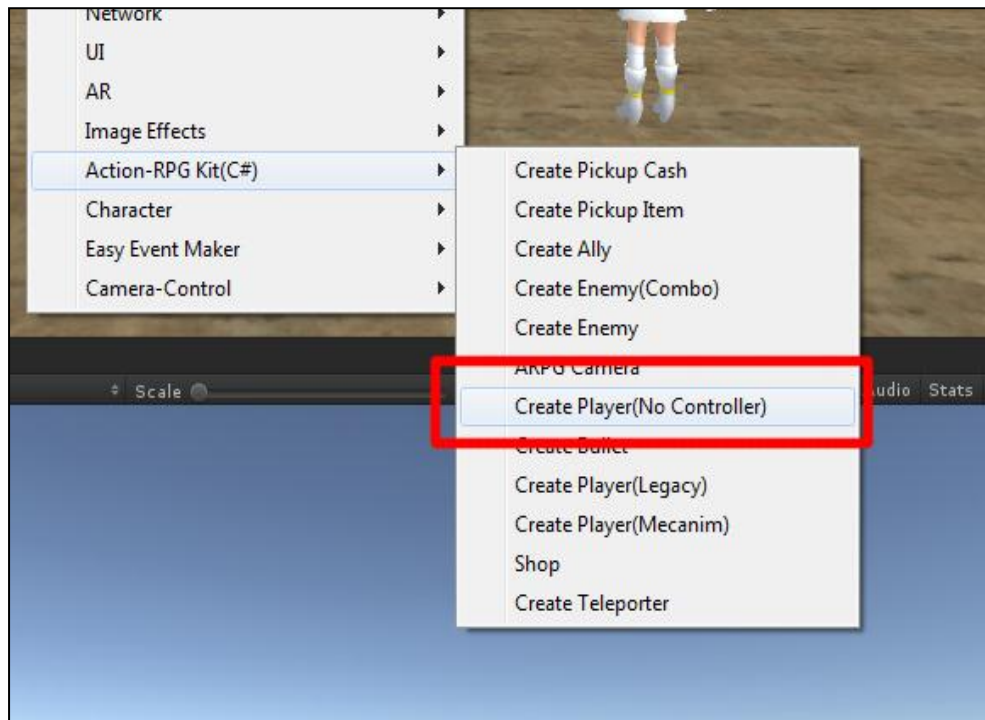


Custom Controller

If you already have player's controller script and don't want to use Input controller from this kit. You can use it with this kit by....

Go to Component / Action-RPG Kit / Create Player(No Controller)



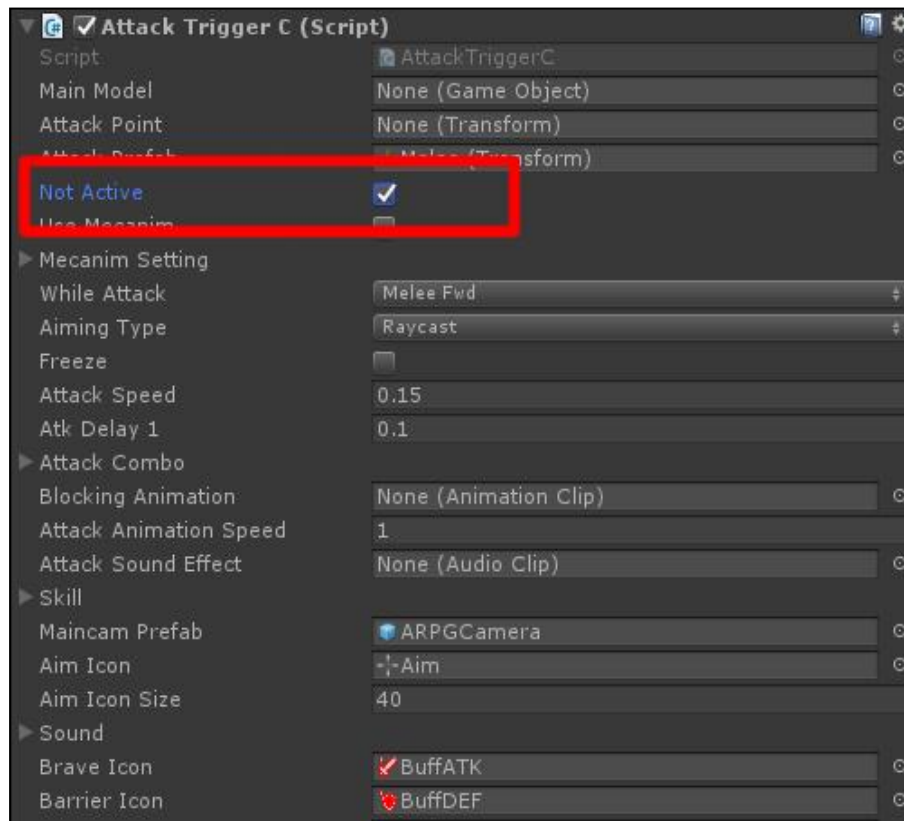
The system will add all useful components to your character except

“PlayerInputController” and **“PlayerAnimation”**

Then you can add your Player controller script to your character.

If you already have attacking script.

You can disable “AttackTrigger” by mark on “Not Active” variable in “AttackTrigger” component.



But you can calling Spawn Attack prefab function or Skill function by Use.....

//Spawn Attack Prefab

```
GetComponent<AttackTriggerC>().SpawnAttackPrefab();
```

//Use Skill

```
GetComponent<AttackTriggerC>().TriggerSkill(int);
```

This function will send int number of Skill from Skill Shortcut