

Set up character guide.

This guide will help you to set your own character, the same as in the DemoScene.

Create a new scene ("File > New Scene");

delete gameObject "Main Camera";

create a floor for your character ("GameObject > 3D Object > Plane");

make sure your floor at $y = 0$;

drag & drop to Hierarchy view "Character Template" prefab witch located at "Assets > IC Interactive > Common > Prefabs";

drag & drop you character model to "Character Template" gameObject in Hierarchy view;

assign animator controller "Human" located at "Assets > IC Interactive > Common > AnimatorControllers" to your character;

assign script "AnimatorMovement" to your character gameObject ("Assets > IC Interactive > Common > Scripts > Character");

assign variable "Animator" to script "Character" which assigned to gameObject "Character Template > Physics" - drag & drop your character gameObject;

drag & drop gameObject "*ParentThisTo_Root" (inside "Character Template" gameObject) to your character model gameObject in Hierarchy view;

now you can drag & drop prefab "Vehicle" or "Door" or "Rock" or "Pickable" (depending on your package) to test interaciton;

Done!

Set up vehicle guide.

Your car model should have separate door and wheel models.

Place your own model in vehicle gameObject "Vehicle > Car > Model". Edit transform if needed.

Copy "Animation" component from "Vehicle > Car > Model > DoorFrontLeft" to you own door (right click on component > copy component on my door and then right click on transform component > paste component as new on your door), and select gameObject "Vehicle > InteractionRig > DriverSit > InteractionTrigger" and in "InteractiveObject" script assign your door to variable "Front Left Door".

You also need to assign your "Wheel meshes" to script "CarController" that attached to gameObject "Car".

You might need to edit transforms of gameObjects in "Vehicle > Car > Wheels" and "Vehicle > InteractionRig > DriverSit > SitStart".

Turn off every visual parts of old car.