

How to use Unity's ThirdPersonCharacter standard asset with the RPGCamera

- 1.) Move Unity's standard asset scripts [ThirdPersonCharacter](#), [AICharacterControl](#) and [ThirdPersonUserControl](#) to "MMO RPG Camera & Controller > Scripts" so that they are in the same folder as the RPGCamera scripts
- 2.) Open [ThirdPersonUserControl](#), introduce a new private variable of the type RPGCamera and adjust the script's Start method to the following:

```
15     private bool m_Jump; // the world-relative desired move direction, calculated from the
16
17     private RPGCamera m_CamScript;
18
19     private void Start()
20     {
21         m_CamScript = GetComponent<RPGCamera>();
22
23         // get the transform of the used camera
24         m_Cam = m_CamScript.UsedCamera.transform;
25
26         // get the third person character ( this should never be null due to require component )
27         m_Character = GetComponent<ThirdPersonCharacter>();
28     }
29
30
31     private void Update()
```

(Sorry that you have to type everything but copy-pasting could cause some character conversion errors)

- 3.) Open [ThirdPersonCharacter](#), introduce a new variable of type RPGCamera and set it in the Start method:

```
31     RPGCamera m_CamScript;
32
33
34     void Start()
35     {
36         m_CamScript = GetComponent<RPGCamera>();
37
38         m_Animator = GetComponent<Animator>();
39         m_Rigidbody = GetComponent<Rigidbody>();
```

In the same file, go to the method "ApplyExtraTurnRotation" (around line 182) and add the following line to the end of the method:

```
186         transform.Rotate(0, m_TurnAmount * turnSpeed * Time.deltaTime, 0);
187         m_CamScript.UpdateMouseX(-m_TurnAmount * turnSpeed * Time.deltaTime);
188     }
```

- 4.) Almost done: Open [RPGCamera](#), go to region "Get inputs" (around line 134) and insert some lines at the beginning of the region so that it looks like this:

```
134     #region Get inputs
135
136     float smoothTime = MouseSmoothTime;
137     if (!(Input.GetButton("Fire1") && Input.GetAxis("Mouse X") != 0)) {
138         smoothTime = 0;
139     }
```

- 5.) I recommend setting "Align Character" to "Never" and "Align Camera When Moving" to "false" in the [RPGCamera](#) to prevent weird character behavior

Done!