Base Followers Inspector

The **Base Followers** inspector allows you to configure and manage the properties of followers in the Spline Plus system. Below is a detailed explanation of the available tabs and fields within the inspector.

GameObjects List

- **GameObject Selection:**
  Select the GameObject that the follower will control. This GameObject will follow the spline based on the settings configured in the inspector.

General Tab

This tab provides general settings related to the follower, including branch key, distance, position, and rotation.

- **Branch Key:**
  Displays the key of the branch that the follower is currently on. You can manually enter the branch key or use the **Pick** button to select it from the scene.

- **Distance:**
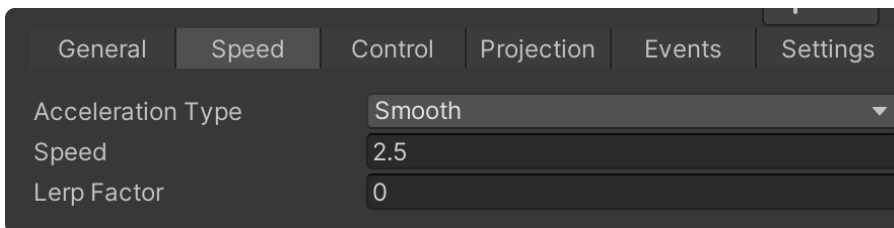 Indicates the distance of the follower along the spline.

- **Position:**
  Shows the follower's offset in the X, Y, and Z axes.

- **Rotation:**
  Displays the follower's local rotation in the X, Y, and Z axes.

Speed Tab


Configure the speed settings for the follower.
- **Acceleration Type:**
  Select the type of acceleration for the follower. Options include:

  - **Immediate:** The follower accelerates to the target speed instantly.

- **Smooth:** The follower accelerates to the target speed smoothly using the lerp factor, which represent how fast the transition to the target speed will be .
  - Other types may be available based on your configuration.
- **Speed:**
  Set the speed at which the follower moves along the spline.

- **Lerp Factor:**
  How fast the transition from curent speed to target speed will be, small value means trasition will be very slow.
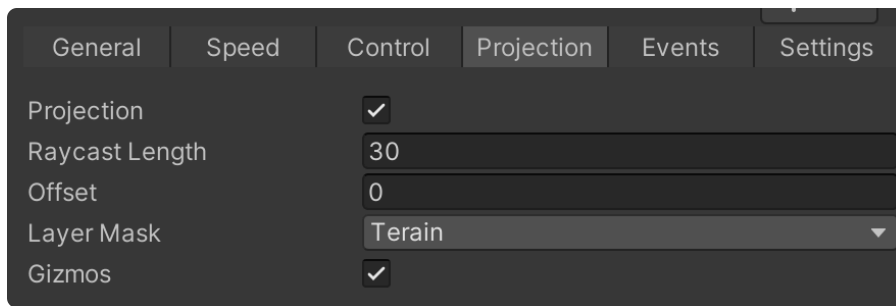
Control Tab
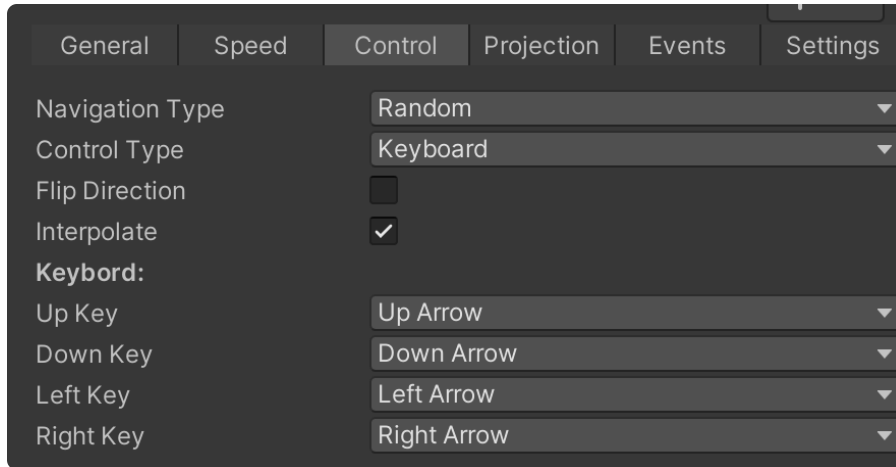
Adjust control parameters, such as the control type and interpolation factor.

- **Navigation Type:**
  Select the navigation type for intersections:

  - **Random:** Follower randomly chooses a path at intersections.
  - **Keyboard:** Navigation is controlled via keyboard input.
- **Control Type:**
  Choose the control type for the follower:

  - **Auto:** The follower is automatically controlled.
  - **Keyboard:** The follower is controlled using the keyboard.
- **Interpolate:**
  Enable this option to smoothly interpolate the follower's movement between spline vertices, require more processing than interpolation off but animation will be smoother.

- **Keyboard:**
  Configure the keys used for controlling the follower:

  - **Up Key:** Set the key for moving the follower upwards.
  - **Down Key:** Set the key for moving the follower downwards.
  - **Left Key:** Set the key for moving the follower left.
  - **Right Key:** Set the key for moving the follower right.

Projection Tab

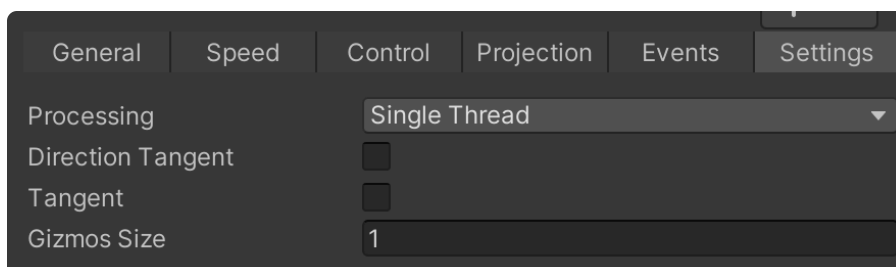| General	Speed	Control	Projection	Events	Settings
Projection		✓			
Raycast Length		30			
Offset		0			
Layer Mask		Terain			▼
Gizmos		✓			

Access additional settings related to the projection of the follower in the scene. Please note that Projection is available in the Spline Plus Animation package and is not included in the free Core package.

- **Projection**:
  Enable or disable the projection feature. When enabled, the follower will project its position onto a surface using a raycast.

- **Raycast Length**:
  Set the length of the raycast used for projection. This determines how far the ray will extend from the follower's current position to find a surface to project onto.

- **Offset**:
  Adjust the offset of the follower's position relative to the surface it is projected onto. This can be useful for ensuring the follower hovers above the surface or maintains a specific distance from it.

- **Layer Mask**:
  Select the layer(s) that the raycast should interact with. This allows you to control which surfaces the follower can be projected onto, such as Terrain, Roads, or other layers defined in your scene.

- **Gizmos**:
  Toggle the display of gizmos related to projection in the scene view. When enabled, you can visualize the projection's raycast and the follower's position on the surface.

Events Tab

Manage and configure event triggers associated with the follower's movement along the spline. Note that the events system is part of the Spline Plus Animation package and is not included in the free Core package. Please vist the events (../Events/Introduction.html) section for detailed documentation

Settings Tab

General	Speed	Control	Projection	Events	Settings
Processing		Single Thread			▼
Direction Tangent		☐			
Tangent		☐			
Gizmos Size		1			

Access additional settings related to the follower's behavior and appearance in the scene.

- **Processing:**

  Choose between single-threaded or multithreaded processing for follower animations:

  - **Single Thread:** Processes the animation on a single thread.
  - **Multithread:** Allows for better performance by utilizing multiple threads.

- **Direction Tangent:**

  Enable this option to display the direction tangent of the follower in the scene view. usefull to debug navigation at node intersections.

- **Tangent:**

  Enable this option to display the tangent of the follower in the scene view. usefull to debug navigation at node intersections.

- **Gizmos Size:**

  Adjust the size of the gizmos used to visualize the follower's position and rotation in the scene view.