

GO SYSTEMS

Templates

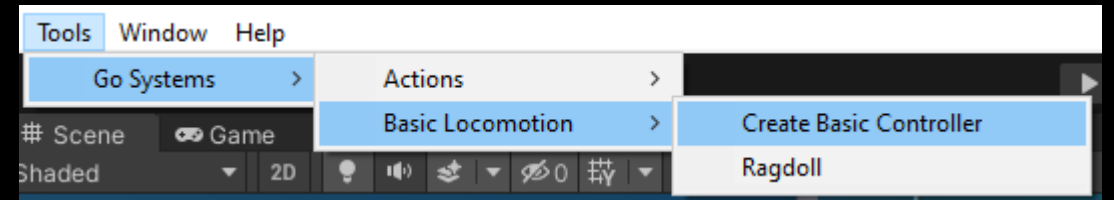
3D Character Controller





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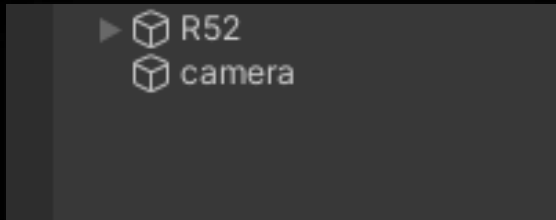
- **After input GoCharacterController Package in your project**
 - **Go to Tools -> Go Systems -> Basic Locomotion -> Create Basic Controller**





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- **After open Create Basic Controller Window**
 - Add your Character name
 - Put your Character Model (It should be **Humanoid rig**)
 - Don't change **Settings** if you don't have other one
 - After click **create** button you will have **player** and **camera** in hierarchy





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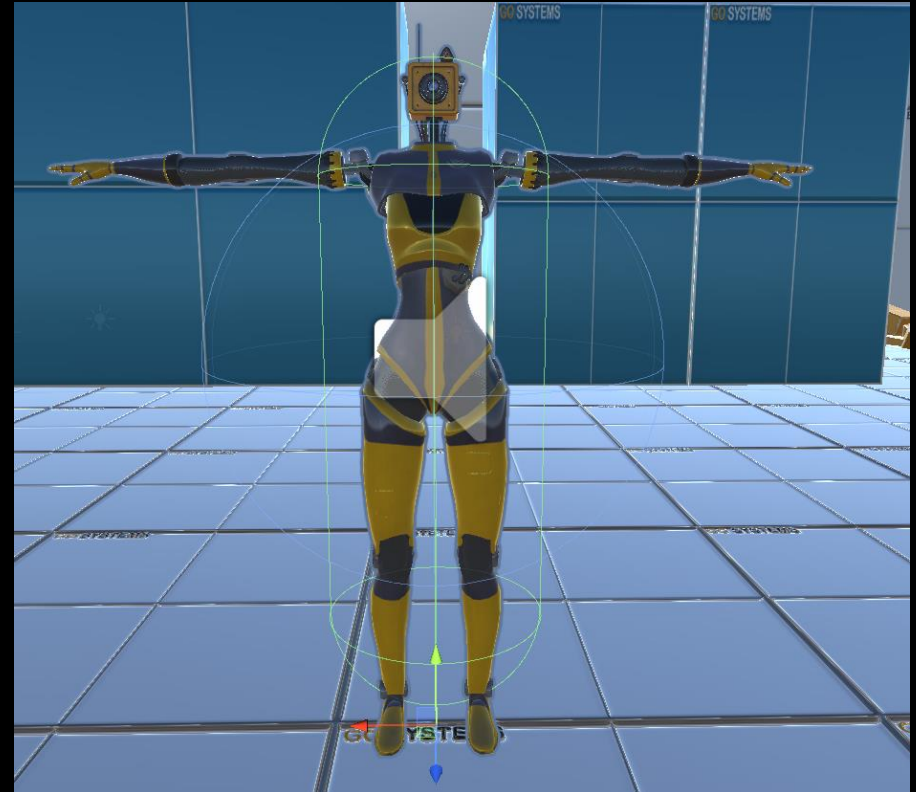
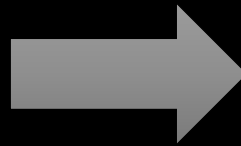
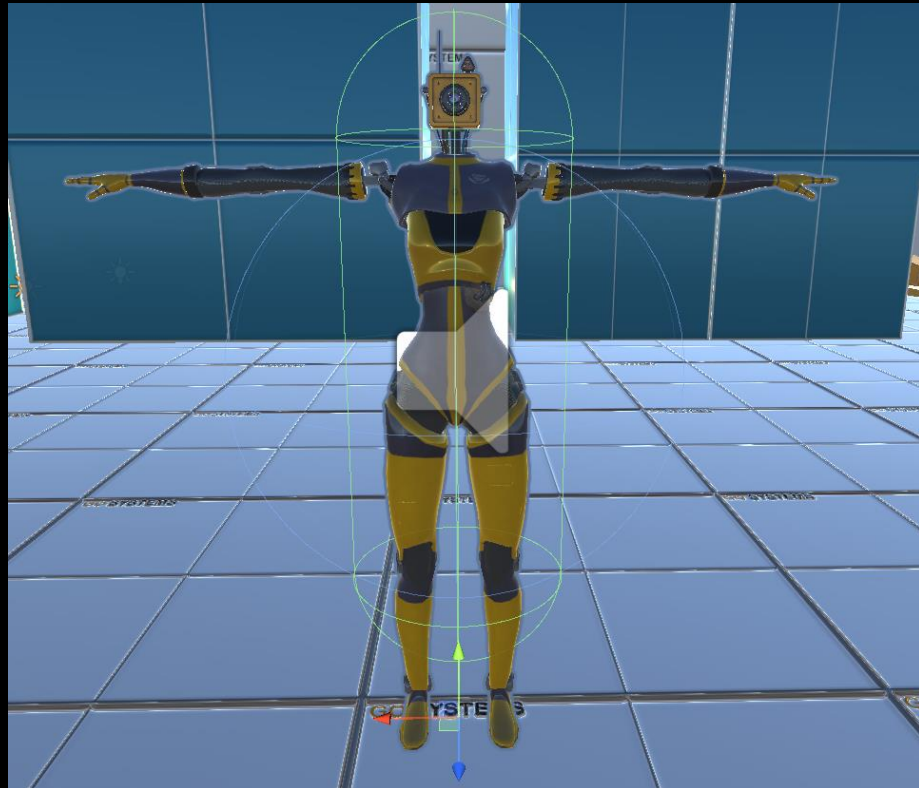
- In player you have **Character Controller**
 - Idle Settings**
 - Add your speed
 - Add your Sprint Speed
 - Add your Sprint button input
 - Crouch Settings**
 - Add your Crouch Speed
 - Add your Crouch button input
 - Jump Settings**
 - Add your Jump button input
 - Put your Jump Layer
 - Add Jump Force , Jump high and Timer Jump
 - Put walls layer
 - Put layer wall in your scene
 - IK Foot Settings**
 - add IK foot Weight value
 - Put offset Foot Position
 - Put Ik layer Active
 - Put offset Left leg
 - Put offset Right leg
 - Ui Settings**
 - Put Sprint Bar
 - Put Time Sprint Run
- Make sure that player layer is "Player"





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Chick your Player **collider** and fix **position** and **size**



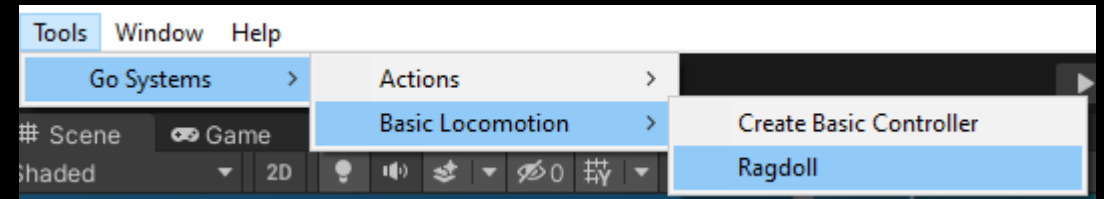
Make sure that player layer is "Player"



GO SYSTEMS

Add **ragdoll**

- **Go to Tools -> Go Systems -> Basic Locomotion -> Ragdoll**





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- Put your character (**Player**) in the Character bar
- Check if all bone right place
- Add total mass and strength
- Click on **create**

Create Ragdoll

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Character	<div>None (Game Object)</div>
root	<div>None (Transform)</div>
leftHips	<div>None (Transform)</div>
leftKnee	<div>None (Transform)</div>
leftFoot	<div>None (Transform)</div>
rightHips	<div>None (Transform)</div>
rightKnee	<div>None (Transform)</div>
rightFoot	<div>None (Transform)</div>
leftArm	<div>None (Transform)</div>
leftElbow	<div>None (Transform)</div>
rightArm	<div>None (Transform)</div>
rightElbow	<div>None (Transform)</div>
middleSpine	<div>None (Transform)</div>
head	<div>None (Transform)</div>
Total Mass	<div>20</div>
strength	<div>0</div>

CREATE

!

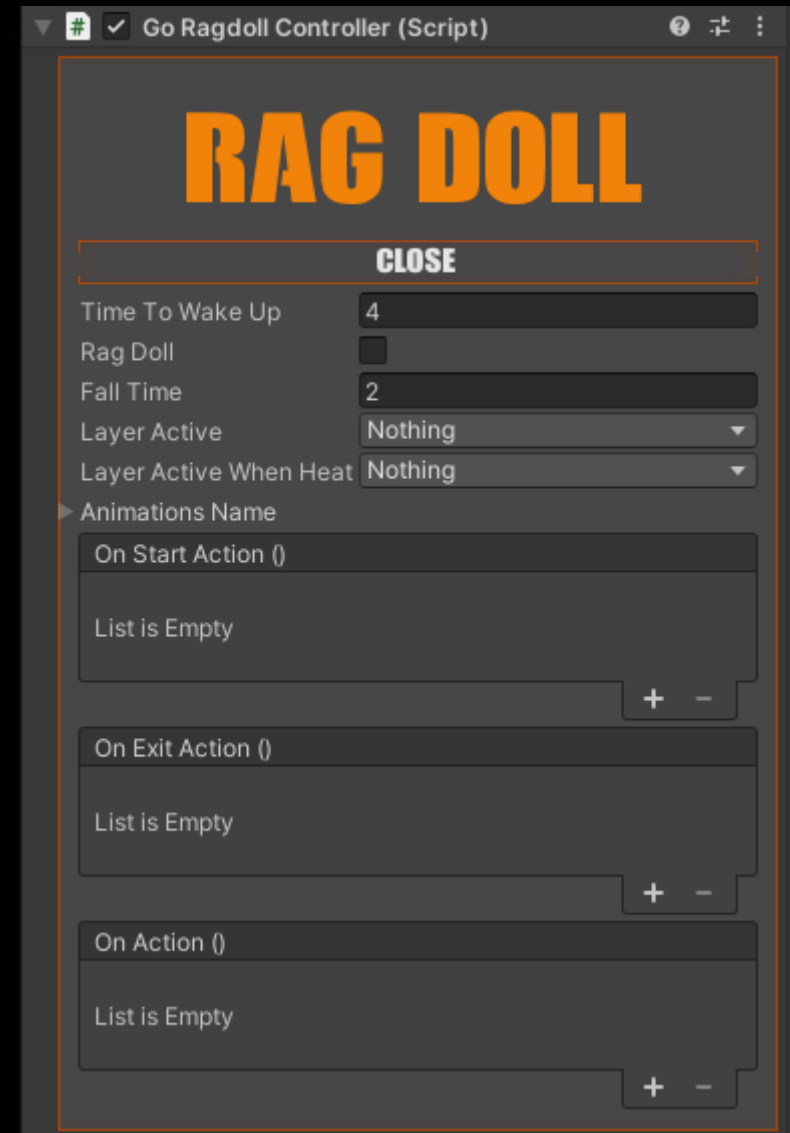
Put your player in character bar



In your player you will have ragdoll script

- Add time to wake up player
- Add fall player time
- Choice layer ragdoll active on it when player fall
- Choice layer active when player trigger it
- Write name animation if you want change it
- Add events if you have

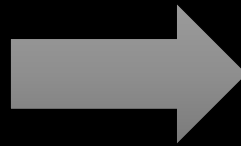
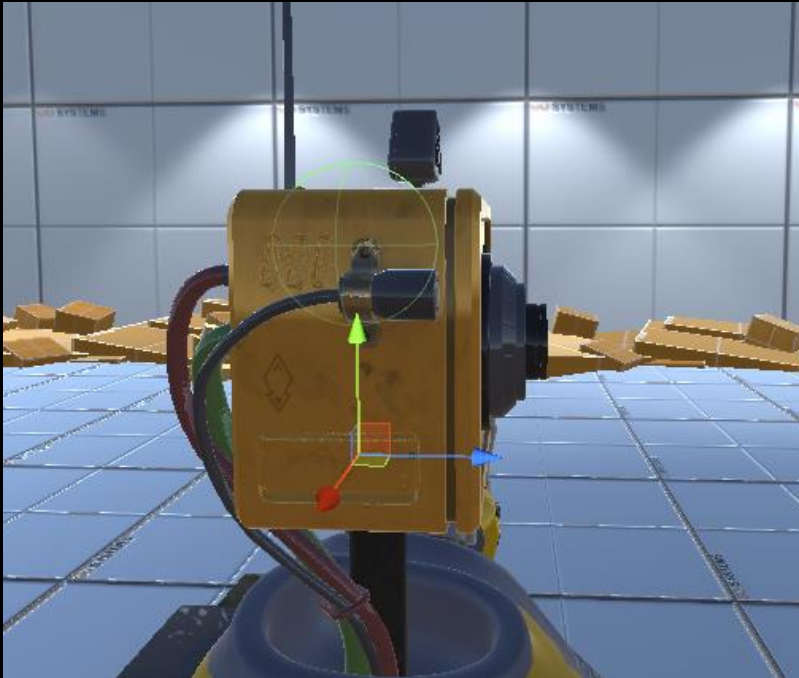
Make sure that player layer is "Player"





GO SYSTEMS

Chick your bones **colliders** and fix **position** and **size**



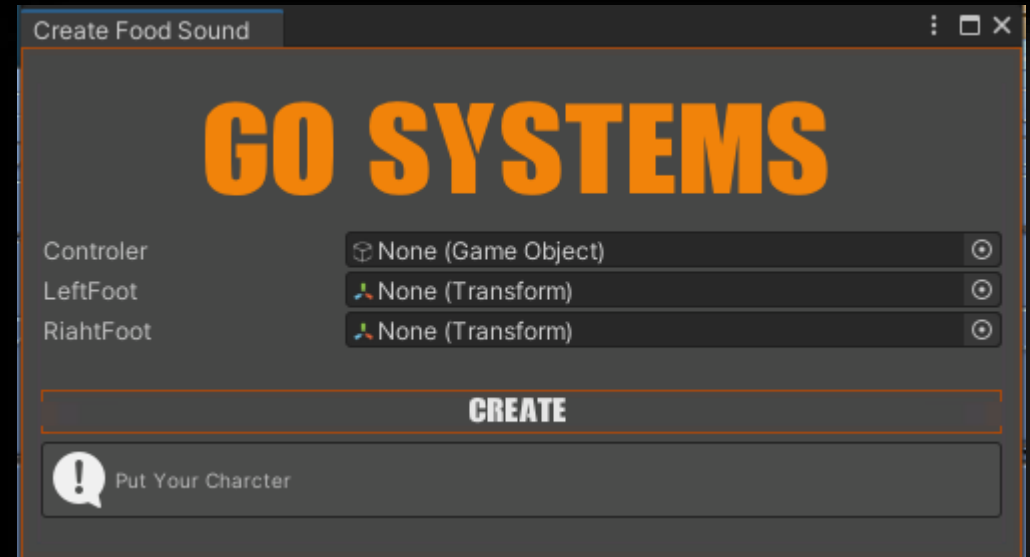
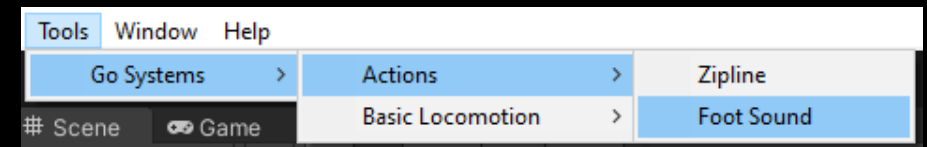
Make sure that player layer is "Player"



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Add Foot Sound

- Go to **Tools** -> **Go Systems** -> **Actions** -> **Foot Sound**
- Put your character (**Player**) in the Character bar
- Click on **create**



Make sure that player layer is "Player"



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In your player you will have Foot Action script

- Add layer sound
- Add name **layer sound**
- Choice layer
- Add your **sound clips**

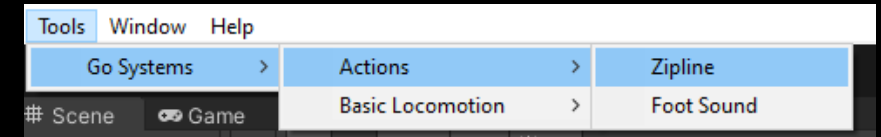
Make sure that player layer is **"Player"**



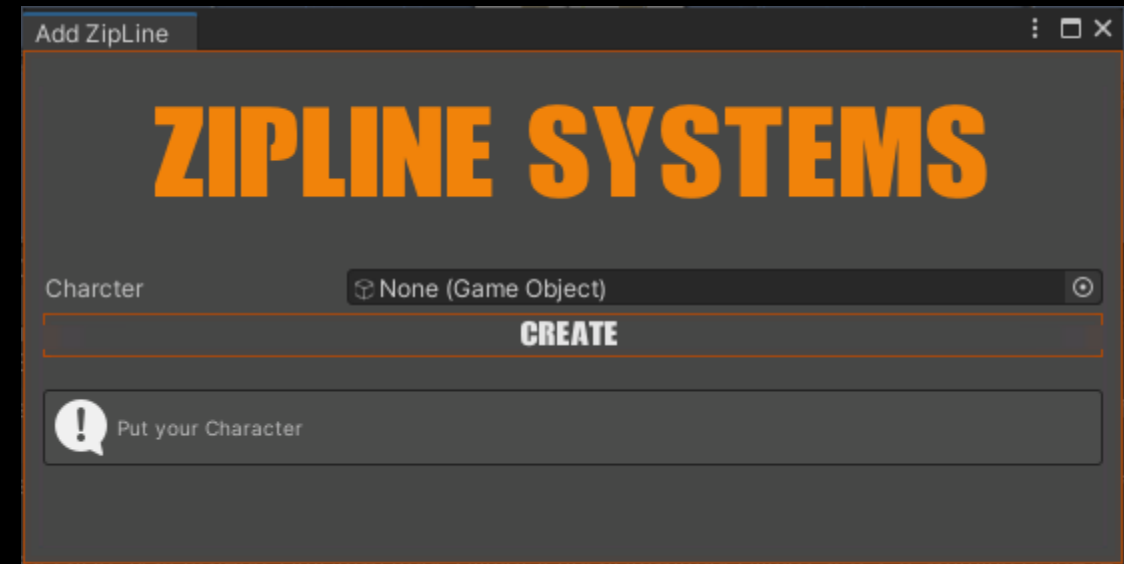


Add Zipline

- Go to **Tools** -> **Go Systems** -> **Actions** -> **Zipline**



- Put your character (**Player**) in the Character bar
- Click on **create**

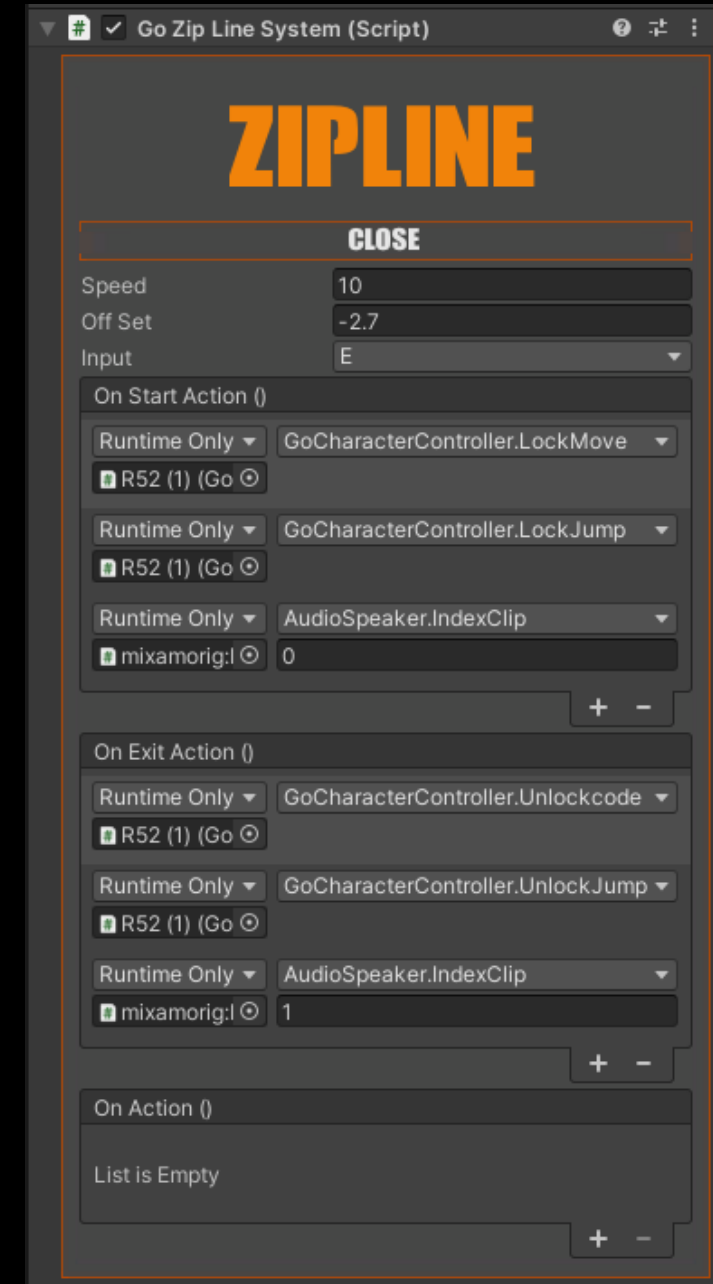




In your player you will have zipline script

- Add your speed on zipline
- Add offset hands on zipline
- Button input
- Add events if you have

Make sure that player layer is "Player"





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