

Challenge 2 - Hints and Tips

- To stop the Player from snapping between leaning to her right in Right Cover Sneak and leaning to the left in the Cover Idle animation, you can set up a second Cover Idle that is the mirror of the first and have the value of Creep transition between the two Cover Idle directions at very small values.
- CrossFade can be called every frame with a transition time of 0 and still allow the state being transitioned to to play, however if it is called every frame with a transition time > 0 , it will lock on the first frame of the transition and not ever proceed into the new state. To remedy this, only call CrossFade once when moving into a new state.