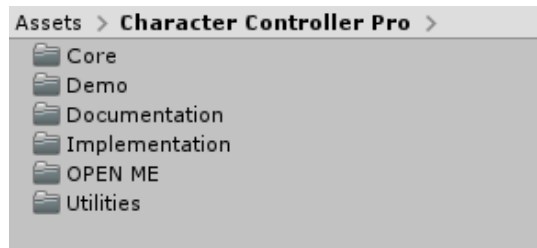


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Setting up the project

Hit the import button! Once the package has been imported your project view should look like this (or very similar):



The first thing to do is to open the folder OPEN ME. In there you will find all the necessary material to put this package to work.

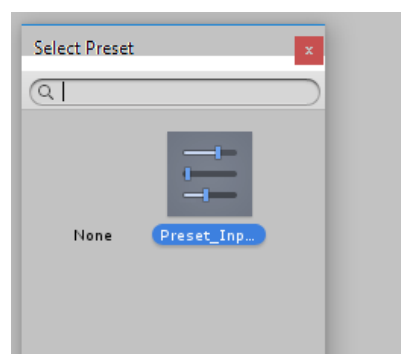
The demo scenes work with some predefined project settings. It's important to configure your project with these exact settings.

Luckily for you there are presets included in the package that will help you to configure your project. These settings are related to Layers, Tags and Inputs.

For example, for the Input settings, go to the InputManager:



Then select the preset, double click it:



That's it!

Even though these settings are necessary to configure in order to play the demo scenes, most of these settings are not mandatory for the normal operation of this package. They were built based on the demo assets.

Quick start

Setting up a basic character

This section is not intended as an "official" tutorial. For more detailed information please read the fundamentals (just to grasp how everything works) and then the tutorials (to implement some of those concepts). [Available in the [online documentation](#)]

I will assume you have already set the project properly. If not, please go to the setting up the project section.

Without further ado, let's get started.

First and foremost, in order to follow the following steps, it's recommended to start fresh. Open the "Minimal Scene (Get Started)" scene.

Summary:

1. Add the **scene controller**.
2. Add the **character prefab**.
3. Choose the **"tags and layers" profile**.
4. Add the **"CharacterStateController"**.
5. Add the **"NormalMovement" state**.
6. Choose a **"materials properties" asset**.
7. Add the **input data asset**.
8. Add the **camera**.
9. Select the **camera target**.
10. Set the **movement reference**.

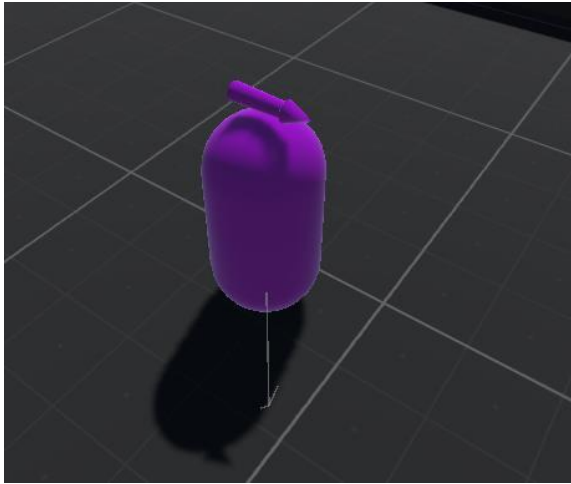
1. Add the scene controller

The first thing to do is adding the scene controller (sort of like a master component). You can add the SceneController component to an empty object, or just simply drag & drop the "Scene Controller" prefab into the scene.

2. Add the character

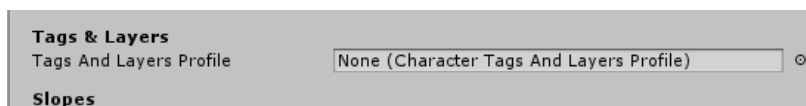
Drag and drop the prefab "Capsule Blank Character" (Character Controller Pro/Core/Prefabs) into the scene. This is the same as the Blank Character, but with graphics (a capsule + an arrow above of the "head").





3. Choose the "tags and layers" profile

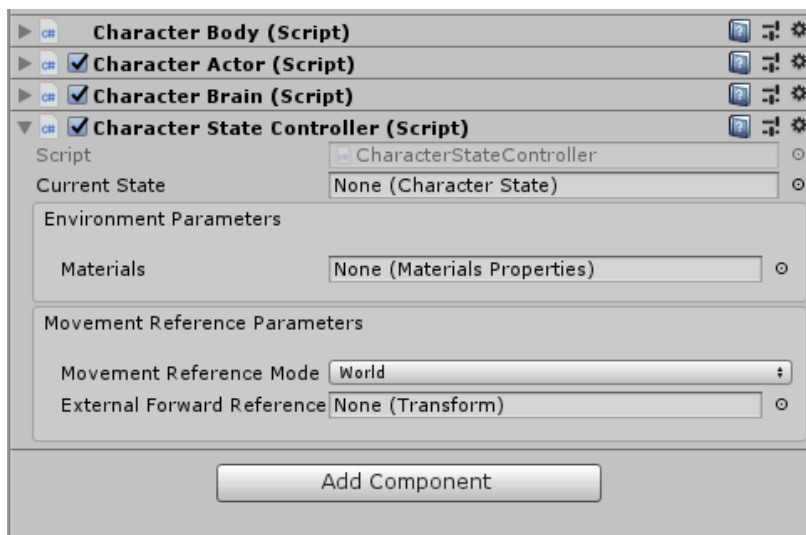
Go to the root object (the character), CharacterActor component, and choose an asset for the field "tags and layers profile":



Select the default one that comes with the package (it's fine).

4. Add the "CharacterStateController"

Add this component to the root object (character). This will also add a CharacterBrain component.

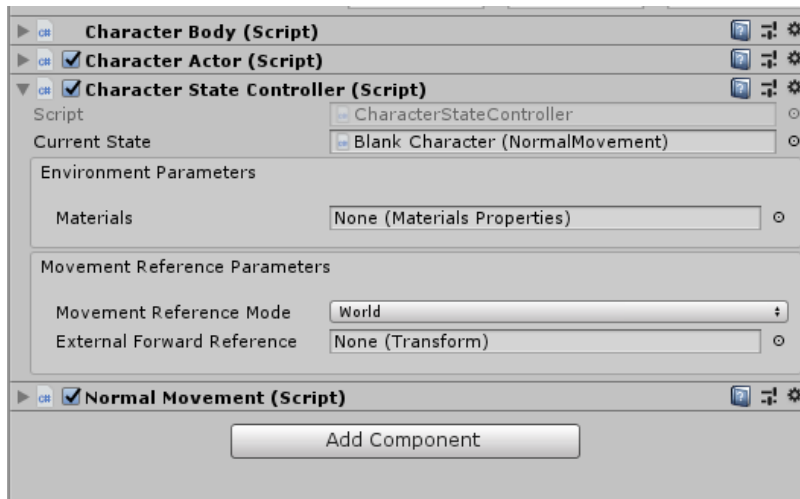


(Now you are in "Implementation" territory)

5. Add the "NormalMovement" state

The CharacterStateController component requires a "current state". Add the NormalMovement state component to the character (all states need to be added in a similar way).

Then drag the new component to the "current state" field.

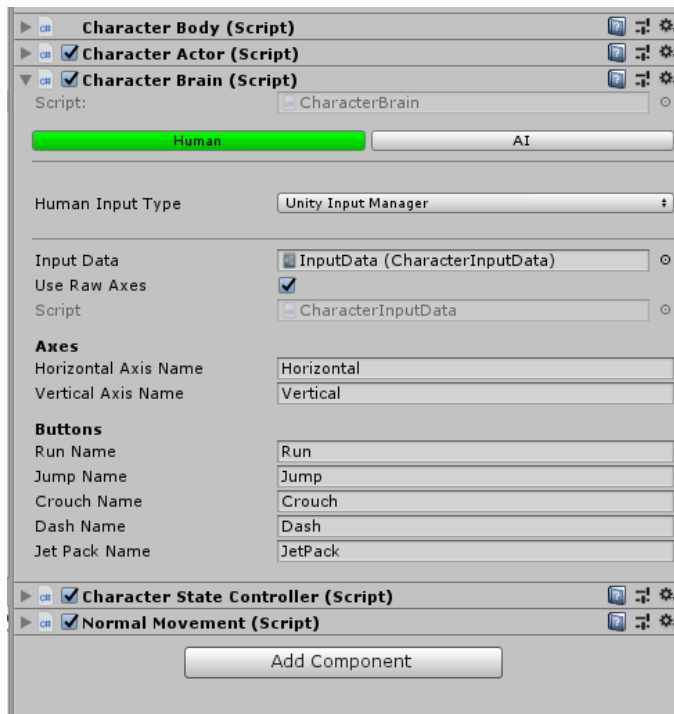


6. Choose a "materials properties" asset

In the CharacterStateController component, select the default material properties asset.

7. Add the input data asset

Without inputs actions nothing is going to happen. Go to the CharacterBrain component and add the default input data asset available in the project.



Now you should be able to move the character around. Nothing is configured in detail yet, you will need to do that in your own time.

Next, we need to add the camera.

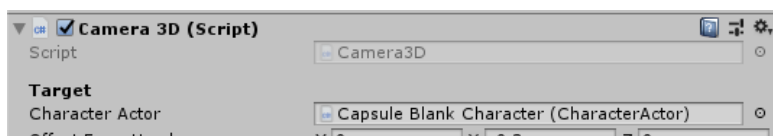
8. Adding the camera

Drag and drop the "Camera3D" prefab into the scene. It doesn't matter where exactly, the position and rotation will be handled by the camera.

(Another quick way is to just add the "Camera3D" component to a new Camera game object)

9. Select the camera target

Go to the Camera3D component and assign the character actor field with the CharacterActor component from the character.

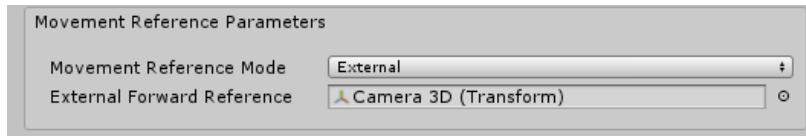


Now you should be able to move the camera around the player, detecting collisions with the environment.

10. Set the movement reference

The camera is doing its work, but still, the player is not moving using the camera as the movement reference (as shown in the 3D demo scene). In order to fix this, go to the

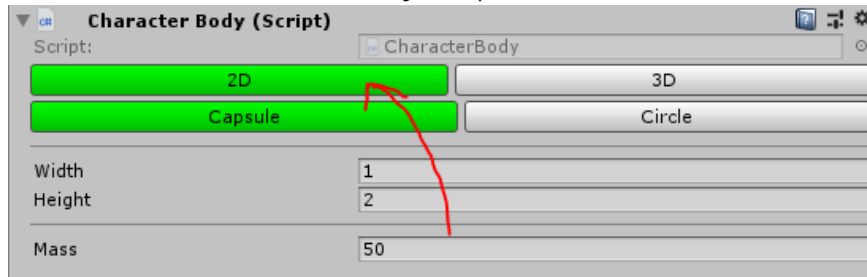
CharacterStateController component, select the "movement reference" mode to External. Then choose the camera as the external forward reference.



Setting up a 2D character

Let's make a parallel version of the previous instructions, but this time for 2D. In the following list are some of the changes you will have to take care of, in order to bring to life a fully functional 2D character.

- Select "2D" in the CharacterBody component:



- Instead of using the Camera 3D prefab, this time replace it for the 2D version. Just drag & drop the "Camera 2D" prefab into the scene and select the character as its target.

That's it! 😊

Please note that even though this is really easy, I'm not considering the graphics and animation of the character at all. Please refer to the tutorials sections for those subjects.