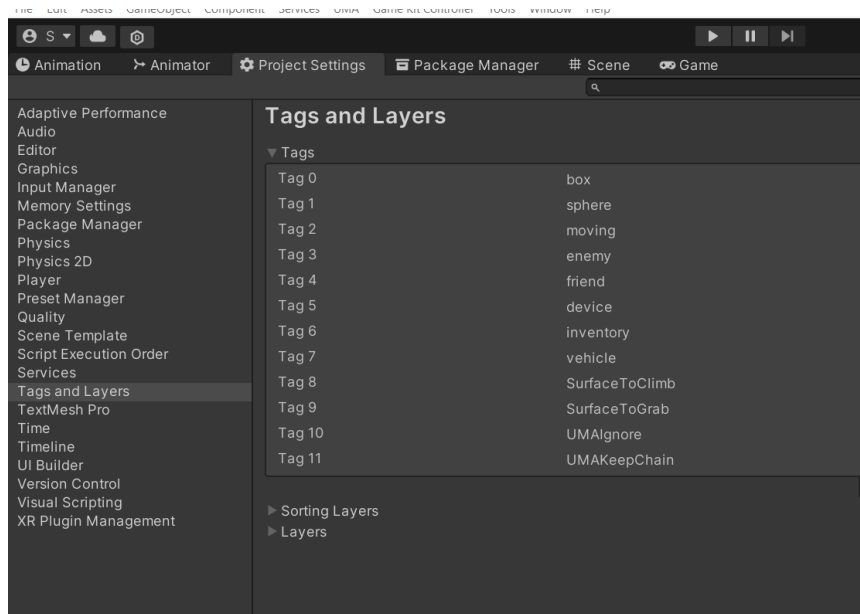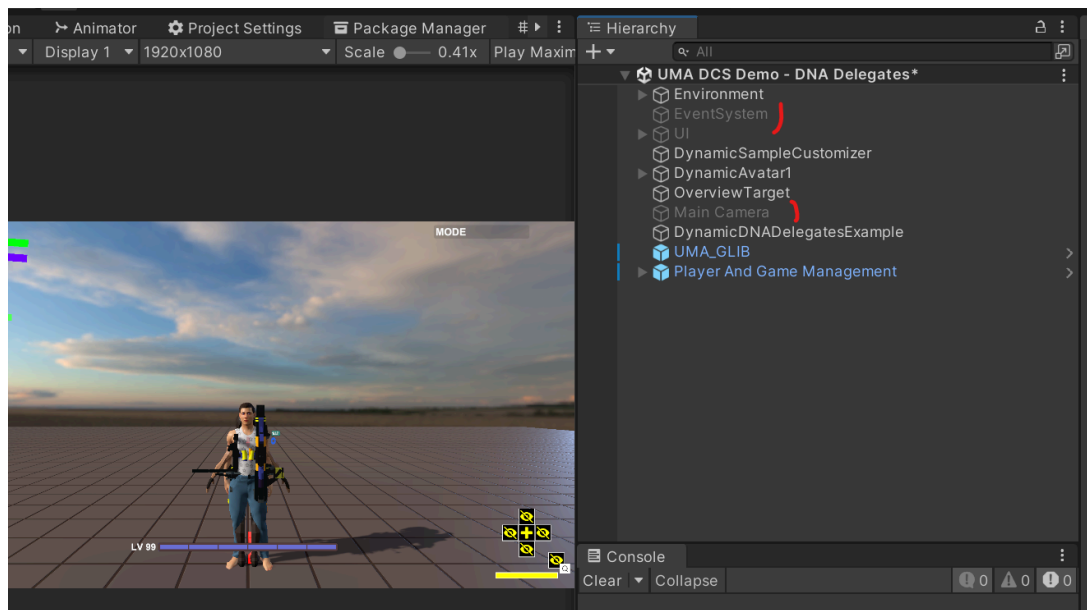# UMA GKC INTEGRATION 2024

-Import UMA 2 and GKC from the store and make sure tags are like this:
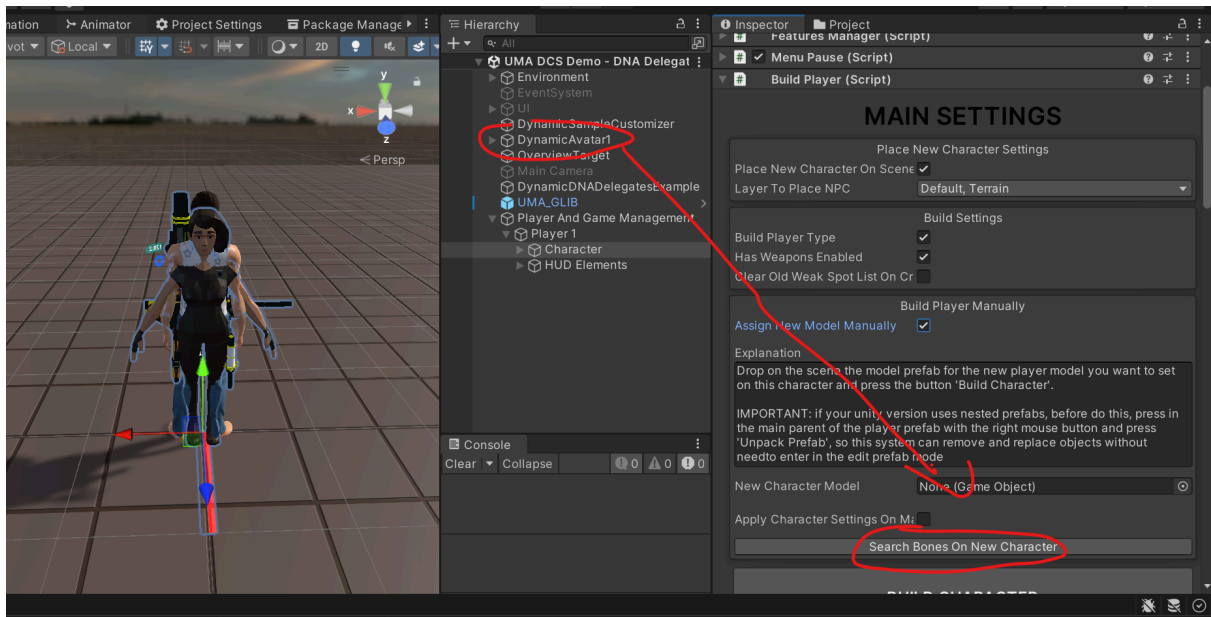

-Open the scene "DNA Delegates"

-Drop the main player prefab "Player and Game Management" into the scene. On the hierarchy, make right click on it and select "Unpack completely"
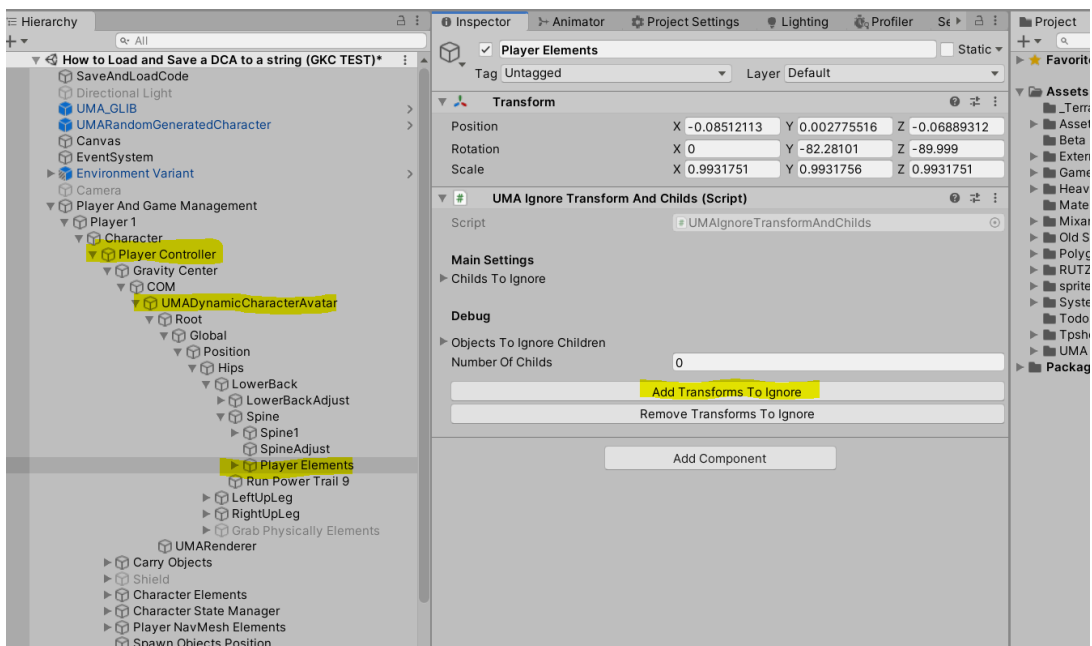
-Disable these objects from the hierarchy

-Then use the manual character creator, selecting the UMA character as the new model and replace the model of that player with this UMA character.
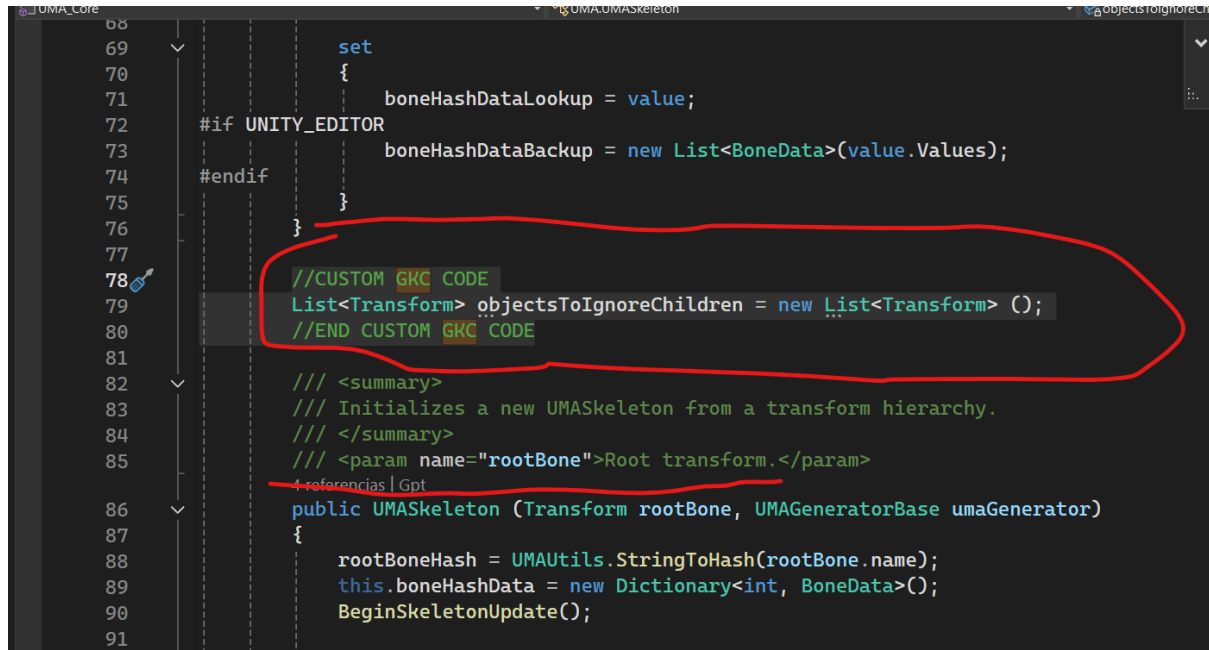
-Go here and press this button:

You can see the field Number Of Childs will change its value from 0 to a certain number.

Now, some code needs to be added.

-Open the script UMASkeleton.cs and add these lines here before the marked lines:

//CUSTOM GKC CODE
List<Transform> objectsToIgnoreChildren = new List<Transform> ();
//END CUSTOM GKC CODE

-Then, add this other code before of the line on the next capture:

```
 //CUSTOM GKC CODE
if(rootBone!= null){
        objectsToIgnoreChildren.Clear();

        UMAIgnoreTransformAndChilds currentUMAIgnoreTransformAndChilds =
rootBone.GetComponentInChildren<UMAIgnoreTransformAndChilds>();

        if(currentUMAIgnoreTransformAndChilds!= null){
                objectsToIgnoreChildren =
currentUMAIgnoreTransformAndChilds.getChildrenList();

                Debug.Log(objectsToIgnoreChildren.Count);
        }
}
//END CUSTOM GKC CODE
```

```
84          /// </summary>
85          /// <param name="rootBone">Root transform.</param>
            4 referencias | Gpt
86    ∨     public UMASkeleton (Transform rootBone, UMAGeneratorBase umaGenerator)
87          {
88              rootBoneHash = UMAUtils.StringToHash(rootBone.name);
89              this.boneHashData = new Dictionary<int, BoneData>();
90              BeginSkeletonUpdate();
91
92 💡          //CUSTOM GKC CODE
93    ∨        if(rootBone!= null){
94                  objectsToIgnoreChildren.Clear();
95
96                  UMAIgnoreTransformAndChilds currentUMAIgnoreTransformAndChilds = rootBone.GetComponentInChildren<UMAIgnore
97
98    ∨            if(currentUMAIgnoreTransformAndChilds!= null){
99                      objectsToIgnoreChildren = currentUMAIgnoreTransformAndChilds.getChildrenList();
100
101                     Debug.Log(objectsToIgnoreChildren.Count);
102                 }
103             }
104             //END CUSTOM GKC CODE
105
106             AddBonesRecursive(rootBone, umaGenerator);
107             EndSkeletonUpdate();
108
```

-And on the function AddBonesRecursive of that same script, replace the code inside the for loop function with this code:


```
188             {
189                 Debug.LogError("AddBonesRecursive: " + transform.name + " already
190             }
191         }
192
193   ∨     for (int i = 0; i < transform.childCount; i++)
194         {
195             var child = transform.GetChild(i);
196             //AddBonesRecursive(child, umaGenerator);
197
198 💡         //CUSTOM GKC CODE
199   ∨         if (objectsToIgnoreChildren.Count > 0) {
200   ∨             if (!objectsToIgnoreChildren.Contains (child)) {
201                     AddBonesRecursive (child, umaGenerator);
202                 }
203   ∨         } else {
204                 AddBonesRecursive (child, umaGenerator);
205             }
206             //END CUSTOM GKC CODE
207         }
208     }
209
        2 referencias | Gpt
210   ∨ protected virtual BoneData GetBone(int nameHash)
211     {
```
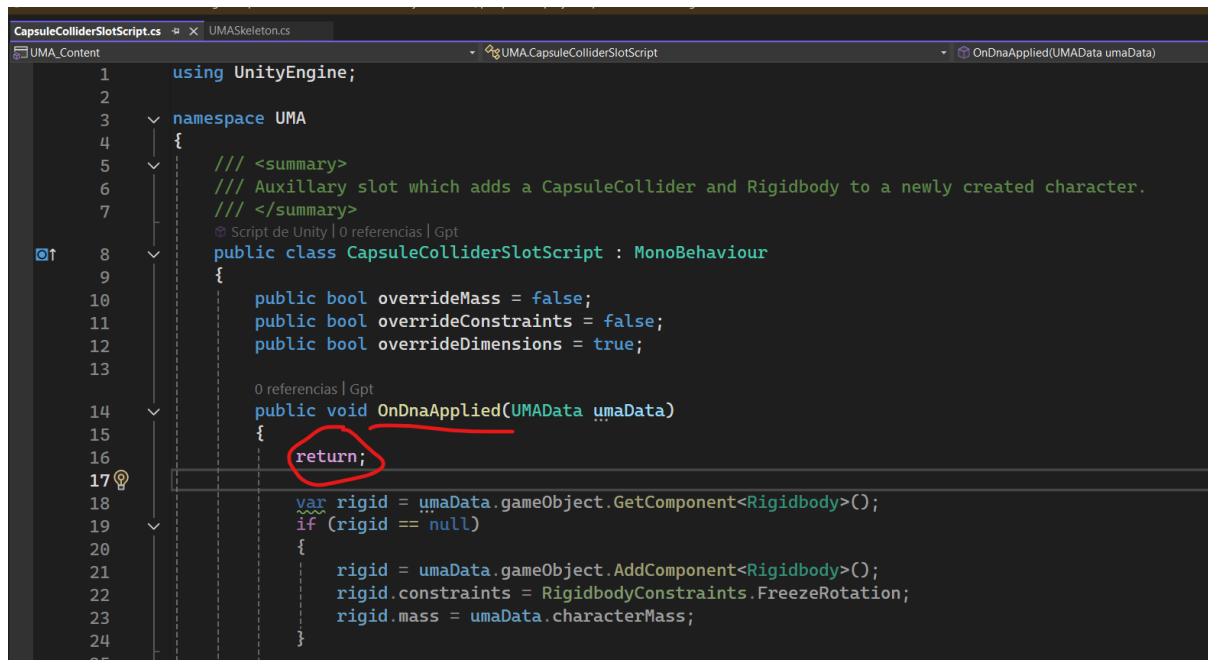
var child = transform.GetChild(i);
//AddBonesRecursive(child, umaGenerator);

//CUSTOM GKC CODE
if (objectsToIgnoreChildren.Count > 0) {
                         if (!objectsToIgnoreChildren.Contains (child)) {
                                 AddBonesRecursive (child, umaGenerator);
                         }
} else {
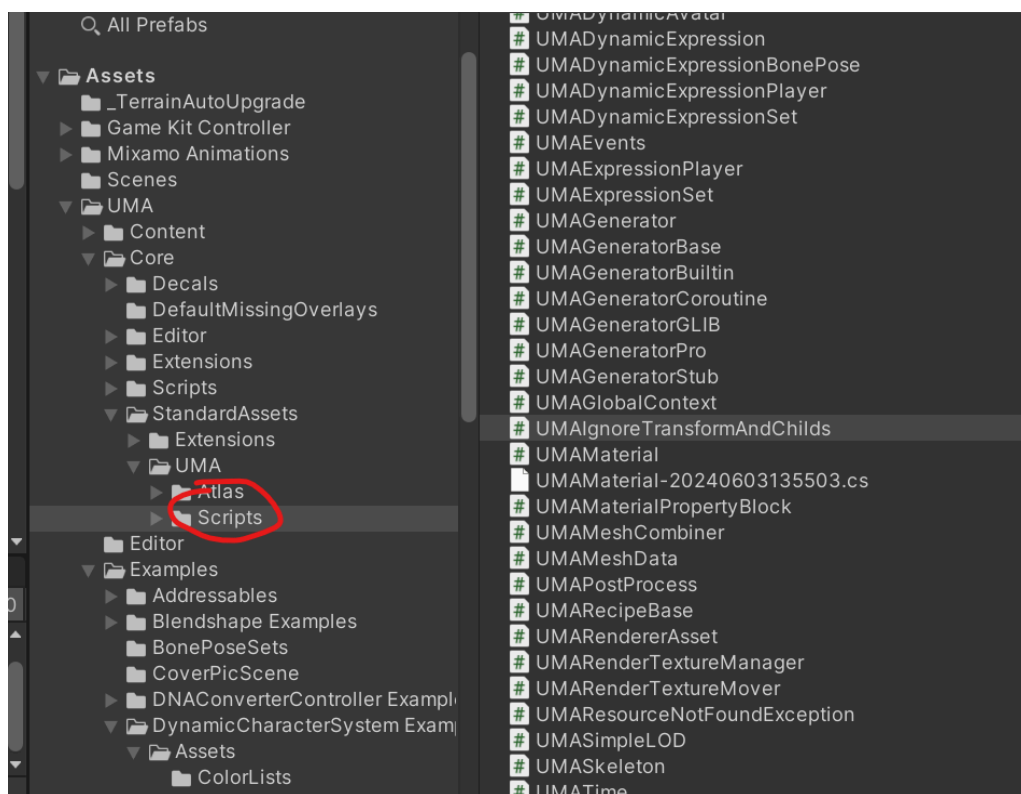   AddBonesRecursive (child, umaGenerator);
}
//END CUSTOM GKC CODE

-Make sure to save the changes on that file

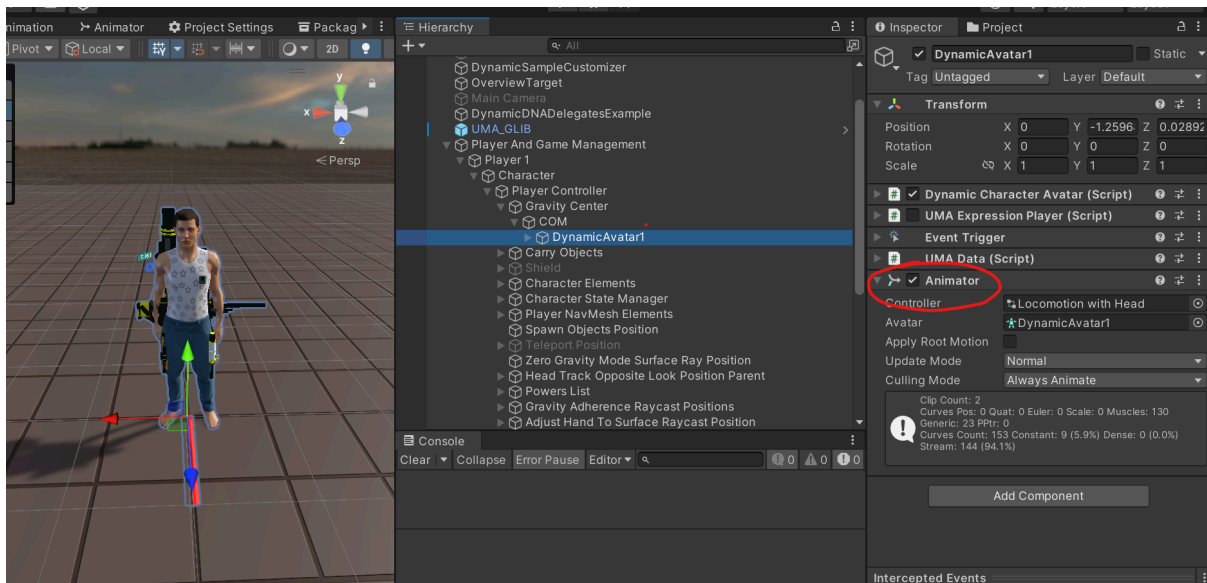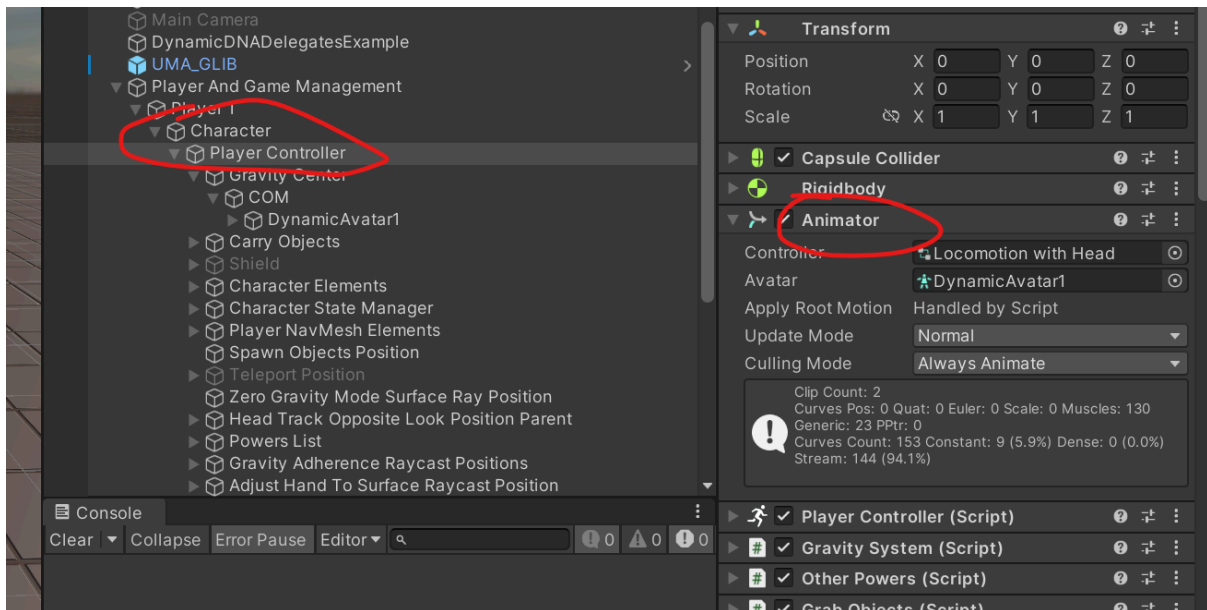-Open the script CapsuleColliderSlotScript.cs and add this return line here:

-Move the scripts UMAIgnoreTransformAndChilds and UMAIgnoreTransformAndChildsEditor from GKC folder to this folder:
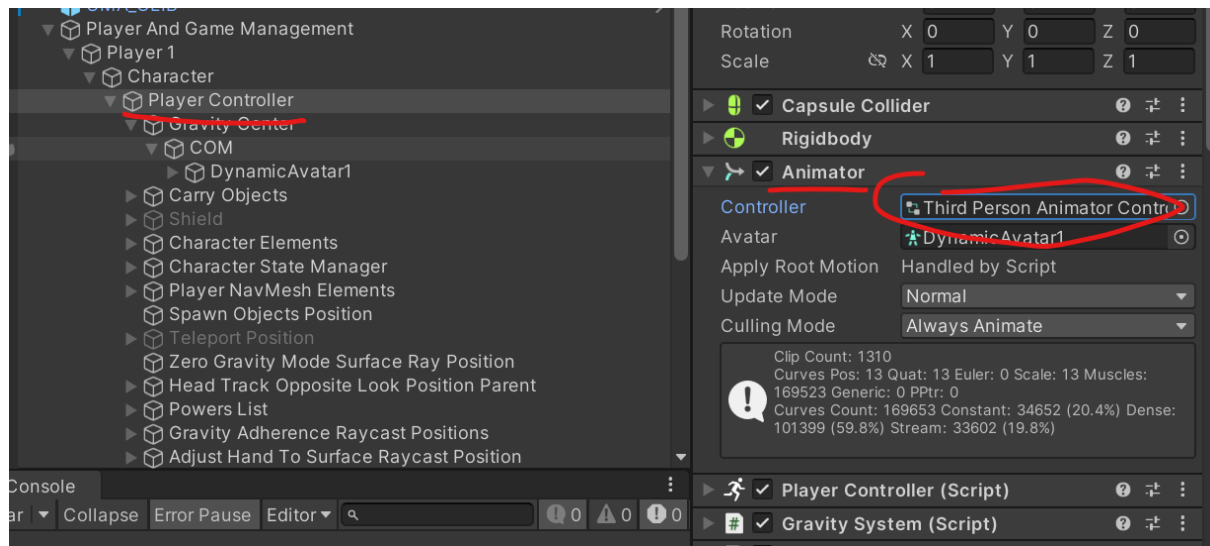
-On the UMA avatar object, press right click on its animator and press Copy Component:
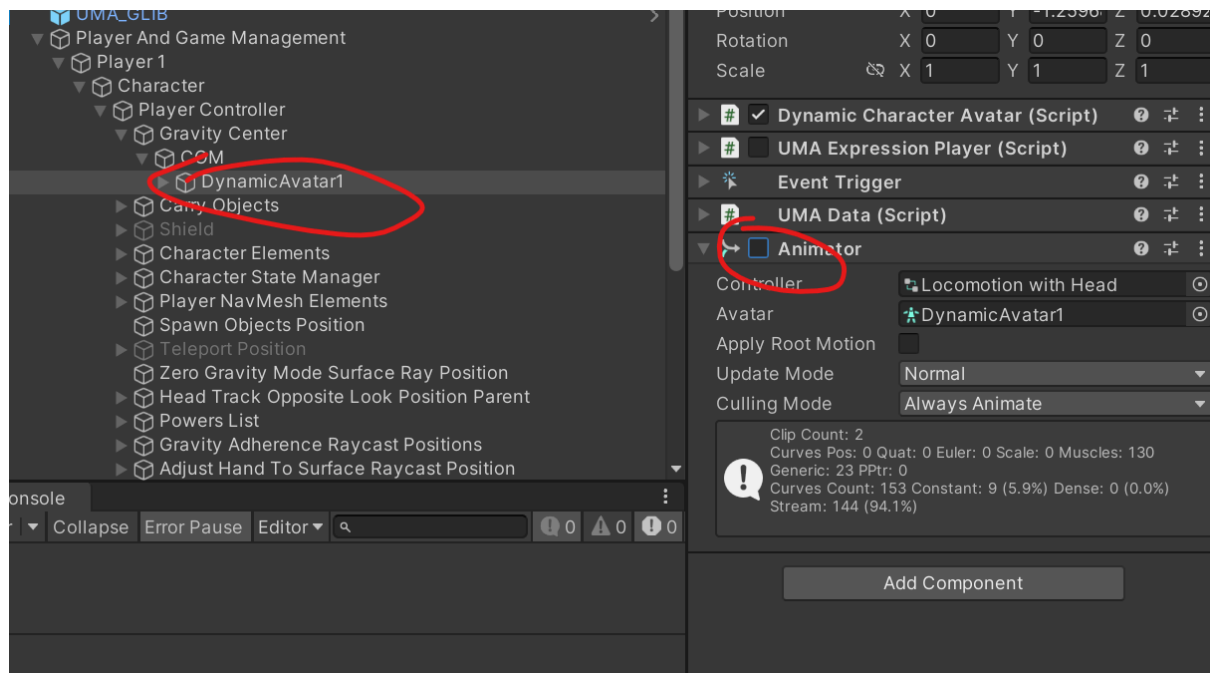

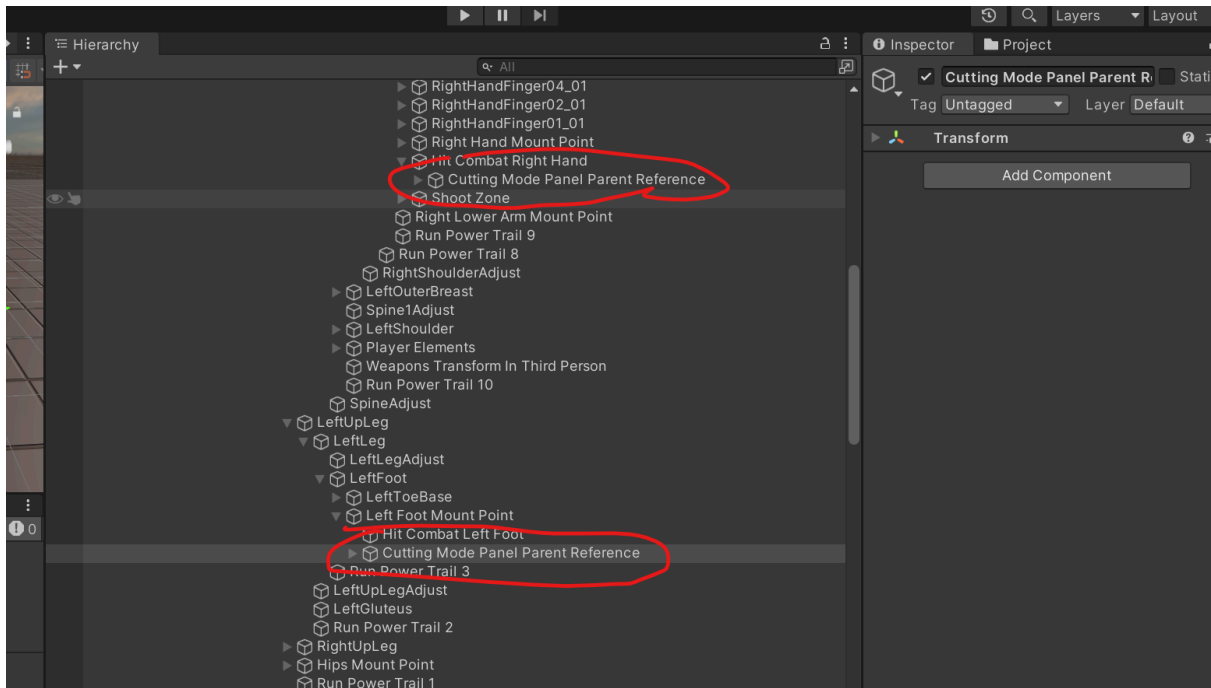-And paste it on the main GKC player animator:

-On that same animator, select the Third Person GKC animator on the field controller

-And on the previous animator of the UMA avatar, disable the animator it self

-Use the search bar and locate the 2 objects called "Cutting Mode Panel Parent Reference", there is one on the right hand bone and on the left foot bone, and put both objects and its elements inside each one with the tag "UMAIgnore". This will avoid that UMA finds any object with the same name

After that, hit play and try it.