

GO SYSTEMS

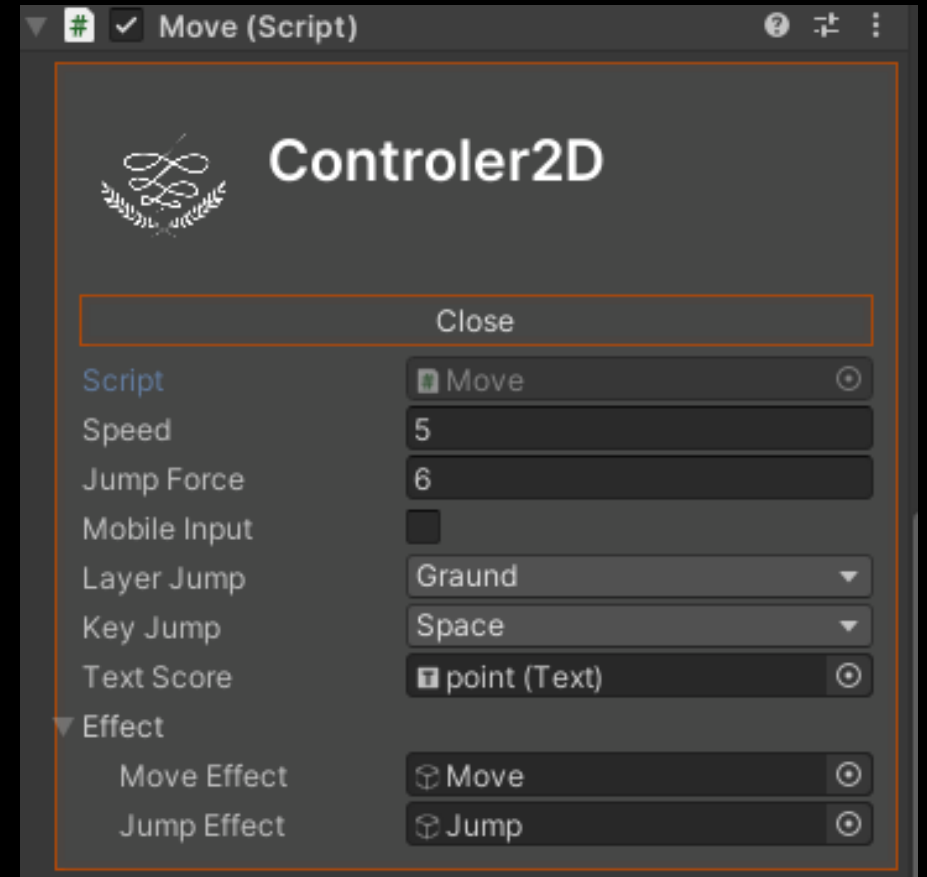
templates

Basic Move And ClambLine





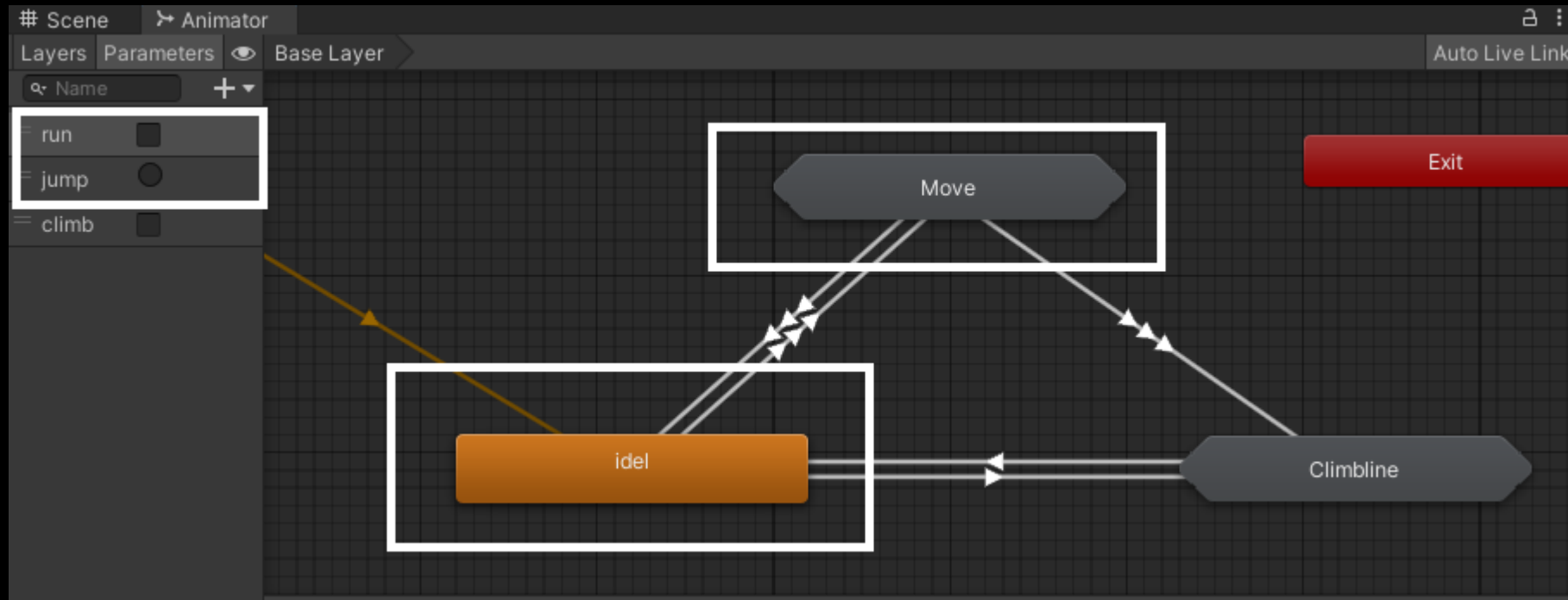
- You need put **"Move"** script in your player
 - Put your Speed
 - Put your JumpForce
 - Put **true** if you use Mobile input
 - Choose layer Jump
 - Input jump (if use Keyboard)
 - UI Score (Text)
 - put your Move and Jump effect





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For animation you should copy parameters (**run**, **jump**) And copy sub-state "**Move**" and "**idel**" to your animator

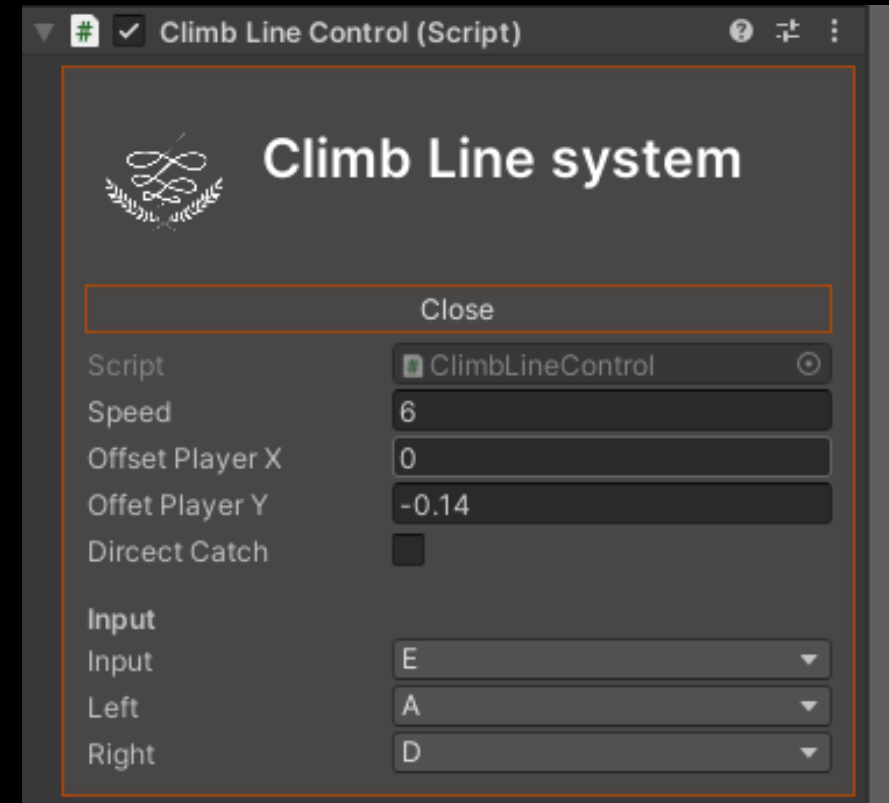




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If you want to add **ClimbLine** System

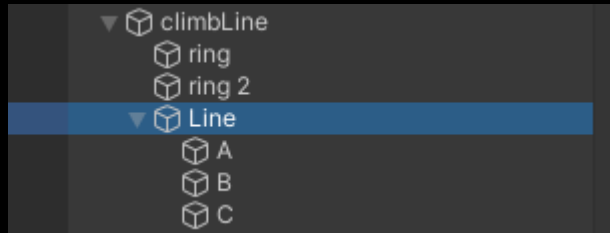
- You need to put "**ClimbLineControl**" script in your player
 - Put your Speed
 - Put your Offset X direction
 - Put your Offset Y direction
 - Put **true** if you want Catch Rope directly
 - Put your input (if you use keyboard)



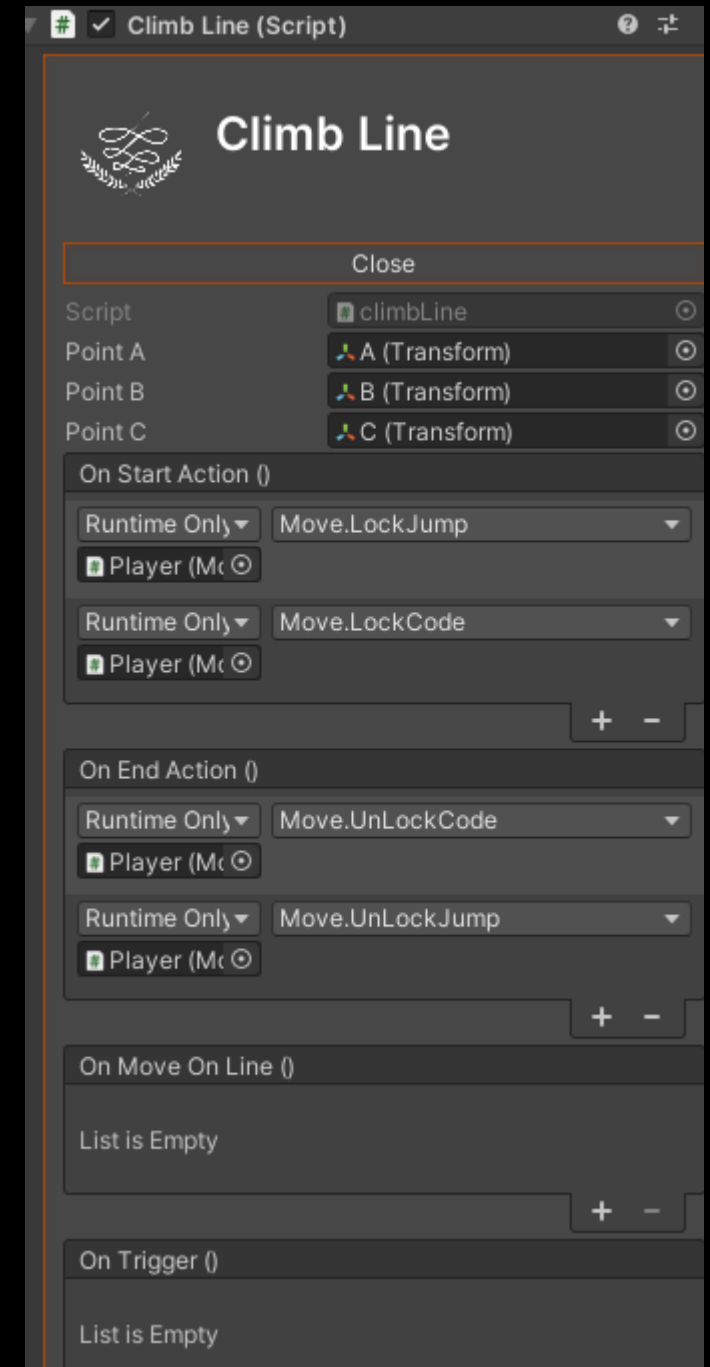


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You should put **"ClimbLine"** Script in
line
and put **BoxCollider** as trigger



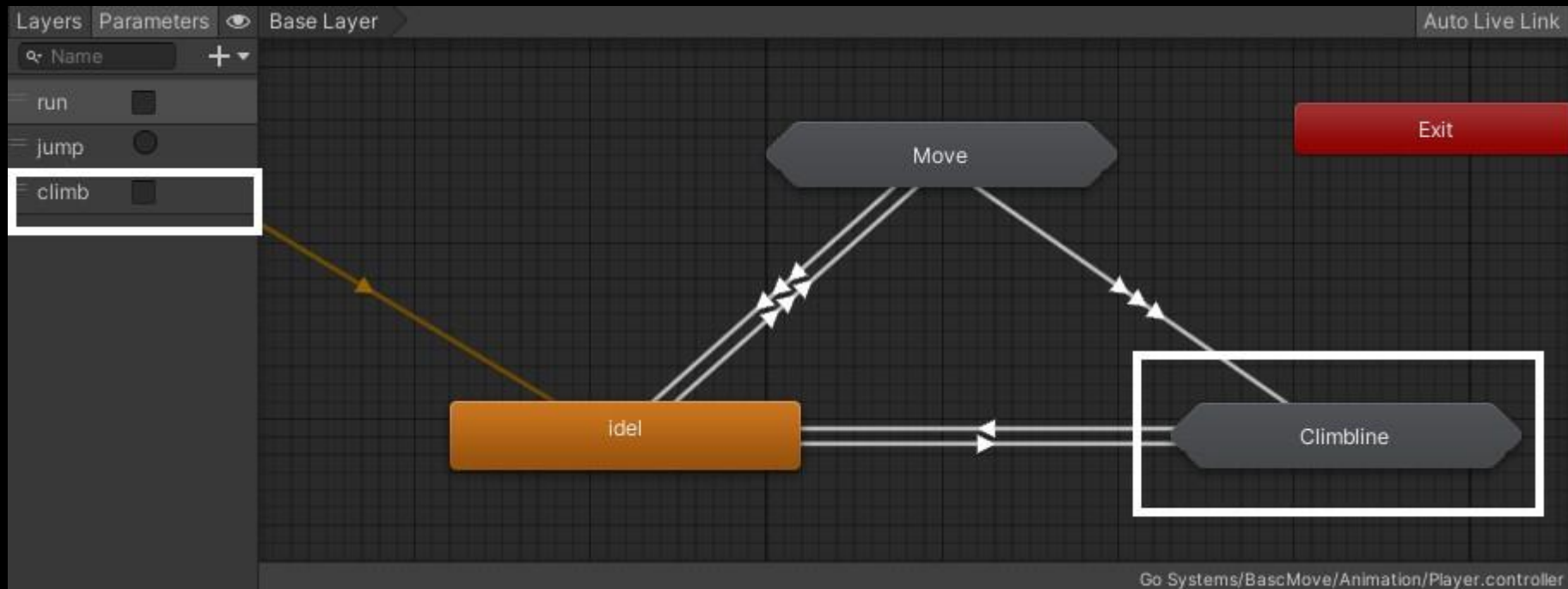
Put A,B,C point
transform You can find
it child in Line





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For animation you should copy parameters (**climb**)
And copy sub-state "**ClimbLine**" to your animator





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