CLIMBING SYSTEM MANUAL

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CONTENT

1   INTRODUCTION

Climbing system controller is a package that contains all scripts to make character climb ledges, overcome obstacles and steps, and doesn't include the animations shown in the demo video. All animations used in the video come from Mixamo (www.mixamo.com), that you can download by yourself. I cannot redistribute their animations in my package.

This package contains the scripts to climb ledges and ladders, walk, roll and jump. These scripts can be used with your own animations. You don't need to use Mixamo animations if you have your own animations.

All scripts are fully customizable to adapt to different types of character.

You can watch the tutorial videos to setup your character:

https://www.youtube.com/playlist?list=PLiRDro5YzN40Ah0-_LQnvqVQnUrZfHHDq

Watch the following video to setup your project fast:

https://www.youtube.com/watch?v=J2NPei2CgZ8

IMPORTANT: Always backup your project before any update

2   SETUP PROJECT

To make Climbing System works properly, you must setup your Input data and Layer Collisions first. To do this, go to: Tools -> Third Person System -> Setup Project Settings.
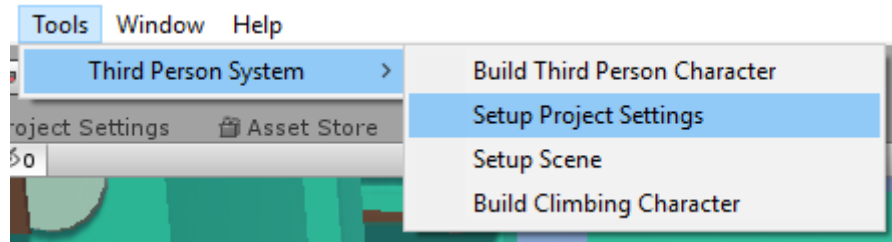
A new window will be opened. There are two buttons, to set Input and Layer Collisions. Click on both to set your project properly.
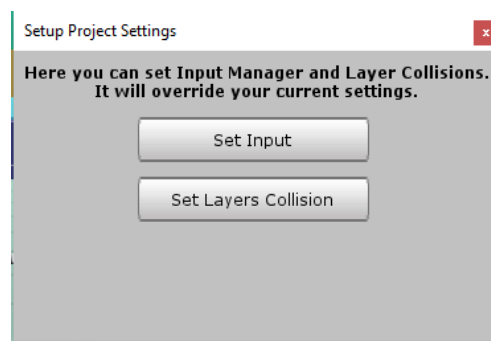
Now your project is ready to proceed with setup.

3   GET ANIMATIONS FROM MIXAMO

You can extract this package to your project to get the animations:

https://www.dropbox.com/s/s1ujnws55spo4y6/Animations%20-%20Climbing%20System%202_0.unitypackage?dl=0

After extract, restart your project, closing it and re-opening it. Or you can do like bellow:

3.1 DOWNLOADING CHARACTER AND ANIMATIONS FROM MIXAMO

You can watch this tutorial video (https://youtu.be/k8Ut0NJXnBk) showing how to get animations from Mixamo and where to save and the names you need to save. IMPORTANT NOTE: Mixamo has animations with the same name, but never with the same description. You will download animations that match both name and description. It is shown in the video above.

To use Mixamo content you need to create an account if you don't have one.

First thing you need to do is downloading a character. Go to www.mixamo.com, click in characters and select one character that you want.
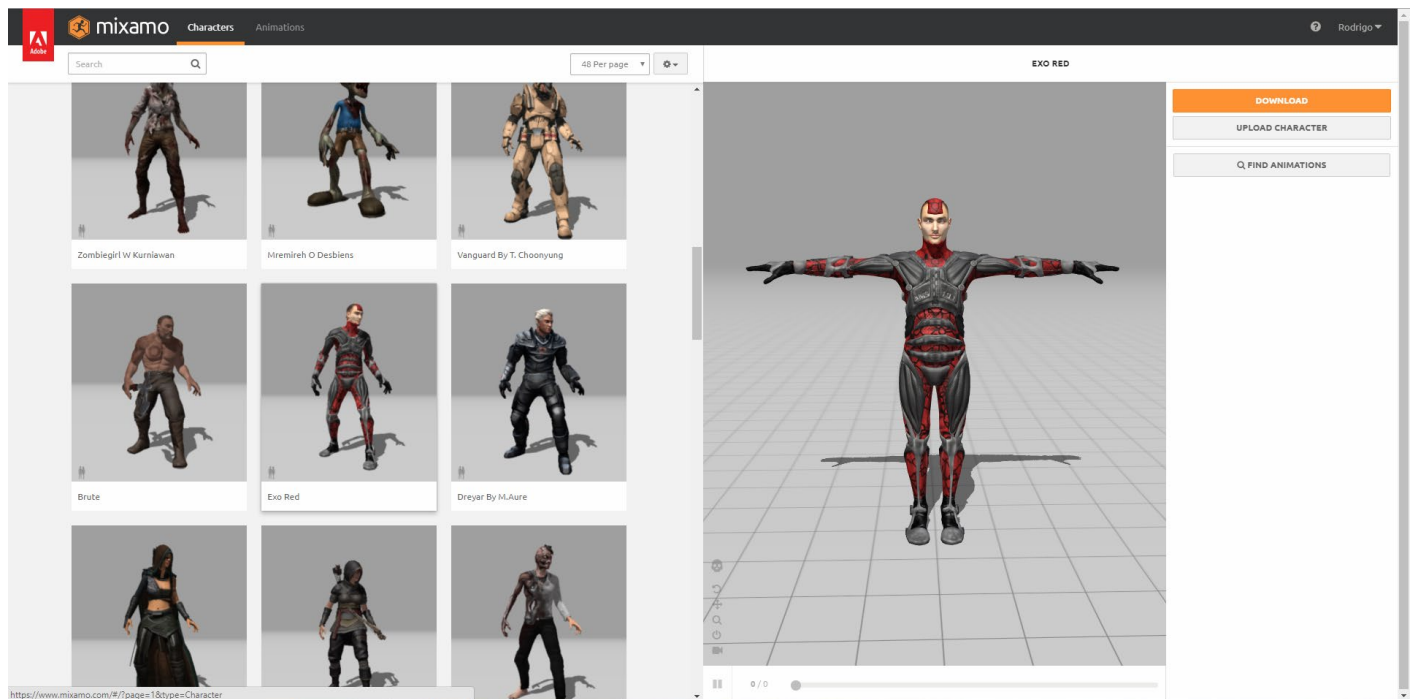
Click to download. In format option, select Fbx for Unity, download it and save with the name **Character** (It's very important that you save it with this exact name). Import this character to your Unity project.

In the Climbing System folder there is a file with all animations that need to be downloaded. This file is called *Climbing Animation List - Download.pdf*.

Follow the list and download all animations. Remember to save the animation with the name given in the **File name to save** column.

After downloading all animations, you need set all properties. If you save the animations as it's in the list, you don't need to set their properties, it's already made it for you. In the Model folder, inside Climbing System project, there is a zip file called *Meta files.zip.* Extract all files in this folder and everything will going to be automatically set for you.
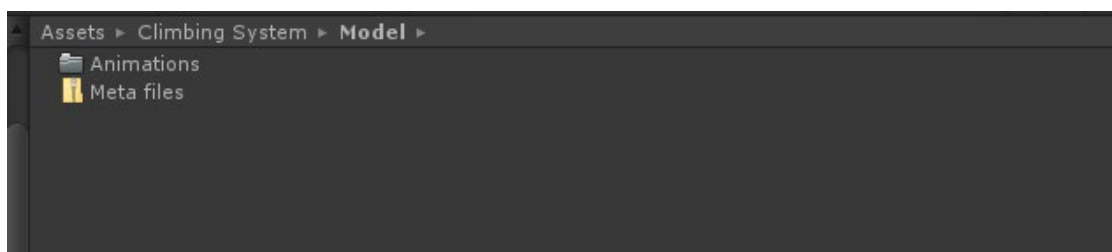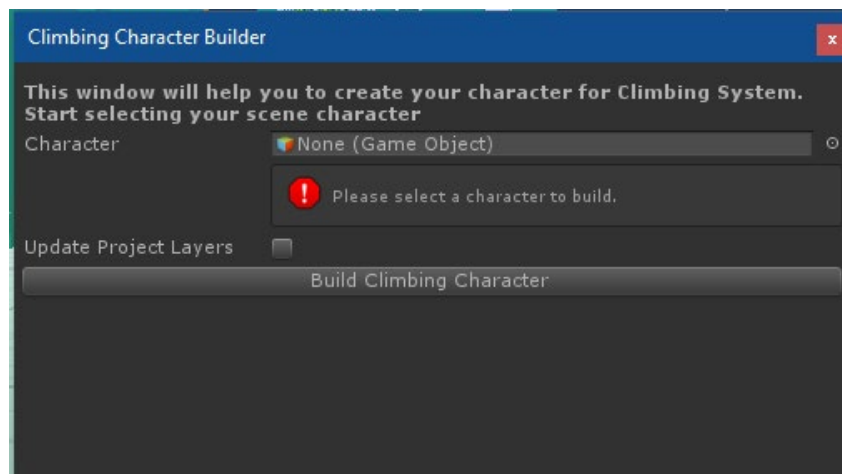
4   BUILD CHARACTER

After download all animations, it's time to build your character. REMEMBER: It will not work without animations.

Go to Tools -> Third Person System -> Build Climbing Character menu to open Climbing Character Builder Window
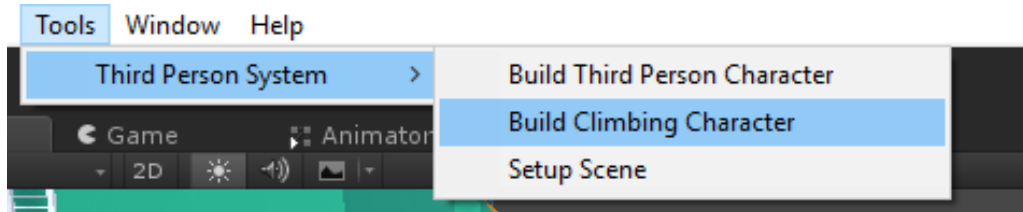
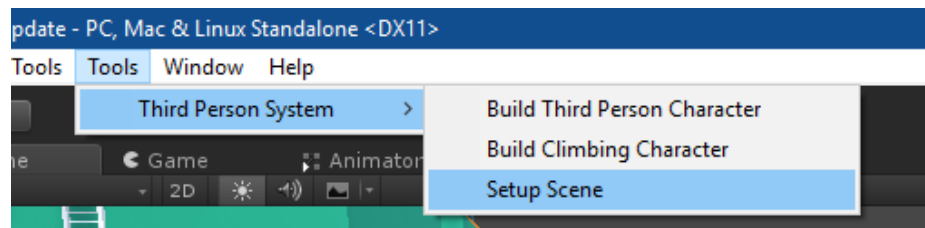Build Character window will be opened.

In Character field, select the target character from Hierarchy.

If you are using this package for the first time, check Update Project Layers to add climbing layers to your project. But be cautious because this option will override your current Project Layers.
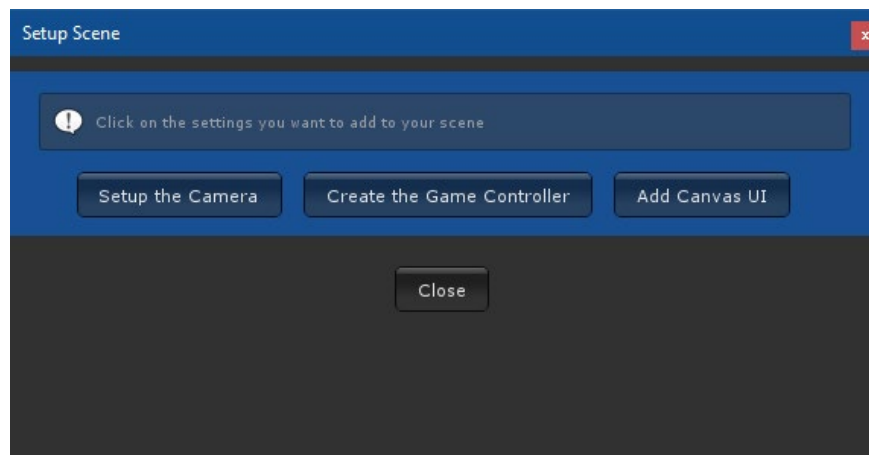
Press Build Climbing Character.

5 SETUP SCENE

To setup scene, adding camera, Game Controller and UI, go to Tools -> Third Person System -> Setup Scene:

Setup Window will be opened. Click on the buttons to add Camera, Game Controller and UI. After that, close the window.

6 CAUSE DAMAGE AFTER FALL FROM HIGH HEIGHTS

Fall ability allows you to set damage to your character when he falls from too high heights.

To cause damage on landing, you have to check **Cause Damage On Land**. Then you can set the minimum height that cause damage (**Min Height to Cause Damage**) and the maximum height that character must die (**Height To Die**). The damage amount is calculated based on a linear interpolation between these both values.

If you don't want to use this functionality, you can disable damage simply unchecking **Cause Damage On Land.**

IMPORTANT: Height To Die must be always greater than **Min Height to Cause Damage.**

7   INTEGRATIONS

7.1 INCONTROL INTEGRATION

To get InControl integration scripts, send an e-mail to rodrigoaadias@hotmail.com with your **Invoice Number**.

8   SUPPORT

Any doubts or suggestions, send an e-mail to: rodrigoaadias@hotmail.com

Thank you for your purchase!