

Knight Warrior Mecanim Animation Pack ReadMe

Last Updated **2015-6-08** by [Kristopher Peterson](#)

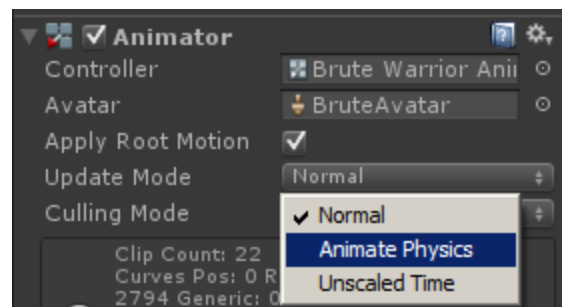
Hey, first off thanks for purchasing and using this pack!

Installation

The following inputs need to be added to your Unity project for the controls to work correctly, or you can simply unzip the provided *InputManager.zip* into your *ProjectSettings* folder.

Fire0
TargetBlock
Death
LightHit
DashVertical
DashHorizontal

The Knight Warrior is setup using Root Motion, with all the translation animations moving the character at speed for non slipping foot placement. There is no physics on the character controller, but if you do add one be sure to change Animator Update Mode to 'Animate Physics'. If you decide to use any of the animations without Root Motion and control the character movement programmatically, or with physics, there are '_S' versions of them that have the character stationary.



In WarriorAnimationDemo.cs input for direction and key/buttons is received in Update(), with UpdateMovement() processing direction, and RotateTowardsMovementDirection() handling rotation.

In the Animator Death, Attacks, and Jumps can transition from any state, but Dashes and Blocks need to transition from Movement, or from Idle.

Any questions about the Pack, please [Email me](#).

Thank you!

-Kristopher @ [Explosive LLC](#)



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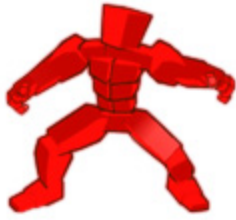
[Soldiers and Weapons Pack](#)



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[Weapons Effects and
Sounds Pack](#)



Berserker Fighter Mecanim
Animation Pack



Female Fighter Mecanim
Animation Pack



Heavy Fighter Mecanim
Animation Pack



Male Fighter Mecanim
Animation Pack



Fighter Pack Bundle



Brute Warrior Mecanim
Animation Pack



Karate Warrior Mecanim
Animation Pack



Ninja Warrior Mecanim
Animation Pack



Sorceress Warrior Mecanim
Animation Pack