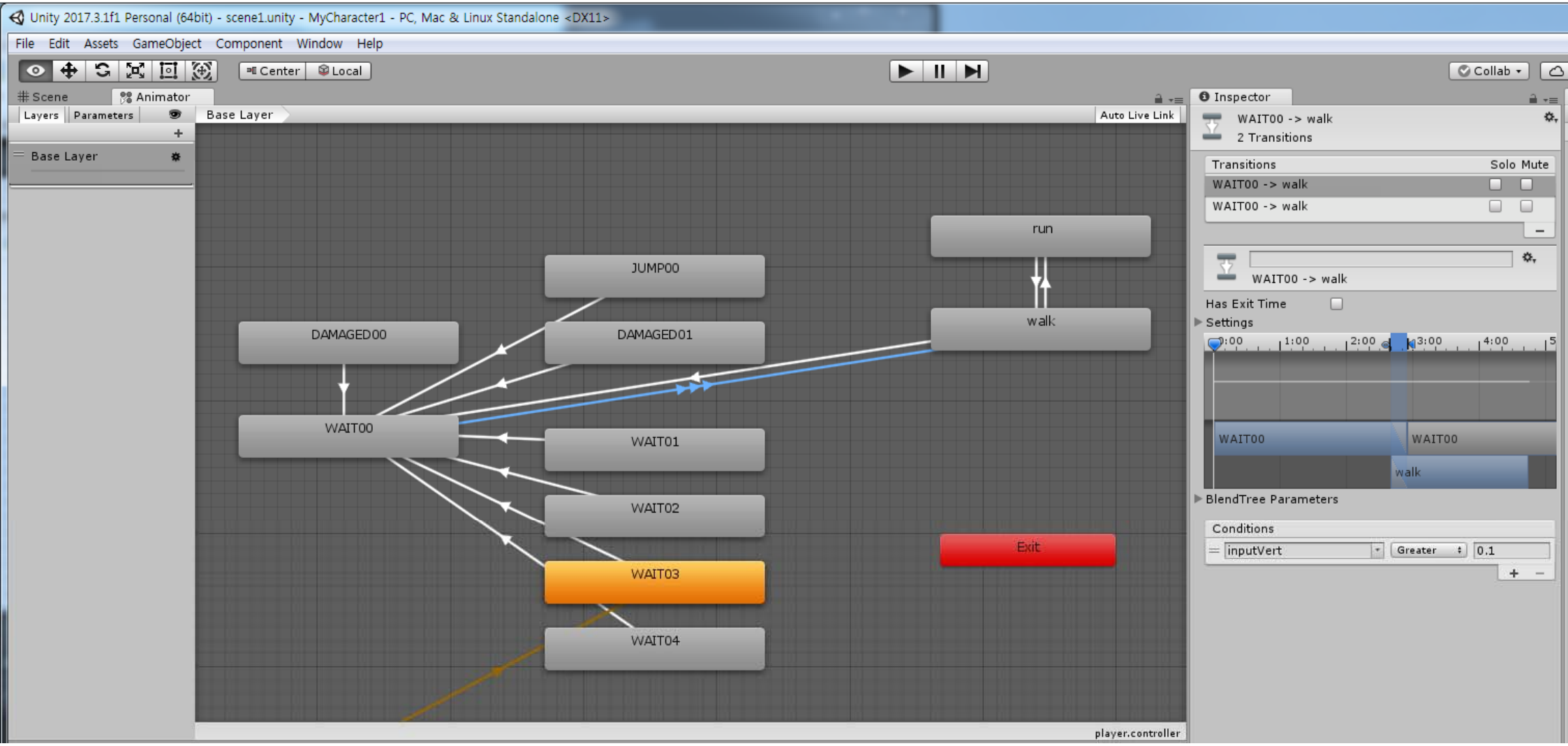
Unity 2017.3.1f1 Personal (64bit) - scene1.unity - MyCharacter1 - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Window Help
Center
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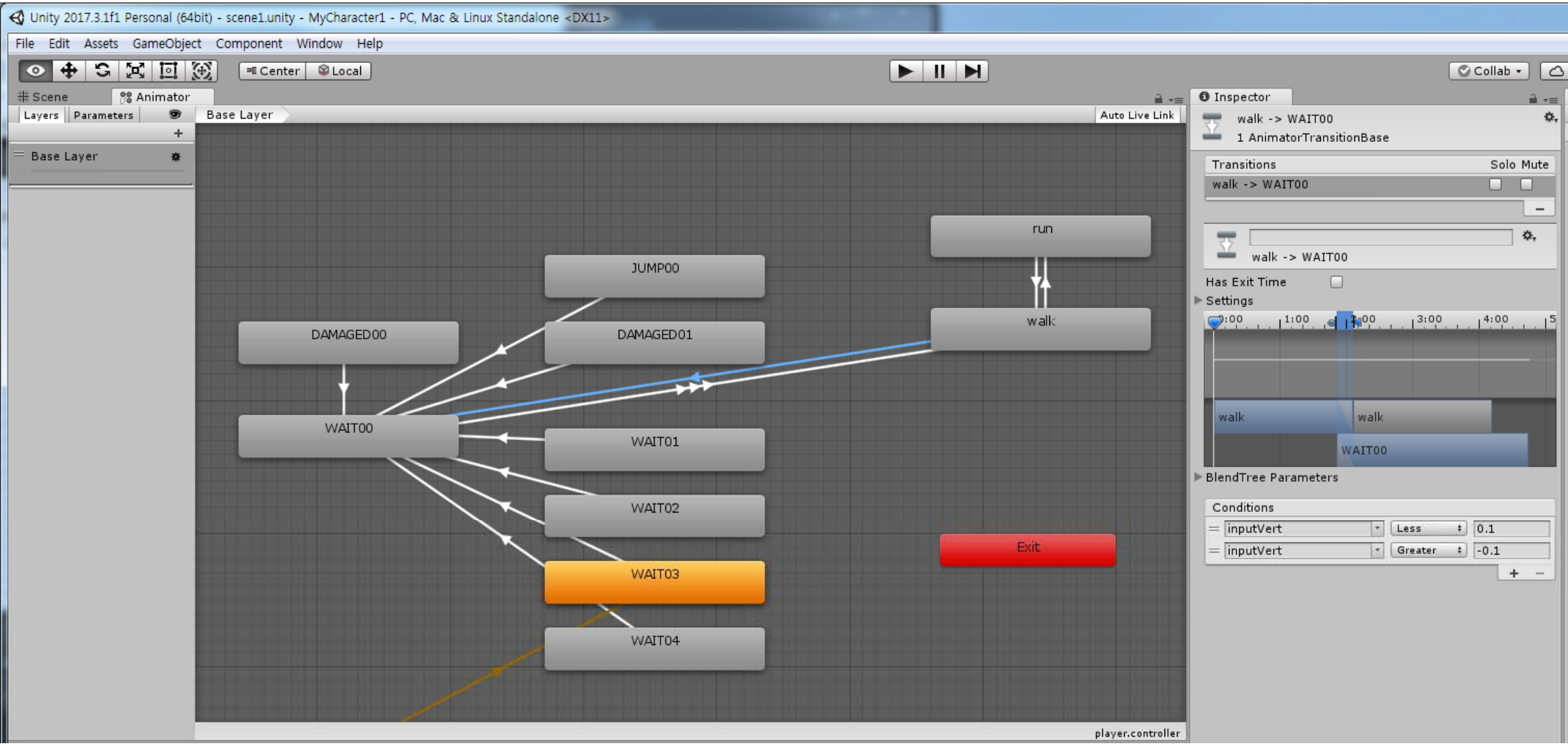
Parameters
Base Layer
Auto Live Link
Base Layer
run
JUMP00
DAMAGED00
DAMAGED01
walk
WAIT00
WAIT01
WAIT02
WAIT03
WAIT04
Exit
player.controller
Inspector
WAIT00 -> walk
2 Transitions
Transitions
Solo
Mute
WAIT00 -> walk
WAIT00 -> walk
WAIT00 -> walk
Has Exit Time
Settings
0:00
1:00
2:00
3:00
4:00
WAIT00
WAIT00
walk
BlendTree Parameters
Conditions
inputVert
Greater
0.1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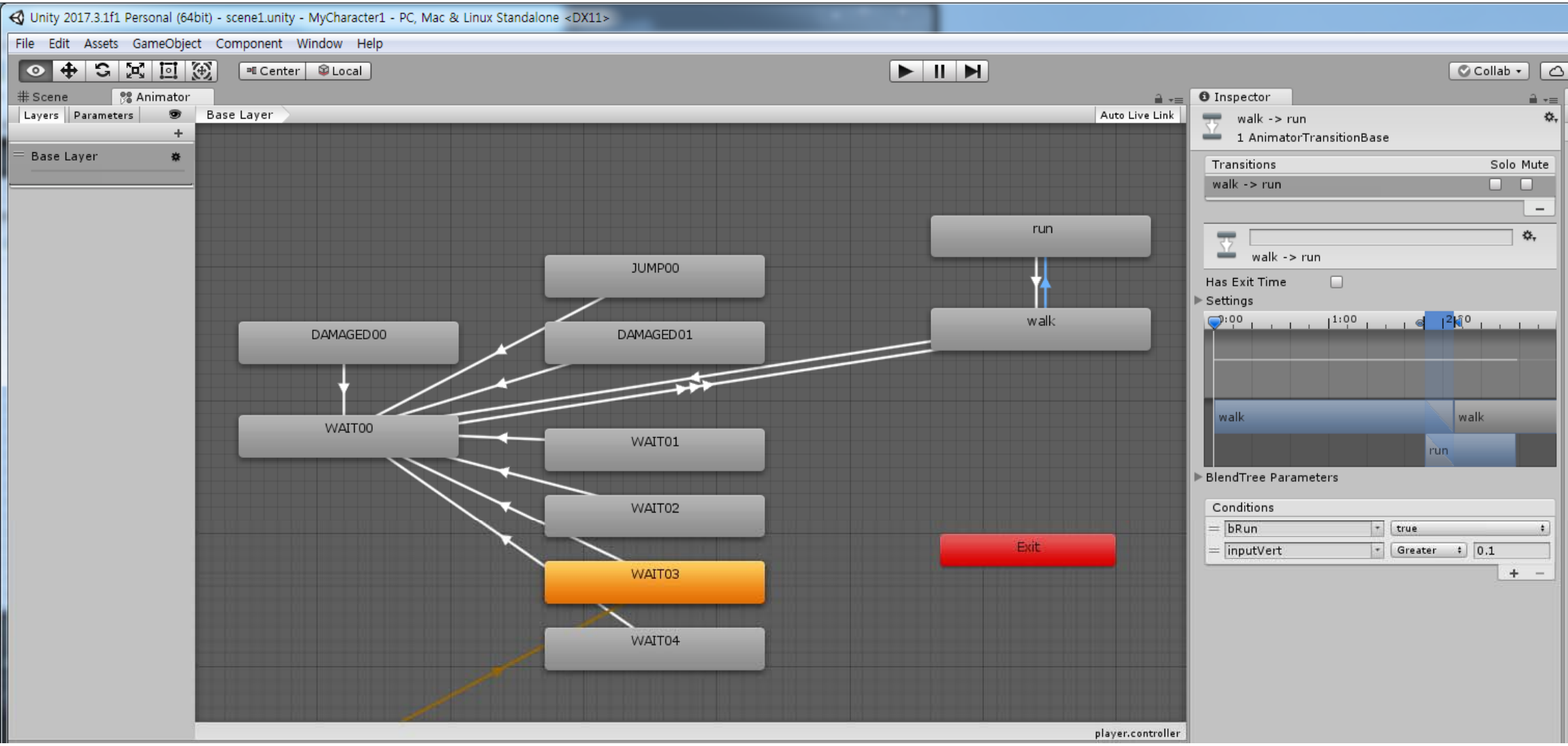
DAMAGED01
walk
WAIT00
WAIT01
WAIT02
WAIT03
WAIT04
Exit
player.controller
Inspector
walk -> WAIT00
1 AnimatorTransitionBase
Transitions
Solo Mute
walk -> WAIT00
walk -> WAIT00
Has Exit Time
Settings
walk
walk
WAIT00
BlendTree Parameters
Conditions
inputVert
Less
0.1
inputVert
Greater
-0.1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DAMAGED01
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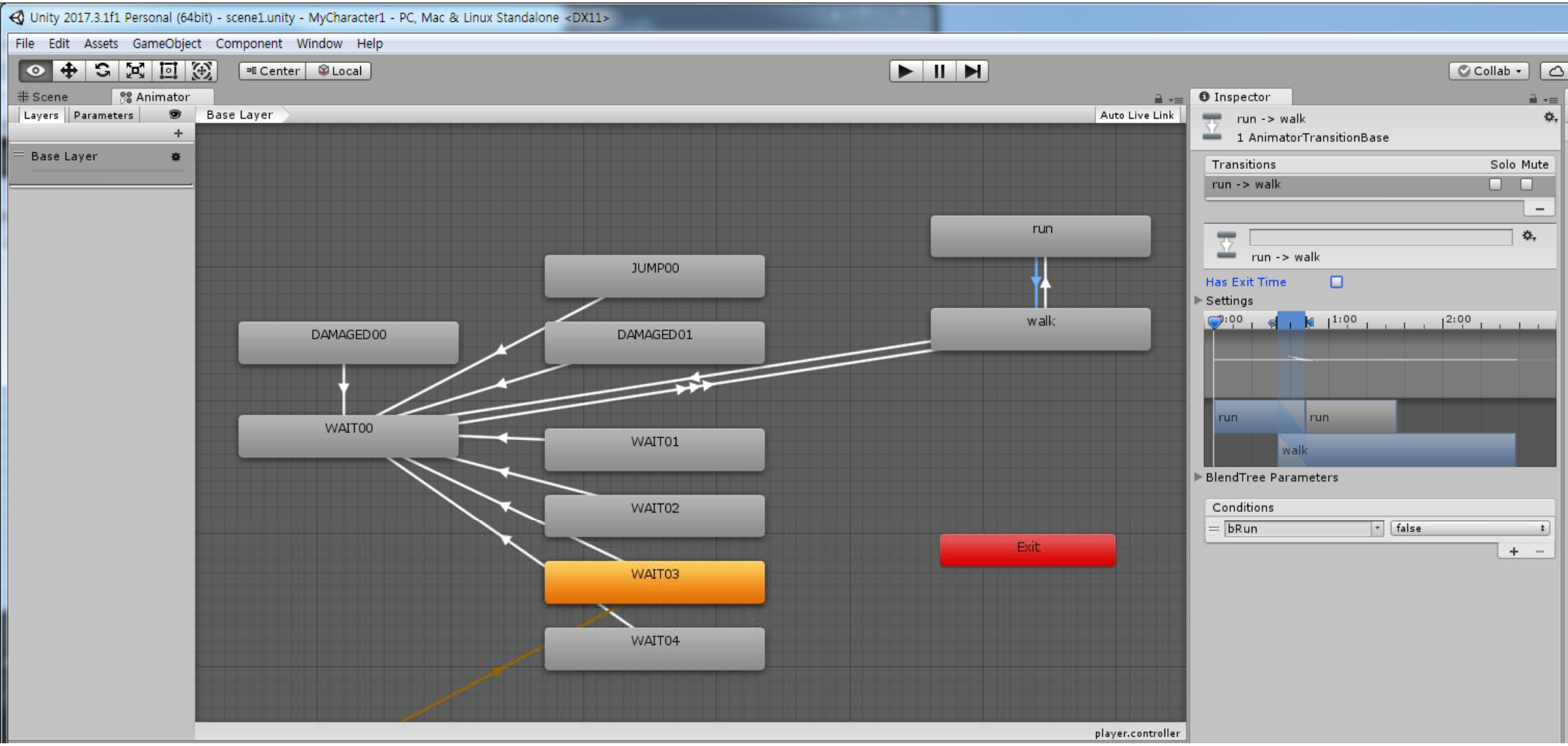
WAIT00
WAIT01
WAIT02
WAIT03
WAIT04
Exit
player.controller
Inspector
walk -> run
1 AnimatorTransitionBase
Transitions
Solo Mute
walk -> run
walk -> run
Has Exit Time
Settings
0:00
1:00
2:00
walk
walk
run
BlendTree Parameters
Conditions
bRun
true
inputVert
Greater
0.1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run -> walk
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Transitions
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run -> walk
run -> walk
Has Exit Time
Settings
0:00
1:00
2:00
run
run
walk
BlendTree Parameters
Conditions
bRun
false