Third Person Controller – Basic Locomotion Lite Version

(v2.0 - 17/01/2020)

Thank you for supporting this asset, we develop this template because a lot of developers have good ideas for a Third Person Game, but creating a Character Controller is really hard and takes a lot of time.

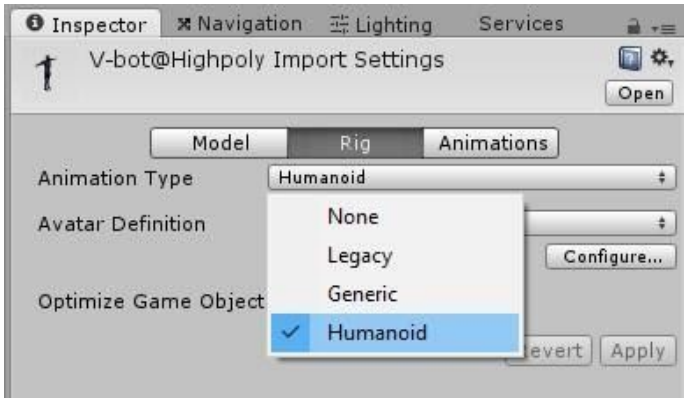
This is the FREE LITE version of our [Basic Locomotion Template], it only includes the very basic and essential to move and jump (Root motion or Rigidbody).

With this template, you can setup a 3D Model in just a few seconds, without the need of knowing advanced scripting or wasting time dragging and drop game objects to the inspector, instead you can just focus on making your game.

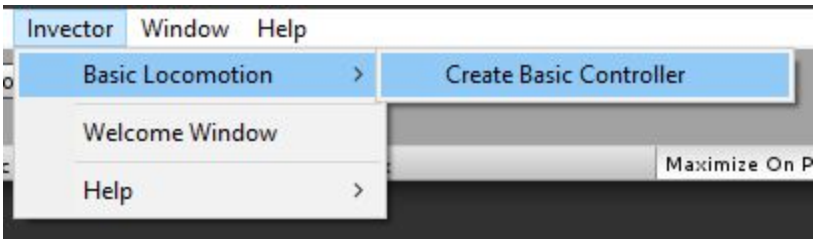
--- Invector Team ---

CREATING A CHARACTER CONTROLLER

Make sure that your fbx character is set up as **Humanoid**



To setup a new character, go to the tab *Invector* > *Basic Locomotion* > *Create Basic Controller*

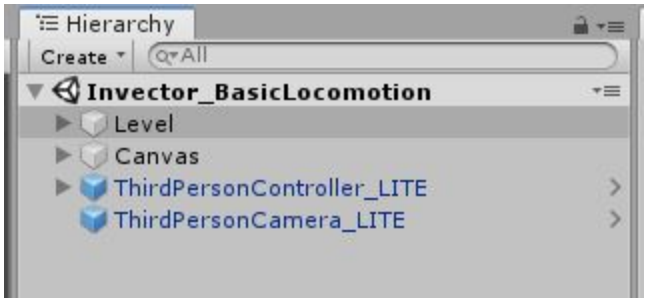


Make sure your Character is **Fully Rigged** and set up the FBX as a **Humanoid**, then assign the FBX to the field "FBX Model and the rest of the fields will be already assigned with our default AnimatorController and CameraState, you can of course replace to your own modified version of those files if you want.

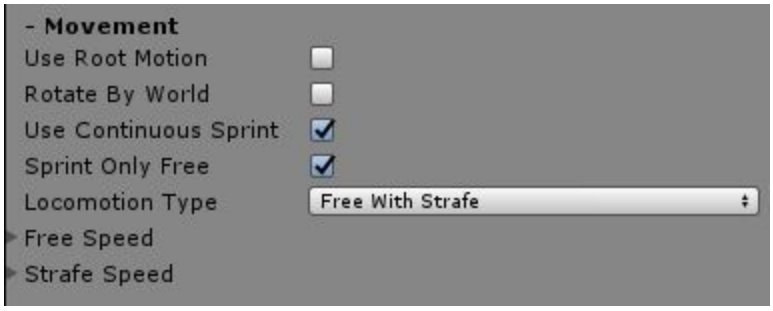
The **Animator Controller** will be already assigned with our default Animator, you can duplicate and modify it later to replace the default animations to your own.

Click on the button “Create” to finish the character.

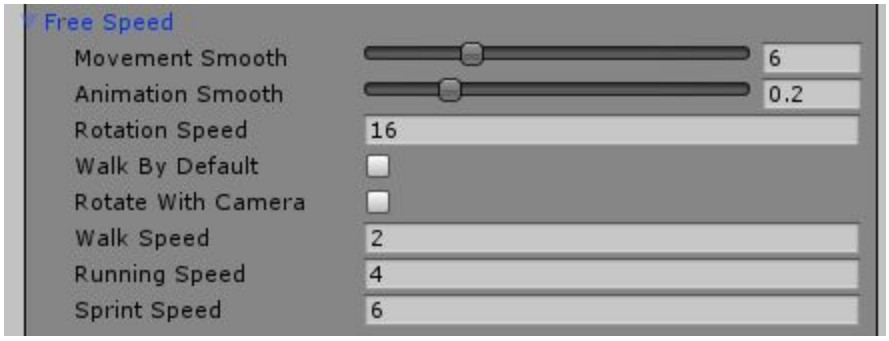
The **Character Creator** window will take care of all the hard work automatically and set up components such as capsule collider, rigibody, etc... It creates the **ThirdPersonController** and the **ThirdPersonCamera**.



In the Player Inspector you can see the following information:

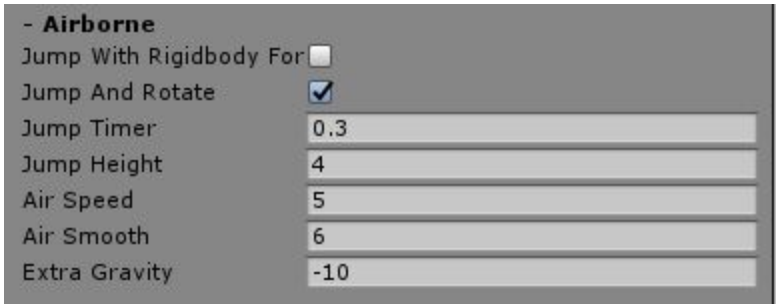


Use Root Motion: check this option to move the character using the Root Motion from the animation, make sure to reset all the Free and Strafe Speed values back to zero, otherwise it will use the RootMotion velocity plus the Extra Speed.
Locomotion Type: You can use 2 different locomotions (*you can also use both at the same time and switch with an input as the demo scene shows*)
- **Free Locomotion** *camera freely orbit around the player and player freely moves forward to any direction - recommended for Action Adventure Games.*
- **Strafe Locomotion** *works with 8 direction animations but always looking forward - recommended for Shooter games*

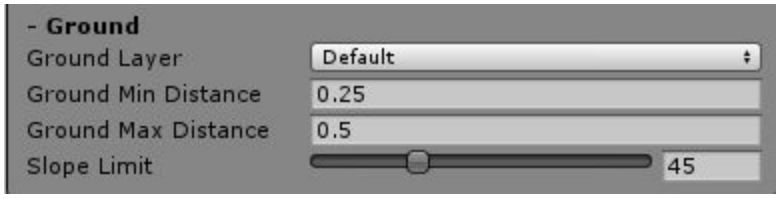


Movement Smooth: Set the Smooth of the Rigidbody Movement
Animation Smooth: Set the Smooth of the Animation transition in the Animator
Rotation Speed: Rotation speed of the Controller
WalkByDefault: Check to make the character walk by default instead of run and run instead of sprint.
Free and Strafe Speed: Here you can set individual extra speed for each state of Walking, Running or Sprinting

Rotate By World: Used for TopDown games
Use Continuous Sprint: Check to “Press” the sprint button or uncheck to Press once to sprint and press again to stop sprinting
Sprint Only Free: Sprints on FreeLocomotion even when you’re using Strafe Locomotion



Jump With Rigidbody Force: Use Rigidbody's momentum to jump longer
Jump And Rotate: Rotate the character while in air
Jump Timer: How long you will jump
Jump Height: Height of the jump
Air Speed: Movement Speed while airborne
Air Smooth: Smooth of the movement while airborne
Extra Gravity: Add extra gravity to fall quicker



Ground Layer: Used to identify the ground, make sure your floor object is using the "Default" layer, otherwise the character will play the 'falling' animation.
Ground Check Method: Quality of the ground check method High or Low
Ground Min Distance: minimum distance to check the ground
Ground Max Distance: maximum distance to check the ground