

To address some issues with object animation for the spear fishing and primitive fishing animations, we have included additional versions of the object animations which include their own meshes and should be attached to the character root. These are found in the WoodenFishingPole/Animations and Spear/Animations folders and are named as follows:

Prop_Survival_PrimitiveFishing_InstantCastAndCatch_RootAttachVersion_withMesh
Prop_Survival_PrimitiveFishing_Enter_rootAttach_withMesh
Prop_Survival_SpearFishing_End_rootAttach_withMesh
Prop_Survival_SpearFishing_InstantThrowAndCatch_rootAttach_withMesh

However, we suggest using the versions that are attached to the hand. These types of animations are usually used in games by hiding the version that is attached to the hand while placing a static version of the prop for those frames where the object must remain static. This should prevent any odd object motion.