

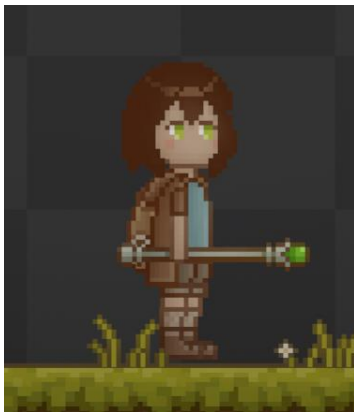
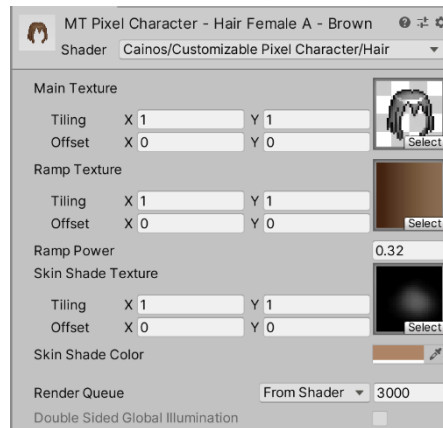
All the character preset prefabs are variation prefabs of “Cainos\Customizable Pixel Character\Prefab\PF Pixel Character”. So, for overall changes you only need to modify this one.

Weird Hair Color in Linear Color Space

If the character's hair color looks weird, this may be caused by using linear color space.

Select all the hair materials in "Cainos\Customizable Pixel Character\Material\Hair" and set their "Ramp Power" value to 0.32 will fix this problem.

For gamma color space, just leave the value at 1.



Wrong Hair Color



Right Hair Color

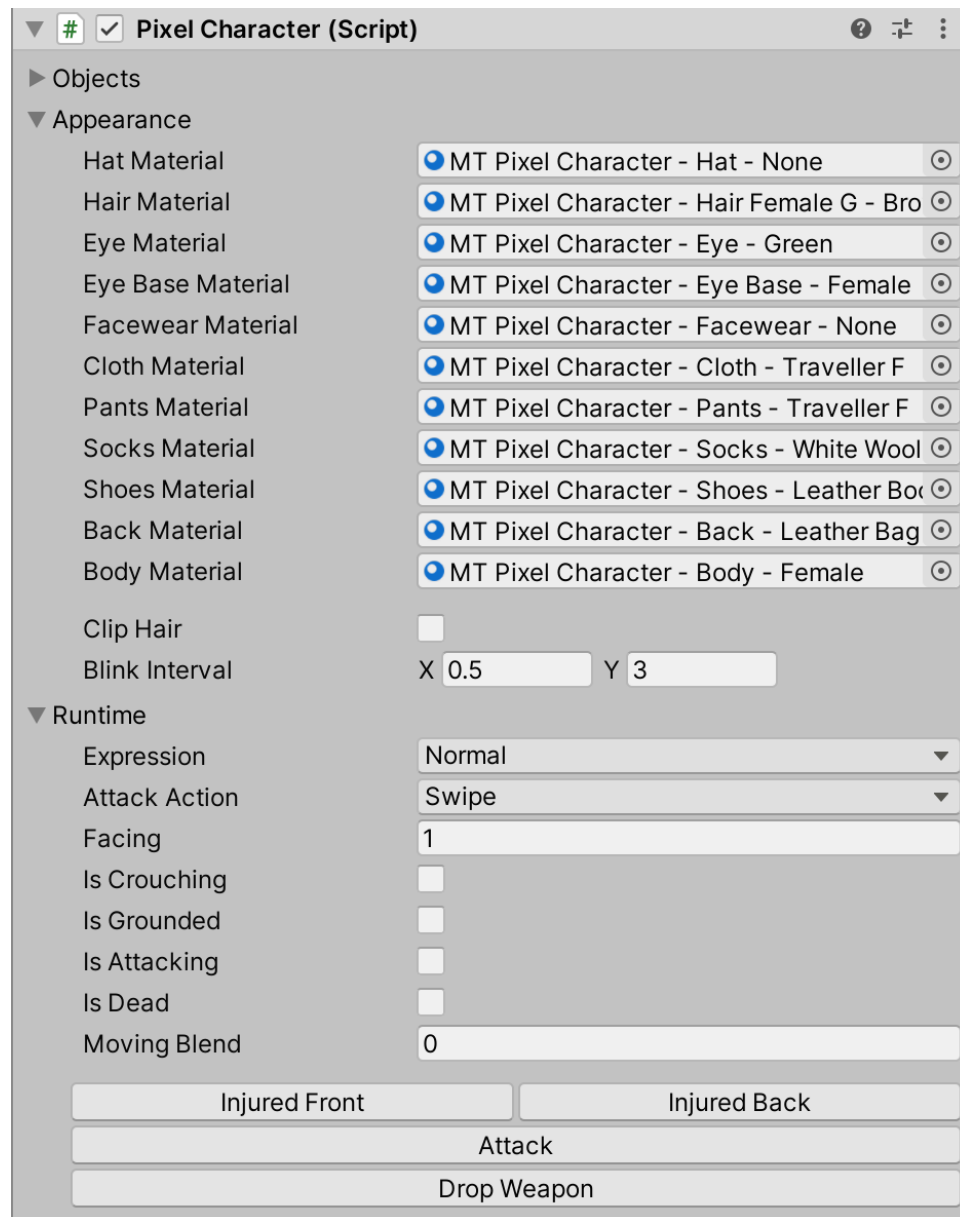
Sorting Order Glitch When Using Multiplier Character

You may see some glitch when two characters are too close. It happens when the two character take up the same z space. Give them different z position value will solve the problem.

You can set the character's z scale to a smaller value like 0.1 (but avoid setting it to 0), so that it takes up less z space.



SCRIPT EXPLANATION



Script for customizing the character and controlling animation.

Objects Foldout

Contains reference to objects inside the character object.

Appearance Foldout

Parameters here is mainly for tweaking the character appearance.

The customization is mainly done by changing the materials here.

Can be changed both in editor and runtime.

Runtime Foldout

Parameters here is mainly for controlling the character's animation, should only be changed in runtime.

Clip Hair

Whether to hide part of the hair. When wearing hats with name ends with "C", you need to enable this.

Blink Interval

The interval range for the character to play an eye blink animation.

Expression

The character's expression.

Attack Action

The animation played when the character attack.

Facing

The character's facing.

1: Facing right -1: Facing left

Is Crouching

Is the character crouching?

Is Grounded

Is the character stand on ground?

Is Attacking

Is the character performing a continuous attack action? Only works for "Point" and "Summon".

Is Dead

Is the character dead?

Moving Blend

Moving animation blend.

0.0: Idle 0.5: Walk 1.0: Run

Injured Front

Play "Injured Front" animation.

Injured Back

Play "Injured Back" animation.

Attack

Play attack animation for once. Only works for "Swipe" and "Stab".

Drop Weapon

Drop the weapon the character is holding.

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Character Controller (Script)

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▼ Input

Default Movement

Walk

Left Key

A

Right Key

D

Crouch Key

S

Jump Key

Space

Move Modifier Key

Left Shift

Attack Key

Mouse 0

▼ Movement

Walk Speed Max

2.5

Walk Acc

10

Run Speed Max

5

Run Acc

10

Crouch Speed Max

1

Crouch Acc

8

Air Speed Max

2

Air Acc

8

Ground Brake Acc

6

Air Brake Acc

1

Jump Speed

5

Jump Cooldown

0.55

Jump Gravity Multiplier

0.6

Fall Gravity Multiplier

1.3

Ground Check Radius

0.17

▼ Runtime

Is Dead

☐

Script for controlling the character's movement. It will modify some of the parameters in the "Pixel Character" script to control animation. If you are going to use your own controller script, just remove this.

Walks Speed Max

Max walking speed, ideally should be half of "Run Speed Max"

Walks Acc

Walking Acceleration

Run Speed Max

Max running speed

Run Acc

Running Acceleration

Crouch Speed Max

Max move speed while crouching

Crouch Acc

Crouching acceleration

Air Speed Max

Max move speed while in air

Air Acc

Air acceleration

Ground Brake Acc

Braking acceleration (from movement to still) while on ground

Air Brake Acc

Braking acceleration (from movement to still) while in air

Jump Speed

Speed applied to the character when jump

Jump Cooldown

Time needed to be able to jump again after landing

Jump Gravity Multiplier

Gravity multiplier when character is jumping.

Should be within [0.0,1.0], set it to lower value so that the longer you press the jump button, the higher the character can jump.

Fall Gravity Multiplier

Gravity multiplier when character is falling.

Should be equal or greater than 1.0

Ground Check Radius

Radius of the circle on character's bottom to determine whether the character is on ground.

Is Dead

Is the character dead?

CUSTOMIZABLE PARTS

Gender

By changing the “Body Material” in “Pixel Character” script. Also, pick a corresponding hair material to match the gender.

Skin Tone

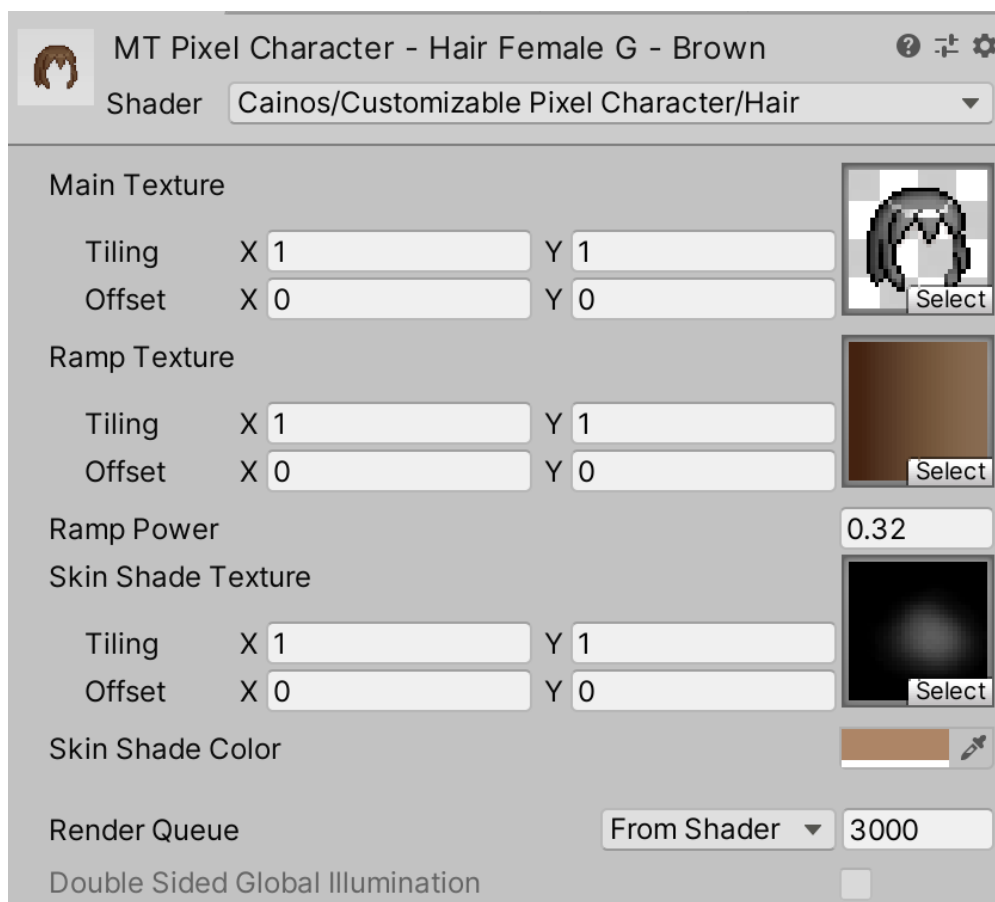
By changing the “Skin Tint” parameter in the “Body Material” of the character.

Hairstyle & Hair Color

By changing the “Hair Material” in “Pixel Character” script.

Notes that not every hairstyle & hair color combination has a material created in advance, but you easily create your own:

Duplicate a hair material and change the “Main Texture” for hairstyle, “Ramp Texture” for hair color.



Hat

By changing the “Hat Material” in “Pixel Character” script.

If a hat material’s name ends with “C”, you need to enable the “Clip Hair” toggle in the script.

Facewear

By changing the “Facewear Material” in “Pixel Character” script.

Cloth

By changing the “Cloth Material” in “Pixel Character” script.

Pants

By changing the “Pants Material” in “Pixel Character” script.

This slot is also used for skirt and dress.

Socks

By changing the “Socks Material” in “Pixel Character” script.

Shoes

By changing the “Shoes Material” in “Pixel Character” script.

Back

By changing the “Back Material” in “Pixel Character” script.

Weapon

By dragging one of the weapon prefabs in “Cainos\Customizable Pixel Character\Prefab\Weapon” into the “Weapon Slot” in the character’s hierarchy.

