How to Setup

Content

Welcome to the RPG Combat System setup. In this document you will find a simple tutorial to easily replace your character in the project.

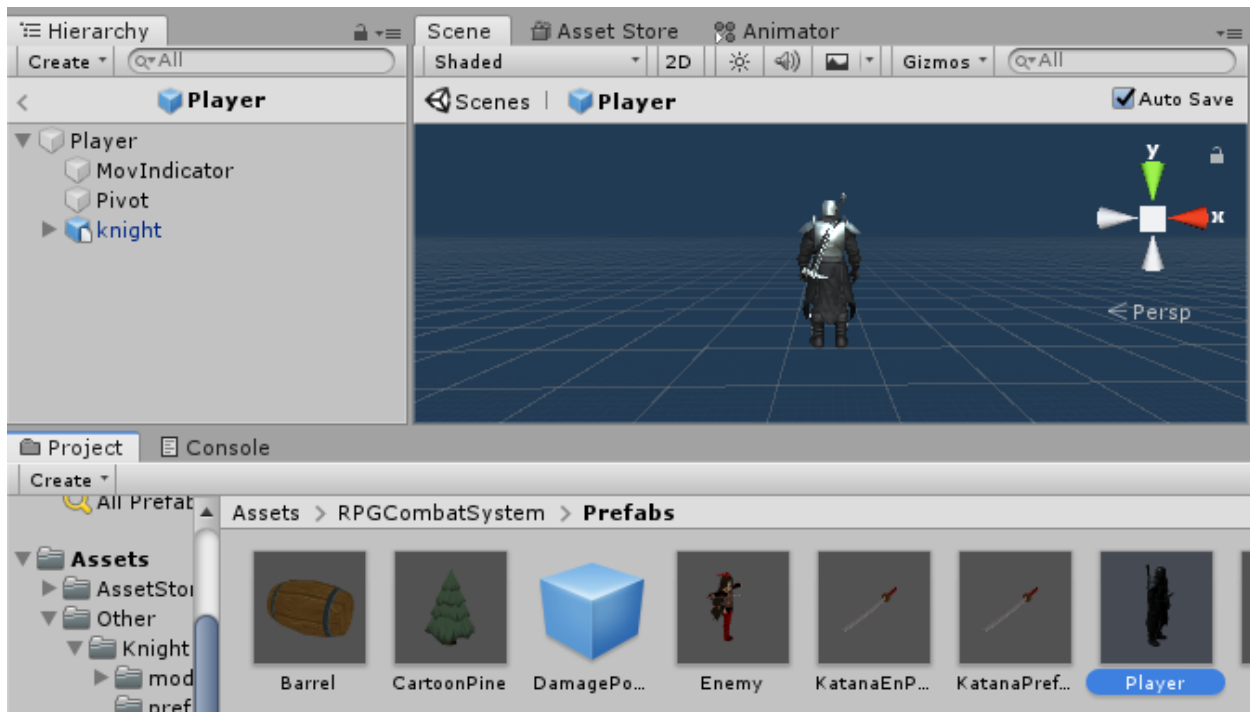You also can find the online tutorial in https://www.youtube.com/watch?v=94I68X9jDlM
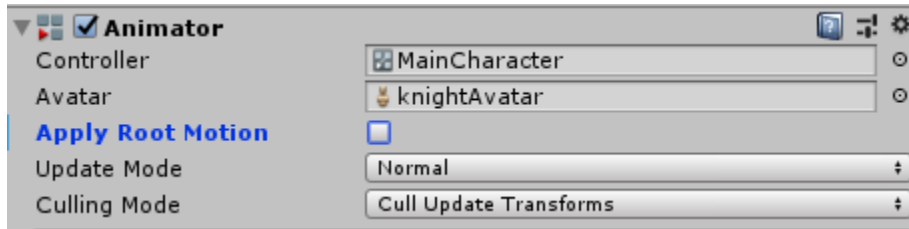
Steeps for modify the character

First of all, check that your 3d model is imported like a "Humanoid" rig.
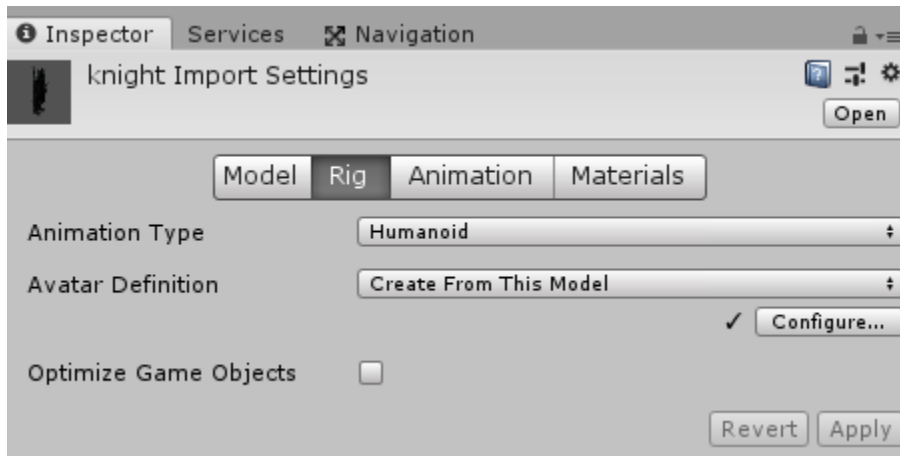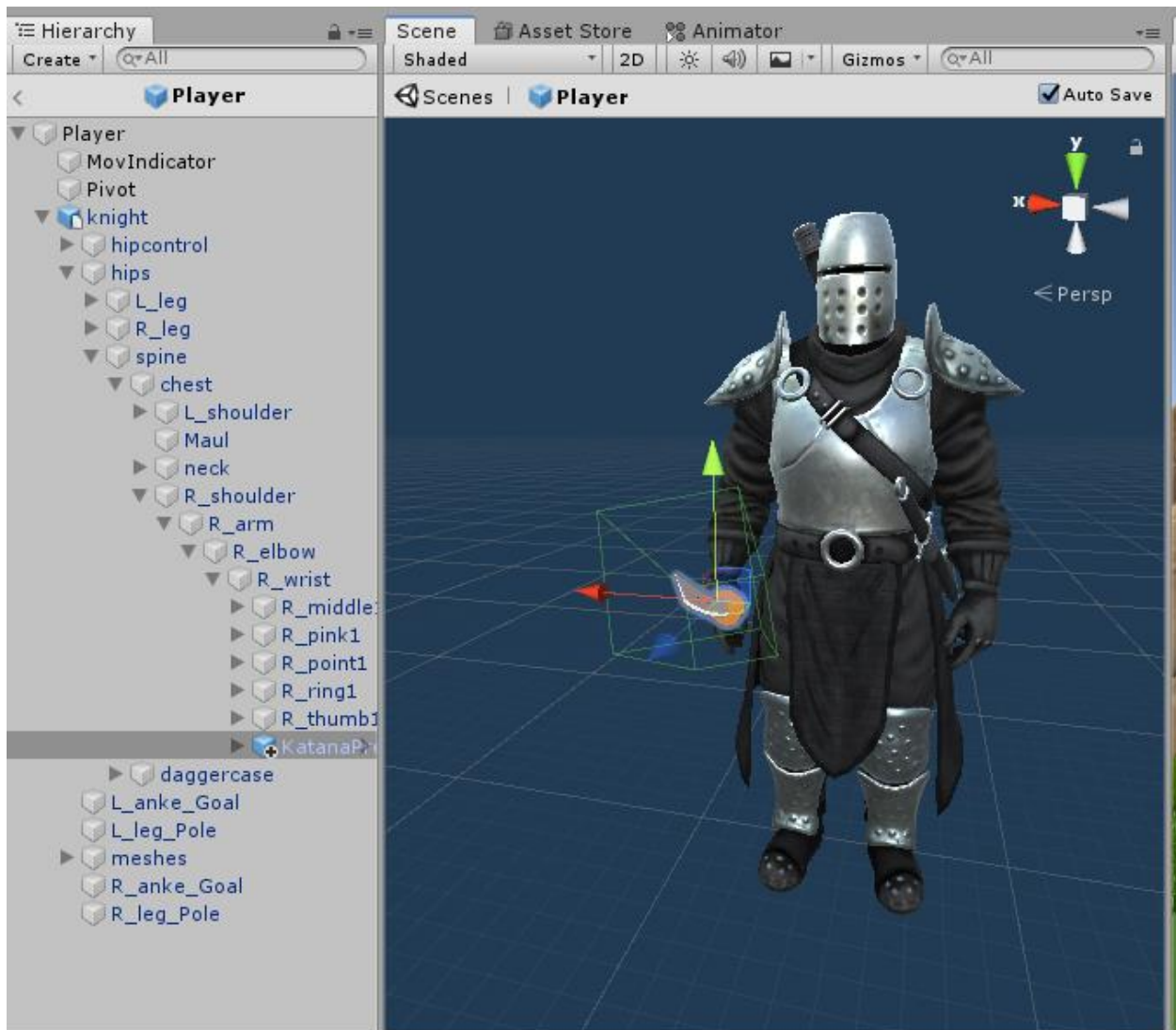

After that verification you need to include your 3d model as a child of the prefab Player.
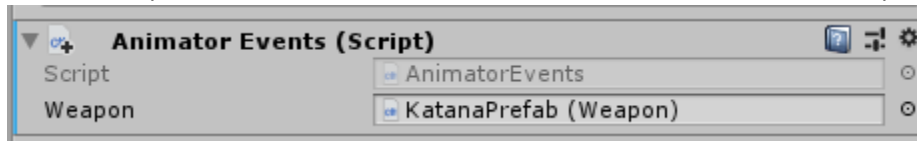
Then, assign the MainCharacter controller and untick the apply root motion checkbox in the animator component of the 3d model added.

Add the KatanaPrefab to the right hand bone of the character in the hierarchy

Add the script AnimatorEvents to the 3d model added and select the weapon in the field.
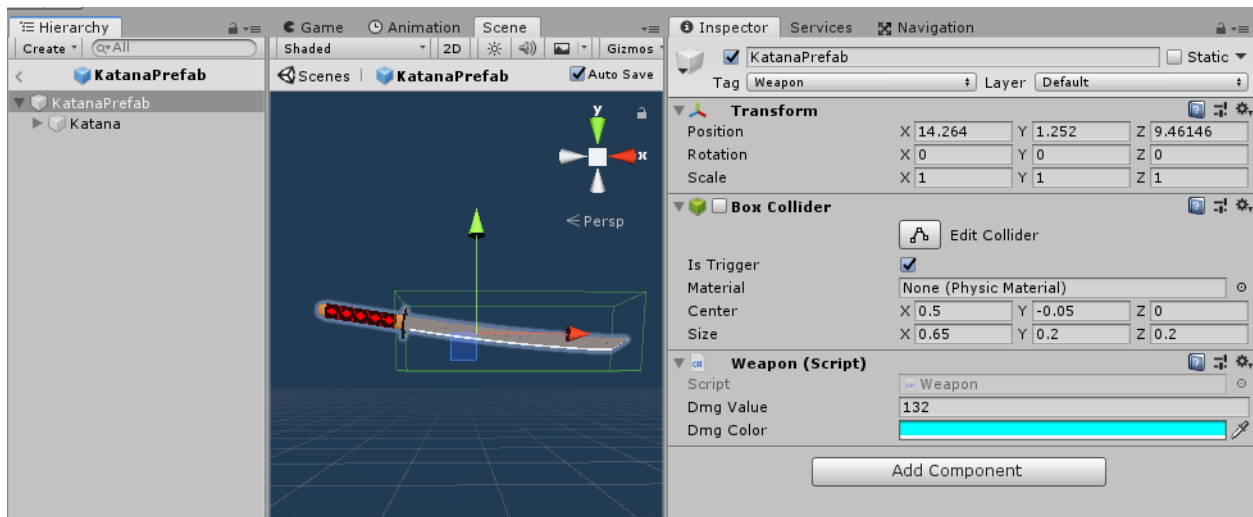

Assign the new 3d model in the ChildPlayer field on the PlayerController script of the Player prefab

Steeps for modify the weapon

Te easiest way is to replace the Katana model inside the katana prefab.

This prefab requires a box collider component disabled with the trigger checkbox ticked, the Weapon script and the weapon tag.

Steeps for modify the attack animation

First of all, check that your animation is imported like a "Humanoid" rig.

Then replace the animation of the Attack state in the MainCharacter animator controller.

After that you will need to add some animator events in the desired frames. On the first frame you need to call the DisableMove function to stop the character movement. After that call EnableWeaponColl and DisableWeaponColl to select the frames when the weapon collision it will be activated.