Movement Animset Pro

Installation of the Playmaker controller (Playmaker required):

1. Create a new, empty Unity Project
2. Download and Import fresh version of Playmaker (PlayMaker needs additional unpacking to install fully!)
3. Import Movement Animset Pro
4. Unzip *Assets\MovementAnimsetPro\UnzipAndReplace_InputManager\ProjectSettings.zip* and overwrite the existing *ProjectSettings\InputManager.asset*, TagManager.asset and *DynamicsManager.asset* with the unzipped files. Do this OUTSIDE the Unity Editor, in your OS.
5. Enjoy

Optionally, you can just import the *...\Animations* and/or *...\Mecanim* folders, if you don't want to install Playmaker controller and just import the animations.

Quick Start with the Playmaker controller:

After installing the pack:

1. Drag and Drop the *MovementAnimsetProController* prefab to the level
2. Drag and drop your Humanoid character to the level
3.   Change it's **Tag** to "***Player***" and assign the *...\Mecanim\PlayerMaleController.controller* as a runtime Controller in your Animator component
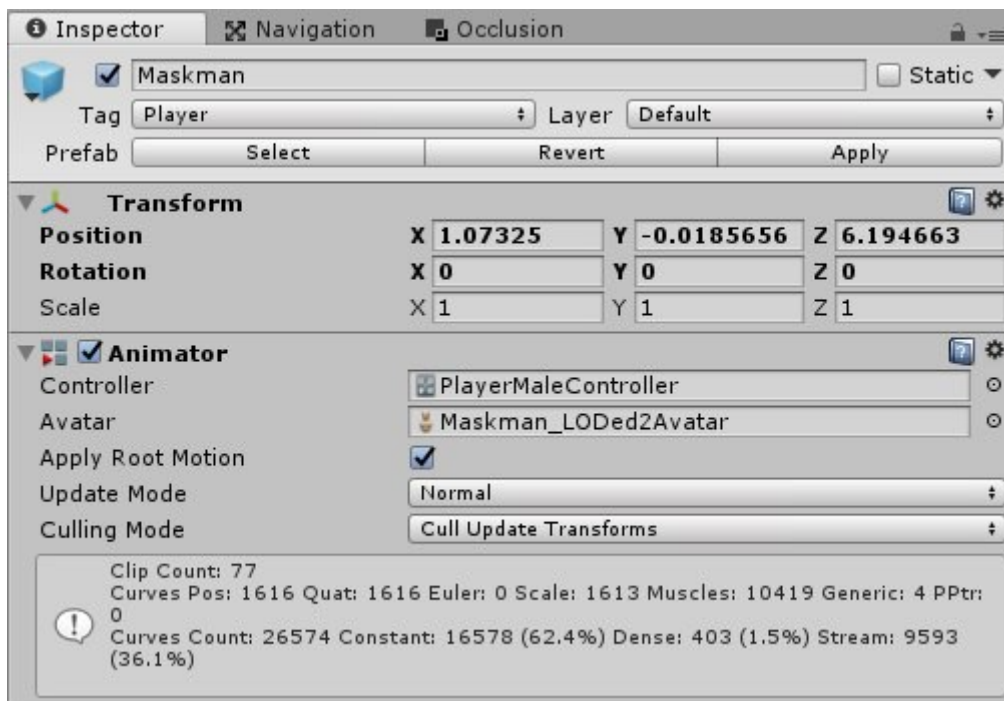
After you hit Play, the scripts will automatically find and configure your character so you can control it.

For even more quality of movement, you can reference the Left Foot bone and Right Foot bone of the character.
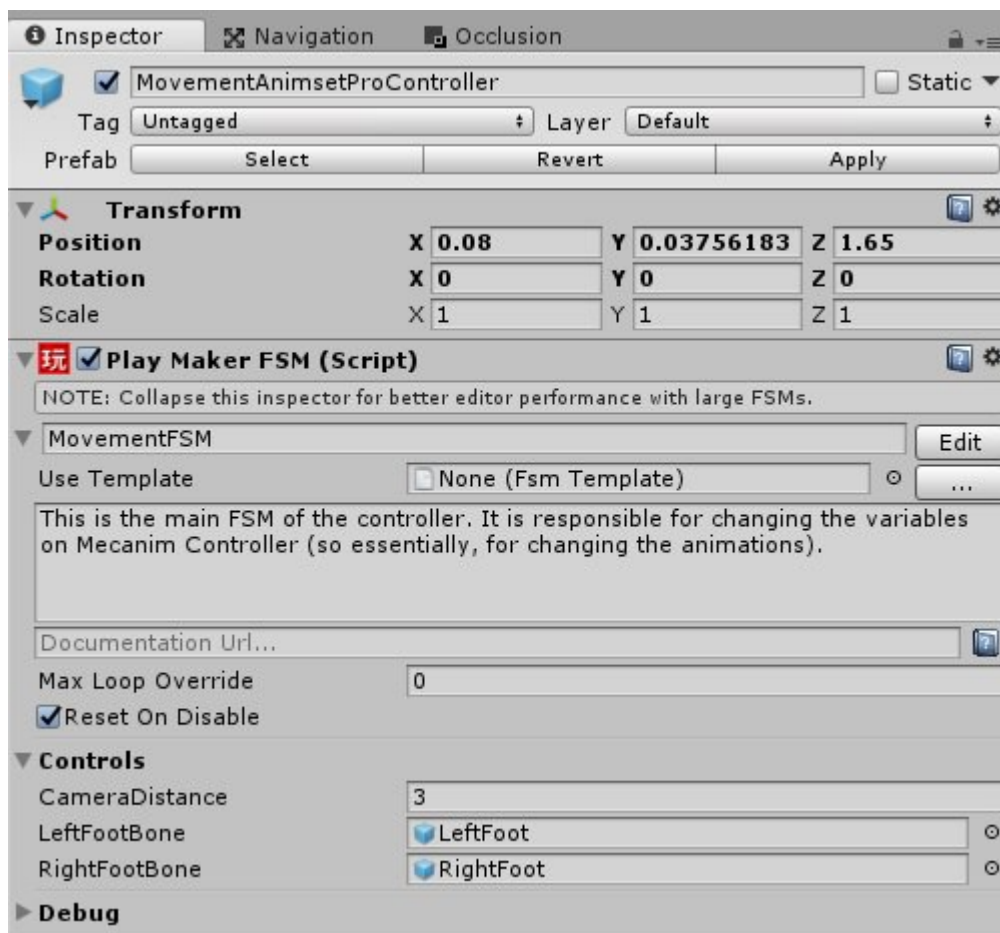
If you want to use a different camera setup (for example Cinemachine, top down camera, or a simple static camera), you can disable or delete the **CameraBase** GameObject and add your own cameras to the scene. They have to be tagged "MainCamera".
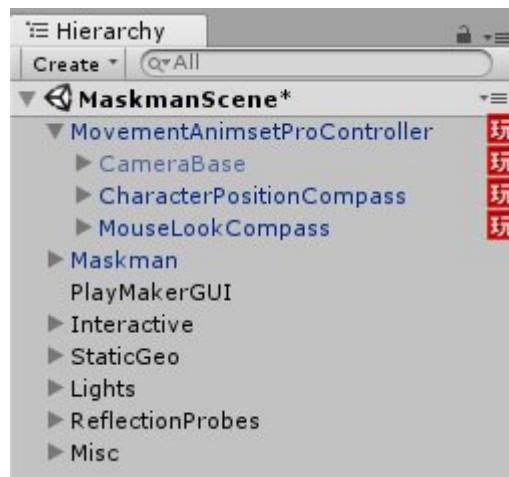
To learn more about the specifics of the controller, please examine the descriptions and comments of the Playmaker FSM's.

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