



USER MANUAL

Character animation powered by Mecanim animation engine. Therefore **Animator** component attached to character root object. This component has two important parameters: Controller and Avatar.

Required controller is assigned automatically. As for avatar, so all Yurowm's Characters use one avatar - **YurowmAvatar**. There is also a parameter **rootMotion** - it must be enabled, if you want to move character are processed based on animations.

To quickly change weapon and animation mode, character has a component **PlayerController**. This component contains references to the weapon bones, as well as an array of **Arsenal**. Arsenal object indicates which animation controller will be used, which weapons must be put into characters hands, as well as name for quickly applying of these parameters in runtime.

You can modify and add their arsenals with another weapon.

Characters uses an arsenal with zero index by default. For changing current arsenal of character in runtime, execut *PlayerController.SetArsenal(string name)* function, where *name* - the name of the arsenal.



For simplicity control of characters movements, it has **Actions** component. This class contains a number of functions that you need to execute in runtime when you want to character will make this action.

Here are a few examples of such functions:

```

Actions actions = GetComponent<Actions>();

actions.Run (); // Character will run

//...

actions.Attack (); // Character will attack

//...

actions.Jump (); // Character will jump

//...

actions.Death (); // Character will die

```