GO SYSTEMS

Templates

3D Character Controller
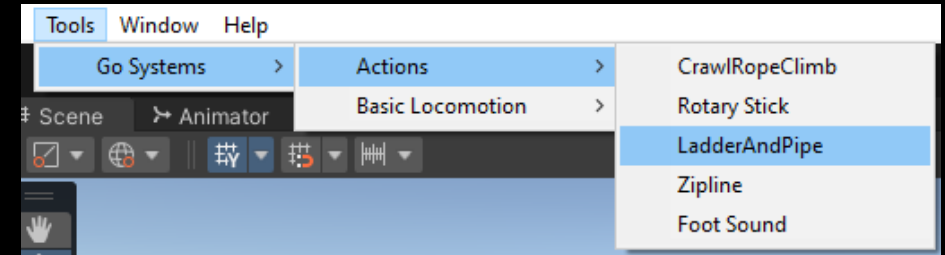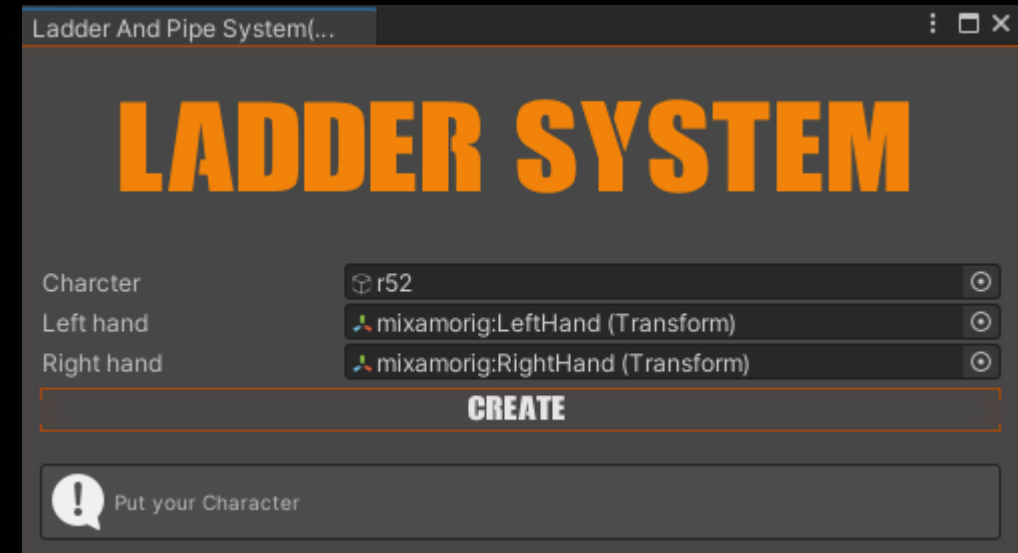
ADD-ON

GO SYSTEMS

ADD-ON

After input Ladder And Pipe Package in your project

- **Go to Tools -> Go Systems -> Actions -> LadderAndPipe**

- **Add your Character (player)**
- **Chick if hand bones is right**
- **click create button to add system**

Make sure that player layer is "Player"

GO SYSTEMS ADD-ON

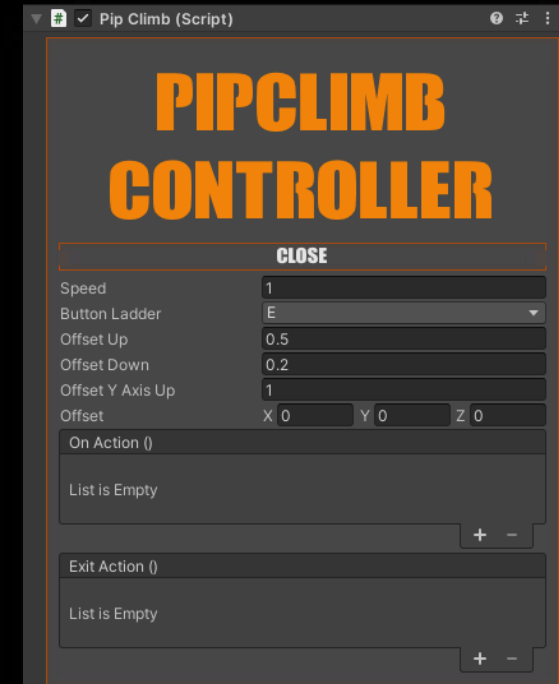In player you have **Ladder Controller** and **PipeClimb Controller** Script

- Add your speed move on rope
- Set Button Ladder or pipe input
- Set offset Up ladder or pipe posioton
- Set offset down ladder or pipe position
- Set offset Y axis Input Up Position
- Add events **if you have**

➢ This options for **Ladder** and **PipeClimb**
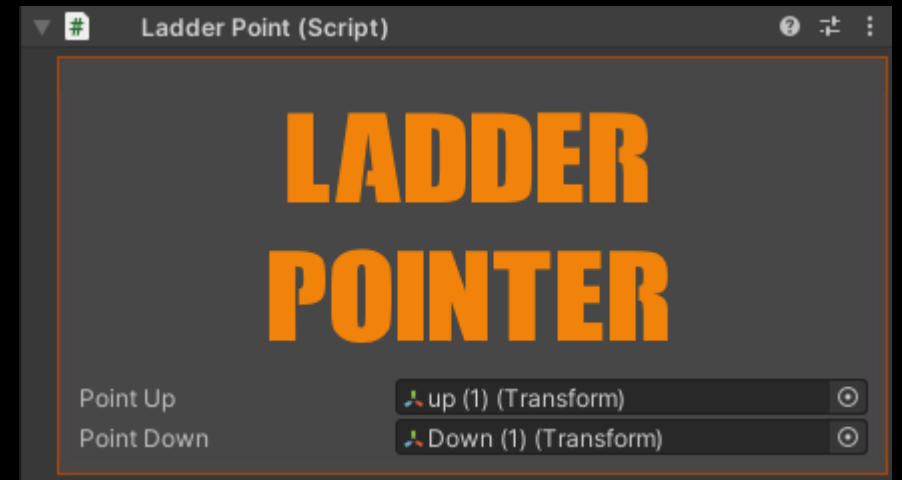
Make sure that player layer is **"Player"**

Ladder (Script)

LADDER CONTROLLER

CLOSE

Speed	1
Button Ladder	E
Offset Up	0.5
Offset Down	0.2
Offset	X 0 Y 0 Z 0

On Action ()

List is Empty

Exit Action ()

List is Empty

+

Pip Climb (Script)

PIPCLIMB CONTROLLER

CLOSE

Speed	1
Button Ladder	E
Offset Up	0.5
Offset Down	0.2
Offset Y Axis Up	1
Offset	X 0 Y 0 Z 0

On Action ()

List is Empty

Exit Action ()

List is Empty

On **Ladder** or **PipeClimb** object add **Ladder Point**
- Add **A and B** points like the example attached to the package
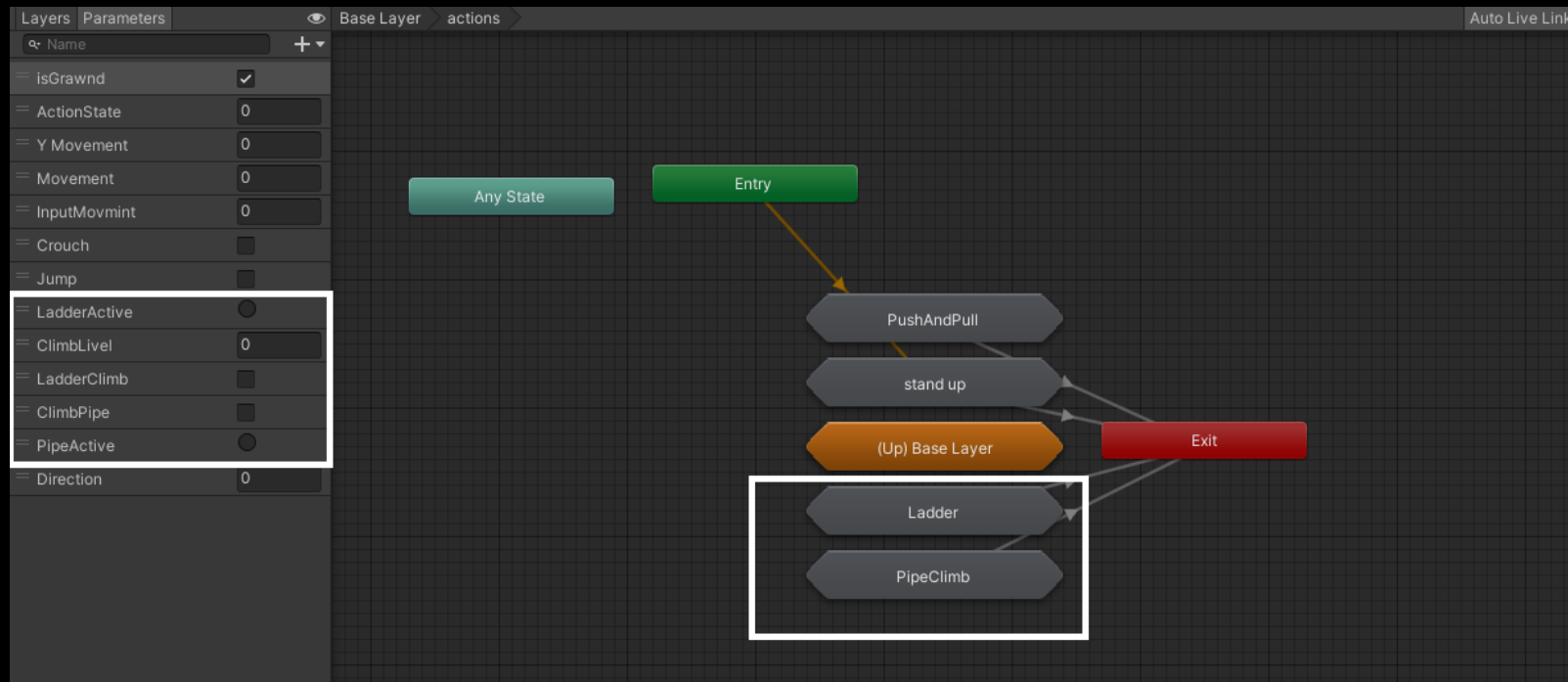

➢ **This options for Ladder and PipeClimb**

Make sure that player layer is "Player"

GO SYSTEMS ADD-ON

For animation you should copy parameters
(**LadderActive**,**ClimbLivel**,**LadderClimb**,**ClimbPipe**,**PipeActive**) And copy sub-state
"Ladder" and **"PipeClimb"** to your animator
Put the links between the animations like the example attached to the package

Make sure that player layer is **"Player"**

GO SYSTEMS

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