



Horse Animset Pro Integration

Overview

For any help with using this asset specifically, please refer to the Wiki linked below. If you need any help using Game Creator 2, please refer to the official Game Creator 2 documentation, or look at my YouTube channel below where I cover Game Creator tutorials.

PS: It is recommended to not have this in the same project as Easy Template Kit - RPG

Steps

1. Go to **Assets\Plugins\RVRGaming\RapidTemplate\Scripts** and open the **HAPIntegration** Unity package and install the package.
2. You will now have two new options in the Hierarchy menu, Player HAP and Horse. These options use Horse Animset Pro.
3. Go to the **Plugins>RVRGaming>RapidTemplate>RPG>Melee>SwordShield**. Select the **Player_SwordShield** and in Combos, change it to **Player_Combos_Rider**.
4. Go to the **Plugins>RVRGaming>RapidTemplate>RPG>Shooter>Bow**. Select the **Bow** and in Sights, add two new sights; **Bow_Idle_Mounted** (ID called Idle_Mounted) and **Bow_Aim_Mounted** (ID called aim_Mounted).
5. Go to the **Plugins>RVRGaming>RapidTemplate>RPG>Inventory>Items**. Select the **Inv_Bow** and in On Equip, in **Set Global Variable – Combat[Equip-Ranged] = Actions-EquipBow** change the prefab to **Actions-EquipBowMounted**
6. Go to the **Plugins>RVRGaming>RapidTemplate>RPG>Inventory>Items**. Select the **Inv_Sword_Metal** and in On Equip, in **Set Global Variable – Combat[Equip-Melee] = Actions-EquipSword** change the prefab to **Actions-EquipSwordMounted**

Support

- Asset Documentation - [Wiki](#)
- Video tutorials for GC2 - [YouTube Channel](#)
- Asset support - [Discord](#)