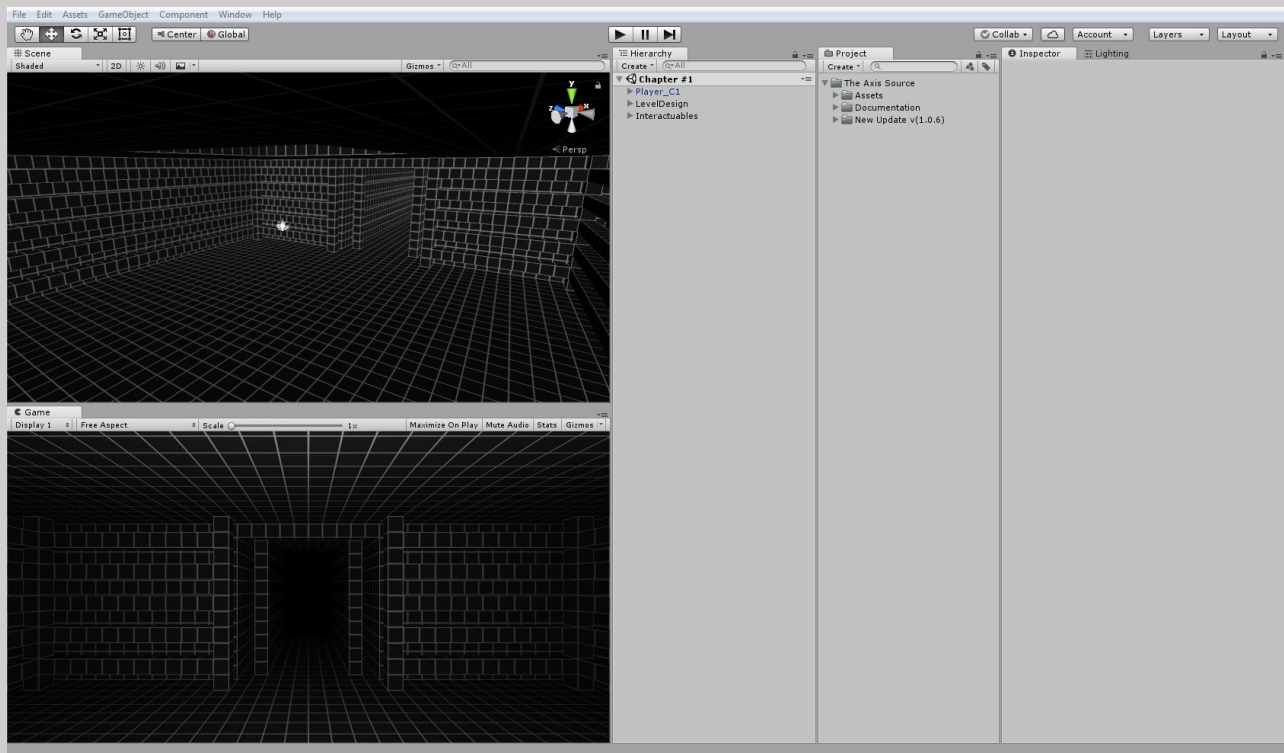


THE AXIS SOURCE

SET UP

Let's follow the steps correctly:

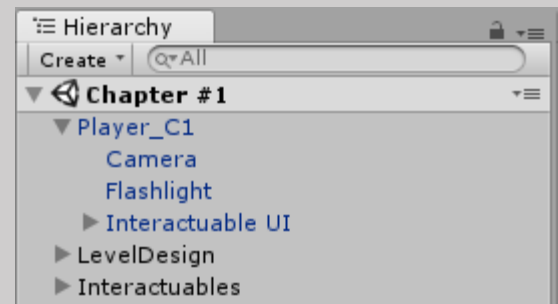
- 1) When you export the contents of "The Axis Source" and open it we will find the following image.



- 2) The Prefab "Player" contains a script called "PlayerEngine" which is designed and configured so you can explore "TheAxisSource" in the first person. This "Player" allows you to walk, run, jump and crouch.

The screenshot shows the Unity Inspector window for the 'Player_C1' prefab. The 'Transform' section shows Position (X: 0, Y: 1.08, Z: -0.125), Rotation (X: 0, Y: 90, Z: 0), and Scale (X: 1, Y: 1, Z: 1). The 'Character Controller' section shows Slope Limit (45), Step Offset (0.3), Skin Width (0.08), Min Move Distance (0.001), Center (X: 0, Y: 0, Z: 0), Radius (0.25), and Height (1.5). The 'Player Engine (Script)' section shows the script 'PlayerEngine' and various settings: Constant Values (Walk Speed: 0, Run Speed: 0, Speed Movement: 2, Cam Sensitivity: 3, Player Height: 0), Maximum tilt angles in Y Axis (Min Angles: -90, Max Angles: 90), Physics Iteration, Jump Values & Crouch Values (Vertical Velocity: 0, Jump Distance: 3, Jump Times: 0, Is Crouching: false, Is Jumping: false), The Player's Camera (Cam: Camera), WASD Movement Values (Read Only) (FB_Movement: 0, RL_Movement: 0), and Camera Rotation Values (Read Only) (X_Rotation: 0, Y_Rotation: 0).

Property	Value
Position X	0
Position Y	1.08
Position Z	-0.125
Rotation X	0
Rotation Y	90
Rotation Z	0
Scale X	1
Scale Y	1
Scale Z	1
Slope Limit	45
Step Offset	0.3
Skin Width	0.08
Min Move Distance	0.001
Center X	0
Center Y	0
Center Z	0
Radius	0.25
Height	1.5
Script	PlayerEngine
Walk Speed	0
Run Speed	0
Speed Movement	2
Cam Sensitivity	3
Player Height	0
Min Angles	-90
Max Angles	90
Vertical Velocity	0
Jump Distance	3
Jump Times	0
Is Crouching	<input type="checkbox"/>
Is Jumping	<input type="checkbox"/>
Cam	Camera
FB_Movement	0
RL_Movement	0
X_Rotation	0
Y_Rotation	0



3) The basic controls to move are:

- The "WASD" keys to walk.
- The "Space Bar" key to jump.
- The "C" key to crouch.
- The "F" key to turn the flashlight on or off.
- The "Left Shift" key to run.

I want to remember that these steps are NOT essential for the operation of "The Axis Source". These steps allow us to explore the recreated environment within the project, which in turn allows us to detail the package models.

If you already have a "FirstPersonController" to your liking, you can use it without any problem.

For any questions regarding the steps, please contact me. It will be a pleasure to help you.

