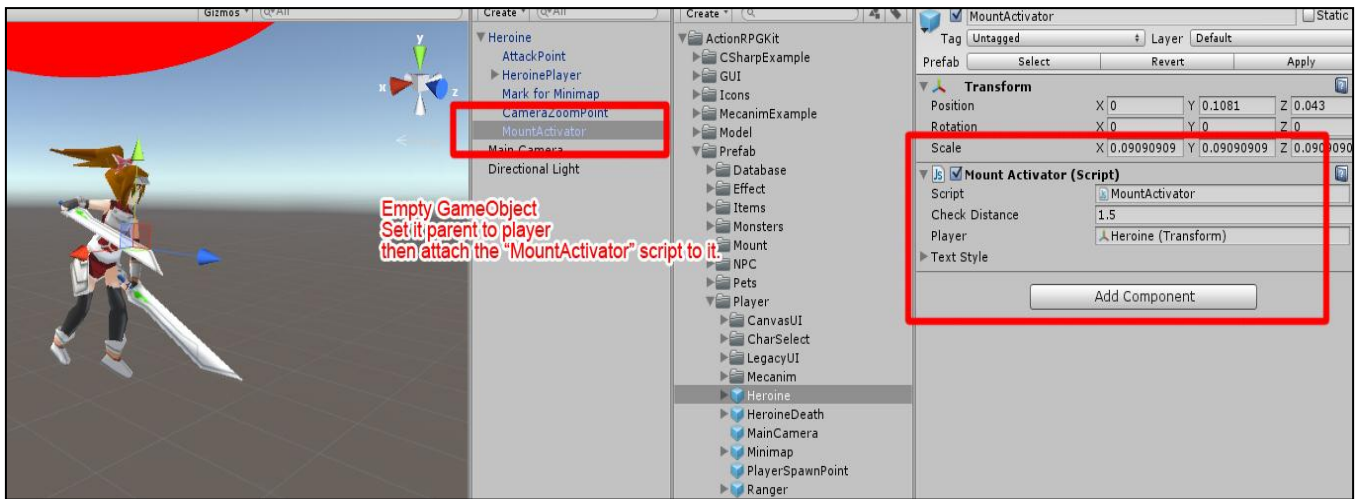


1. Create Empty Game Object and make it parent of your player.
2. Attach "MountActivator" script to it.



3. In the Riding animal object set it's tag to "Mount"
4. Attach "MountController" to it.

