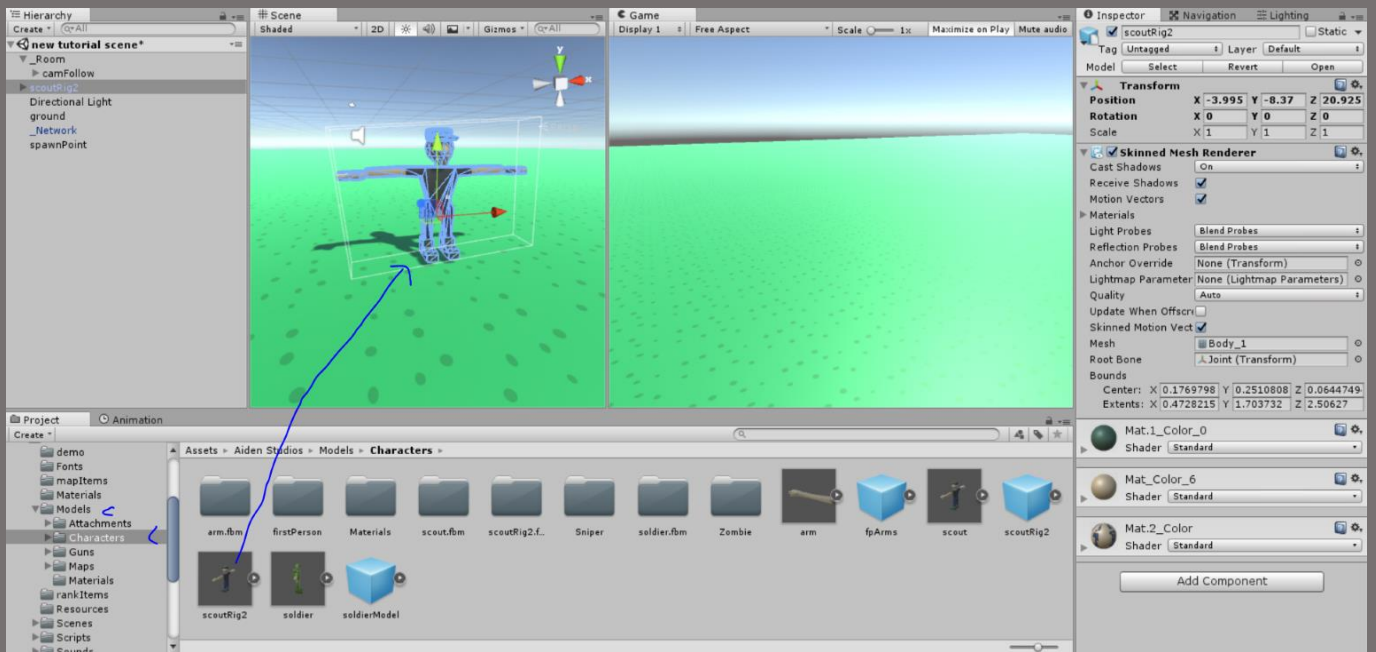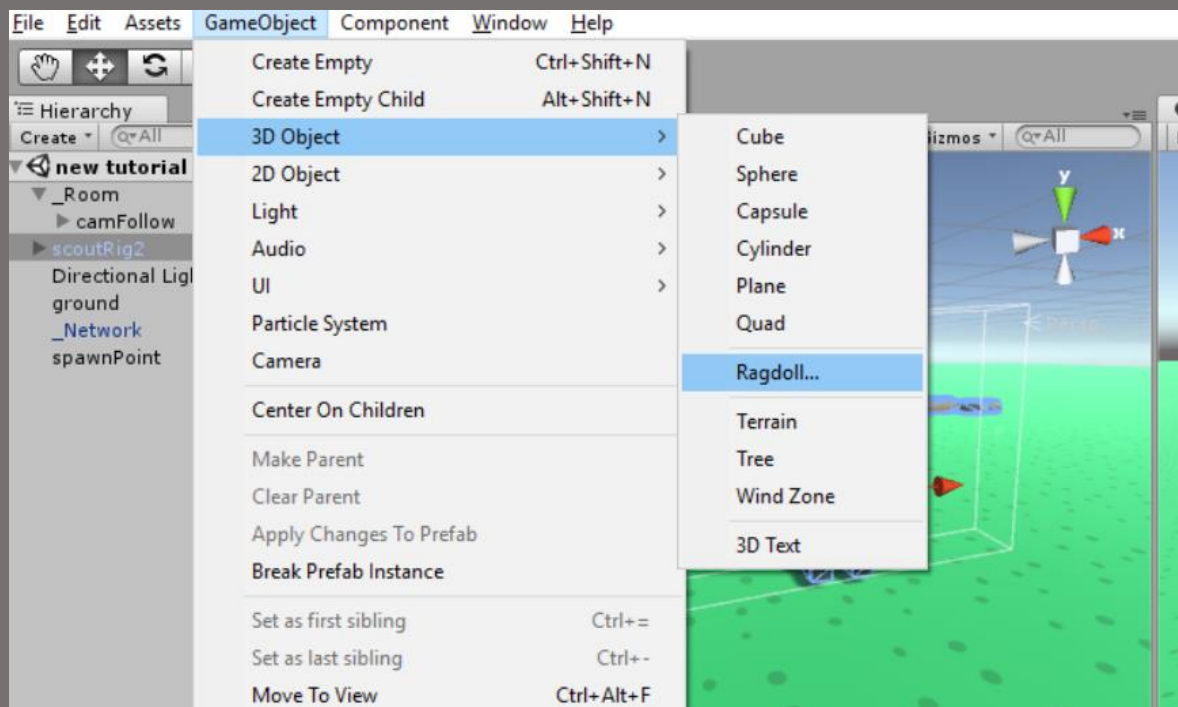# EZFPS

Getting Started

6. Changing the ragdolls
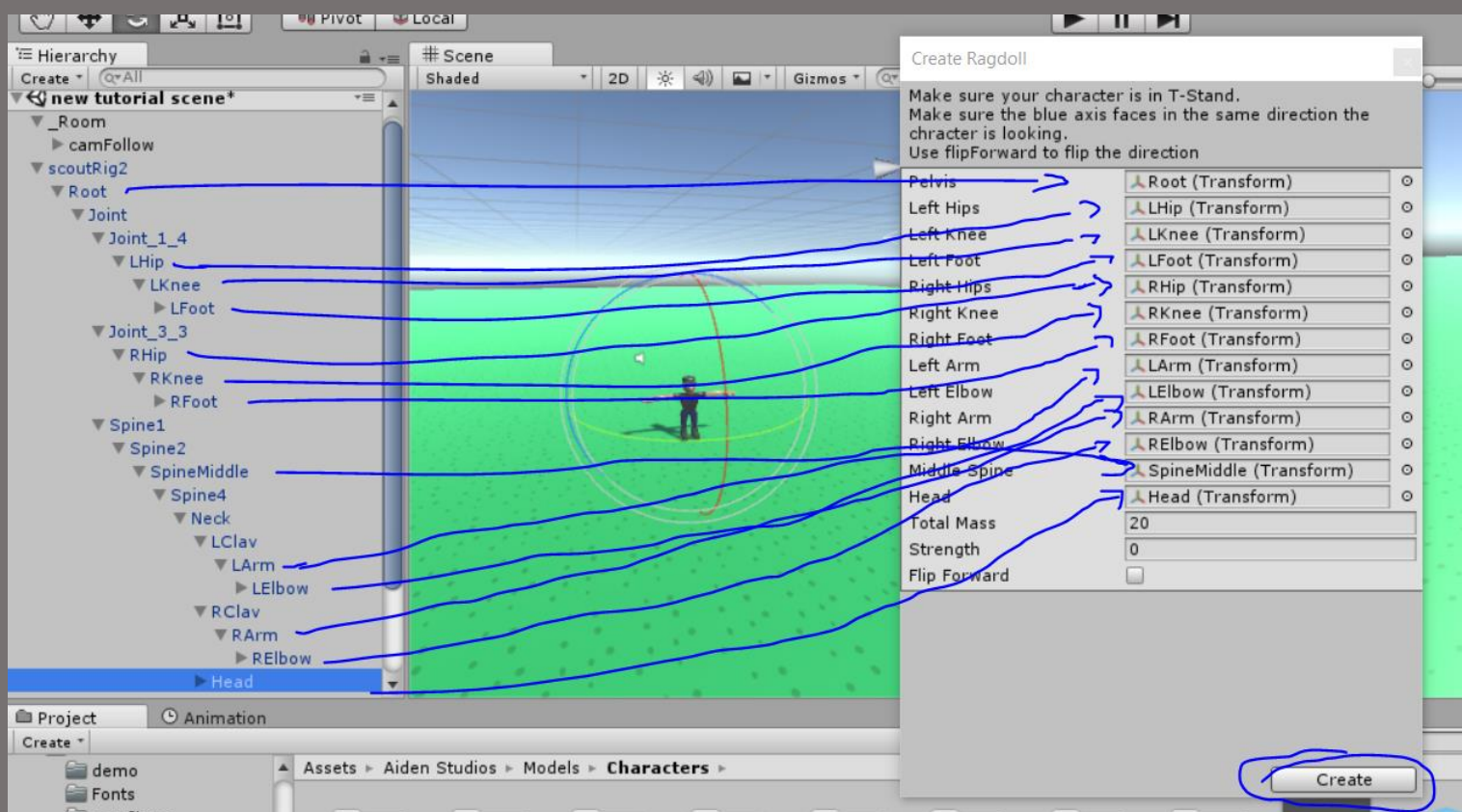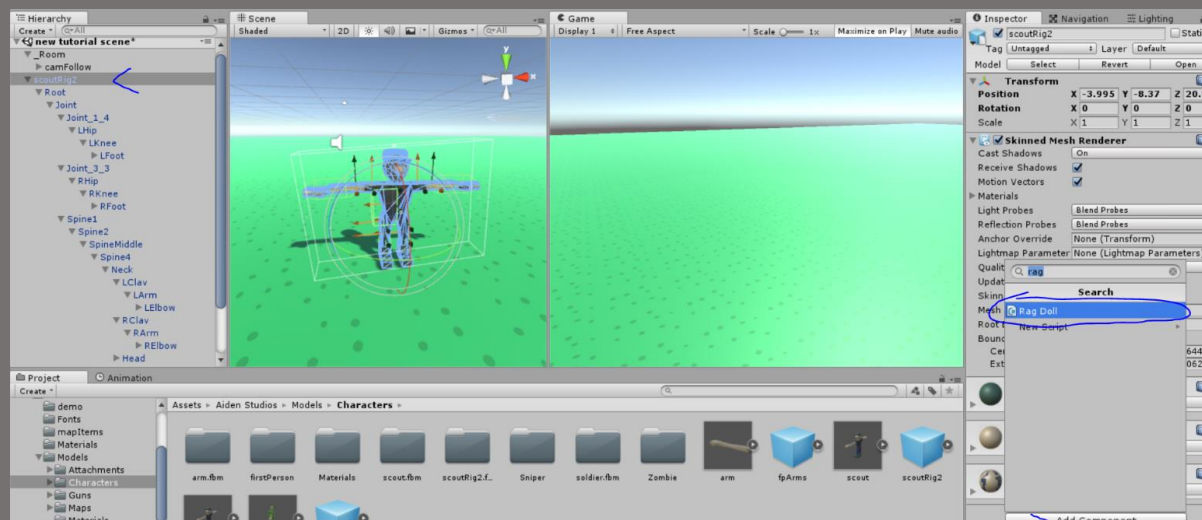
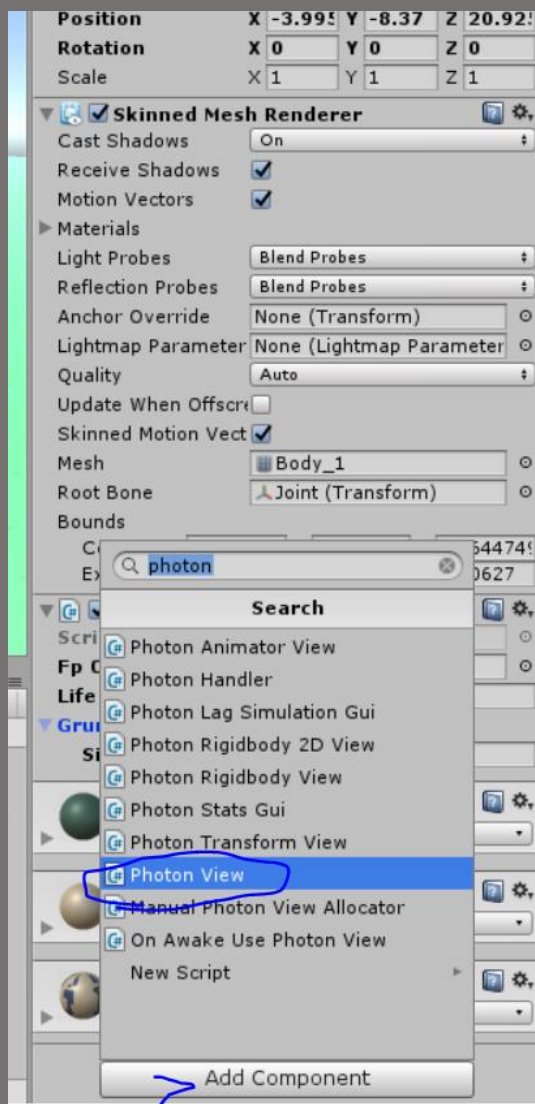# 1. Drag your desired player model into the Scene

2

2. Go to GameObject>3D Object>Ragdoll... and open the Ragdoll Wizard

3. Drag and attach your model's bones/joints into the appropriate slots (there are lots of videos on doing this part online) and press "Create".
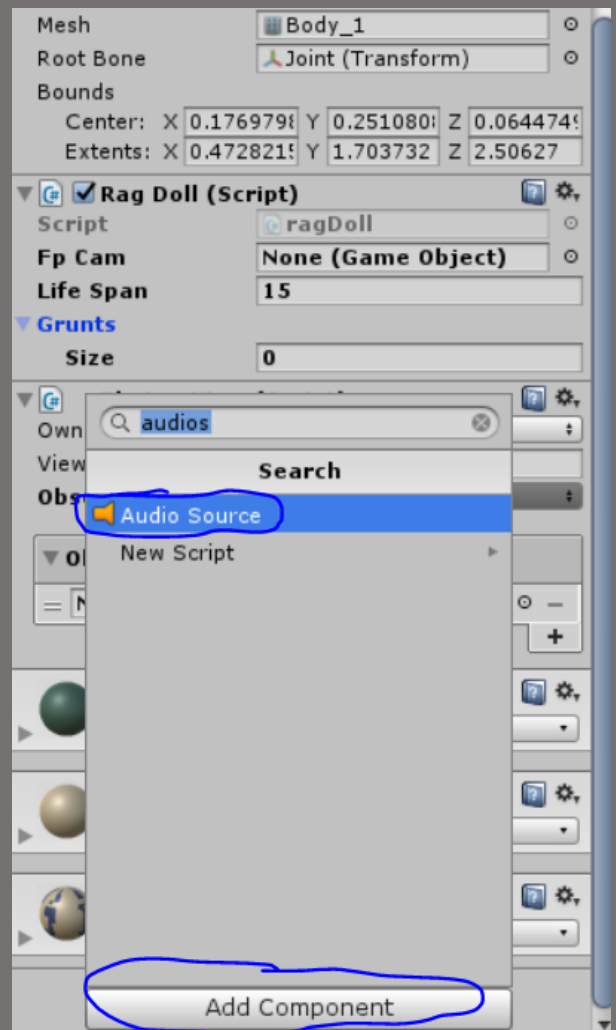

4

4. Now, once your model has the physics components added, close out the wizard, and add the Rag Doll component to the game object.
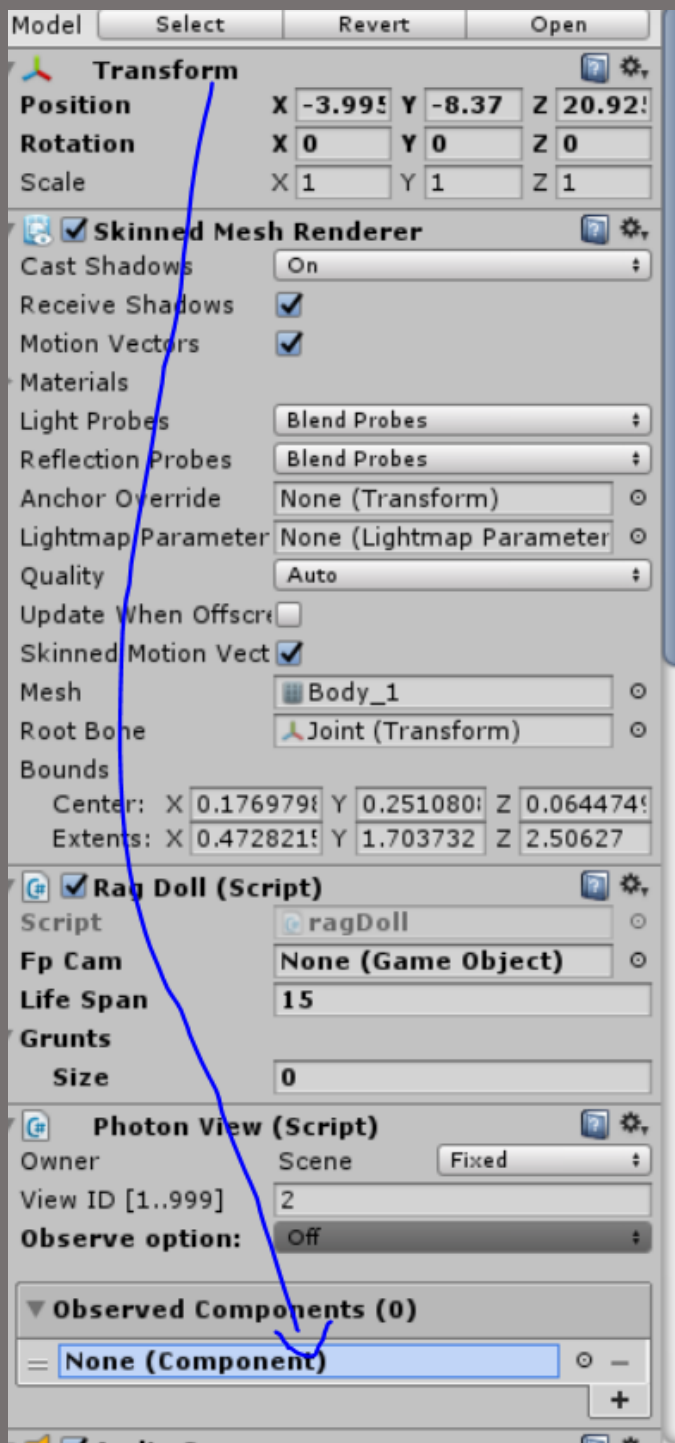
Position
Position	X	-3.995	Y	-8.37	Z	20.92!
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

▼ ✓ Skinned Mesh Renderer

Cast Shadows	On
Receive Shadows	✓
Motion Vectors	✓
▶ Materials	
Light Probes	Blend Probes
Reflection Probes	Blend Probes
Anchor Override	None (Transform)
Lightmap Parameter	None (Lightmap Parameter)
Quality	Auto
Update When Offscr	☐
Skinned Motion Vect	✓
Mesh	Body_1
Root Bone	Joint (Transform)
Bounds	

Q photon

Search

- Photon Animator View
- Photon Handler
- Photon Lag Simulation Gui
- Photon Rigidbody 2D View
- Photon Rigidbody View
- Photon Stats Gui
- Photon Transform View
- **Photon View**
- Manual Photon View Allocator
- On Awake Use Photon View
- New Script

Add Component

5

5. Next, add a Photon View component

6. And then an Audio Source

Mesh	Body_1	
Root Bone	Joint (Transform)	
Bounds		

Center: X 0.176979! Y 0.251080: Z 0.064474!
Extents: X 0.472821! Y 1.703732 Z 2.50627

▼ ✓ Rag Doll (Script)

Script	ragDoll
Fp Cam	None (Game Object)
Life Span	15
▼ Grunts	
Size	0

Own	
View	
Obs	

Q audios

Search

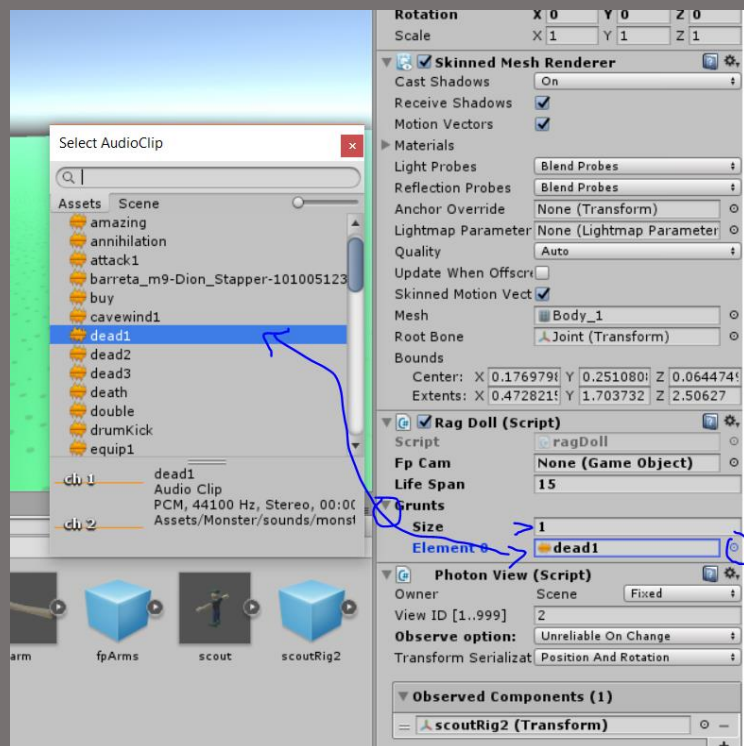- **Audio Source**
- New Script

Add Component

6

7

8

7. In your Photon View, click and drag the Transform component into the "Observed Components" list.

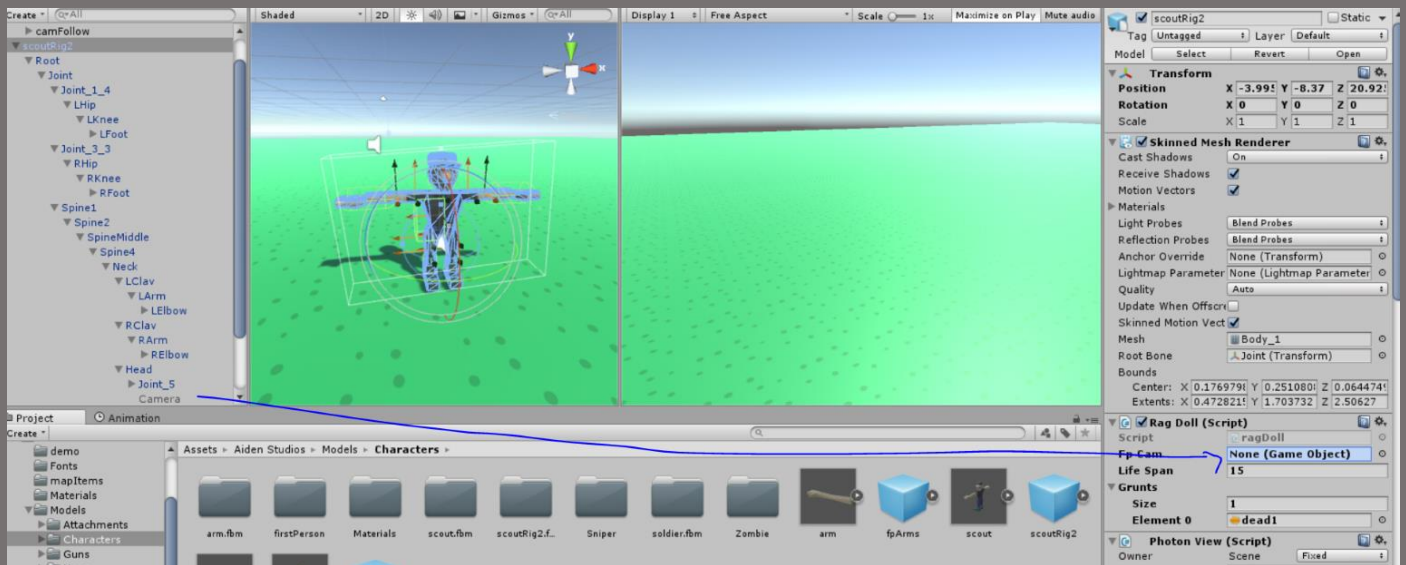**8. Add your desired death sounds. They will be picked at random to be played.**
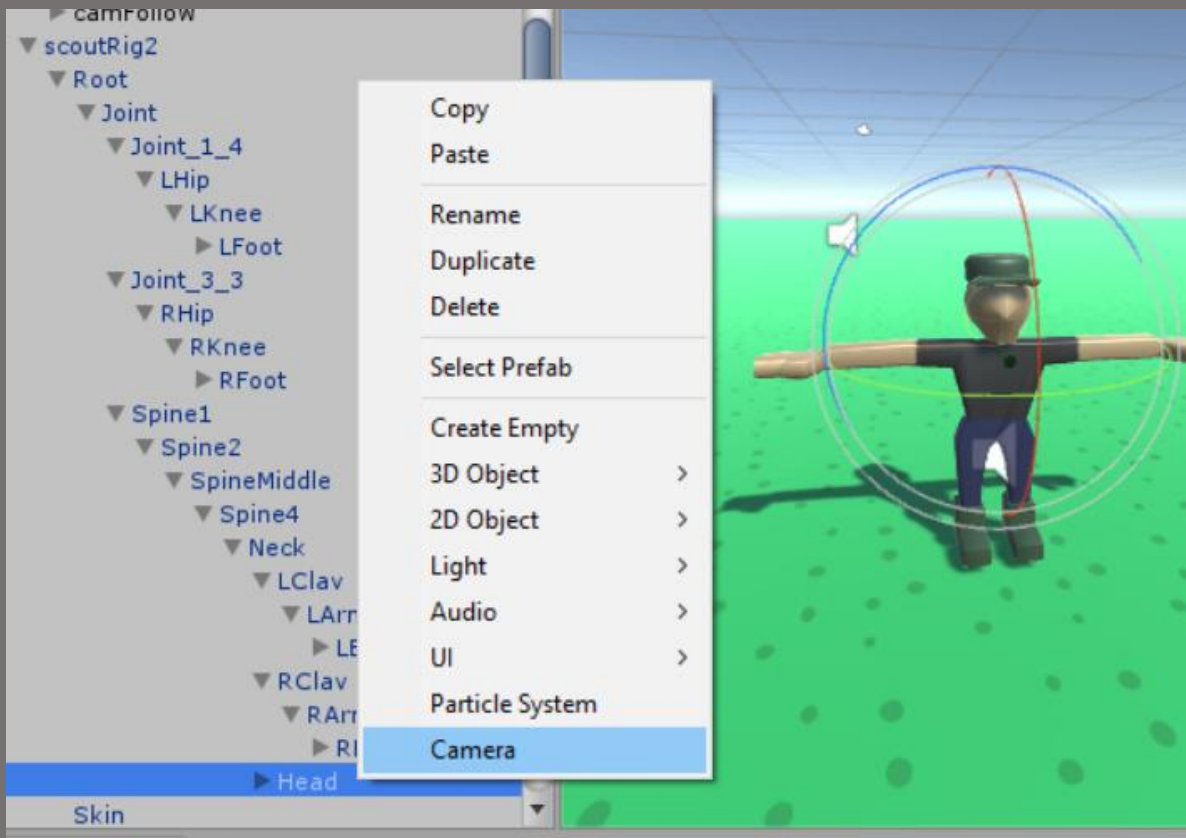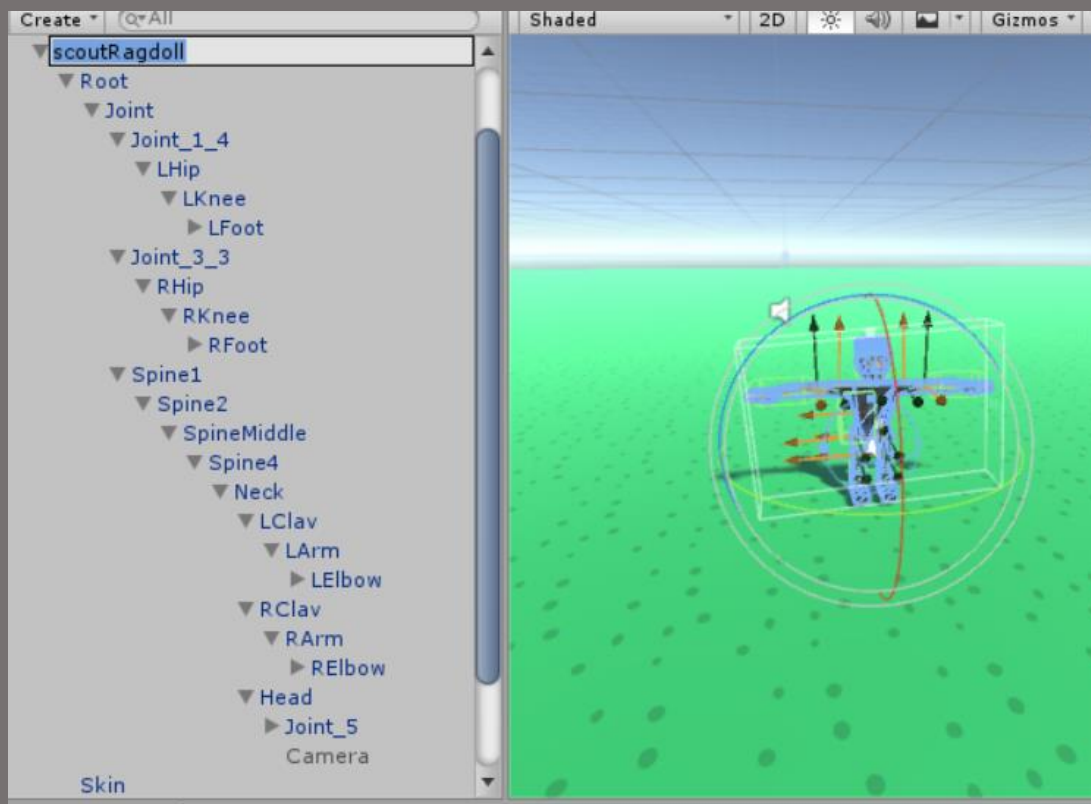
9. Find your model's head, right click, and add a Camera.
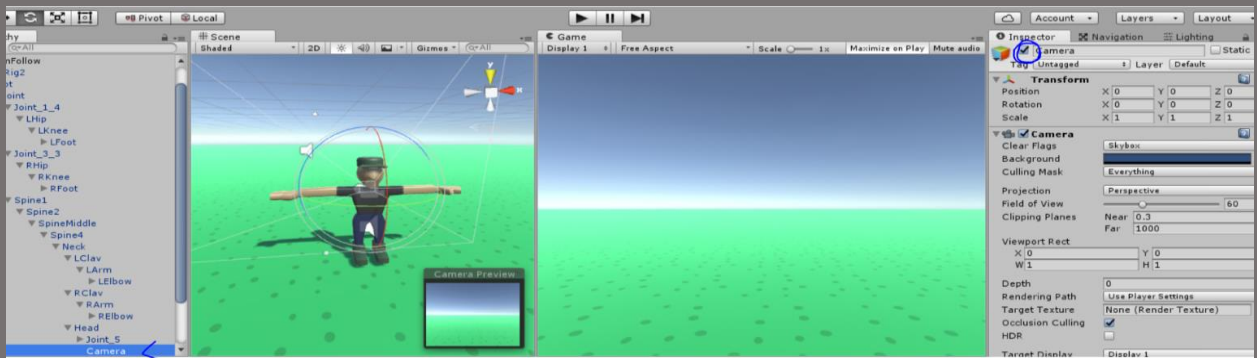
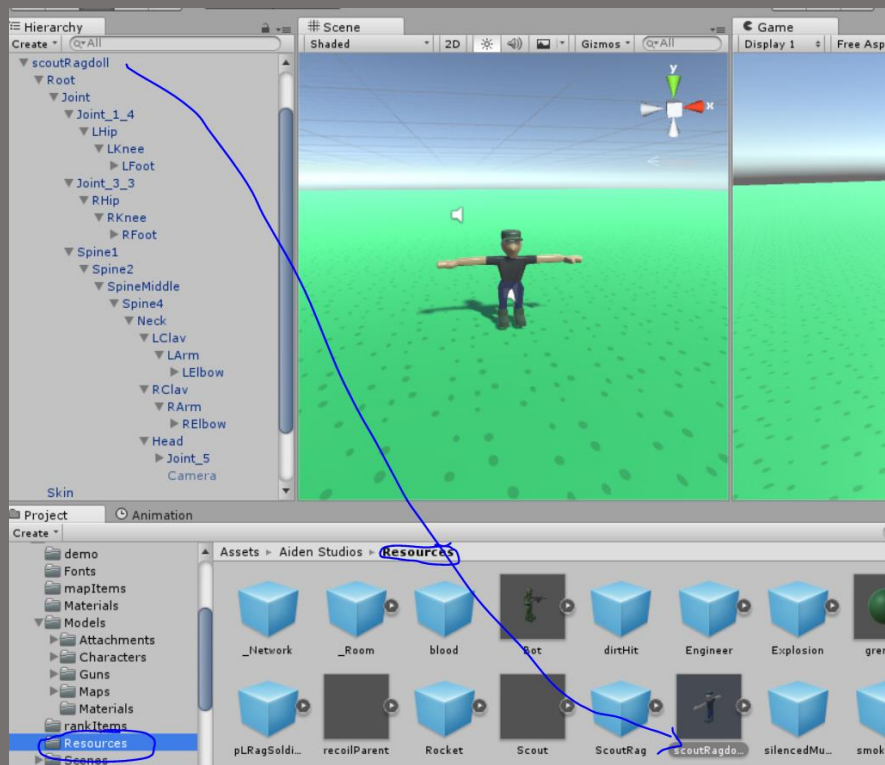10. Now, if everything looks good, disable the game object.

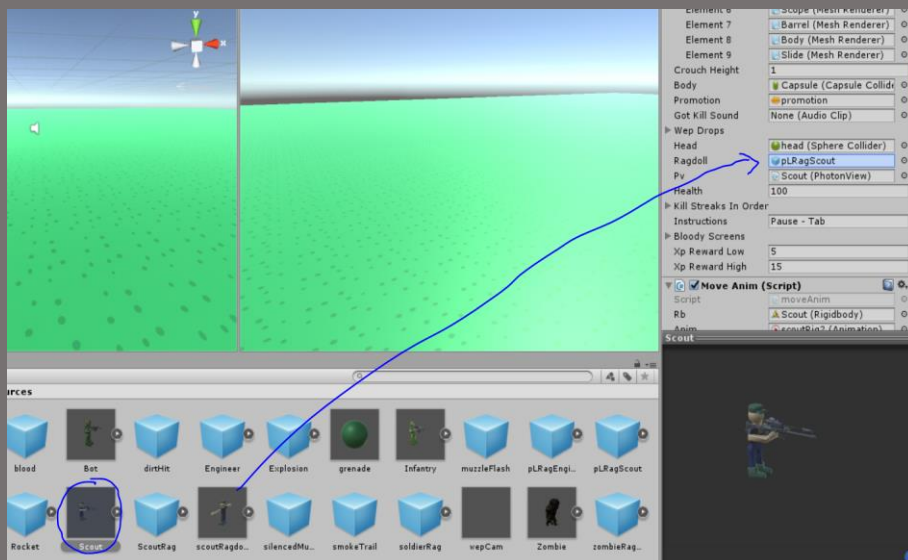11. Back at the Rag Doll component, click and drag your new camera object into the "FP Cam" variable.

12. Rename to whatever you want.

13

13. Turn the game object into a new prefab in the Resources folder, either by just dragging the game object in from the Scene, or Assets>Create>Prefab.
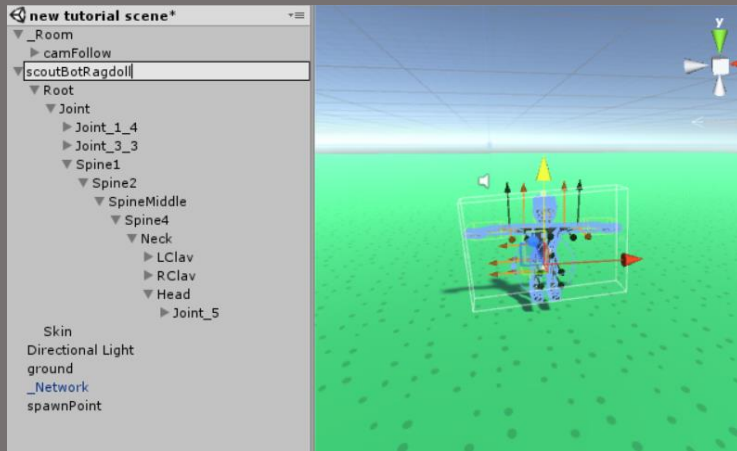

14

14. Locate the Player Class Prefab that you made the ragdoll for, and drag your new ragdoll's prefab into the Character Controls' "Ragdoll" variable. Now you're done!
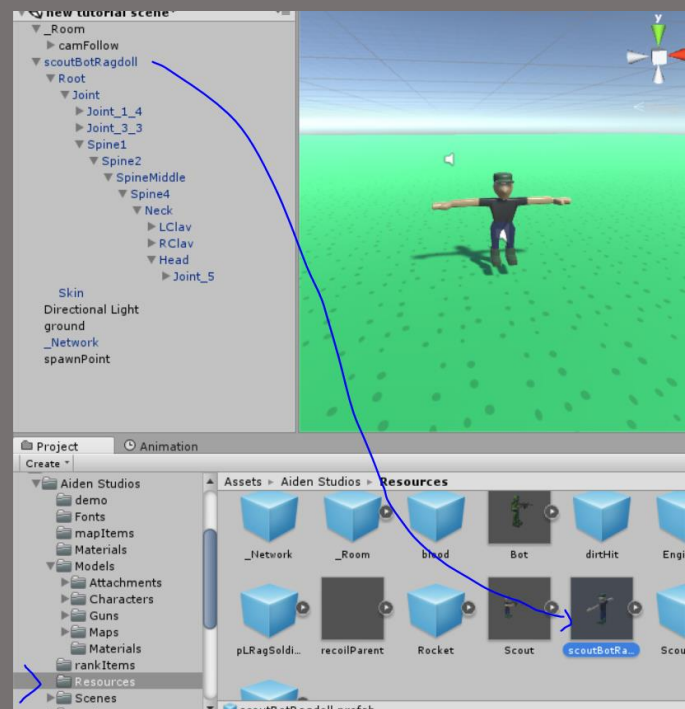
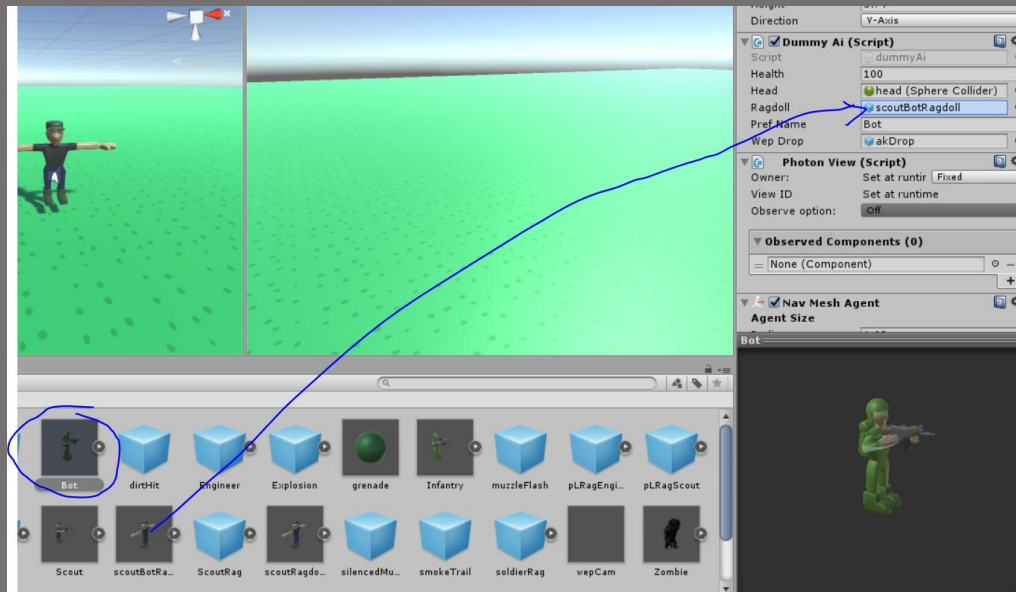# CONTINUE ONLY IF YOU ARE MAKING A RAGDOLL FOR A BOT/ZOMBIE

botEnding

9. Rename your game object to "Bot Ragdoll", or whatever fits best.

10. Turn the game object into a new prefab in the Resources folder, either by just dragging the game object in from the Scene, or Assets>Create>Prefab.

botEnding2

botEnding3

11. Locate the Bot/Zombie prefab you made the ragdoll for, and drag your new ragdoll's prefab into the Dummy Ai Component's "Ragdoll" variable.
Now you're done!