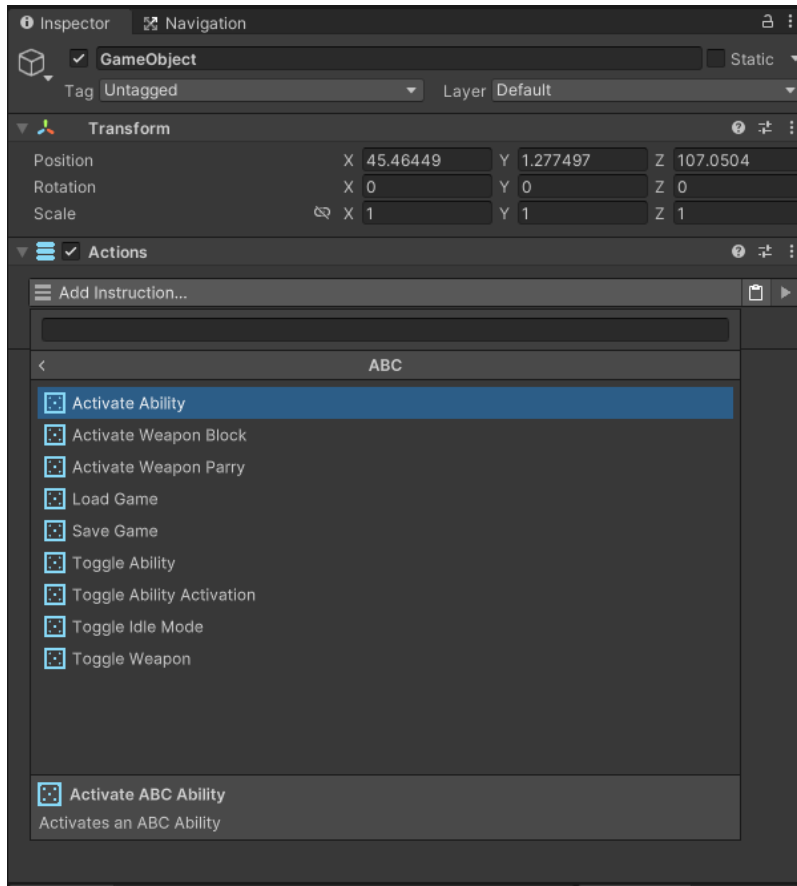


ABC Integration: Game Creator 2 – Documentation

Introduction

This integration brings Ability & Combat Toolkit (ABC) combat to Game Creator 2 (GC2). The integration adds actions, triggers and conditions which can be used in GC2. It also improves the ABC character creator and modifies some ABC code to better work with GC2.

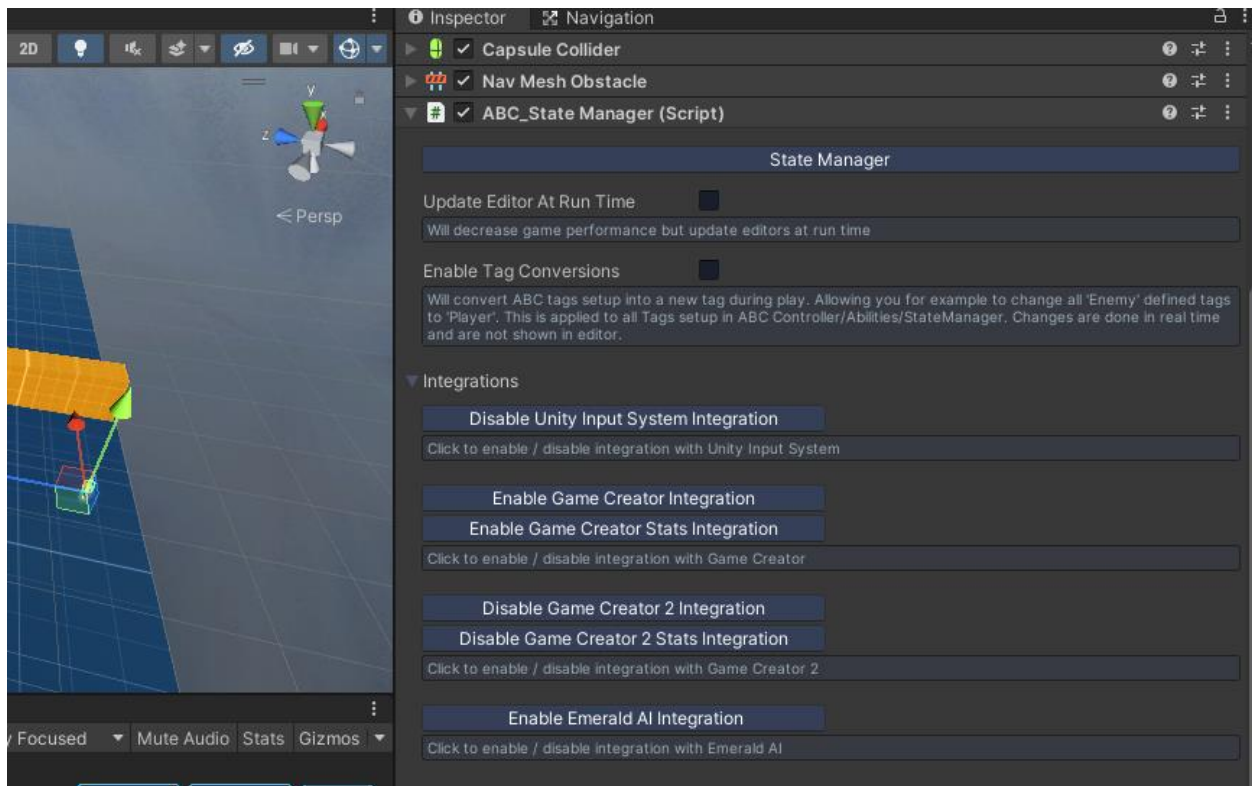


Before importing the ABC integration for GC2 please first download and install both the core ABC toolkit and GC2 including all GC2 examples.

Setup

Once all packages have been imported you can enable the integration by adding either the ABC Controller or ABC State Manager to any GameObject. Once done simply click on the 'integrations' toggle and hit the following:

- Enable Unity Input System Integration
- Enable Game Creator 2 Integration
- Enable Game Creator 2 Stats Integration

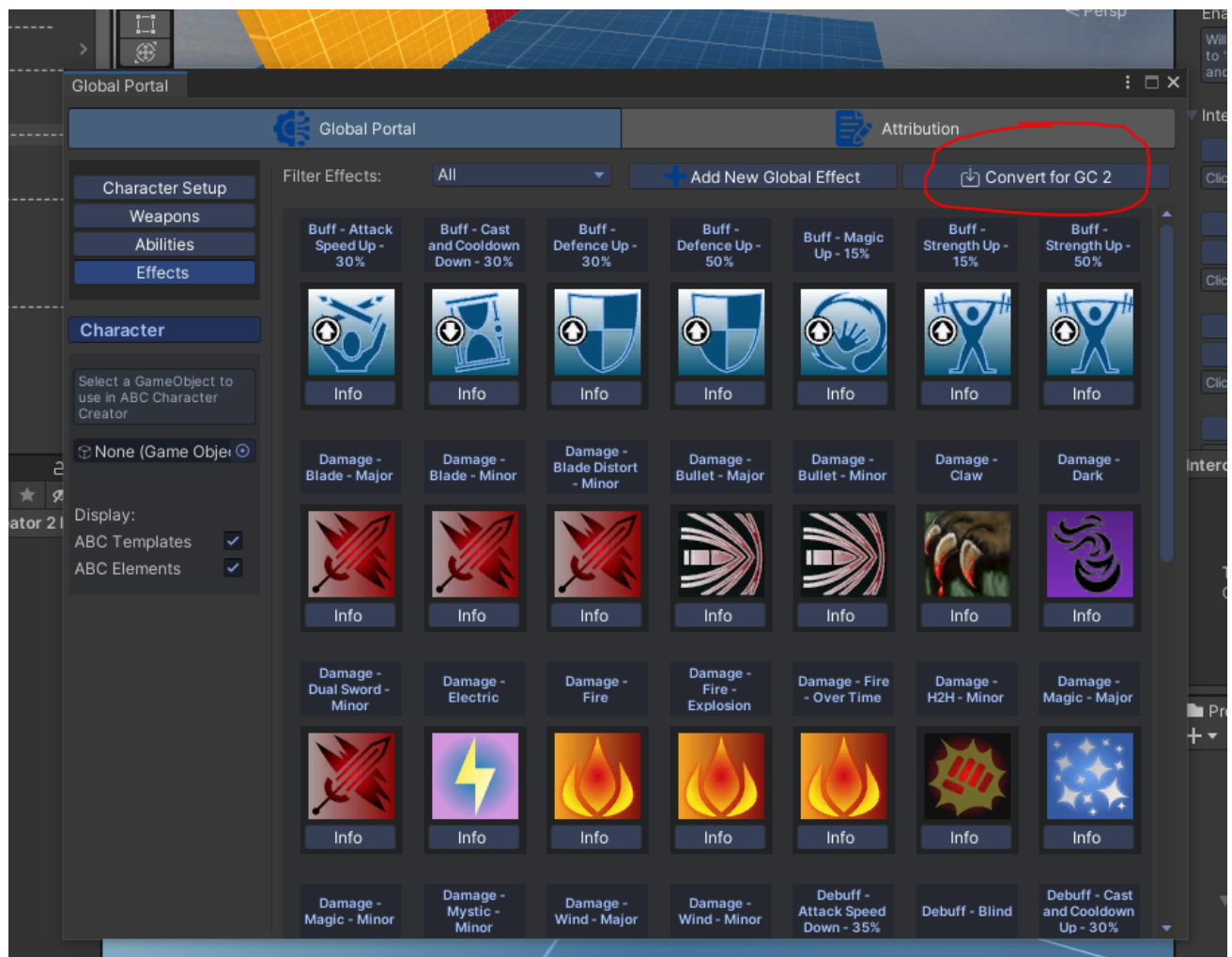


This will tell ABC to use code which is best suited to GC2 and also unlocks the code which will allow for ABC actions, conditions and triggers to be used in Game Creator.

Converting Effects for GC 2 Stats

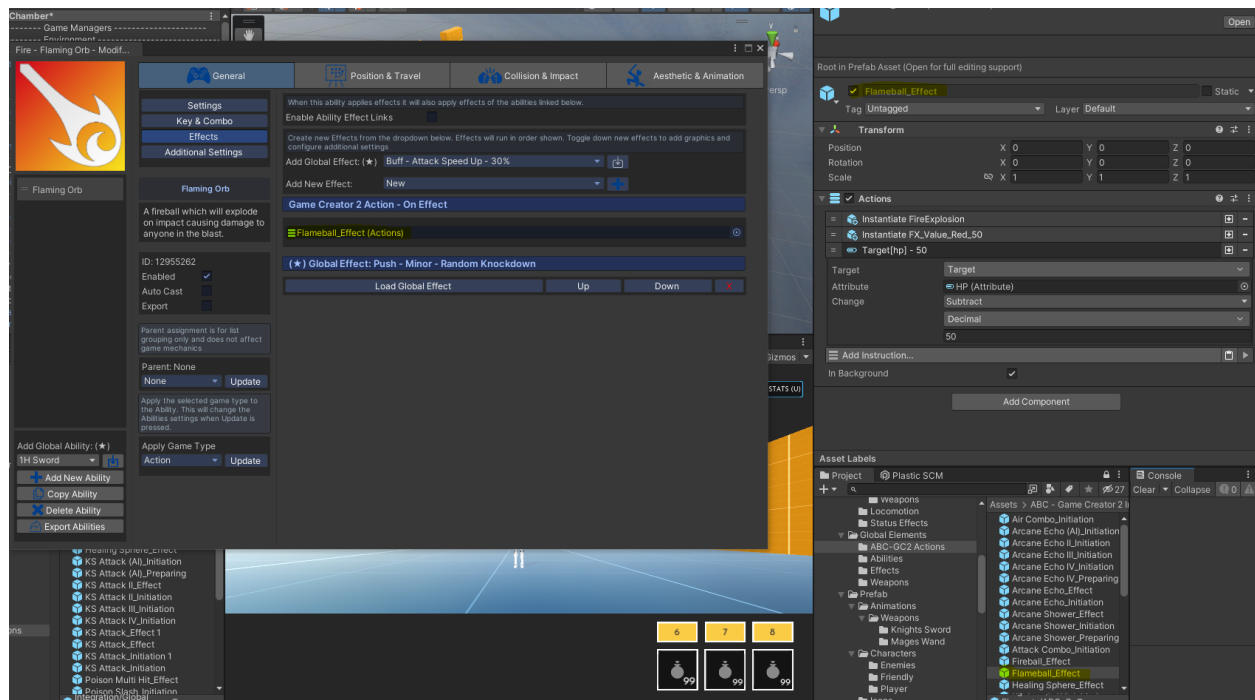
It is recommended before you begin that you convert all ABC effects to use the out of the box GC2 stats that come with the examples. This will make the demo play out as intended with the right stats being used by ABC effects.

To convert the effects then load up the global portal by going to Window > ABC > Global Portal. Then press the Effect button to the left. Once the effects are loaded simply press the 'Convert for GC2'. This will then modify all effects to link in with the stats that come with GC2 premade.



ABC Action Lists

It is possible to add GC actions which will execute at certain parts of activating an ability or when applying effects. Dotted throughout the settings you will see a space where GC2 action list has been populated. Simply click and add instructions or drop in new instructions and these will be executed.



Including the above you can also use the ABC specific action/triggers/conditions in any normal place you would put GC2 actions. This allows you to add inventory weapons, enable abilities on level up, apply status effects and more!

ABC Documentation

ABC documentation can be found here: <http://www.dicelockstudio.com/Docs> or locally within the packages