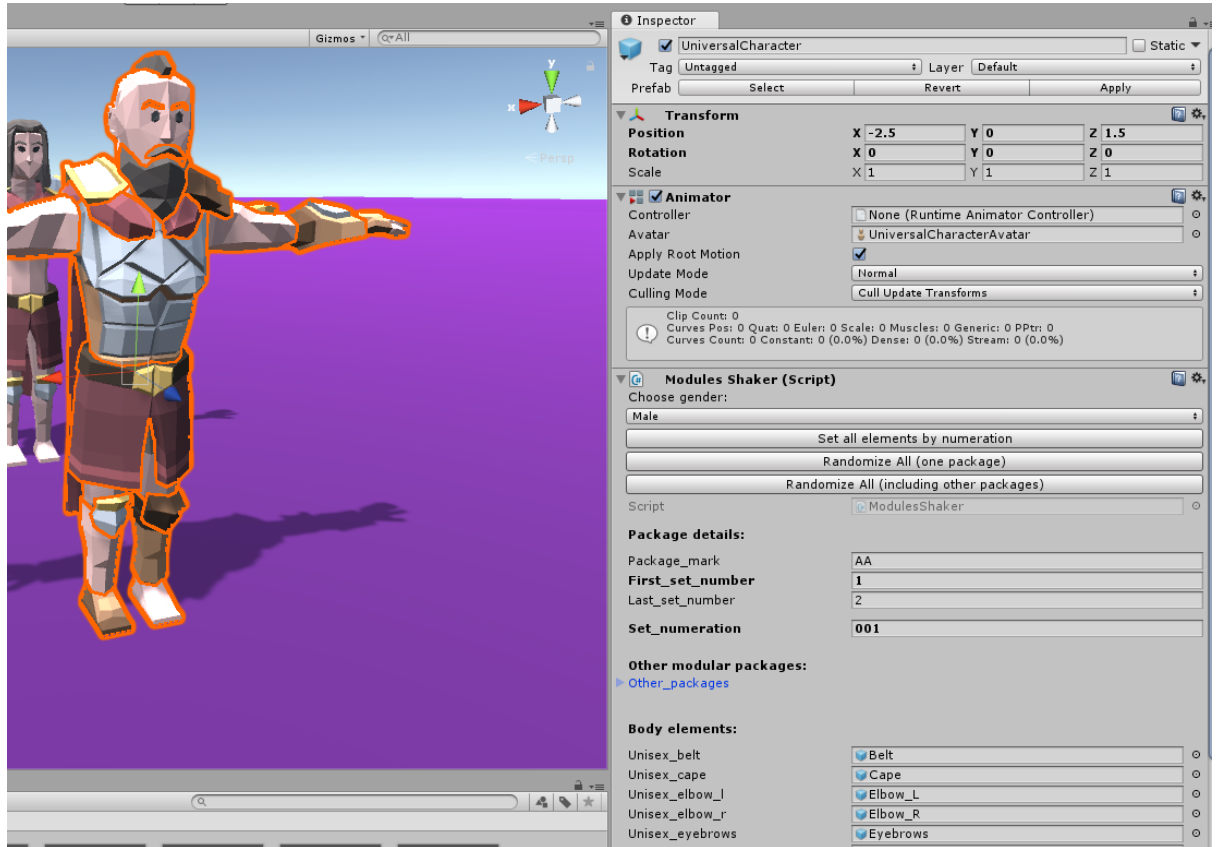# How To Use - Modules Shaker

1. Take one of predefined character prefab and put it on the stage.


2. Now, we have few fields that should be fill with understanding:

Package_mark -> it's package unique notation, each of our modular packages will have different (AA in UniversalCharacter, next will be AB,AC and so on). If you have more our modular packages in your project, you can also **mix the elements!** It's possible because of standardization and naming convention.

First_set_number-> Each of our sets(predefined characters) has unique ordinal number, starting from 000 up to total sets in the package (010 in most cases), so here usually it will be 000, but you can change it to narrow the lottery range

Last_set_number-> In most cases it will be 010(last character number in package), but you can also change it to mix in different range.

3. Now, make sure all of the body elements are located under a proper variables in the section "Body elements". It's very important that all branches have correct location (look at the names, they are analogically to character structure) to mix modules properly. In predefined prefabs it's already done, but it's good to know how it works;)
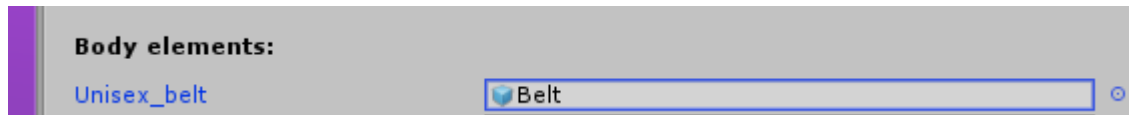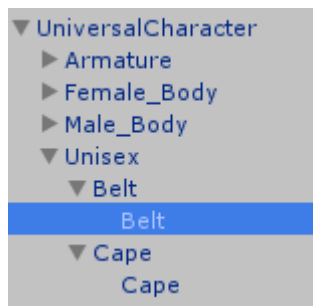
4. When all assignments are set correctly and primary variables are set as well we can now look at the top 4 buttons:
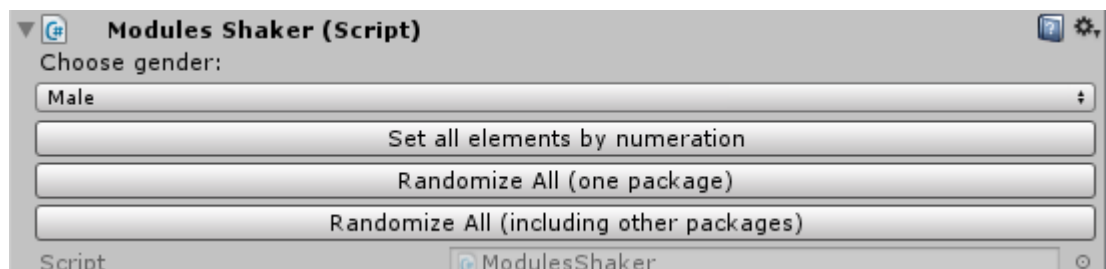
Choose gender -> here you can pick a character's gender, "Male" or "Female". Not all of our packages will have both equally, so keep it in mind when you set meshes numeration range

Set all elements by numeration -> this button triggers function that will set all of predefined elements according to numeration field ("Set_numeration"):

It means that if you want to change your character for example to 001 set of predefined character(related to meshes naming convention), you have to fill this field with 001. After clicking on **Set all elements by numeration** button all elements should jump into the correct places.
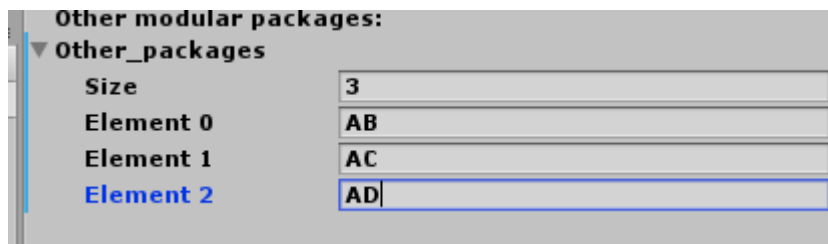
Note 1: If somehow pointed element not exists (check numeration range) you will get such information in debug log. It will help you to find which element was missing and set it manually by replacing with another one that exists.

Note 2: In ModulesShaker we are using mesh find method that searches (due to Unity documentation) in current memory. It means that your meshes must be **added to the stage** (it can be hidden), at least for the moment of creating prefab through this method.

After it's done you can simply drag your new prefab onto the project resources folder.

Randomize All (one package) -> randomize elements with range from **First_set_number** to **Last_set_number**, so if you fill 0 and 10, the script will take random set number between 000 and 010 and will assign meshes with this numeration to a correct slots/modules of character.

Randomize All (including other packages) -> randomize elements with range from **First_set_number** to **Last_set_number**, so if you fill 0 and 10, the script will take random set number between 000 and 010 and will assign meshes with this numeration to a correct slots/modules of character. The difference is that it will choose also a random package (for each module) that you declared in this section:

Here make sure that declared packages exists in your project.

That's it. Simply and fun, but if you have any questions after reading this short tutorial you can always send us an email. We will try to answer your questions and clarify doubts. If you need more characters/presets in this method, also let us now. We are making these things for you developers and for you cool games in the future.

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