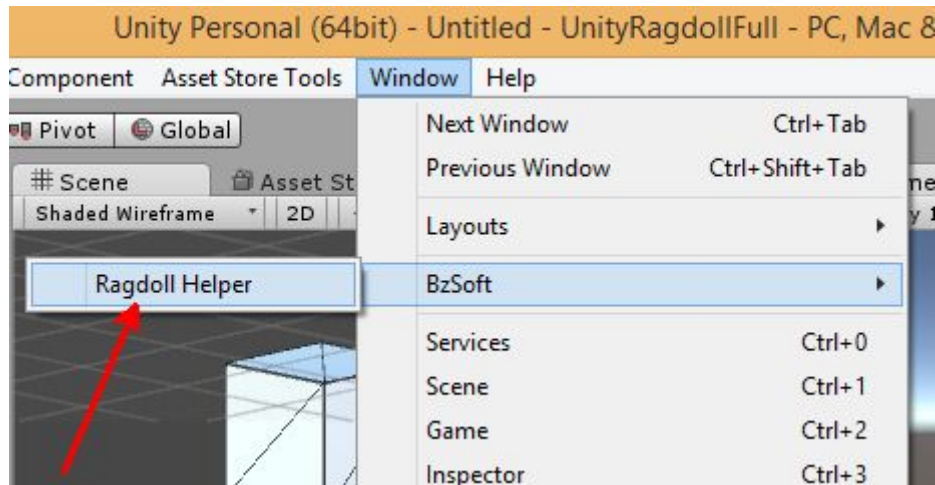


Open Ragdoll Helper window

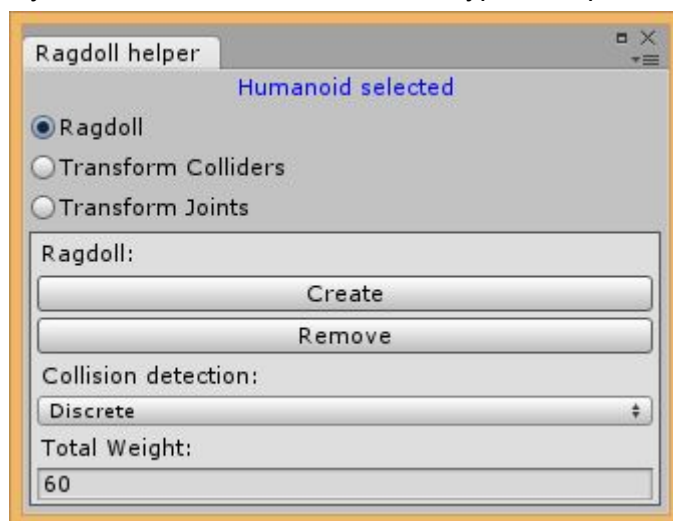
To open helper go to “Windows/BzSoft/Ragdoll Helper”



This window will be shown:

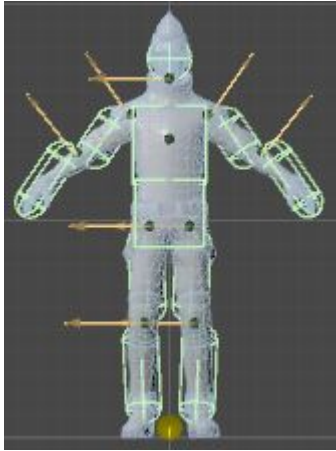


If you select a model of Humanoid type. The panel will change to this:



Create ragdoll

On this panel, you can create or remove ragdoll components on selected character.
If you press “Create”, generator adds colliders, rigids and joints to your character:



When you created colliders, they all will be marked as triggers.

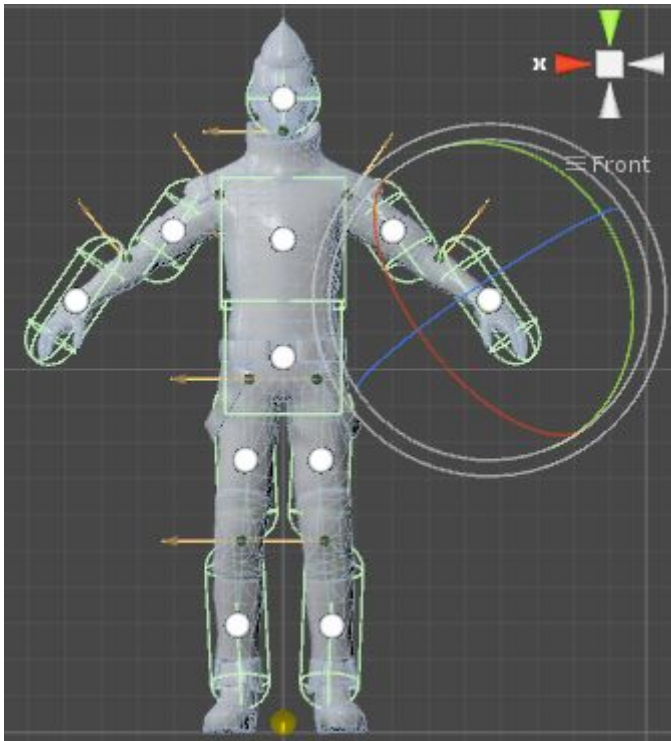
Radio button option “Transform Colliders” enables you to rotate/move/scale colliders. To do it, select one of this handles:




Rotate colliders

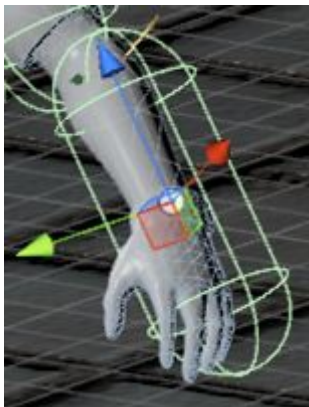
Rotate button  enables you to rotate colliders.

Here is some trick happened. You cannot rotate collider without rotating an object. However, in this situation, you need to rotate only collider. Therefore, to solve this, when you rotate collider, “Ragdoll helper” creates another object and attach new object to current object. Than moves collider component from old object to new object and rotate new object.




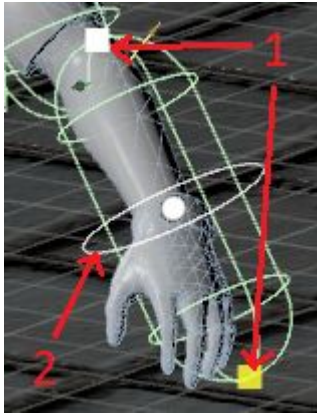
Move colliders

Move button  enables you to move colliders via changing center of collider:



Scale colliders

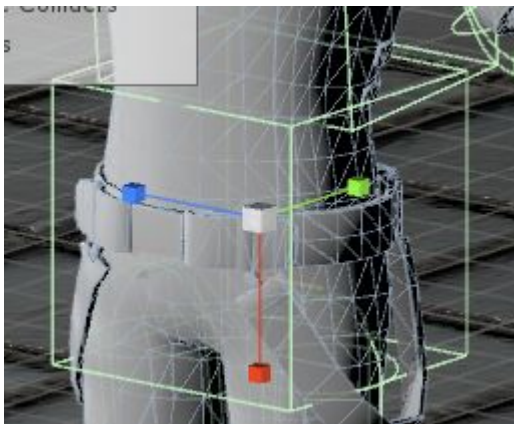
Scale button  enables you to scale colliders.
For capsule colliders:



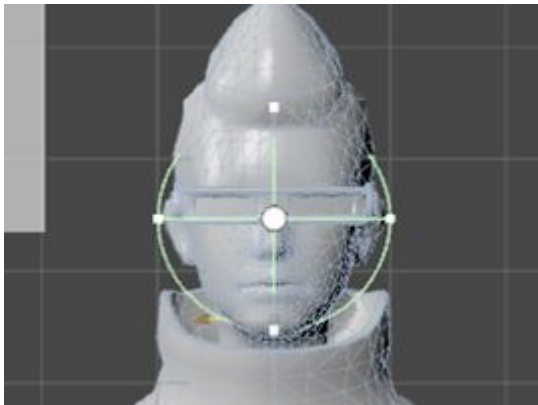
1 – height

2 – radius

For box colliders:

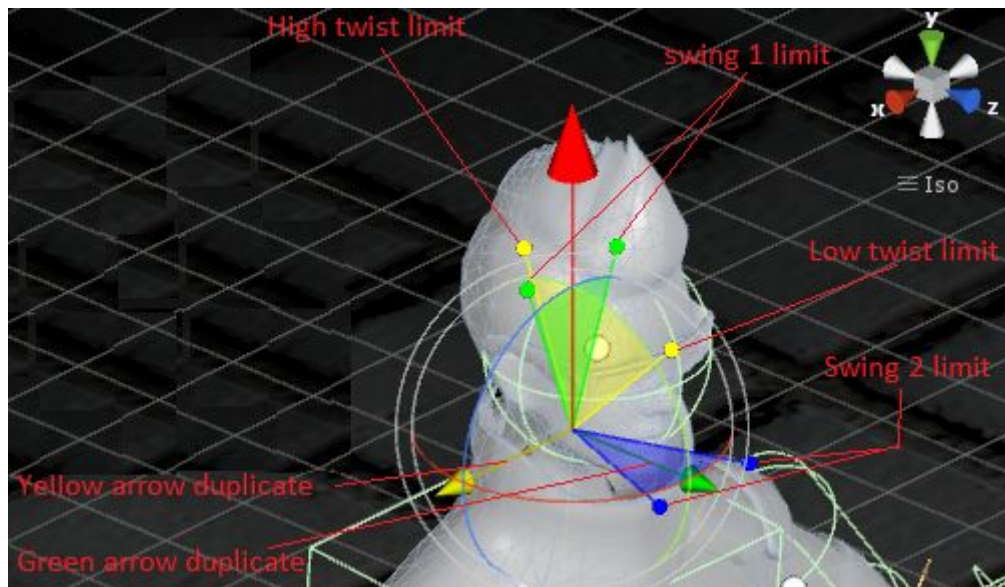


For sphere colliders:



CharacterJoint

Radio button option “Joints” enables you to change joint’s limits.



Here you have 6 controllers that controls 4 limits. Also, you can rotate it.

Non-human objects

Also you can select any object and adjust Colliders and CharacterJoint-s on it:

