MOTION MATCHING SYSTEM
FOR UNITY

MAIN DOCUMENT

Summary

Introduction

This document is a directory of links to important documentation for getting started and mastering the asset.

Depending on the version you are using, we recommend different documents, which best fit the changes included in each update.

Also, you can contact our support for more specific questions, requests, feedback or bugs, through the following channels:

- [Discord](#)
- [Email](#)

Documents

Version 1.0 and previous:
- Getting Started: 📄 MMSystem - Getting Started - 1.0
- Documentation: 📄 MMSystem - Documentation - 1.0

Version 1.1:
- Getting Started: 📄 MMSystem - Getting Started - 1.1
- Documentation: 📄 MMSystem - Documentation - 1.1

Version 1.2:
- Getting Started: 📄 MMSystem - Getting Started - 1.2
- Documentation: 📄 MMSystem - Documentation - 1.2

Videos

▶️ Motion Matching System for Unity - Introduction
▶️ Motion Matching System for Unity - Tutorial #1: How to create a dataset

Frequently Asked Questions (FAQ)

1. I get several warnings when importing the package, is there anything I should do to fix this?

No, when you import the package for the first time, Unity will report a series of warnings regarding the animations included in the package. These warnings will not affect the provided dataset and you will still be able to use the included animations for any humanoid character.

2. I want to record a new dataset, do I have to configure my character in any specific way?

While creating a new dataset, make sure that your character has only one **Animator component** added to it (remove all other scripts and components if it has them).

This Animator component should be configured in the following way, making sure it is disabled and with your corresponding Avatar selected:
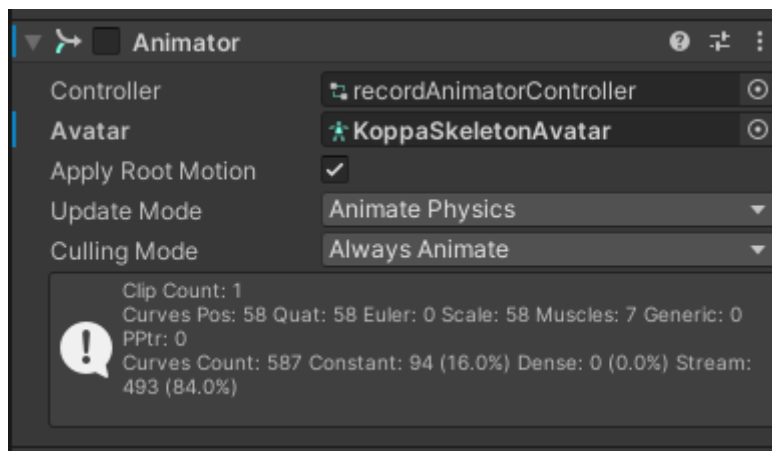
After that, you will need to open **Tools > Motion Matching > Dataset Setup** window, in order to start the Dataset Creation process.

We recommend having one Prefab for recording, with this configuration, and a different Prefab containing the Motion Matching script, so you can quickly record or test the dataset. Check out our **KoppaSkeleton - Importing** and **KoppaSkeleton** prefabs for an example of this.

3. The demo scenes in the package are completely pink, how do I fix this?

By default, the package is configured to be displayed with the Standard Render Pipeline.
In order to display it correctly in **URP** or **HDRP** you will need to make an additional setting (*version 1.2+*):

1. Go to **Tools > Motion Matching > Welcome**
2. In the render pipeline section, select your current render pipeline (Standard, URP, HDRP)

After this, the project will import some specific textures prepared for each corresponding render pipeline. After that, the pinkiness should disappear and you will be able to correctly visualise the **Demo** and **Importing** scenes.

4. The following error appears when I use the Dataset Setup window: _RenderTexture.Create failed: colorFormat & depthStencilFormat cannot both be none_. What should I do?

This error appears when the package is used in a project that uses the Universal Render Pipeline (URP), usually if the Decal Renderer Feature is being used.
It does not affect the use of the package, but may result in display problems when using the "**Dataset Setup**" window, specifically in the Timeline section.

In this case, you will have to make a small adjustment to this feature:
- Find your renderer Scriptable Object. By default, these are usually located in the Assets > Settings folder.
- Open your Scriptable Object and find the "**Render Features**" section.
- Inside it, find the "**Decal**" section and select "**Screen Space**" under "**Technique**".
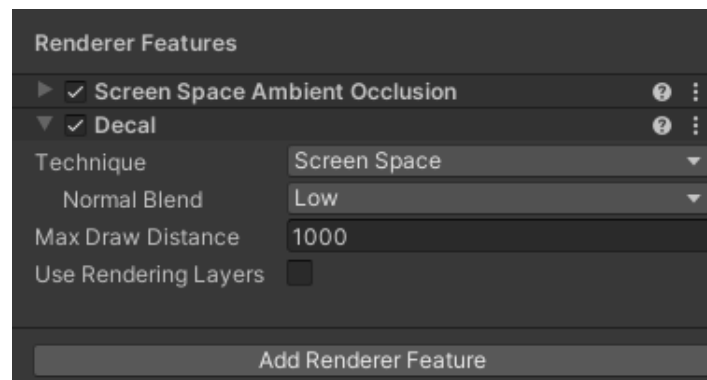
Now, you should be able to use the "**Dataset Setup**" window without any error being triggered.