

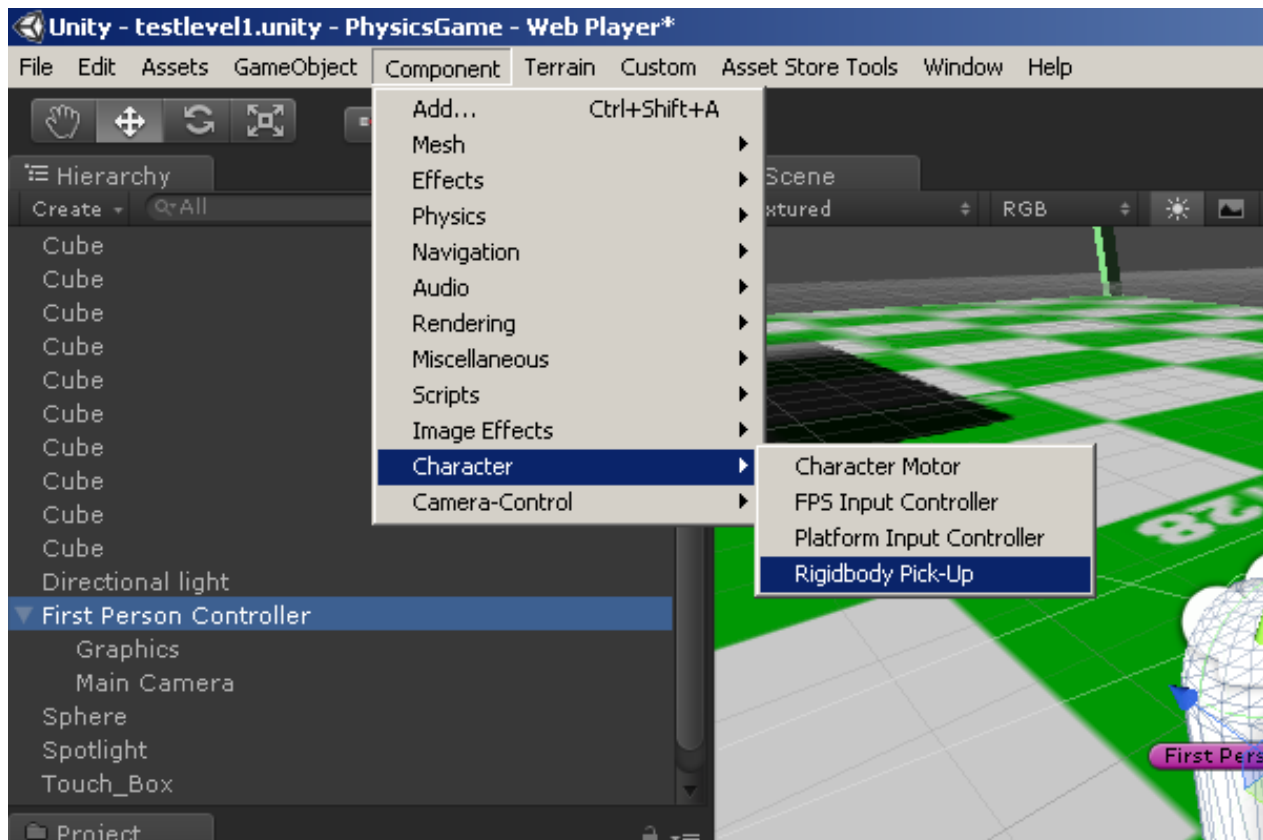
# Rigidbody Pick-Up

BY: EPICERROR TOOLS

Thank you for your interest and/or purchase of Rigidbody Pick-Up. I've been creating it for a little while now, and hope that my works does get into other people's games. The updates will be free, and would love any and all input to what I can fix and/or add to the script for your flexibility. I hope you have as much fun with the script as I have.

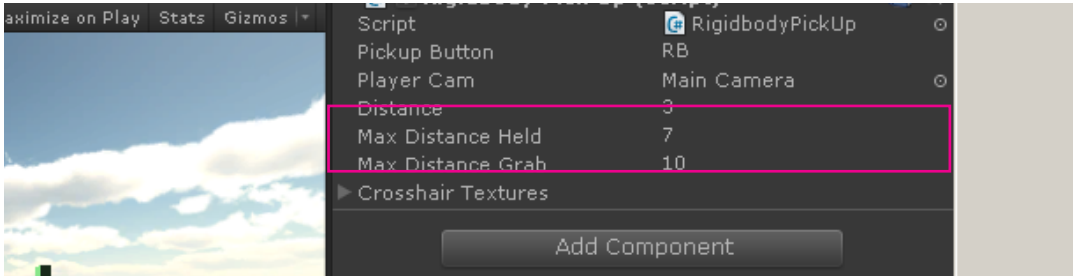
## 1.

Rigidbody Pick-Up is very easy to install, you can either drag and drop the script from the directory onto your controller, or add it from the COMPONENT -> CHARACTER -> Rigidbody Pick-Up menu at the top.



## 2.

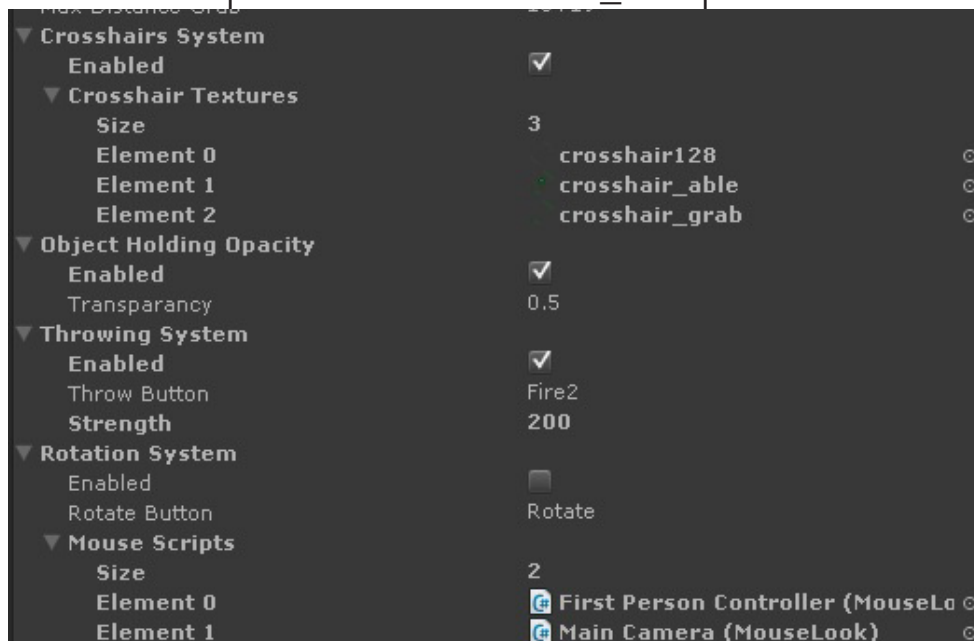
Set the variables of the script to what you think is best for your game. The default variables are fine for any type of game that just needs a simple pickup script. Just set the camera, which is in my instance, an FPS camera, and a button. The button should be the name of an input from the Input Manager.



## 3.

A crosshair system is provided, enable if you wish and set the elements as follows below. Throwing is enabled by default, so you can set the button from Input Manager and strength. Rotation system is disabled by default, so open it up and enable it. Set the Input Manager button in the specified area and increase the 'Mouse Scripts' size depending on how many mouse scripts you have. Drag your FPS Controller and Main Camera into the 2 sizes if you're using the default FPS controller.

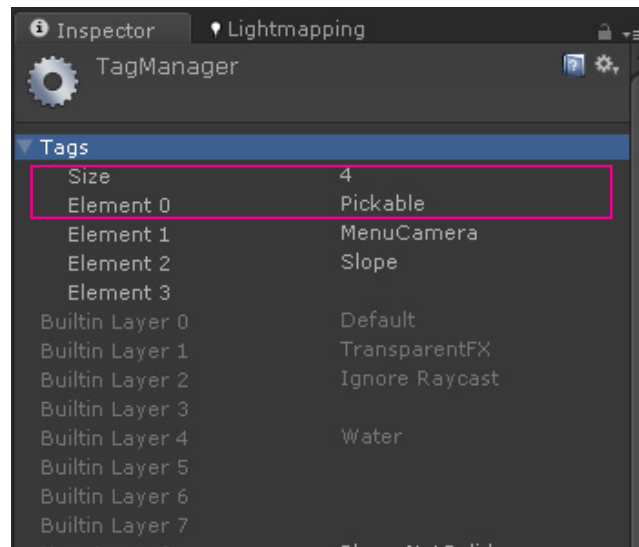
element0 = crosshair128 | element1 = crosshair\_able | element2 = crosshair\_grab



## 4.

You will now need to make a new tag for the pickable objects. Go to: EDIT -> PROJECT SETTINGS -> TAGS

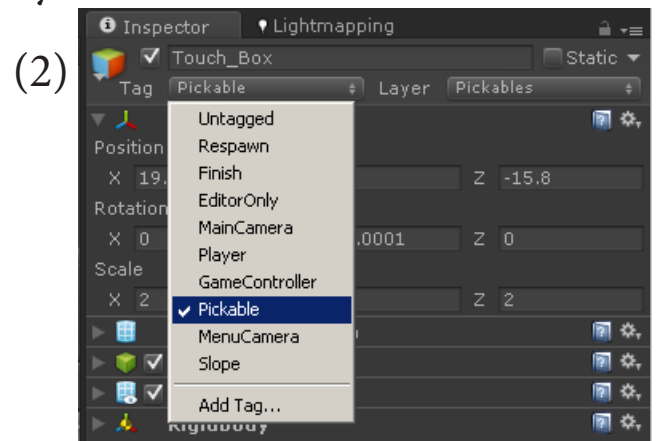
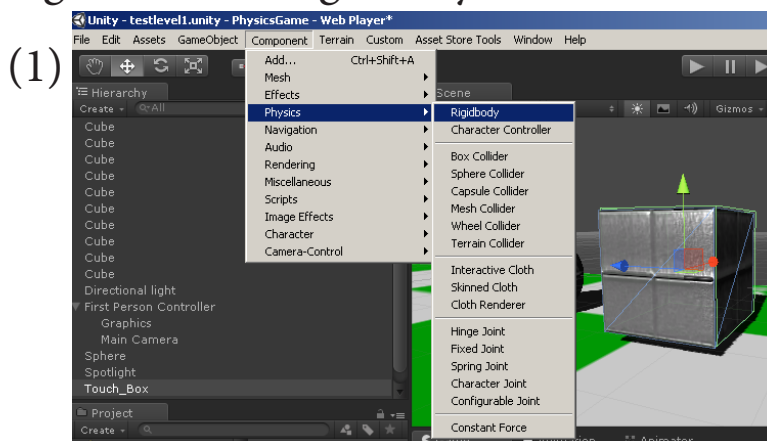
From there, increase the size by 1, and create a new tag called “Pickable”. (Without the quotations.) into one of the elements.



## 5.

(1) Now create or bring in an object/mesh with a collider on it. Add in a rigidbody by going to: COMPONENT -> PHYSICS -> RIGIDBODY

(2) You can leave the rigidbody settings to default if you'd like. Then set the tag of the new rigidbody to “Pickable”, and you're set!



## 6.

If you get the following error regarding the 'MouseLook' script as such:

CS0246: The type or namespace name 'MouseLook' could not be found. Are you missing a using directive or an assembly reference?

then you need to download the default Unity FPS controller MouseLook or edit the script to your own mouse look script. You can edit it at the bottom of the script:

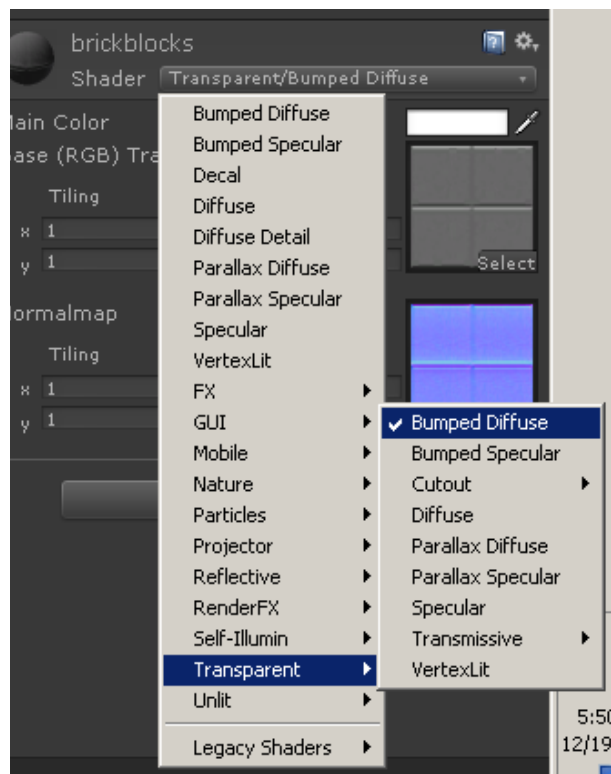
```
[System.Serializable]
public class rotationSystemSub
{
    public bool enabled = false;
    public string rotateButton = "Rotate";

    //Change "MouseLook" to your own Mouse Script name. The one currently used is from the default FPS controller package
    public MouseLook[] mouseScripts;
```

change MouseLook to the name of your own mouse look script if you have one.

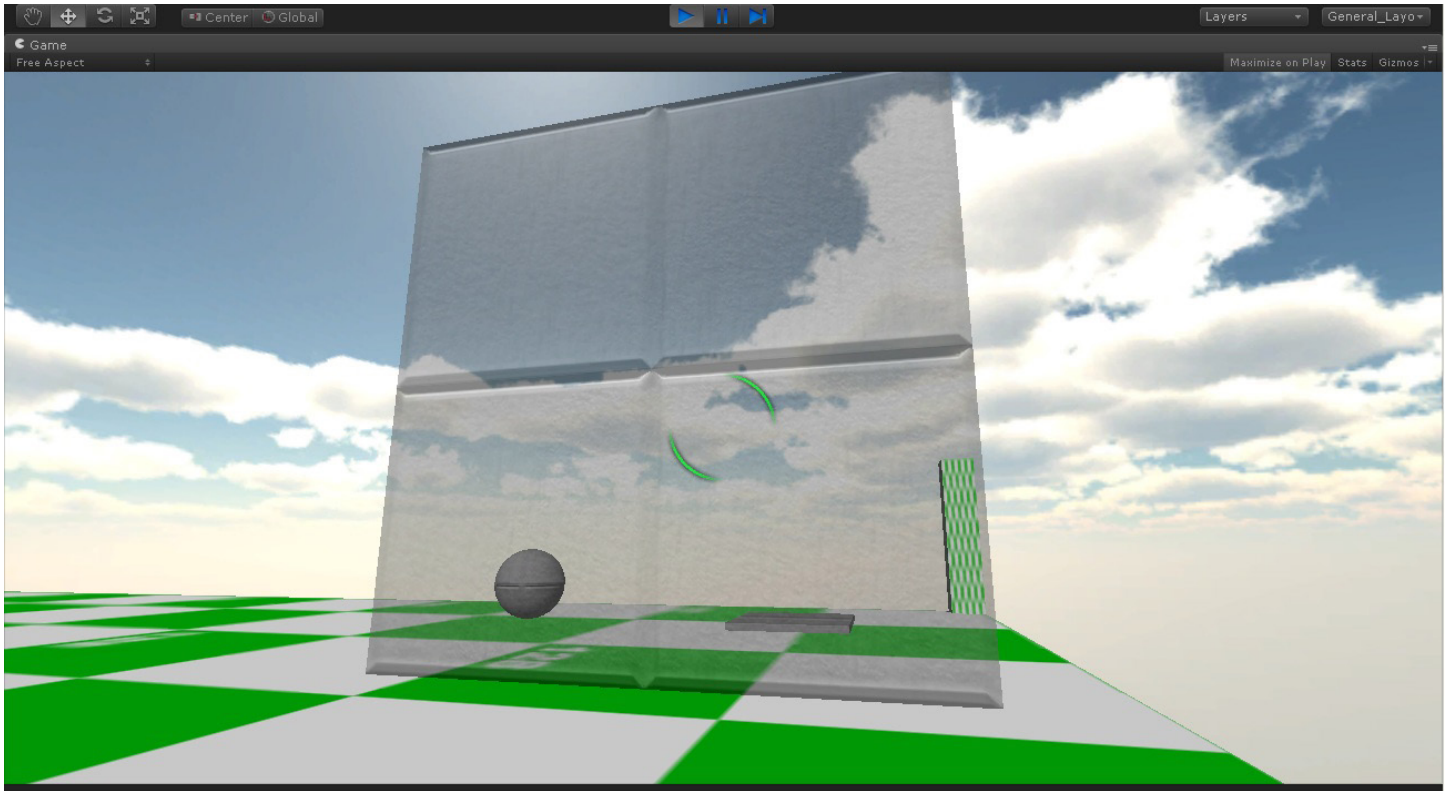
## 7.

To allow objects to go transparent if you pick it up, make the object's material into a Transparent/Any, as shown below.



# 8.

Go in-game to test it out the options you set and have fun!



Customer Support can be sent to me via email or from YouTube. Errors, suggestions for features, and more can be sent to me.

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