PURE

THE ESSENTIAL FPP CONTROLLER

To operate the FPS Controller, simply create a game object with Character Controller and Pure_FPP_Controller attached. Then create it's child game object with a Camera component and Pure_FPP_Camera added. Tweak the variables and you're good to go!

Pure FPP was designed to be as easy as nothing ever before. All the documentation is implemented in form of tooltips – just mouse over a variable in the inspector view to see what it does, what it needs and how it behaves!

This package consists of two scripts: Pure FPP Camera and Pure FPP Controller.

Pure FPP Controller

This is the main script in the package – it allows your character to move, jump, crouch and multi-jump. Attach it to a GameObject with a Character Controller (comming default with Unity) and setup the variables in the Inspector View (according to their respective mouse-over instructions). Also remember to check the Input settings (for moving, jumping, crouching and sprinting)!

Pure FPP Camera

The secondary script, which allows your character to rotate the view around. Attach it to a child GameObject of your Character Controller, along with a Camera component (default with Unity) and fill out the variables, the same as with the FPP Controller script. Additionally, this script allows you to choose which object should move horizontally and which vertically – in classic FPP setup, only the camera should move vertically (up and down) while whole body (Character Controller) should move horizontally (left and right). Setup the rotation Transform accordingly, set your desired sensitivity and that's it – you've got it set up and ready to play.

Demo Scene Setup

For the Demo Scene to work, you will need to additionally setup the Input in Edit -> Project Settings -> Input Manager. The required buttons are:
-Horizontal (Axis)
-Vertical (Axs)
-Sprint (Button)
-Crouch (Button)
-Jump (Button)

As soon as you set the above input, it should be working as intended.

Remember to rate this asset - 5 Stars rating helps a lot in furter developing of other good assets in Fireballed Studio!

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If you happen to have any problems or found any bugs, feel free to fire an e-mail in my general direction - at marcin.g.tomala@gmail.com . I will always answer as soon as possible to help solve any issues or problems.

Happy Running!

Marcin Tomala

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