

Low-Poly Greek Monster Pack

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Documentation Section 3: Ragdoll Controls

Part 1: Important Information Regarding Ragdolls

Part 2: Activating the Ragdoll

Part 1: Important Information Regarding Ragdolls

The character's ragdoll is controlled by the animation bone wander correction script. This script serves the following functions:

1. Sets all ragdoll bones to kinematic and interpolation to none while the ragdoll is deactivated. Doing otherwise will cause severe animation problems.
2. Sets all ragdoll bones' interpolation to the specified value upon activation.
3. Sets all ragdoll bone's kinematic state to false upon ragdoll activation.
4. Controls the disabling of the animator.

For proper use:

1. Setting the bone rigidbody list to a count of zero will cause the script to find every rigidbody in the children. Verify non-ragdoll bones are not included in this list on an as needed basis.
2. Ensure the script is attached to the same gameobject as the animator component.

The ragdoll cannot be disabled after it has been activated. Attempting to do so will cause severe animation problems. To restore the character to its previous state, it must be completely reset by destroying it and loading in a prefab of the character.

Part 2: Activating the Ragdoll

The ragdoll may be activated via the following function:

```
AnimationBoneWanderCorrection.EnableRagdoll();
```

