CLIMBING SYSTEM MANUAL

Developed by Dias Games

CONTENT

1 INTRODUCTION

Climbing System is a package that contains all scripts to make character climb ledges, ladders, overcome obstacles, run on walls and more.

**Watch the following video to setup your project fast and build your character:** https://youtu.be/46dDSRJ8oTE

IMPORTANT: Always backup your project before any update

2   SETUP PROJECT

You can watch this tutorial: https://youtu.be/46dDSRJ8oTE

To make Climbing System works properly, you must setup your Input data and Layer Collisions first. To do this, go to: Dias Games -> Setup Project Settings.
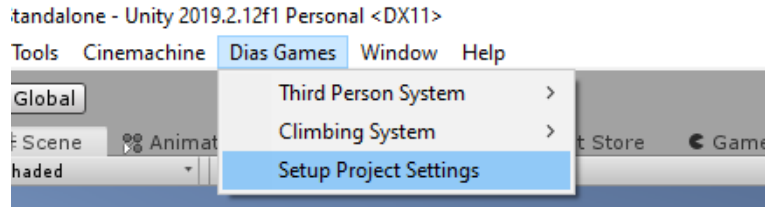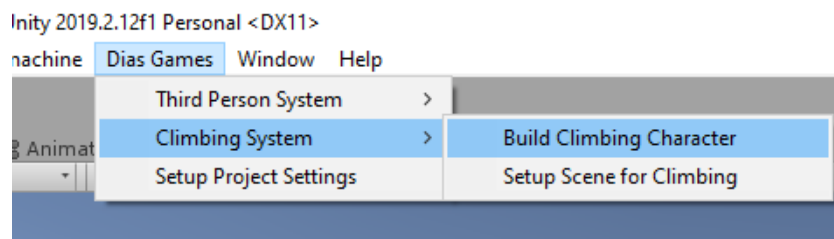

A new window will be opened. There are two buttons, to set Input and Layer Collisions. Click on both to set your project properly.
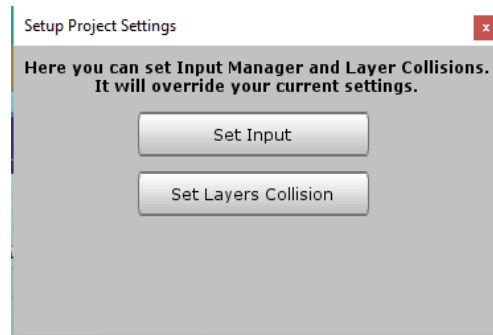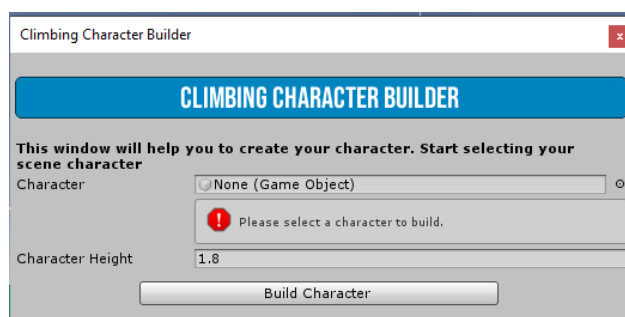

Now your project is ready to proceed with setup.

3   BUILD CHARACTER

Go to Dias Games -> Climbing System -> Build Climbing Character menu to open Climbing Character Builder Window
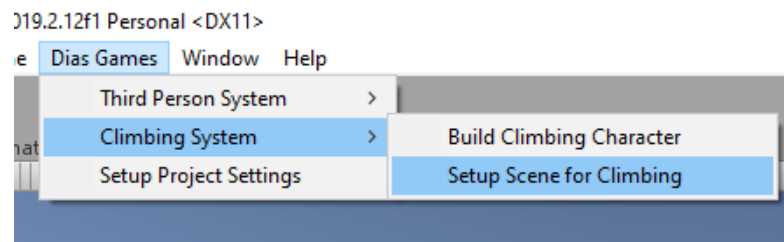

Build Character window will be opened.

In Character field, select the target character from Hierarchy.

You can also set character height. Normally, character comes with 1.8 m.

Press Build Climbing Character.

4   SETUP SCENE

To setup scene, adding camera, Game Controller and UI, go to Dias Games -> Climbing System -> Setup Scene for Climbing:
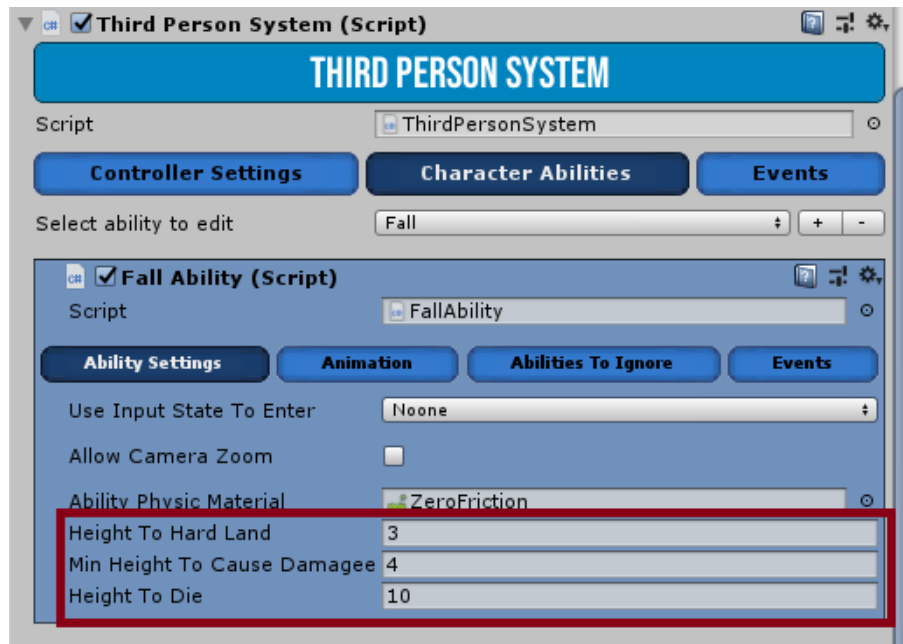

Setup Window will be opened. Click on the buttons to add Camera, Game Controller and UI. If you want to use it for Mobile, click on Mobile Setup. After that, close the window.
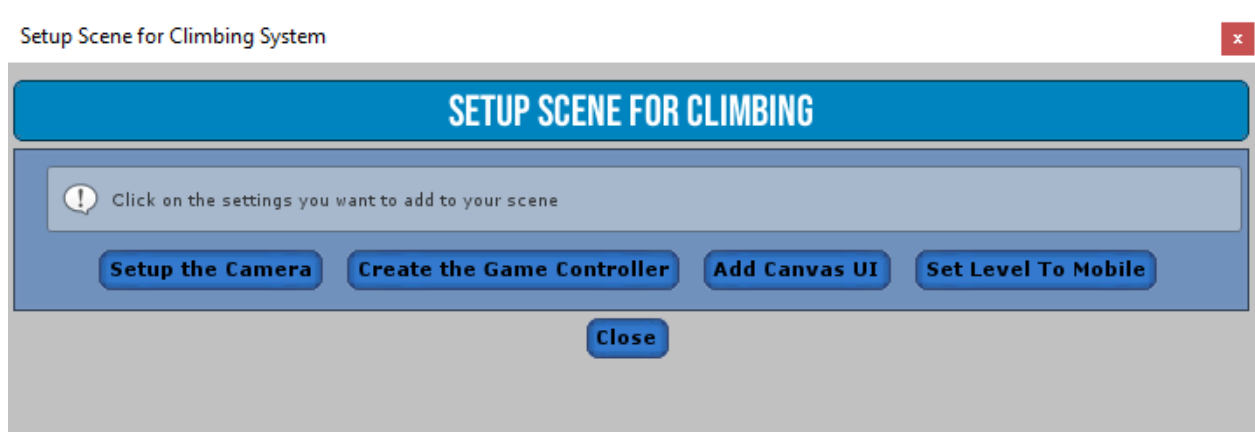
5   CAUSE DAMAGE AFTER FALL FROM HIGH HEIGHTS

Fall ability allows you to set damage to your character when he falls from too high heights.

To cause damage on landing, you can set the minimum height that cause damage (**Min Height to Cause Damage**) and the maximum height that character must die (**Height To Die**). The damage amount is calculated based on a linear interpolation between these both values.

If you don't want to use this functionality, you can set Min Height to Cause Damage to Infinity.

IMPORTANT: **Height To Die** must be always greater than **Min Height to Cause Damage.**

6   MOBILE SETUP

You can watch this tutorial: https://www.youtube.com/watch?v=HyhsA34NWBI

7   2.5D SETUP

Watch this video to get your character working as 2.5D: https://youtu.be/9bsjM7D1bxE

8   INTEGRATIONS

8.1 INCONTROL INTEGRATION

To get InControl integration scripts, send an e-mail to rodrigoaadias@hotmail.com with your **Invoice Number**.

8.2 SHOOTER SYSTEM

To work with Shooter System, you only need to build Climbing Character before Build Shooter Character. System automatically detects the climbing abilities and you don't need to do extra setups.

9 SUPPORT

Any doubts or suggestions, send an e-mail to: rodrigoaadias@hotmail.com

Thank you for your purchase!