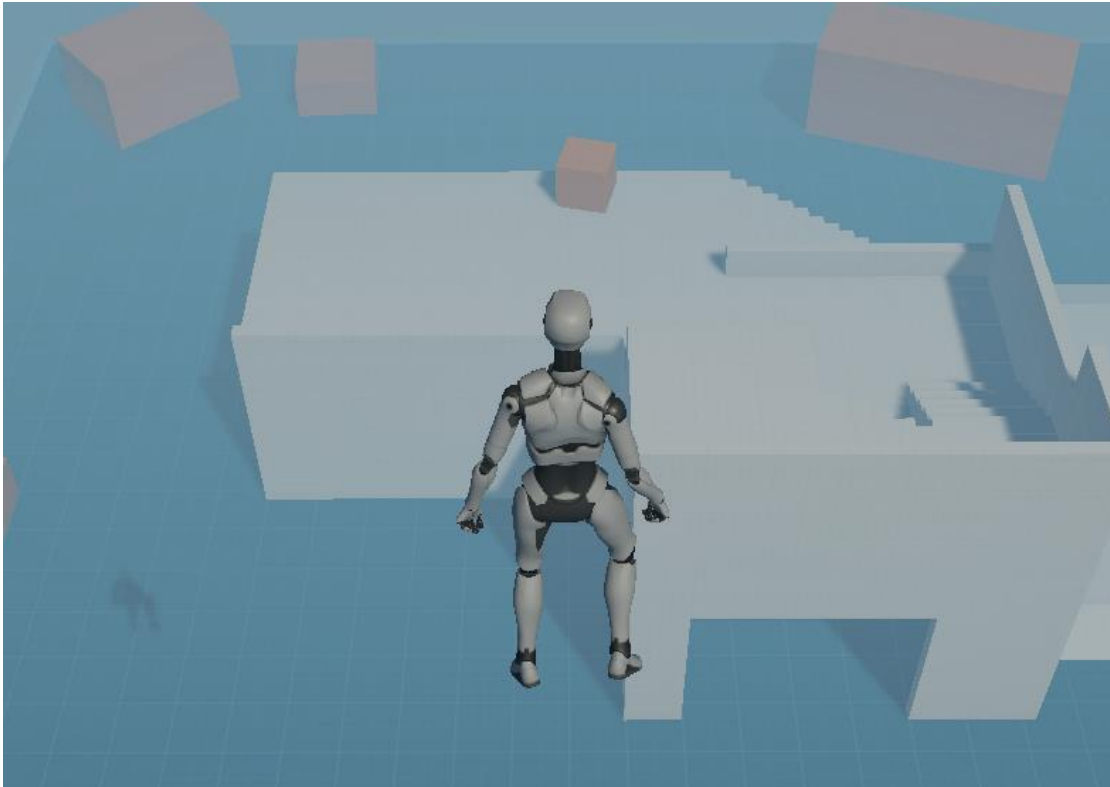# Starter Assets - Third Person Superman Add-On - Basic

Overview

The **Starter Assets - Third Person Superman Add-On - Basic** extends Unity's Starter Assets - Third Person Controller to enable flight mechanics. Designed for use with **Unity 6** and **Universal Render Pipeline (URP)**, this package provides a quick tool for basic superhero gameplay.

Requirements

Before importing this package, please make sure the following are installed or configured in your project:

- **Unity 6**
- **Universal Render Pipeline (URP)**
- **Cinemachine (ver 3.14)**
- **Starter Assets - Third Person Controller (required)**
- **Flying Animation Pack (recommended)**

How to Import the Package

1. Import the Add-On (Initial Step):
   - Import the **Starter Assets - Third Person Superman Add-On - Basic**.
   - In the dialog prompt, click **None**.
   - Check **InputSystem.cs** under Editor and click Import.
2. Configure Inputs:
   - Go to **Window > Starter Assets - Third Person Add-On - Basic> Input System**.
   - Click **Add Superman Inputs**.
   - Click **Yes** (or **No** if you'd like to back up the existing input asset file first).
3. Apply Input Changes:
   - Open the input file: **Assets/StarterAssets/InputSystem/StarterAssets.inputactions**
   - Click **Save Asset** to apply the changes.
4. Re-import the Add-on:
   - Import the Starter Assets - Third Person Superman Add-On - Basic again and **check all the items**.
   - Note: InputSystem.cs is unchecked by default if already imported

---

How to Use the Add-On

1. Open the sample scene: **Assets/StarterAssets/ThirdPersonController/Scenes/Playground.unity**
2. Save the scene under a new scene name (e.g., **MySupermanScene**.unity).
3. Select **PlayerFollowCamera** in the Hierarchy and check the version of the **CinemachineVirtualCamera**.
4. If it shows depreciated, click **Upgrade Now…** and click **Upgrade entire project**.
5. When prompted, click **I made a backup, go ahead** (or **Cancel** to abort).
6. Go to **Window > Starter Assets - Third Person Superman Add-On - Basic>Editor**
7. Drag the **PlayerArmature** from the Hierarchy into the appropriate field in the editor.
8. Click **Add Superman Features** to add basic features.
9. Confirm saving of changes made to the scene by clicking **Yes** or **No**.
10. Press **Play** (or **Ctrl + P**) to test your new superhero scene.

Input Controls

W, A, S, D	-	Flying Movement
W, A, D + Left Shift	-	Sprint
F	-	Float Toggle
Q	-	Ascend
E	-	Descend

Tips

- You can use other compatible flight animations that suit your requirements or preferences.
- The add-on uses Unity's new Input System and works best with clean or freshly set input bindings.
- Always back up your project before upgrading scenes or applying settings to avoid rework.

Troubleshooting

- Once the Superman Inputs have been added, open the asset input file and make sure to click **Save Asset** to apply the changes.
- If input controls are unresponsive, try selecting both the new and old Input System in **Project Settngs>Player>Other Settings> Active Input Handling**.
- If camera movement is not working correctly, make sure you are not using a depreciated version of **CinemachineVirtualCamera** or **PlayerCameraRoot** is assigned to the Follow or Tracking Target field.

Support

For assistance, feedback, or bug reports, please email **forgehorizon1989@gmail.com**

Discord: **(soon)**