

Toon number SCRIPTS

-NLcopyBlendShapes

Some of the prefabs have copies of the eyes and mouth linked to other bones than the original models.

This script clones the blendshapes animation of the original to the copies.

-NlnPosition

Applied to NumberinPosition prefab.

Place this prefab into a scene and a number will spawn, it will run into the prefab position and will face the camera.

Parmeters:

Number: the number spawned, if it is greater than 9 it will be a random number.

Stardelay: the time it will wait until start running.

Distance: the distance from the prefab position where the number will be spawned.

Arms: active/hide arms.

Legs; active/hide alegs.

Staticidle: once in position the character will hide arms and legs and remains static.



-Playanimation

Applied to any number in conjunction with the allanimations controller will make the number to play any animation especified.

The rest of the scripts are used in the demoscenes and are intended to be just an easy way to check the animations.

-FloatingTexts

Show the texts and right and wrong signs in Toonmaths demoscene.

-ToonMath

Used in the TSceneMaths demoscene to play the game.

-NLController3Ddirections

Used in the navigation demoscene to control the character.

-numbers

Used in the SceneMaths demoscene to make the numbers appear and make them show thier moods.

-signs

Used in the SceneMaths demoscene to make the signs appear and float .