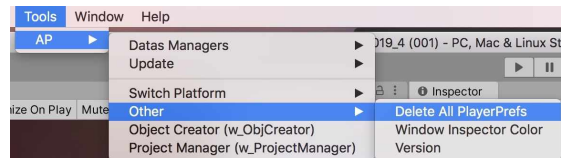## Update 1.1

Description: This pdf describes the changes made to the asset in version 1.1.

Important: Some actions are needed if you update from an older version.

Due to the new features you must reset the PlayerPrefs:
Go to: Tools → AP → Other → Delete All PlayerPrefs

Important: If you have problem during the update process contact me via email.
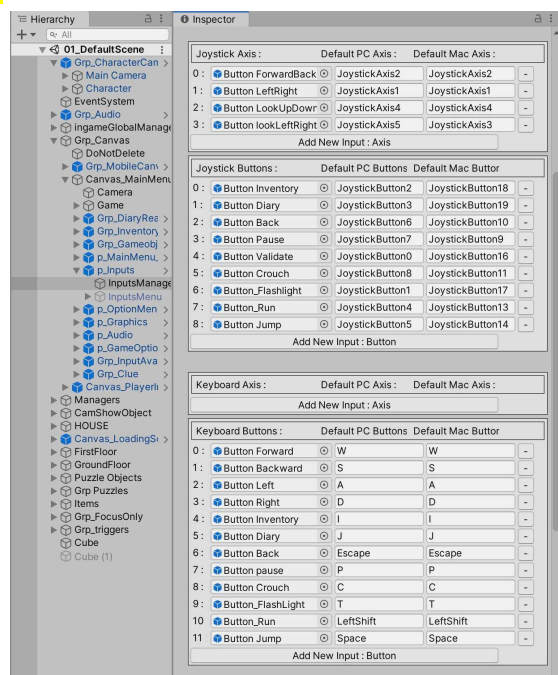
Modifications list:

-New default Input mapping:

WASD (up, down, left, right)
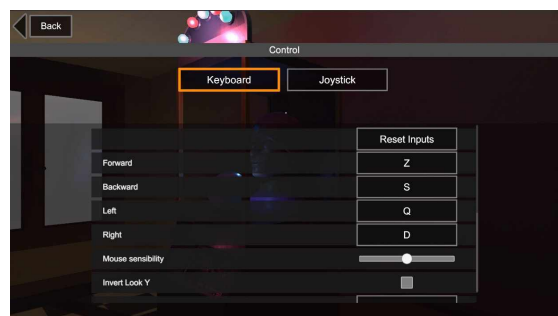Left Shift (run)
T (Flashlight)
Space (Jump)
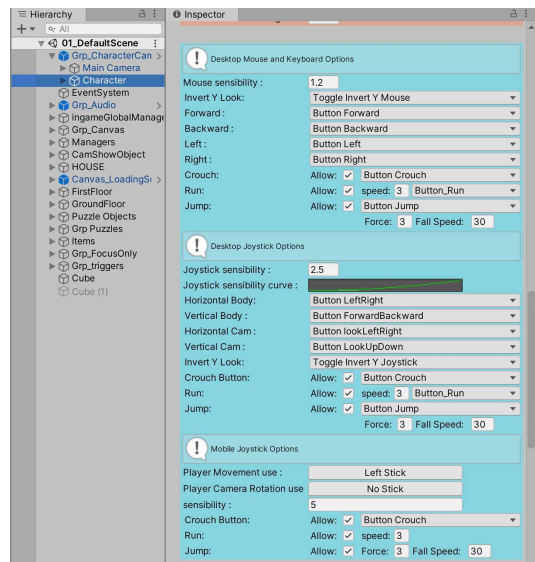

-New input Remapper Menu.

Now all inputs are in a scroll view. It helps create more easily new inputs.

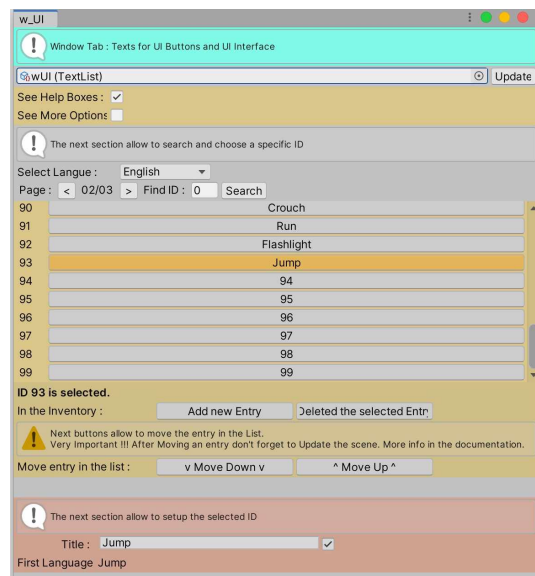(More info about create new input in Doc Part 5)

-New features for the player character:
Jump,
Run,
Flashlight.

(More info to set up these new features here)

-New Text entries added to window w_UI
(90 to 110)

New layer added to prevent character to be stuck if the player is on a corner and doesn't touch the floor.
(More info here)

I have change two parameters in the character controller used to check if the player is on the ground. I have changed these values to avoid a bug with the new jump feature.
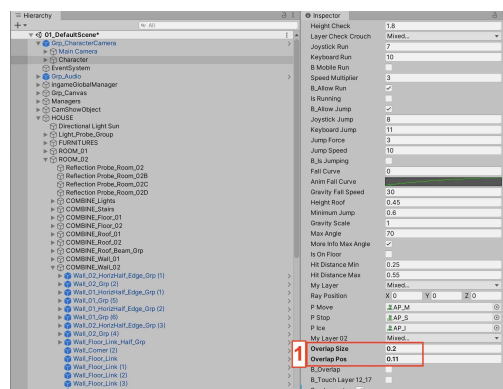
-New Pdf included to explain how to set up URP Cameras.

New features for the player character:

Jump:

By default:
-Player jump is enabled.
-Space button is used to make the player jump.
-Jump is enabled on Desktop and Mobile.

How to access Jump parameters:

In your gameplay scene, select Character object
(spot 1) *(Hierarchy: Grp_CharacterCamera → Character)*

To disable jump uncheck button Allow next to Jump
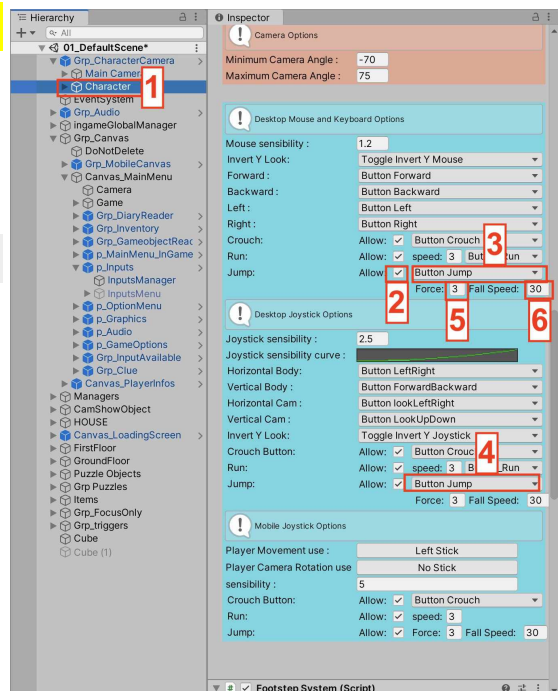(spot 2)

To choose the jump input:
Select the input in the dropdown menu:
Keyboard (spot 3)
Joystick (spot 4)

To choose the height of the jump change Force
parameter (spot 5)

To choose the player fall speed change Fall Speed
parameter (spot 6)

Run:

By default:
-Player run is enabled.
-Left Shift button is used to make the player run.
-Jump is enabled by default only for Desktop. For
mobile the button is disabled by default in the UI
Mobile.

How to access Run parameters:

In your gameplay scene, select Character object
(spot 1) *(Hierarchy: Grp_CharacterCamera → Character)*
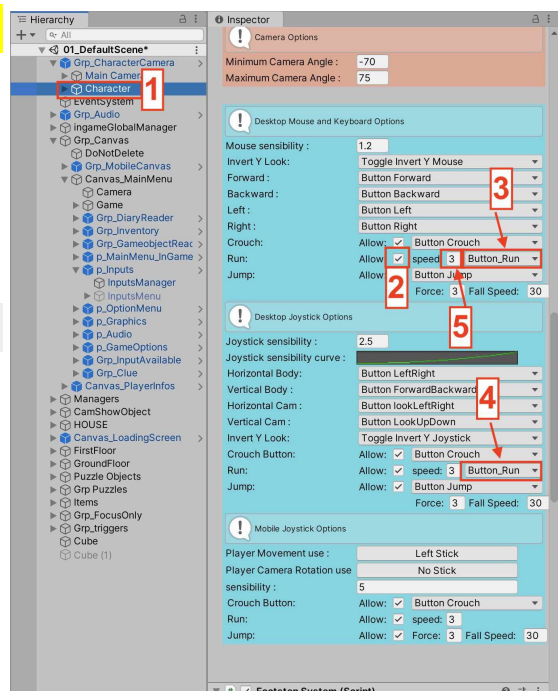
To disable jump uncheck button Allow next to Run
(spot 2)

To choose the run input:
Select the input in the dropdown menu:
Keyboard (spot 3)
Joystick (spot 4)

To choose the run speed change Speed parameter
(spot 5)

Flashlight:

By default:
-Player Flashlight is enabled.
-T button is used to switch On/Off the Flashlight.
-Flashlight is enabled by default on Desktop and Mobile.
-The state of the Flashlight is saved during the save process.

How to Access Flashlight parameters:

In your gameplay scene, select Flashlight object
(spot 1) *(Hierarchy: Grp_CharacterCamera → MainCamera → Grp_Flashlight → Flashlight)*

To disable the Flashlight disable Grp_Flashlight
(Hierarchy: Grp_CharacterCamera → MainCamera → Grp_Flashlight)
(spot 2)
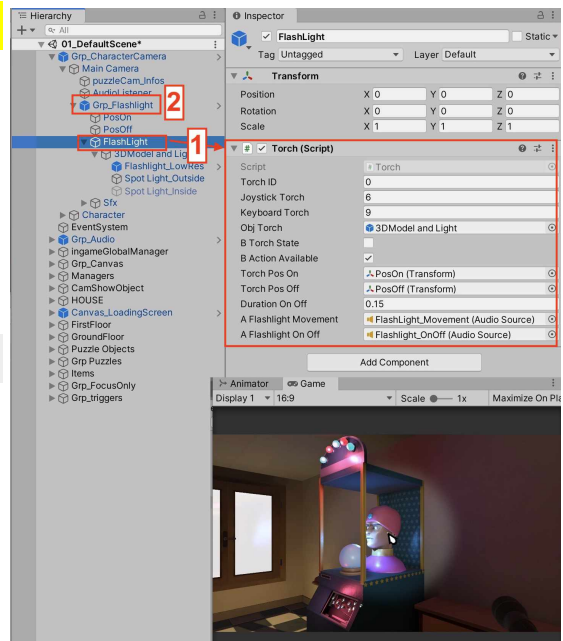
## How to change 3D models and light:

To change Flashlight 3D Model:
-Select Flashlight_LowRes and disable it in the Hierarchy (spot 1) *(Hierarchy: Grp_CharacterCamera → MainCamera → Grp_Flashlight → Flashlight → 3DModel and Light → Flashlight_LowRes)*

-Add your new model inside 3DModel and Light
(Hierarchy: Grp_CharacterCamera → MainCamera → Grp_Flashlight → Flashlight → 3DModel and Light)

To change Spot Light:
-Select Spot Light_Outside in the Hierarchy (spot 2)
(Hierarchy: Grp_CharacterCamera → MainCamera → Grp_Flashlight → Flashlight → 3DModel and Light → Spot Light_Outside)

-Modify and or move the spot light.
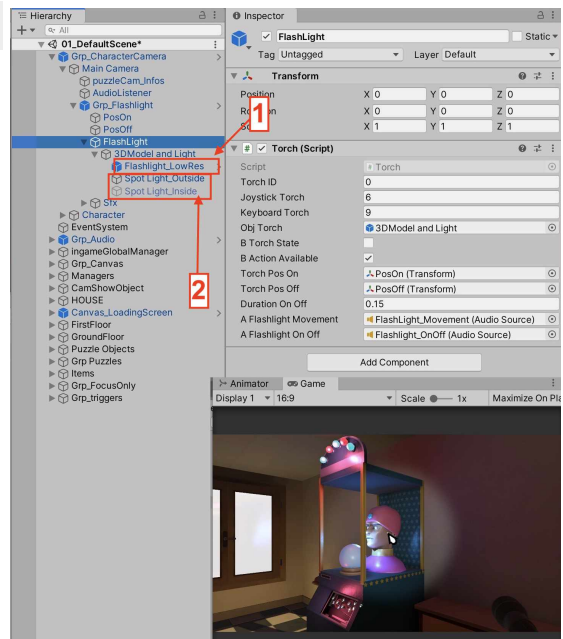
The Layer objsFloor has been added to prevent the player to be stuck when:
The player jumps on an object and be stuck because he doesn't touch the floor after his jump.

This case can occur in a corner of a room.

Example:

For the example we are using the corner on ROOM_05 in the demo scene (spot 1)

If the player jumps on Cardboard_Box_01 (1) object (spot 2):
The player is blocked by the wall and Cardboard_Box_01 (1).
So the character never touch the floor after his jump.

It creates a bug. The player can't move anymore.

There are two solutions:
1-Add collider that prevent the player can't touch the floor on corner after a jump.

2-Select the layer ObjsFloor for Cardboard_Box_01 (1) object.

Now if the character touches this Cardboard_Box_01 (1)
the character conciders that he is touching the floor.