

MIS-GrapplingRope



Welcome and thank you for supporting MIS-GrapplingRope!

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1. Quick Start

1. API Compatibility Level

Edit – Project Settings – Player – Other Settings

■ Unity 2019/2020

Api Compatibility Level* .NET 4.x ▼

■ Unity 2021

Api Compatibility Level* .NET Framework ▼

2. Setup Sequence

- Post-Process (Optional)
- INVECTOR
- MIS
- MIS-GrapplingRope

3. Demo Scene

Find Assets/MIS-Packages/GrapplingRope/Demo/.

4. Play

Control	Input
GrapplingRope Aiming Toggle	T
Throw a rope	Mouse 0

- In Aiming mode, you can only target destination which has a layer set in Target Layer Mask. The distance to the target can be limited using Distance Limit min/max value.
- If Can Move On Aiming option is enabled, the character can move while Aiming mode.
- Click Mouse 0 button when target is set. The character will move to the target position with various movement options.

NOTE: Every input key can be modified via Inspector.

2. Setup & Tutorials

IMPORTANT: Please do not import this package until MIS Refactoring process has been done. Otherwise, any compiler error would be occurred.

1. Overall

MIS Package Setup usually proceeds as following tasks when this package needs:

- Replaces Invector components with MIS's.

If MIS controller and input manager are already installed, this step will be skipped.

- Adds Animator Parameters

If MIS Animator Parameters are already added, this step will be skipped.

- Generates Animator StateMachine / States

If the relevant Animator Layers/StateMachines/States are already added, each step will be skipped.

Any Animator layouts of this package setup are automatically arranged.

- Adds MIS Package components and extra settings such as VFX.

If the relevant components or extra settings are already installed, this step will be skipped.

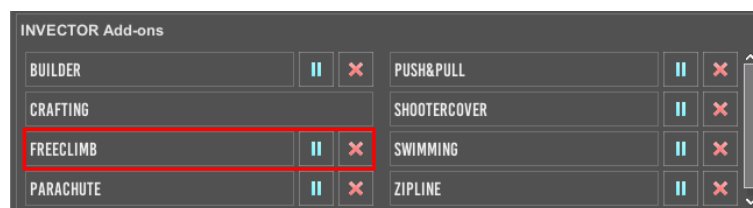
- Sometimes MIS Setup modifies components default value to fix any problem. Please see the console log.

You can run this setup repeat on the same character although the character already has been set up.

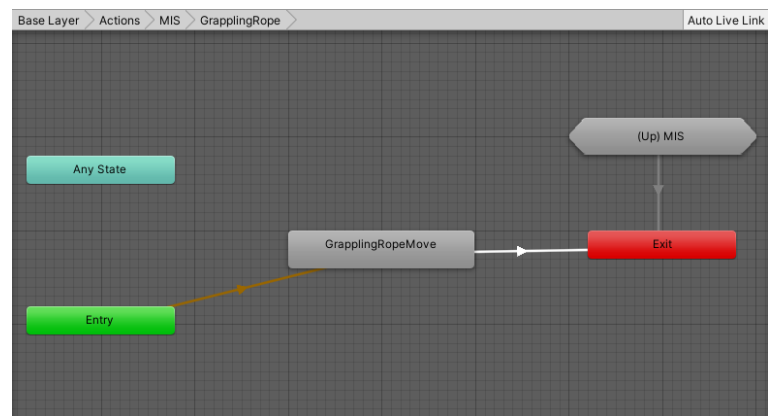
2. mvGrapplingRopeShooter



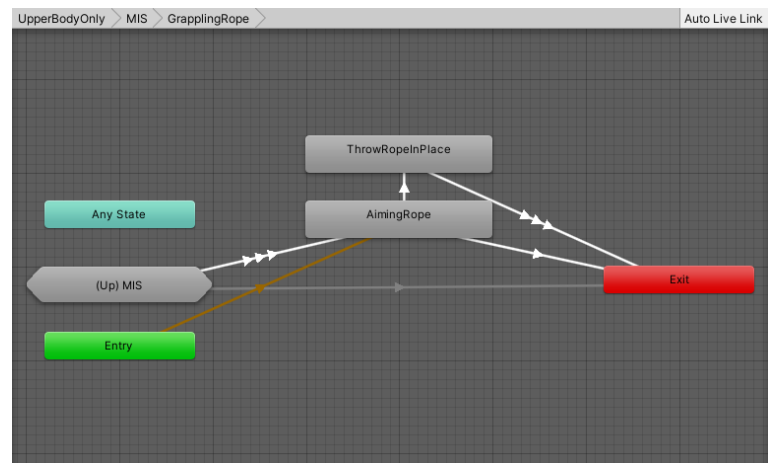
IMPORTANT: MIS-GrapplingRope Animator setup depends on FreeClimb or not. If you apply FreeClimb to a character set up without FreeClimb, you just need to run the MIS-GrapplingRope setup again.



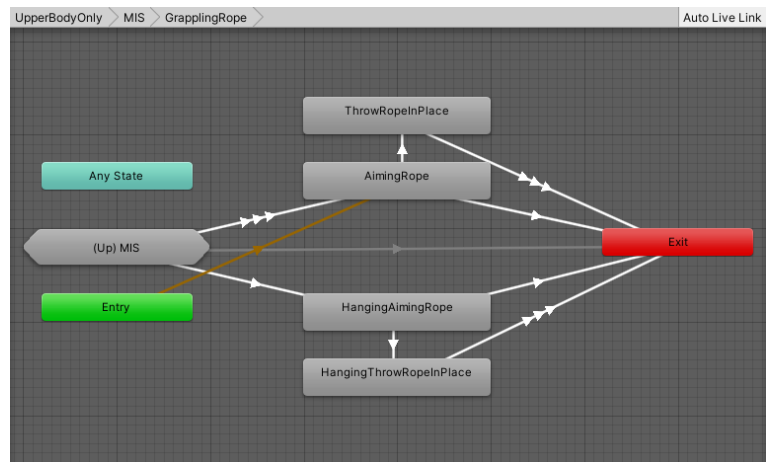
3. Animator



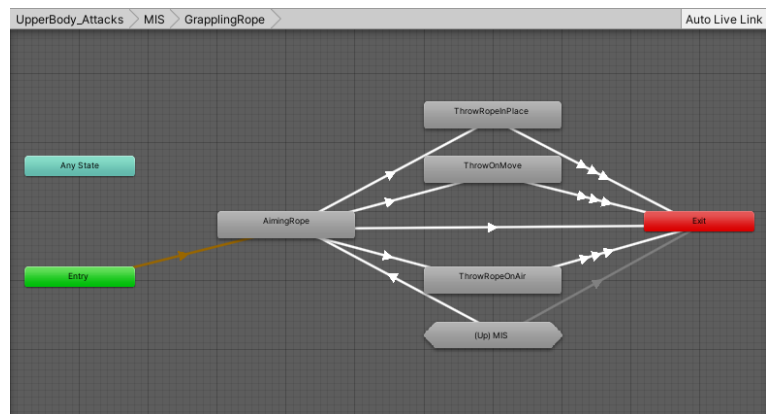
<Basic/Melee/Shooter>



<Basic/Melee/Shooter: Without FreeClimb>



<Basic/Melee/Shooter: With FreeClimb>



<Basic/Melee/Shooter>

4. [YouTube Tutorials](#)

3. Upgrade

Please refer to Release History section in store page whenever this package gets upgrade.

The upgrade proceeds when any of the following occurs:

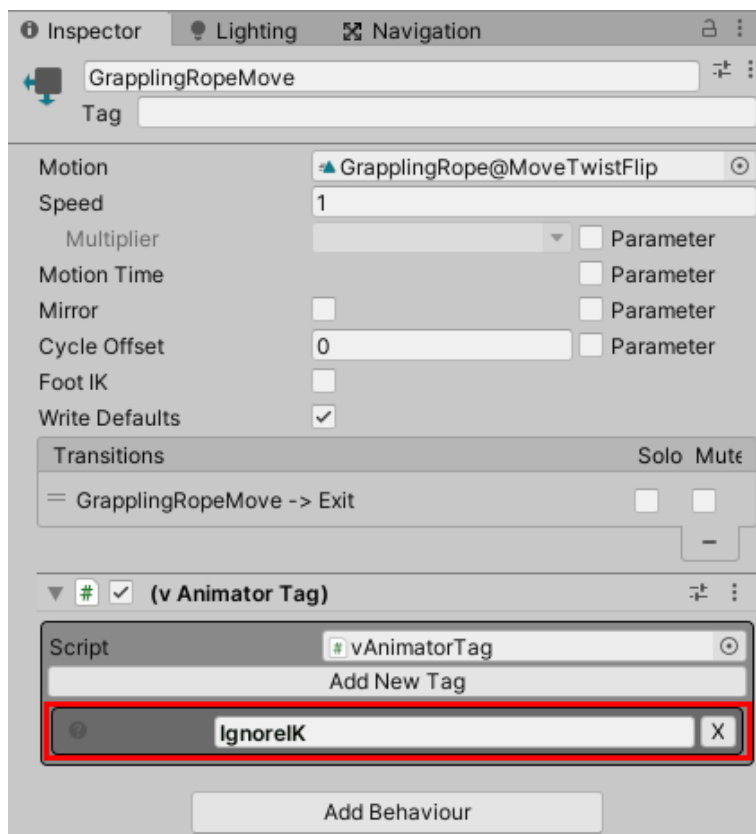
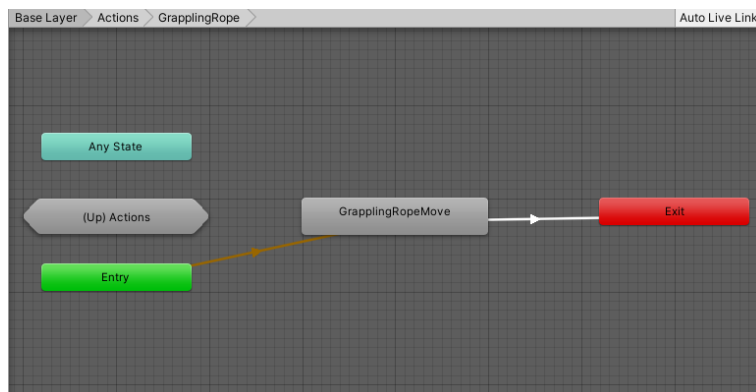
- Invector/MIS upgrade
- Bug fix or feature upgrade itself
- Compatibility with other MIS Package releases

■ v1.4.1

A character could not move when canceling between Grappling-Move

Cause

Animator Controller



4. Contacts Information

Please contact us through the following channels:

- Email: mymobilin@gmail.com
- Discord: <https://discord.gg/CXrbdUNetc> (Recommended)

MIS aims to:

- Develop various features not supported by Invector core.
- Develop a production-level package.
- Upgrade as much as possible
- Allow MIS packages to work together.
- MIS hopes that you make better game with MIS.

★INVECTOR Company is not responsible for the development or management for this asset★



Make Game Better