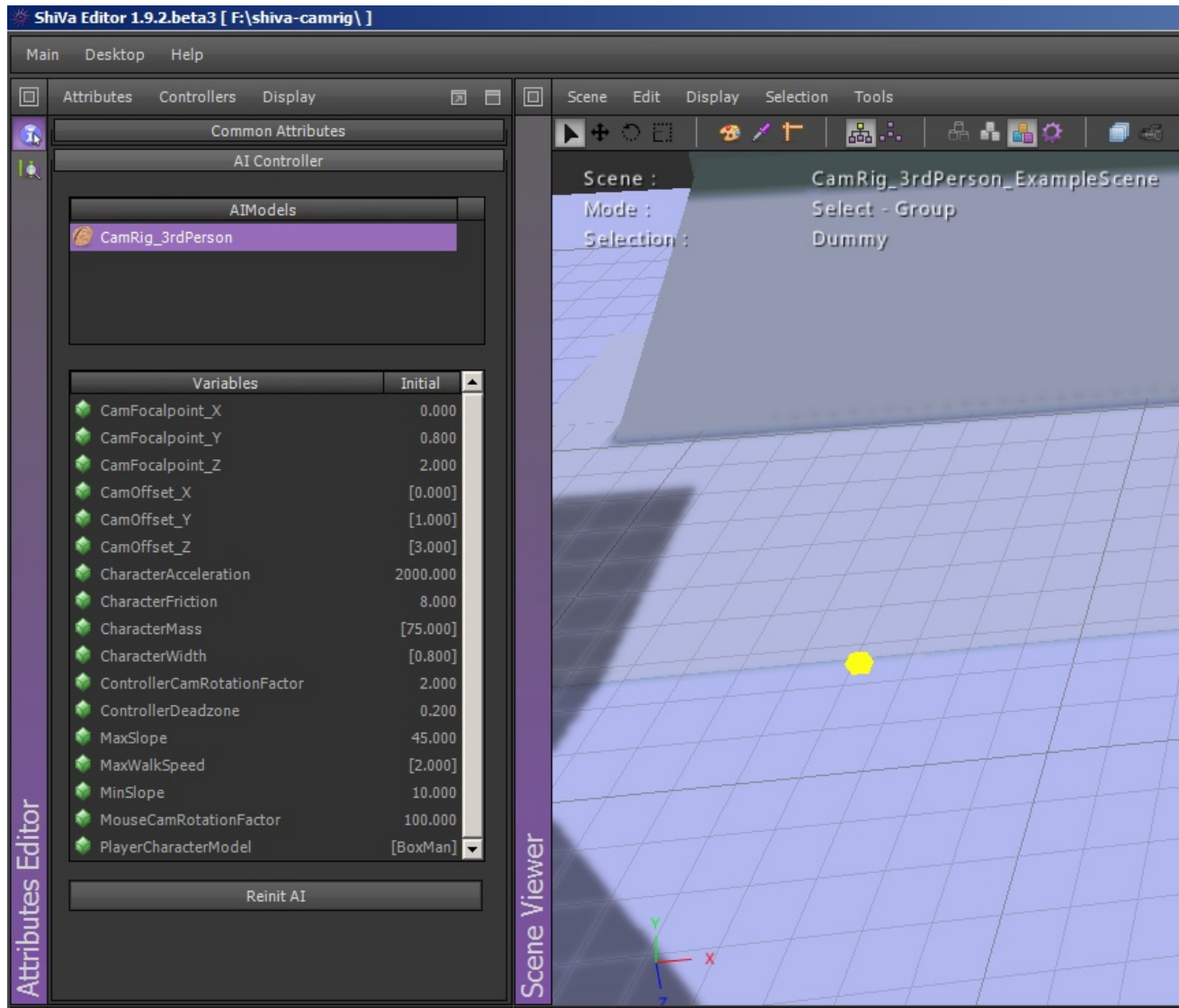


How to use in your own games:

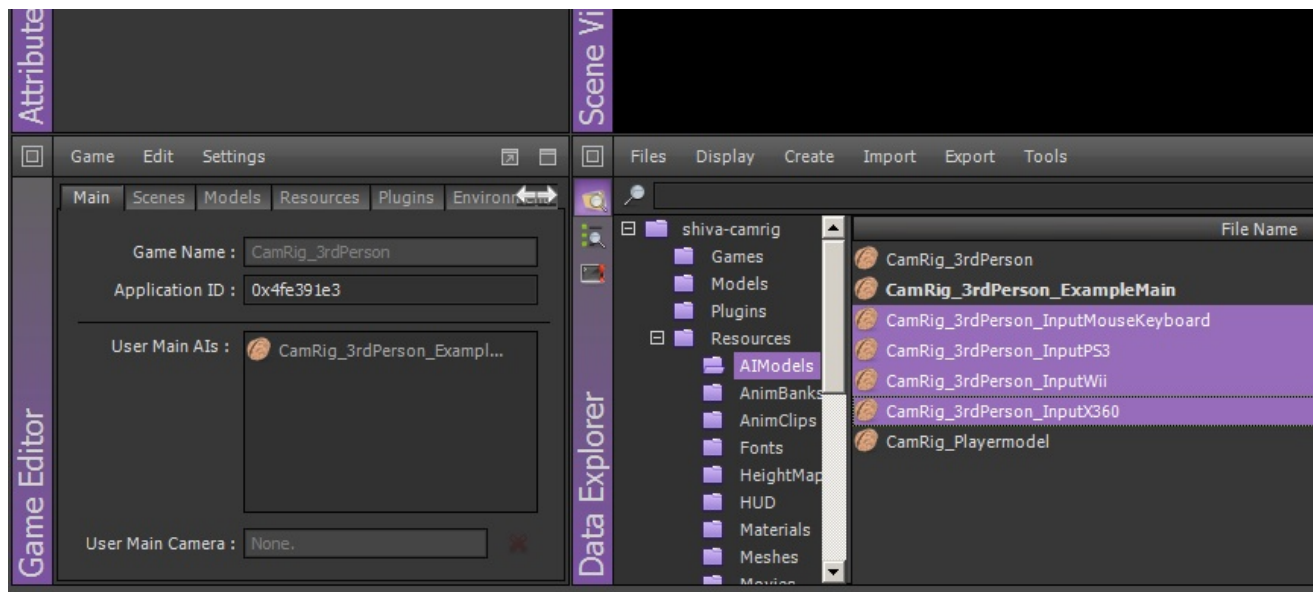
1. Open a Scene
2. Attach the CamRig_3rdPerson AI to any dummy model



2.1 Set the values in the Attributes Editor to match your character. Those values are:

- CamFocalPoint: the point in player local space where your camera looks at
- CamOffset: Position of the actual camera behind the player in his local space
- CharacterAcceleration/-Friction/-Mass/MaxWalkSpeed: Values for the physics engine
- CamRotationFactor: camera rotation speed, separated for Mouse and Controller input
- PlayerCharacterModel: Name string of your player model (referenced in Game Editor)
- Slopes: Character does not slide from 0 to MinSlope (in degrees), slides between MinSlope and MaxSlope, and cannot climb slopes beyond MaxSlope

3. Decide on an Input:



Simply drag ONE of those controls in the Main User AI box. If you reference those AIs in the Resources tab, you can make your own Main AI choose a suitable controller AI on its own:

```
8 function CamRig_3rdPerson_ExampleMain.onInit ( )
9 -----
10
11 application.setMinFrameTime ( 1/120 ) --lock the game to 120fps max (stereoscopic 3d 2x60fps),
12
13 local hUser = this.getUser ( )
14 local aicount = user.getAIModelCount ( hUser )
15 local hazinput = 0
16
17 for i=0, aicount-1 do
18     if string.contains ( user.getAIModelNameAt ( hUser, i ), "3rdPerson_Input" ) then
19         log.message ( "we have input!" )
20         hazinput = 1
21         break --we already have an InputAI
22     end
23 end
24
25 if hazinput == 0 then
26     local joy = input.getJoypadType ( hUser, 0 )
27     if joy == input.kJoypadTypeXbox360 then
28         user.addAIModel ( hUser, "CamRig_3rdPerson_InputX360" )
29     elseif joy == input.kJoypadTypePS3 then
30         user.addAIModel ( hUser, "CamRig_3rdPerson_InputPS3" )
31     elseif joy == input.kJoypadTypeWii then
32         user.addAIModel ( hUser, "CamRig_3rdPerson_InputWii" )
33     else
34         user.addAIModel ( hUser, "CamRig_3rdPerson_InputMouseKeyboard" )
35     end
36 end
37
38
39 user.postEvent ( hUser, 0.5, "CamRig_3rdPerson_ExampleMain", "onloadLevel" )
40
41
```

4. Edit interactions etc. inside the AI CamRig_3rdPerson

5. Playermodel Animations are independently handled in the AI CamRig_Playermodel, replace with your own.

6. Have fun!