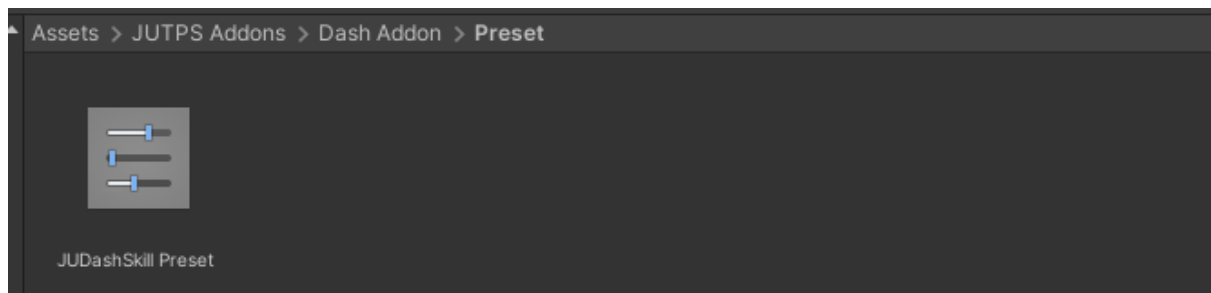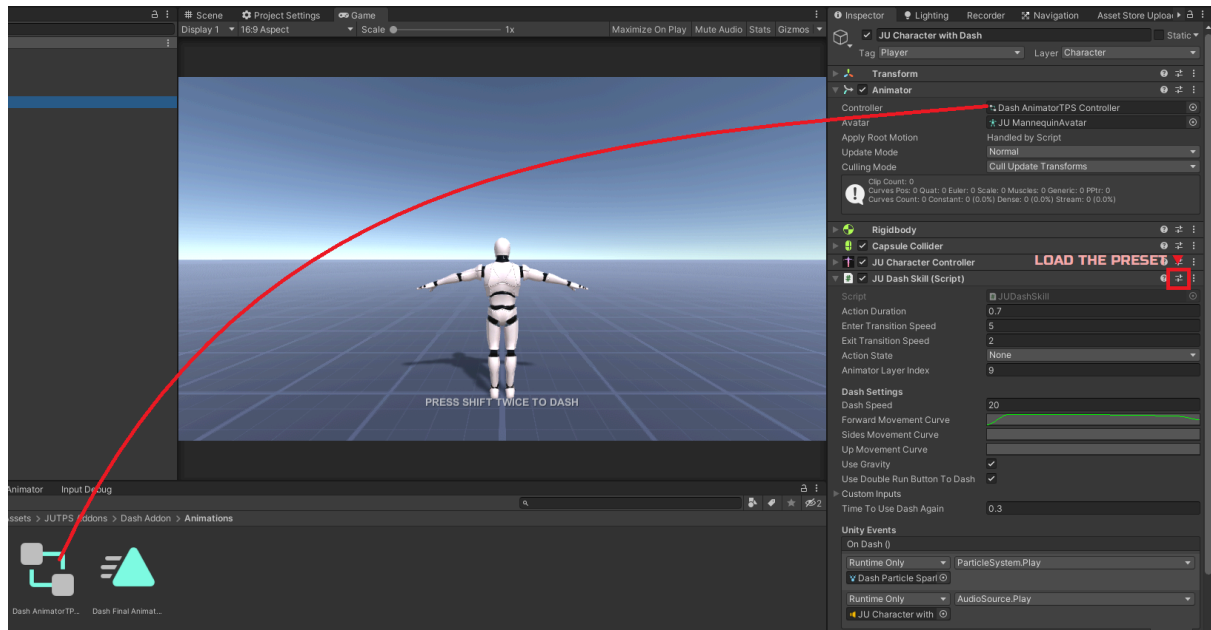# Dash Addon Documentation

Quick Start

The Dash Addon works in a simple way, you can simply add it to the JU character, change the Animator Controller to the one with Dash and the character will be able to dash when you press shift twice quickly.

1. Add JU Dash Script
2. Load JU Dash Preset Preset
3. Switch the Animator Controller to Dash Animator Controller (or create a Animator State in Layer 9(you can choose the layer you want) with a Dash animation)
4. Press play and have fun adjusting the settings to your needs

What is each parameter for?
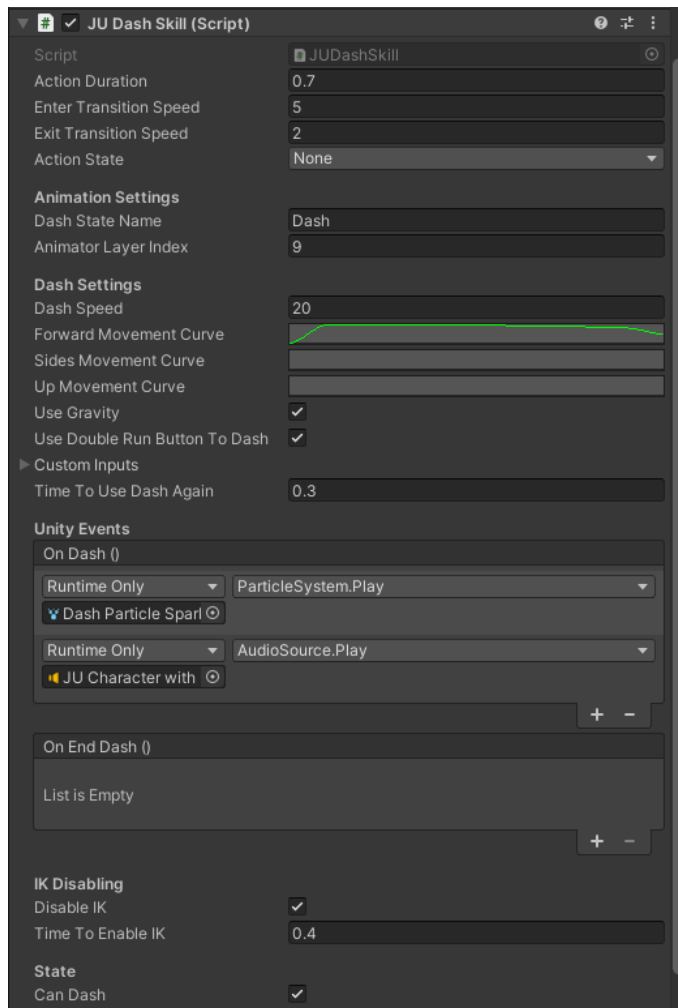
Action Duration = Dash duration
Enter/Exit Transition Speed = Animator Layer with dash animator transition speed
Action State = State of the action 😅
Dash State Name = Animation State name with dash animation
Animator Layer Index = Animator Controller layer where the dash animation is
Dash Speed = Speed of Dash
Forward/Side/Up Movement Curve = There are movement curves, each one for an axis, you can make the dash go up and down if you want
Use Gravity = Gravity
Use Double Run Button To Dash = Press shift twice to dash
Custom Inputs = Choose which button to use to call the dash
Time To Use Dash Again = Time to use dash again after using it one time
Unity Events = Use it to play particles, audio or call a specific function, it's very useful.
Disable IK = Disable OK so it doesn't crash while holding a weapon
Time To Enable IK =The time it takes to activate IK again after a dash