

# SPLINE MOVEMENT SYSTEM

## USER GUIDE

This system allows you to move characters through splines and control them. This system contains two main assets. DreamTeck Splines was used for spline creation and LeanTouch was used for the input system. The details of these assets will not be mentioned here. For more information about these assets, you can check [Dreamteck Splines](#) and [Lean Touch](#) manuals.

**Note:** Please **do not** import these two assets externally, use the ones included in this package. Otherwise, it might cause some errors.

## QUICK SETUP

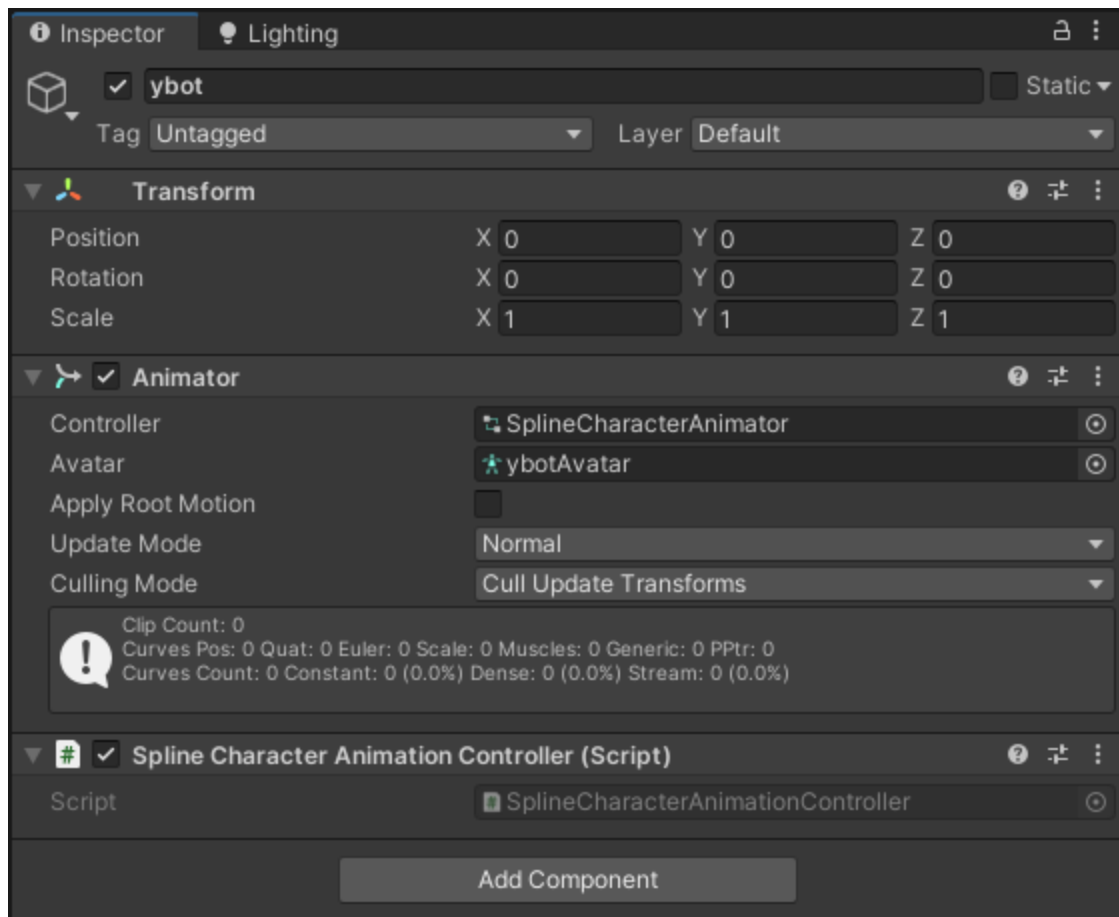
### 1. Creating a Spline Character

To create a new spline character in the scene go to **Spline Movement System/Create a Spline Character**. This will create a new GameObject called “SplineCharacter” with required components. These components come with necessary settings for the character. So, if it isn't a must, **do not** change those settings except the collider. The collider can be adjusted.

Next, add your character model under “Armature” and it should look like this:



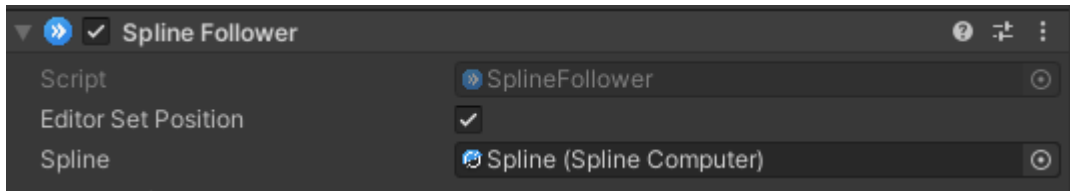
If you import the “Samples” package as well, you can add the “SplineCharacterAnimationController” script to your character model and add the “SplineCharacterAnimator” controller to your character animator. These will get your character ready for simple animations. Like jump, run, roll, slide and win.



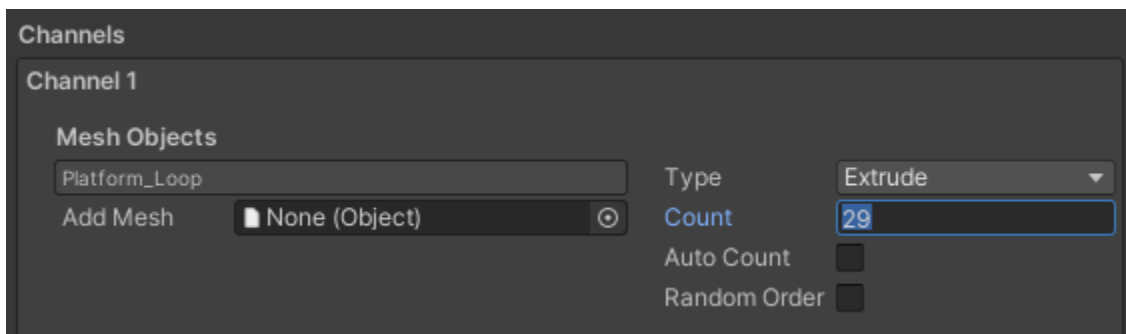
## 2. Creating a Spline

To create a new spline in the scene go to **Spline Movement System/Create a Spline**. This will create a new GameObject called “Spline” with required components. This step is optional. If you want, you can create a spline yourself from scratch.

Next, give reference to your **SplineChracter**'s SplineFollower script to your created spline.

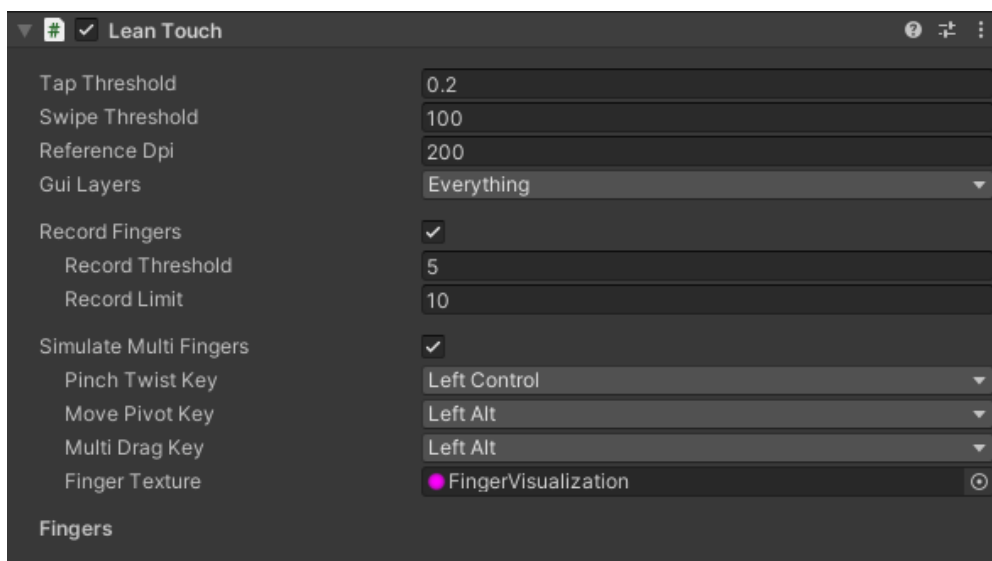


**Tip:** If your spline mesh isn't smooth enough, you may increase the “**Count**” variable on the “**SplineMesh**” script.



### 3. Add LeanTouch

To add LeanTouch in the scene, create an empty GameObject and add the “LeanTouch” script to it. You can adjust the settings of this script as you wish. Recommended settings are given below:

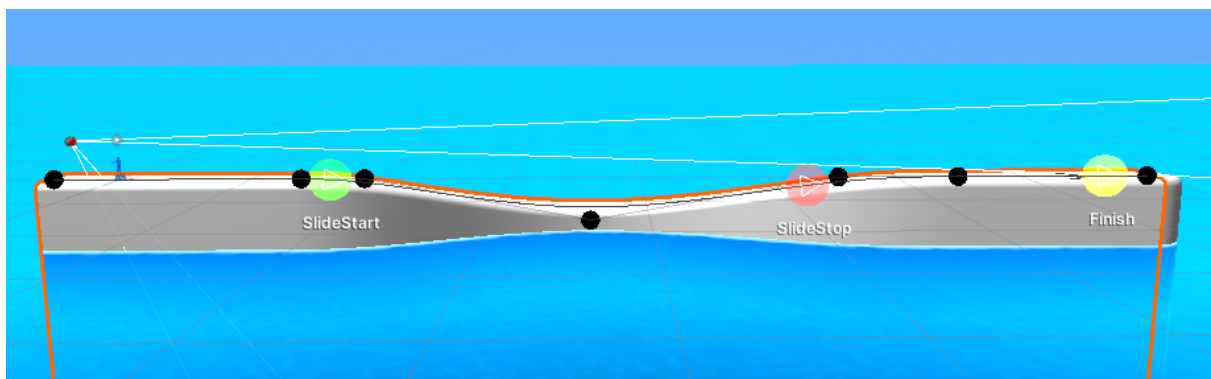


## 4. Ready to Go!

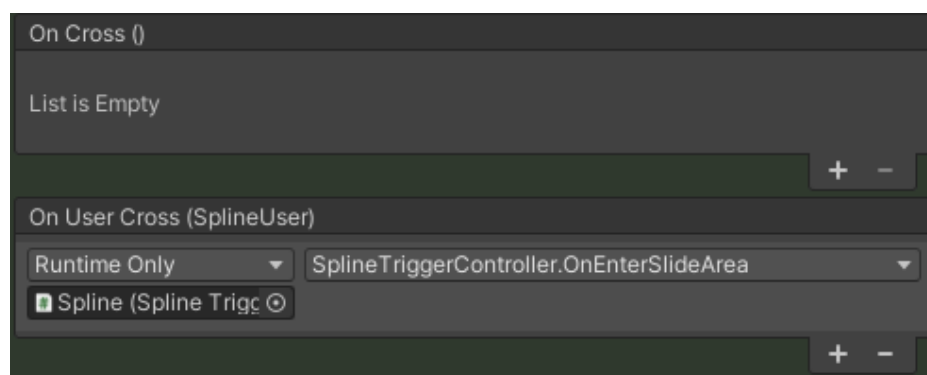
Your character is ready to run. If your character won't move forward or can not be controlled, you should check again the steps given above. If you want your character to be able to slide or if you want to be able to check if your character reached the finish line, you should follow the guide.

**Tip:** For the best feeling, we recommend that you set "Graphic" under the "SplineCharacter" as the camera target.

### SPLINE TRIGGERS



This system uses spline triggers instead of colliders to invoke events. Check out [Dreamteck Splines](#)'s manual to learn how spline triggers can be created (Chapter 14). Only difference is you should use the “**On User Cross**” event instead of the “On Cross” event.



The “**SplineTriggerController**” script has methods for spline triggers. By giving these to spline triggers, your character is able to slide and you are able to check if your character reached the finish line. You can also add more features if you want.

**Tip:** Sometimes the settings of spline triggers may not be saved. If you encounter such an issue, you can try to use the “**Position**” range slider on the “**SplineComputer**” script to positionate the spline trigger. This will solve the issue.

