

# Invector Parachute Add-on

*\*Basic Locomotion Template Required*



*Thank you for purchasing our Parachute Add-on!*

## How to use:

- Press "Space" while in the air to Open the parachute.
- Move with WASD to tilt and roll the parachute
- Press "Space" again to Close the Parachute

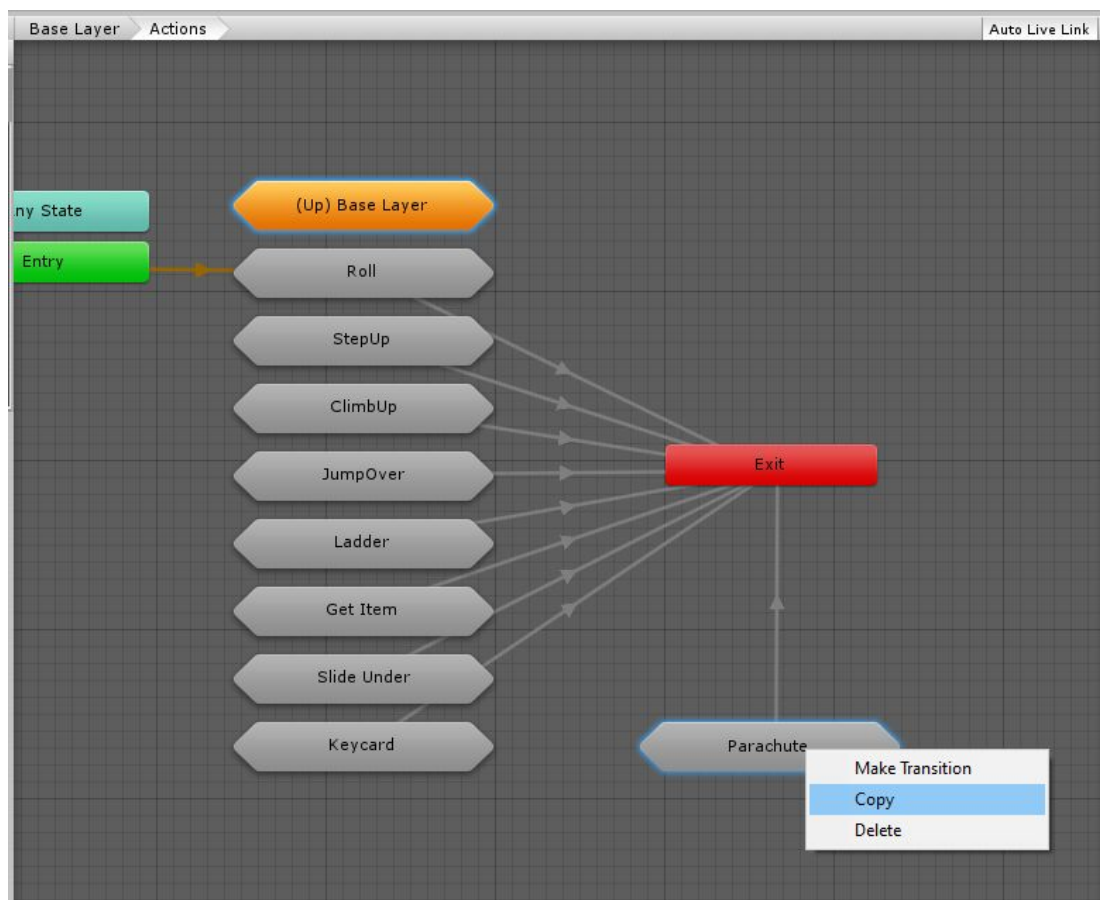
## How to Install:

Import the Package and check the demo scene included to get familiar with it.

To summon up, there are 3 key steps to add the parachute.

- 1- Copy and paste the animations to your controller
- 2- Create the *BodySnappingControl*
- 3- Drag and Drop the 'Parachute' Prefab and align the handlers.

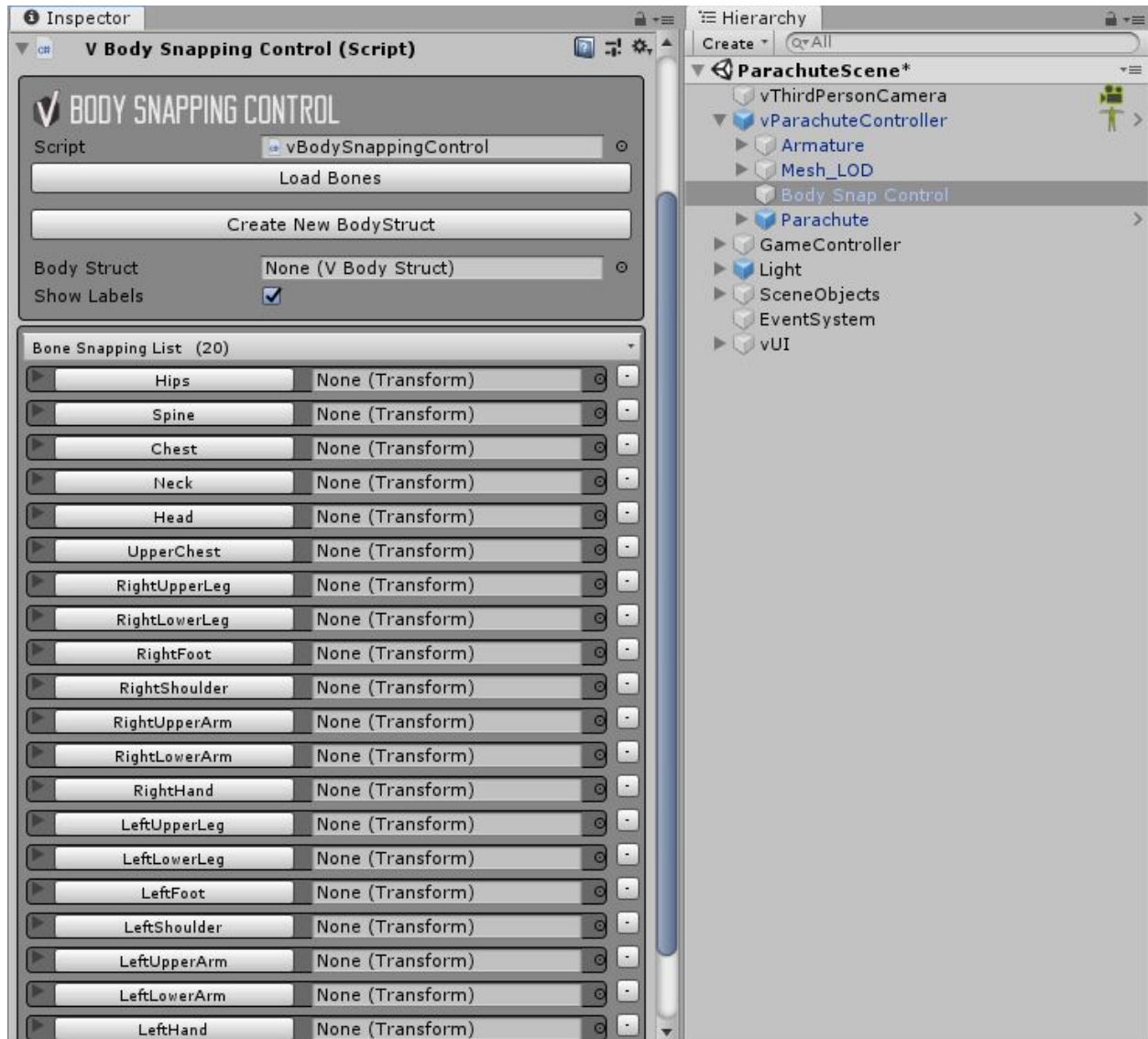
**Step 1:** To apply the parachute in your own character, you first need to copy the Parachute Animation from the 'Invector@Parachute' animator controller to your character animator controller.



The 'Parachute' SubState is located at the **Base Layer** inside the **Action** SubState. Copy to your character keeping the same structure and make sure to add a new Exit Transition from Parachute to Exit.

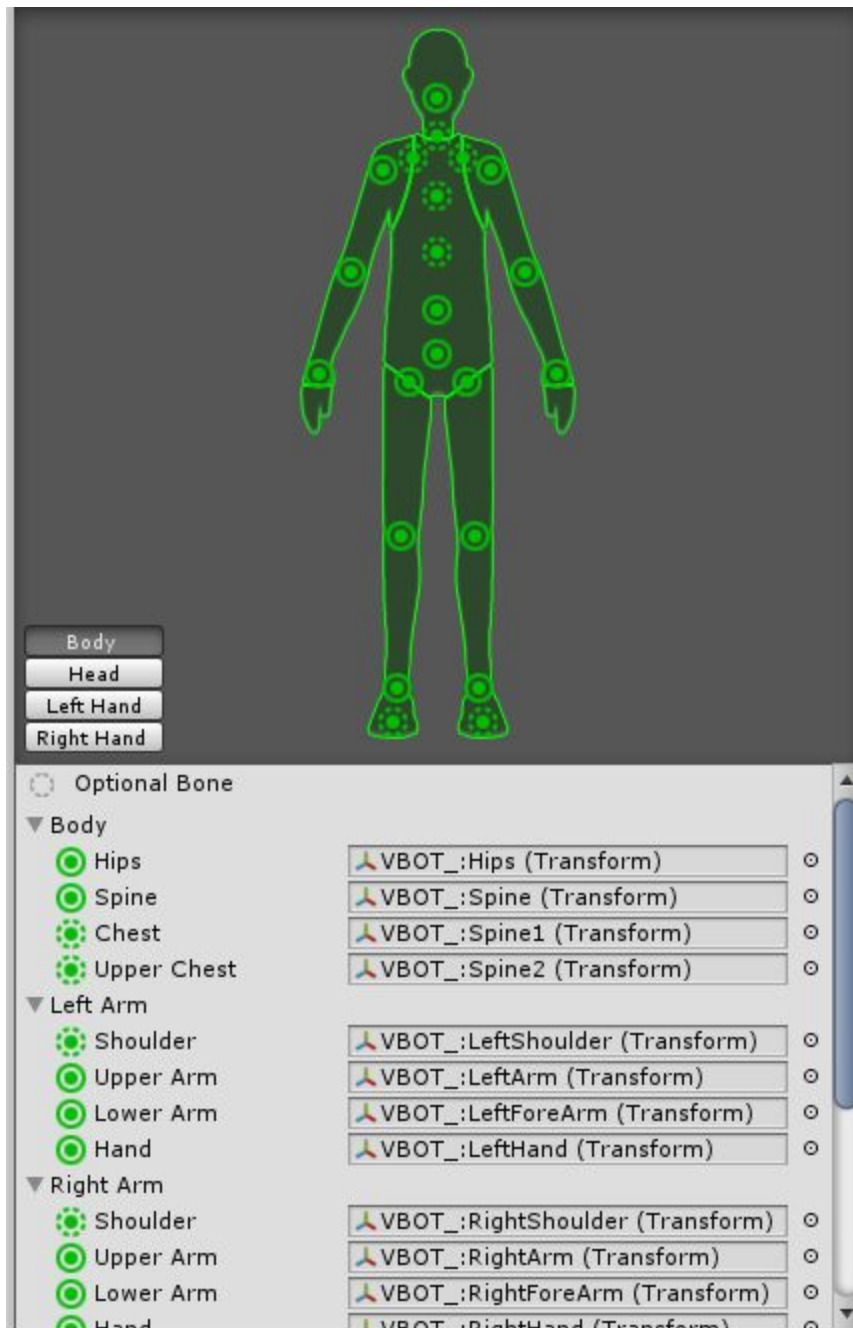
**Step 2:** Create an empty gameObject inside your character and add the component **'BodySnappingControl'** to it, if you're character is using the Humanoid RigType, you can skip to the next step.

If you're using a Generic Model, check the Template Documentation for the BodySnapControl to understand how to manually assign bones to the list.



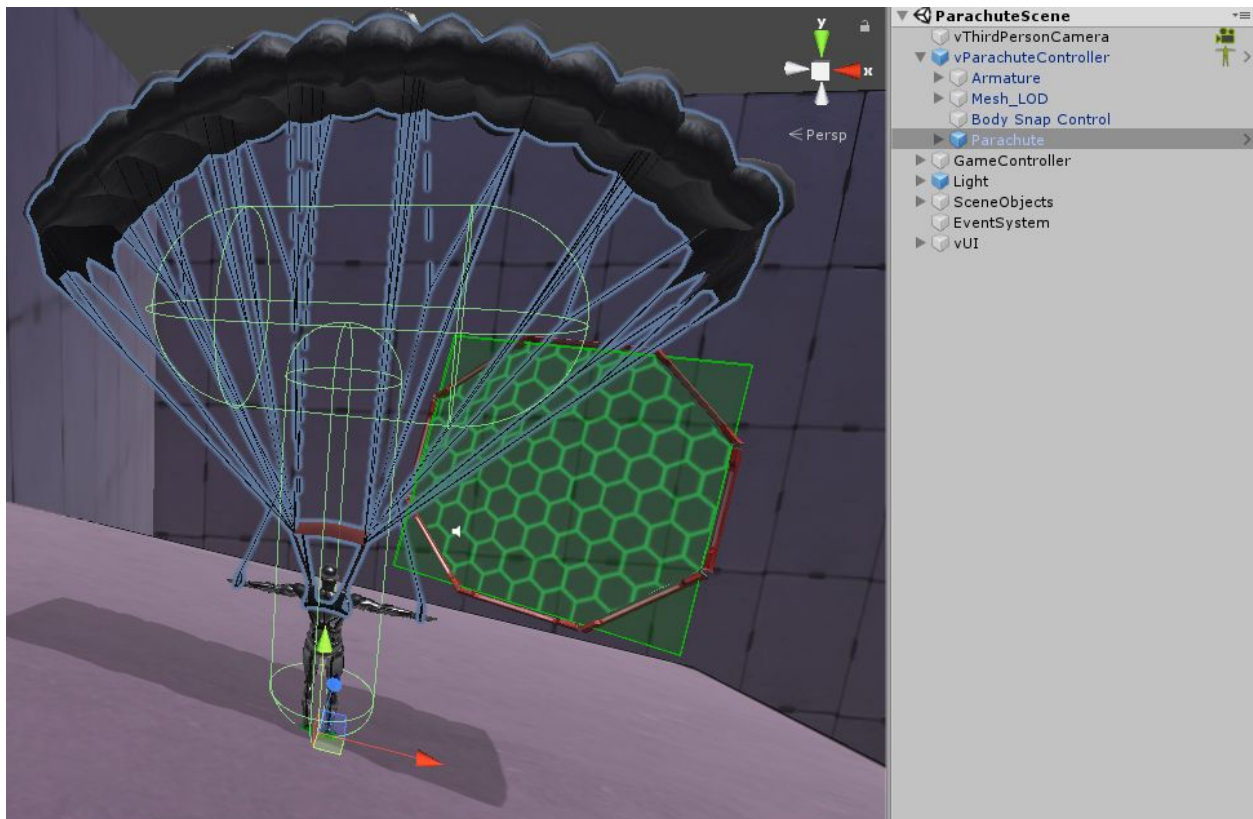
*\*If one of the bones is disabled, you need to assign the bone in the Avatar window.*

Make sure that your character has all the bones correctly assign in the Avatar menu:



*\*If your character model doesn't have a Chest or UpperChest bone, make sure to select a different bone in the SnapToBone component on Step 3.*

**Step 3:** Now search for the prefab 'Parachute' under the Prefabs folder and drag and drop inside your character.



The Parachute Controller is all set up for you, but you can modify the settings later if needed, like changing the input to open/close, modify the min distance to open the parachute, speed values, etc...

✓

PARACHUTE CONTROLLER

Close Properties

Script

vParachuteController

Input/Movement

Camera

Animator

Events

Can Use Parachute

☒

Parachute Pivot

ParachuteController (Rigidbody)

Parachute Tilt

ParachuteTilAndCollision

USE

Open Close Parachute

Min Height To Open Parac

3

Min Time To Re Open

0.5

Vertical Movement

Drag Pitch Back

9

Drag Pitch Forward

5

Horizontal Movement

Acceleration

1

Speed Pitch Back

20

Speed Pitch Forward

10

Roll(Z)/Pitch(X) Rotation

Roll(z) uses Horizontal Input, Pitch uses Vertical Input (Back (-1) and Forward (1))

Roll Speed

1

Roll Angle

35

Pitch Speed

1

Pitch Angle

-45

60

Yaw(Y) Rotation

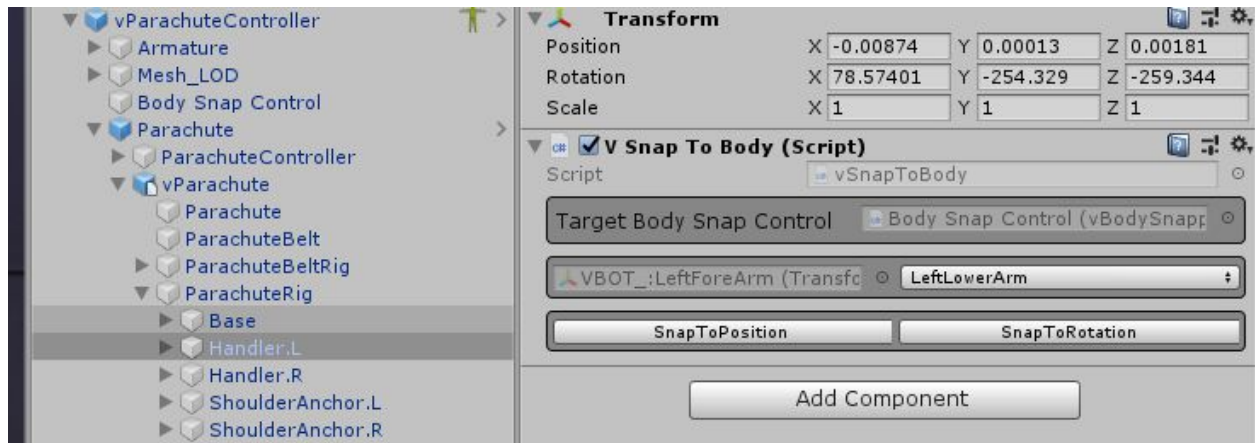
Rotation Y Speed

100



Open the hierarchy and select the **Handler and ShoulderAnchor**, you can see the component 'Snap to Body' attached to it, this component will work with the *BodySnappingControl* to parent this object into a bone when you hit Play.

Since each model uses a different size, you can adjust the Handler position to fit into your character's hand and the shoulder anchor to fit into the Belt.



#### (Optional)

The ParachuteBelt object is rigged so you can position/rotate/scale to fit into your character, or you can replace it with your own mesh like a parachute backpack.



That's it, hit play and fly away :)