

2D Medieval Characters with Animations Documentation

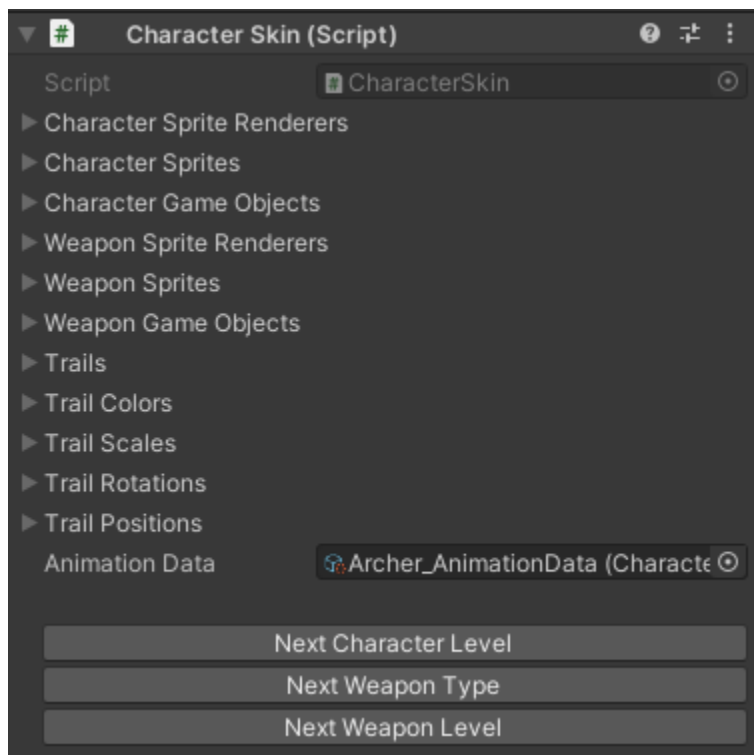
Magnistart

Thank you for purchasing 2D Medieval Characters with Animations! In this guide we will explain the components in this asset.

You can find all the characters in the Magnistart/*CharacterPack*/*Prefabs* folder. All of the character prefabs have one common script called *CharacterSkin.cs*.

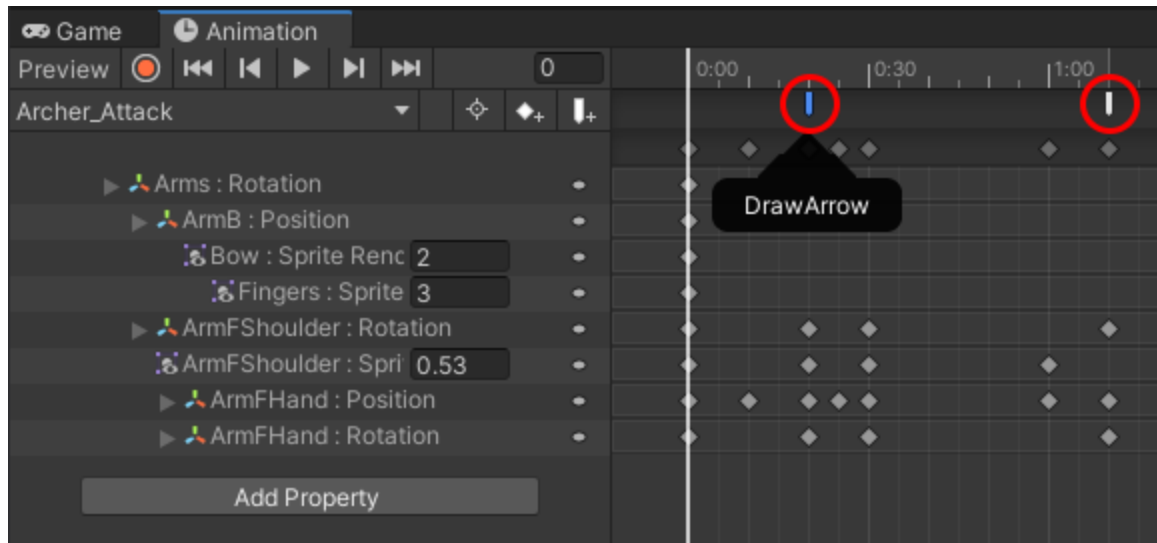
CharacterSkin.cs

This script allows you to set and change a character's skin. Simply click the buttons to change character skin, weapon type and weapon level. You can also change them from script.



```
1 reference | -changes | -authors, -changes
public void SetNextCharacterLevel() => SetCh
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public void SetPrevCharacterLevel() => SetCh
4 references | -changes | -authors, -changes
public void SetCharacterLevel(int level)...
1 reference | -changes | -authors, -changes
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4 references | -changes | -authors, -changes
public void SetWeapon(int weaponIndex)...
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1 reference | -changes | -authors, -changes
public void SetPrevWeaponLevel() => SetWeapo
4 references | -changes | -authors, -changes
public void SetWeaponLevel(int level)...
```

Ranged characters (*Archer*, *BomberMan*, *ThrowingAxeMan* and *Enemy7_Archer*) have separate scripts to send projectiles. These scripts are triggered by mecanim attack animations (*Archer_Attack*, *BomberMan_Attack*, *ThrowingAxeMan_Attack*, *Enemy7_Archer_Attack*).



ArcherScripts.cs, BombermanScripts.cs, ThrowingAxeManScripts.cs

These scripts simply instantiate a new projectile in the character's hand and release them. You may modify or remove those scripts.

If you have and questions, feedback or issues please contact us at
contact@magnistart.com