



Thank You for purchasing QuickRopes 2!

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Documentation

You can find documentation in one of 2 places. You can follow the link built into the package by going to 'QuickRopes – More – Tutorials'. Or you can follow this link:

<http://reverieinteractive.com/unity-assets/quickropes/quickropes-scripting-examples>

Basic Setup

This will give you a quick overview of how to setup a simple rope in Unity using QuickRopes2!

- 1) Import the QuickRopes2 package into Unity
- 2) Click 'QuickRopes' from the menu at the top
- 3) Click 'Ropes'
- 4) Select the rope type you would like to create from the list
- 5) Add control points to your rope using the green boxes
- 6) Manipulate the control points by selecting the blue circles and using the position handles
- 7) Add Physics by clicking on the 'Physics' tab inside the rope inspector and checking 'Enable Physics'
- 8) If you chose Mesh or Line ropes from step (4) then you might want to add colliders.
 - a. Open the 'Collider Settings' foldout located in the 'Physics' tab.
 - b. Select what 'Collider Type' you would like to use. Default is used if you do not want to include any colliders, or if your using a prefab that has colliders already attached.
 - c. Select your collider radius
 - d. Add a physics material if you like
- 9) Now you have successfully created your first rope using QuickRopes!

Pinning the Ends

You might not want your rope to be loosely flopping around in the scene. There is more than one way to accomplish this but I will explain 2.

- 1) If you are planning to move your rope around using Physics, then you will want to use the 'Attach' tab to attach the end to the rigidbody you plan to control your rope with. You can see a step by step example of how to do this below in the 'Attaching Objects' section
- 2) If you do not plan on using physics to move your rope around, you can simply select either of your ropes end gameobject, and set their rigidbodies to 'isKinematic = true'.

Attaching Objects

Now that you know how to make a simple rope using the inspector. Let's move on to attaching objects to your rope!

- 1) Add a rigidbody to the object you are going to attach. The script will do this for you but it will be done during runtime.
- 2) Click the 'Attach' tab in the rope inspector
- 3) Click 'Attach GameObject'
- 4) Add the gameobject you would like to attach to the 'Object' field
- 5) Select which connection type you would like to use. If you select 'Hinge' type you will then need to set the hinge axis. This axis the hinge will rotate upon.
- 6) Set which index you would like the attachment to be attached to. The connections are represented by 2 orange dots and if they are far enough apart, an orange arrow.
- 7) If you want to center your attached object on the specified joint, click 'Center On Index'
- 8) Now you have successfully added an attachment!

Raising the Rope

You can use the new control feature to wind and un-wind your rope.

- 1) Click the 'Control' tab in your ropes inspector
- 2) Check 'Enable Controller'
- 3) Set your 'Extend' and 'Retract' keys to whatever key you want to have controlling your rope
- 4) Set the minimum and maximum length of your rope. If you are not sure what this value should be, stretch the rope out to the maximum distance you would like it to reach by manipulating the ropes end point. And read the value noted next to the 'Current Rope Length:' label in your 'Control' tab.
- 5) Set the acceleration, dampening, maximum velocity, and sleep velocity of your control. These settings take some playing around with to get right so be patient!
- 6) You now have full control over your ropes, Enjoy!