**Quick Notes**

AddJoint.cs – Can put this on any model that is a humanoid. It will automatically give the model colliders and rigid bodies for each body component. It will ask the user to put in each body part in the inspector. The collider sizes and component mass can be changed within the inspector to suit the model more.

Axis Tools – is used to assist with the location of where to create the colliders

Bazooka Fire – Shoots bazooka bullets from the bazooka in the scene. Can change the speed at which it fires bullets within the inspector

Collision detection – collision detection for slave

ConfigurableJoint – this is where the force is added to the joints to mimic the master’s behaviour. You can mess around with the variables in the inspector to get different results with the ragdoll

Humanoidsetup – setsup the model

NewSimpleIk – uses unitys built in IK system to place feet according to floor. Pelvis offset can be changed in the inspector which makes the most difference to the foot placement. Is already set to the best options but can be changed if desired. Pro features include foot rotation but they don’t work at the moment

Simpleik – old ik placement system, doesn’t work properly

Player controller – moves player , set rotations and animation for player and terrain detection. Angles at witch the player can walk up can be adjusted in the inspector.

Slave control – sets the slave in different states

Slowmo – when n is pressed, the scene goes into slow motion. The speed can be changed within the inspector.

Reset scene – if you glitch out, just press the R key to reset back to the starting position.

The two models you see are just examples of how the add joints script can work. They are random models I downloaded from the internet.