

Middleware For Invector Template



Welcome and thank you for choosing Middleware for INVECTOR Template (MIS)!

Please watch the following video before you start!

[Quick Setup Guide](#)

Contents

1. [Why MIS?](#)
2. [Importing MIS](#)
3. [MIS Setup](#)
4. [MIS Character Setup](#)
5. [Chained-Action](#)
6. [Utilities](#)
7. [Upgrade](#)
8. [Contact Information](#)

1. Why MIS?

Investor Third Person Template is positioning itself as the best Third Person Controller Template today due to the efforts of the Investor team over many years. The Investor users are able to have more time to focus on their own game development.

Nevertheless, it must be a very difficult task to develop all the features alone to satisfy the players. The more you modify Investor core for your game, the more difficult it will be to upgrade your Investor in the future. It will be great if there were a lot of add-ons for developers who are using Investor Template. There are so many assets in the Unity Asset Store, but there are not enough assets that can complement Investor development itself. **This is why MIS has been developed.**

Any asset that has modified Investor source code, even with very minor modifications, cannot be published to the Asset Store by third parties. That is the Asset Store's rule to protect the original publisher's right. **This is why MIS has been required.**

MIS is not focus on only for sale, but aim to provide various features those users can apply them directly to the games. With a variety of MIS packages that will be released, you will be able to add features to suit your taste, and you will have more time to focus on your game development. **This is what MIS has been done.**

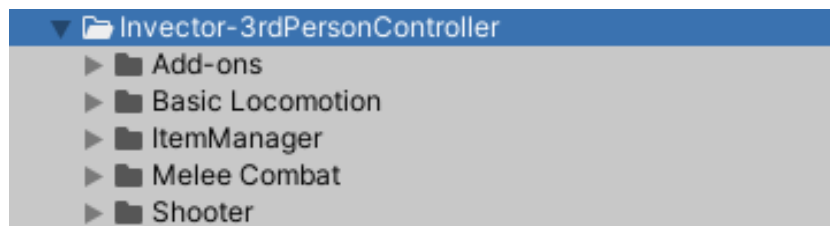
In addition, all MIS packages are oriented towards One-Click Setup. All MIS features will work together.

The moment you use MIS, we will be a part of your game development. **This is what MIS has been aiming for.**

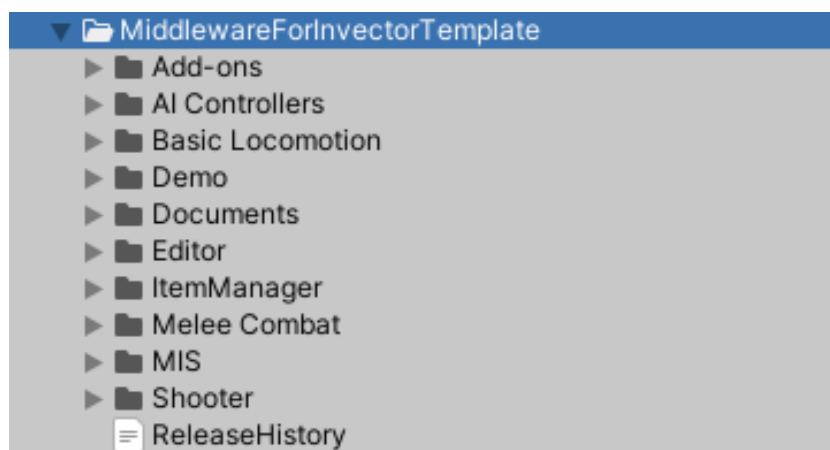
2. Importing MIS

It is recommended that you create a new Unity project and check the following setup sequence.

1) Import Invector Third Person Template



2) Import MIS



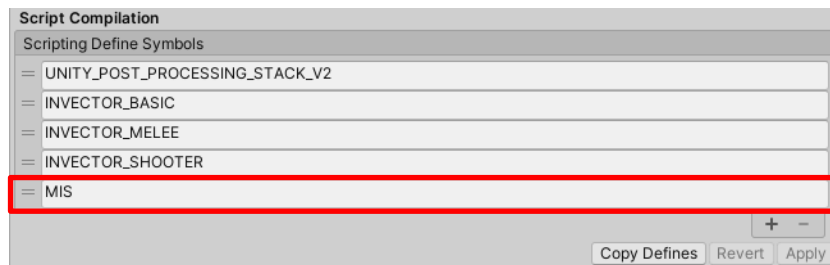
IMPORTANT: Please do not modify any of MIS and INVECTOR folder name and its path.

3) Scripting Define Symbols

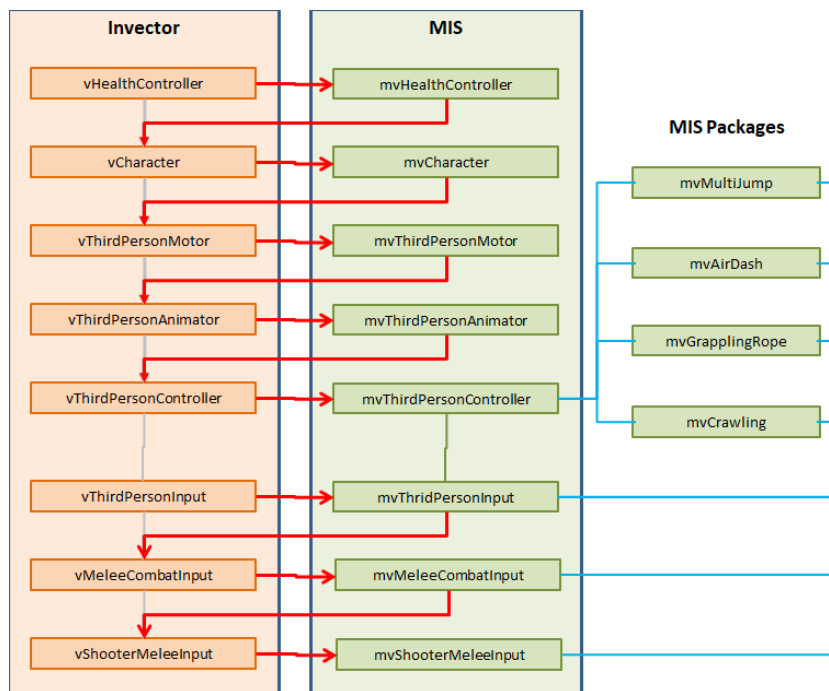
MIS runs on a feature basis. The symbol that defines MIS is MIS. As another example, MIS_MULTIJUMP is added to the Scripting Define Symbols.

There is no limit to the number of features that can be registered in Scripting Define Symbols. Even if MIS or any MIS package is imported, if the relevant feature is not registered, all corresponding codes will be disabled.

If the MIS Unity package has been imported successfully, you can see that the MIS feature is automatically added to the Scripting Define Symbols as follows. **If any compile error occurs, the feature will not be added until the error is fixed.**



4) MIS Structure



<MIS Classes Inheritance Relationships Diagram>

This brief diagram shows that inheritance relationships between Invector and MIS. The main purpose is to inherit is in order not to modify Invector core.

The pros and cons of the MIS are as follows.

■ **Pros**

- Various addons using INVECTOR
- Easiest both INVECTOR and MIS addons setup
- MIS enables both INVECTOR and MIS addons work together (Since MIS v2)
- Since MIS runs on a feature-based basis, a modular structure is used.

■ **Cons**

- Whenever you need to update Invector, you may also need to update MIS.
- Whenever you need to modify Invector, you need to check whether MIS has overridden the class or not.

5) MIS Configuration

When using MIS, it is mainly divided into two setups as follows:

MIS Setup	MIS Character Setup
Refactoring Invector class inheritance structure as followed by the above diagram.	Some of Invector related components are replaced with MIS components. For example, vThirdPersonController will be replaced with mvThirdPersonController. However, mvThirdPersonController's base class is vThirdPersonController itself.

3. MIS Setup

1) API Compatibility Level

Edit – Project Settings – Player – Other Settings

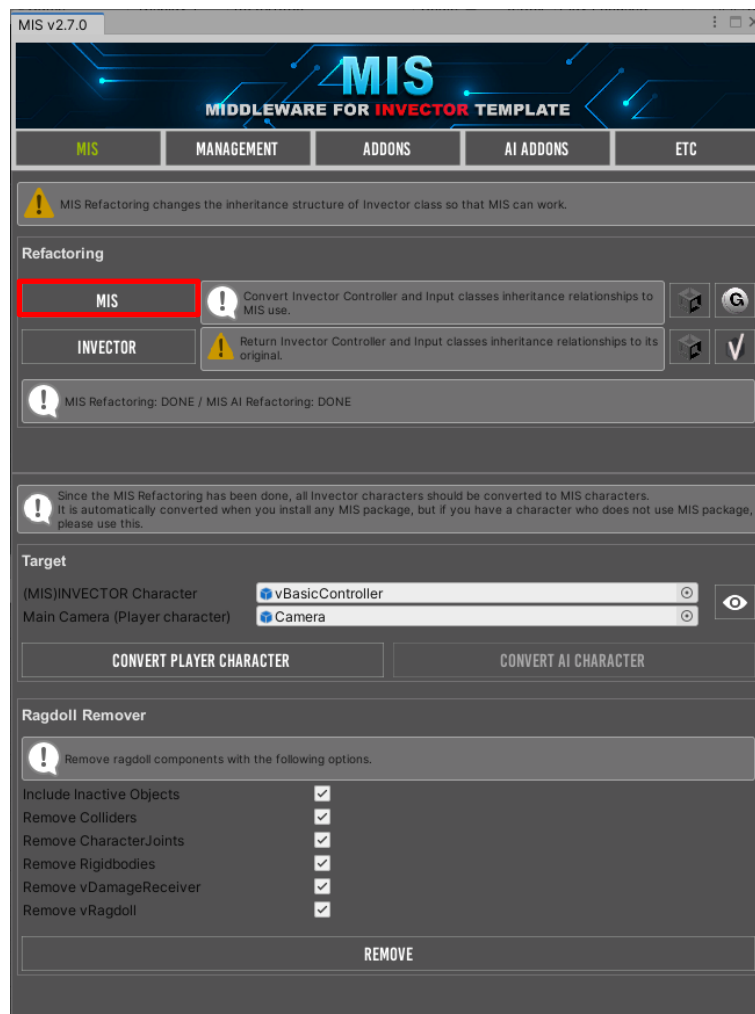
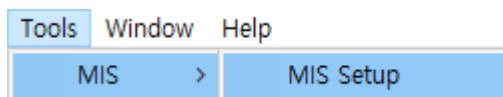
■ Unity 2019/2020

Api Compatibility Level* .NET 4.x ▼

■ Unity 2021

Api Compatibility Level* .NET Framework ▼

2) Open MIS Setup



■ Refactoring

- MIS

Establish Invector class inheritance relationships with MIS. **MIS Refactoring is not required again unless INVECTOR Template itself is updated.**

- INVECTOR

Revert MIS class inheritance relationships as original Invector. All MIS package features are removed and become unusable.

If you click Refactoring button (MIS), this setup will refactor some of Invector classes with relevant MIS classes. This refactoring task works using Regular Expression.

Before	After
<pre>public class vShooterMeleeInput : vMeleeCombatInput, vShooterIKController, PlayerController.vILockCamera</pre>	<pre>public class vShooterMeleeInput : mvMeleeCombatInput, vShooterIKController, PlayerController.vILockCamera</pre>
<pre>public class vThirdPersonController : vThirdPersonAnimator</pre>	<pre>public class vThirdPersonController : mvThirdPersonAnimator</pre>
...	...

As you see in the above MIS inheritance relationships diagram, the original relationships connected with the gray line will be removed and then new inheritance relationships will be established with the red line. Due to this inheritance relationship, in terms of MIS packages, MIS is responsible for the modifications to be changed instead of Invector code.

You are now ready to use MIS and MIS packages. It's time to import and try the free MIS package, MIS-MultiJump. This is simple but it cannot be published in Asset Store without MIS because of Invector dependency.

■ MIS Packages




Script Compilation	
Scripting Define Symbols	
=	INVECTOR_AL_TEMPLATE
=	INVECTOR_BASIC
=	INVECTOR_MELEE
=	INVECTOR_SHOOTER
=	MIS
=	MIS_AIRDASH
=	MIS_CARRIDER_EVP
=	MIS_CARRIDER_RCC
=	MIS_CRAWLING
=	MIS_FREEFLYING
=	MIS_GRAPPLINGHOOK
=	MIS_GRAPPLINGROPE
=	MIS_GROUNDDASH
=	MIS_HELICOPTER
=	MIS_LANDINGROLL
=	MIS_LOCKON
=	MIS_MOTORCYCLE
=	MIS_MULTIJUMP
=	MIS_VEHICLEWEAPONS
=	MIS_WALLRUN
=	MIS_WATERDASH
=	MIS_INVECTOR_BUILDER
=	MIS_INVECTOR_FREECLIMB
=	MIS_INVECTOR_PARACHUTE
=	MIS_INVECTOR_PUSH
=	MIS_INVECTOR_SHOOTERCOVER
=	MIS_INVECTOR_SWIMMING
=	MIS_INVECTOR_ZIPLINE

<MIS Features>

■ MIS-INVECTOR Packages



Unlike MIS, INVECTOR addons do not use any features. Nevertheless, MIS setup requires the feature to install INVECTOR addons and implement chained-action with MIS packages.

Enable the feature by clicking the  button only for the imported INVECTOR addon. Enabling a feature even if the corresponding addon is not imported may result in compiler errors.

If you click the  button the INVECTOR addon will be removed from your project.

NOTE: Disabled INVECTOR addons cannot be setup through MIS Setup or worked with MIS packages.

NOTE: MIS does not provide INVECTOR Crafting addon setup and chained-action.

Script Compilation	
Scripting Define Symbols	
=	INVECTOR_AI_TEMPLATE
=	INVECTOR_BASIC
=	INVECTOR_MELEE
=	INVECTOR_SHOOTER
=	MIS
=	MIS_AIRDASH
=	MIS_CARRIDER_EVP
=	MIS_CARRIDER_RCC
=	MIS_CRAWLING
=	MIS_FREEFLYING
=	MIS_GRAPPLINGHOOK
=	MIS_GRAPPLINGROPE
=	MIS_GROUNDDASH
=	MIS_HELICOPTER
=	MIS_LANDINGROLL
=	MIS_LOCKON
=	MIS_MOTORCYCLE
=	MIS_MULTIJUMP
=	MIS_VEHICLEWEAPONS
=	MIS_WALLRUN
=	MIS_WATERDASH
=	MIS_INVECTOR_BUILDER
=	MIS_INVECTOR_FREECLIMB
=	MIS_INVECTOR_PARACHUTE
=	MIS_INVECTOR_PUSH
=	MIS_INVECTOR_SHOOTERCOVER
=	MIS_INVECTOR_SWIMMING
=	MIS_INVECTOR_ZIPLINE

<INVECTOR Features>

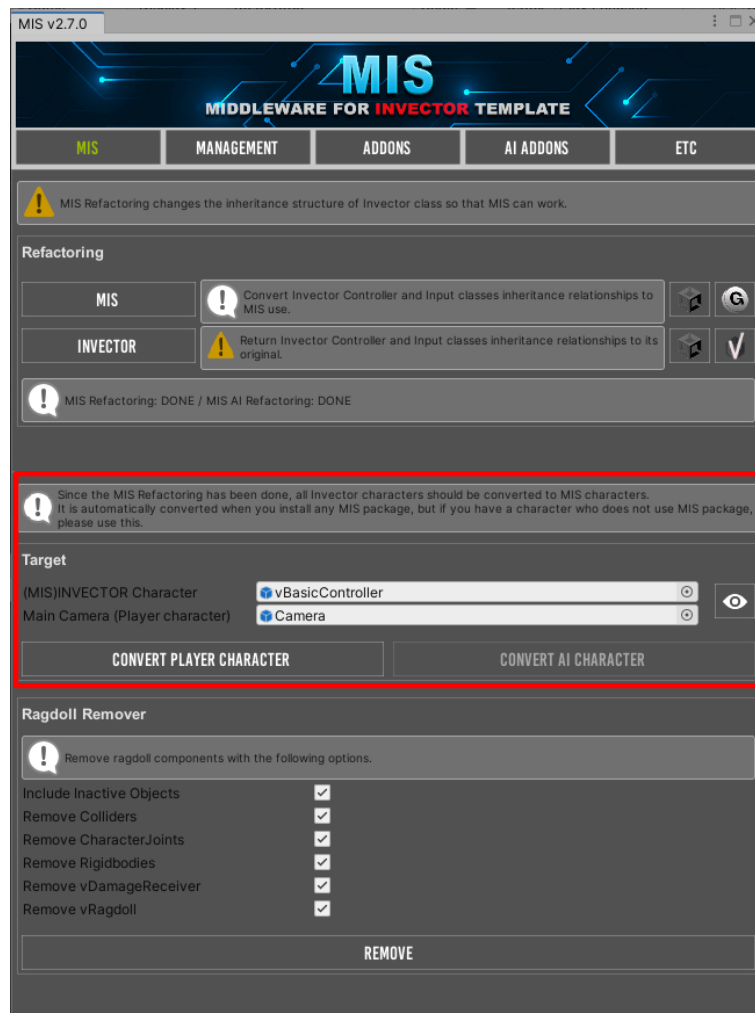
NOTE: MIS does not support INVECTOR Crafting, Swimming and Zipline add-ons.

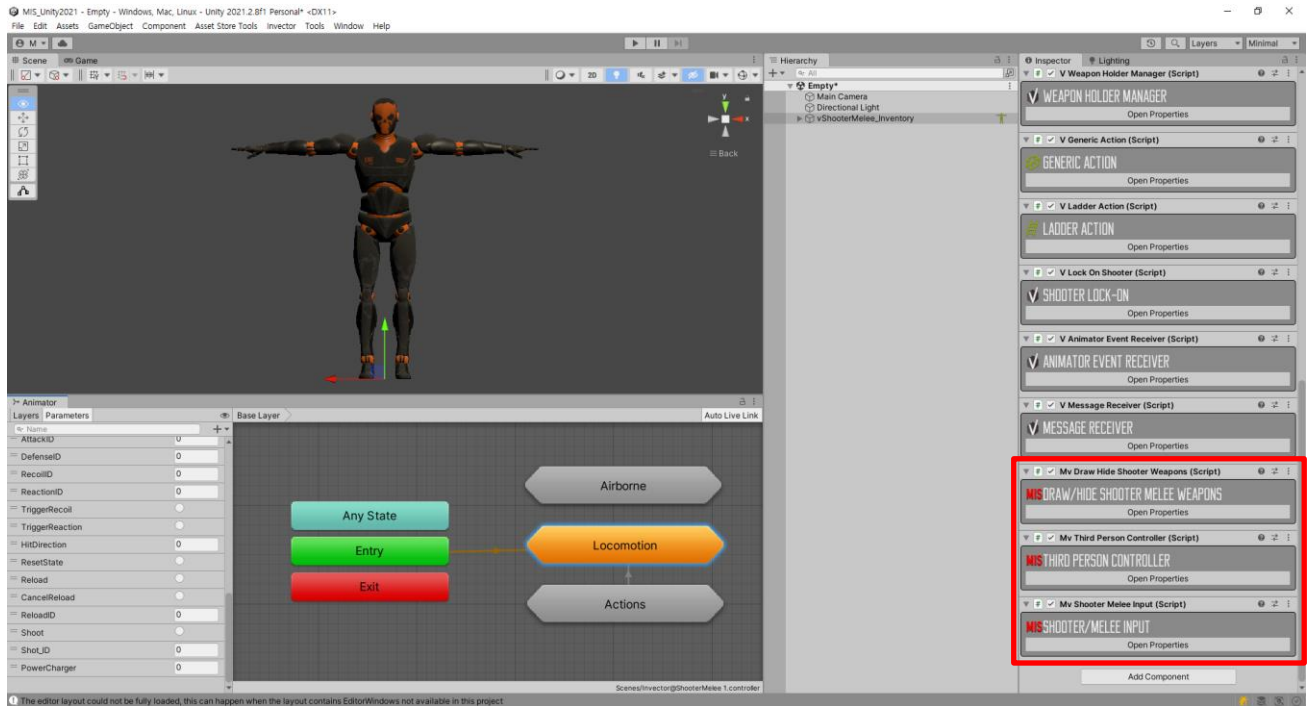
4. MIS Character Setup

Any MIS package setup converts INVECTOR controller to MIS controller automatically. However, any character may not use MIS package. In this case, you can use Character Converter to convert the character's INVECTOR controller to MIS's.

1) Character Converter

Assign any INVECTOR or FSM AI character then click its CONVERT button.





<After Character Conversion>

NOTE: This character is called MIS character which has MIS controller and input components.

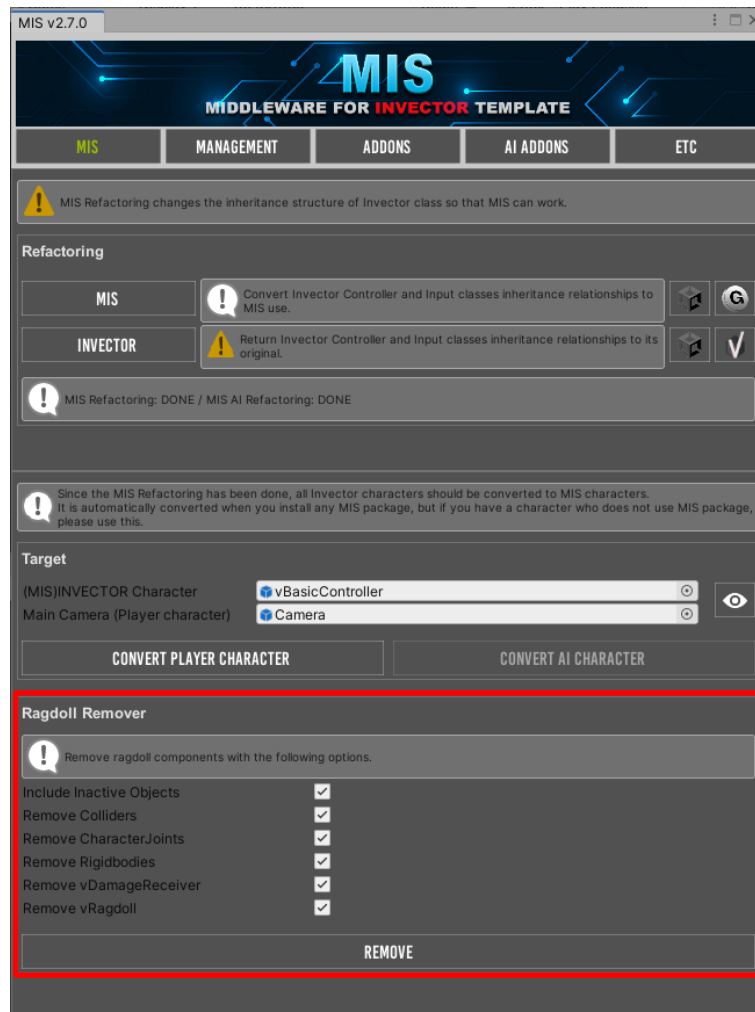
NOTE: When installing a MIS Package, this task is carried out together, so you do not have to run this setup again for the character.

IMPORTANT:

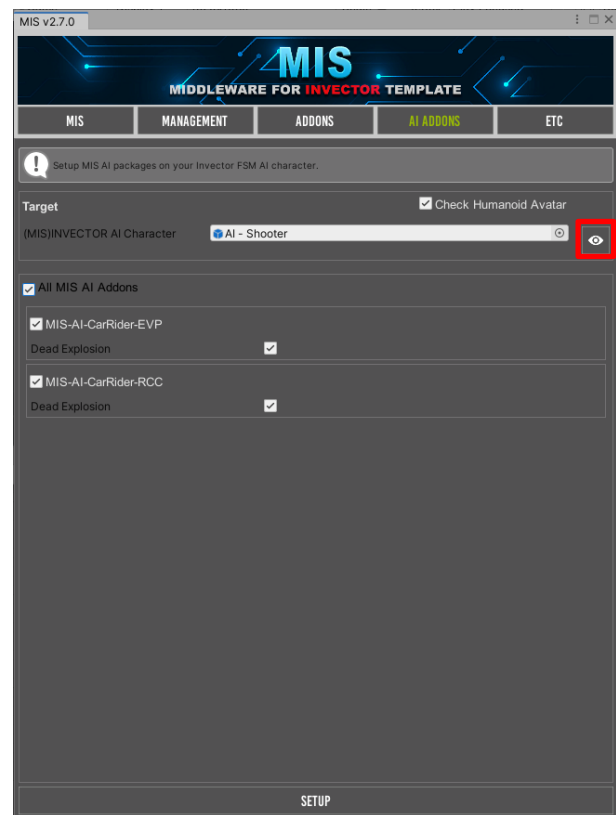
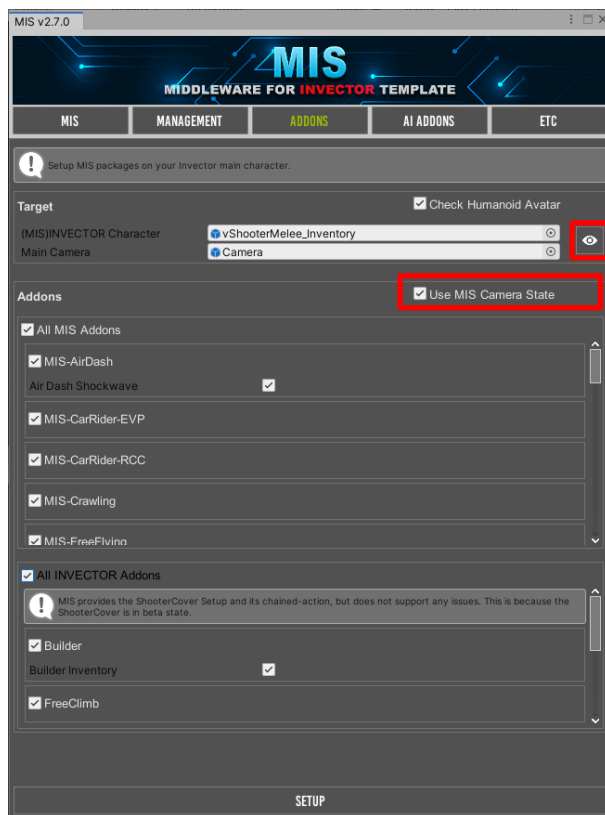
All Unity Events are automatically registered in MIS character, but any added or modified event by user may not be automatically registered. Therefore, it is recommended to set custom events after character conversion.

2) Ragdoll Remover

When you import any character from the Asset Store, it may have some colliders and rigidbodies. Finding and removing all the colliders and rigidbodies is a time-consuming task. Using Ragdoll Remover, you do not have to travel for every bone to find and remove some components on it. **Before you start to set a custom character up, simply assign a character and then click the Remove Ragdoll button.**




3) All-In-One Setup



- Place a character in Hierarchy.
- Keep the character selected.
- Click the Eye icon. It will automatically assign the character and its camera which is located in under the character.
- Choose addons and options you want to set up
- Click SETUP button. All addons with their options will be set up in a few seconds.

Please read carefully the followings:

- MIS Refactoring must be performed again whenever INVECTOR Template is imported in your project

- Target Refresh 

Currently selected character object and its main camera are assigned in each slot. This button is very useful when you set many characters up.

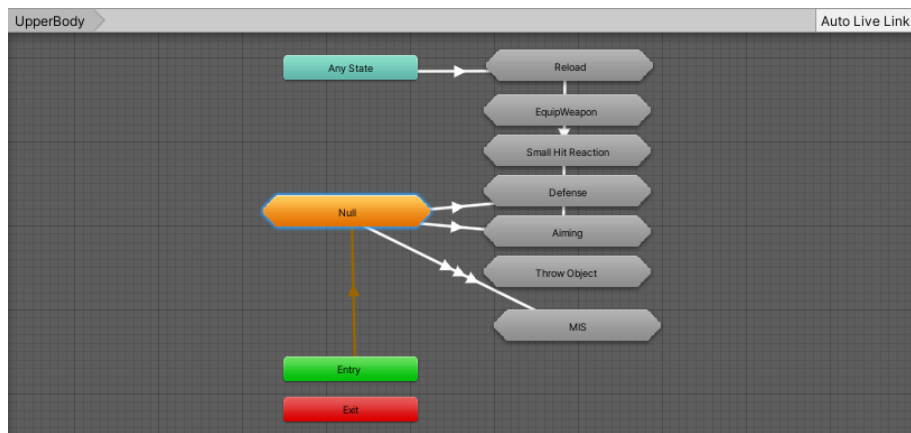
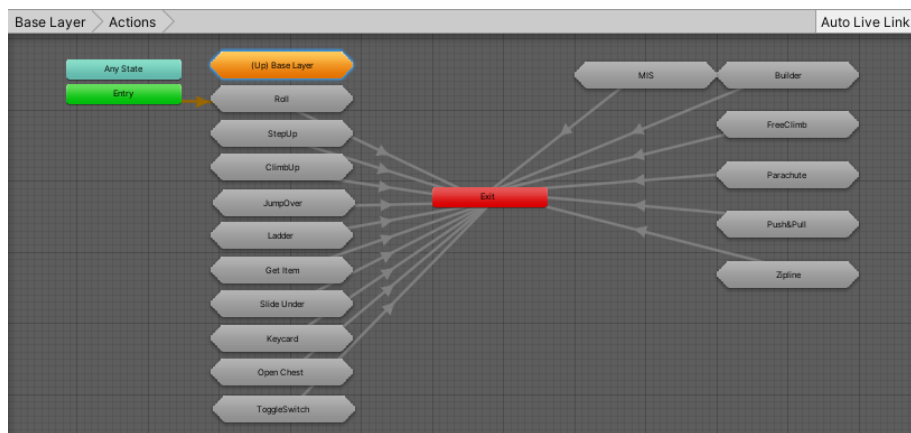
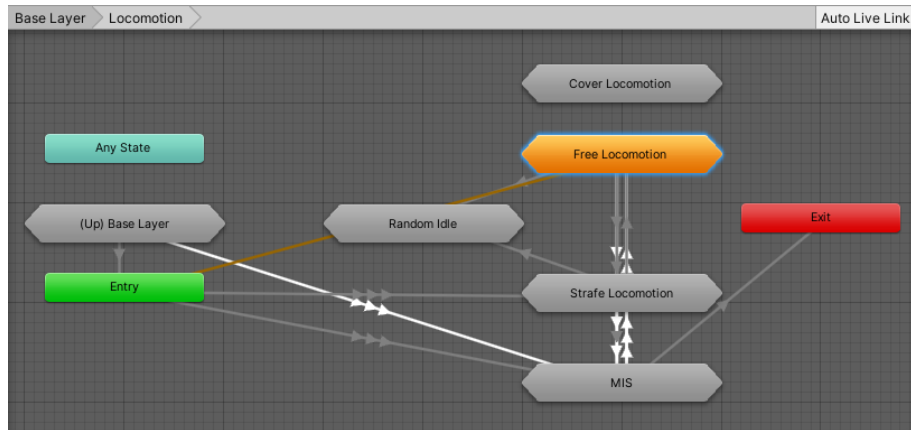
- MIS character will use a class that inherits INVECTOR addon class. It makes both MIS and INVECTOR addons work together. The inherited classes only control finishing the action.

- Use MIS Camera State

When this option is ticked, MIS All-In-One Camera State which has all camera states is applied.

- It installs every component, effect, event and animator required to run the addon.
- Skip the ones that are already installed. Therefore, even if you run setup again after adjusting the details of MIS-MultiJump installed character, for example, the existing data will be maintained. However, if there are any missing stuff, it will be reinstalled when you run the setup again.
- It does not provide the ability to remove all configurations already installed. This feature may be added in the future if there are many requests from MIS users.

- It arranges each Animator StateMachine/State position nicely.



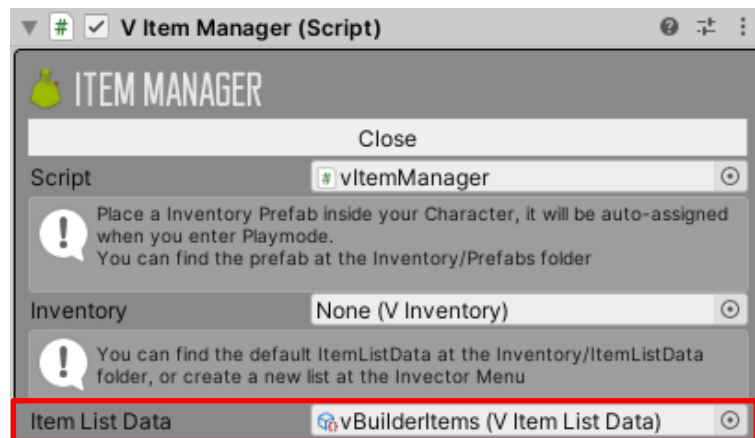
<Animator Positioning Examples>

- INVECTOR Builder Setup

INVECTOR Builder Setup consists of three main parts which are a Builder Manager, a Builder Inventory, and BuilderItemListData. After installation, you should check the following parts.

a) BuilderItemListData

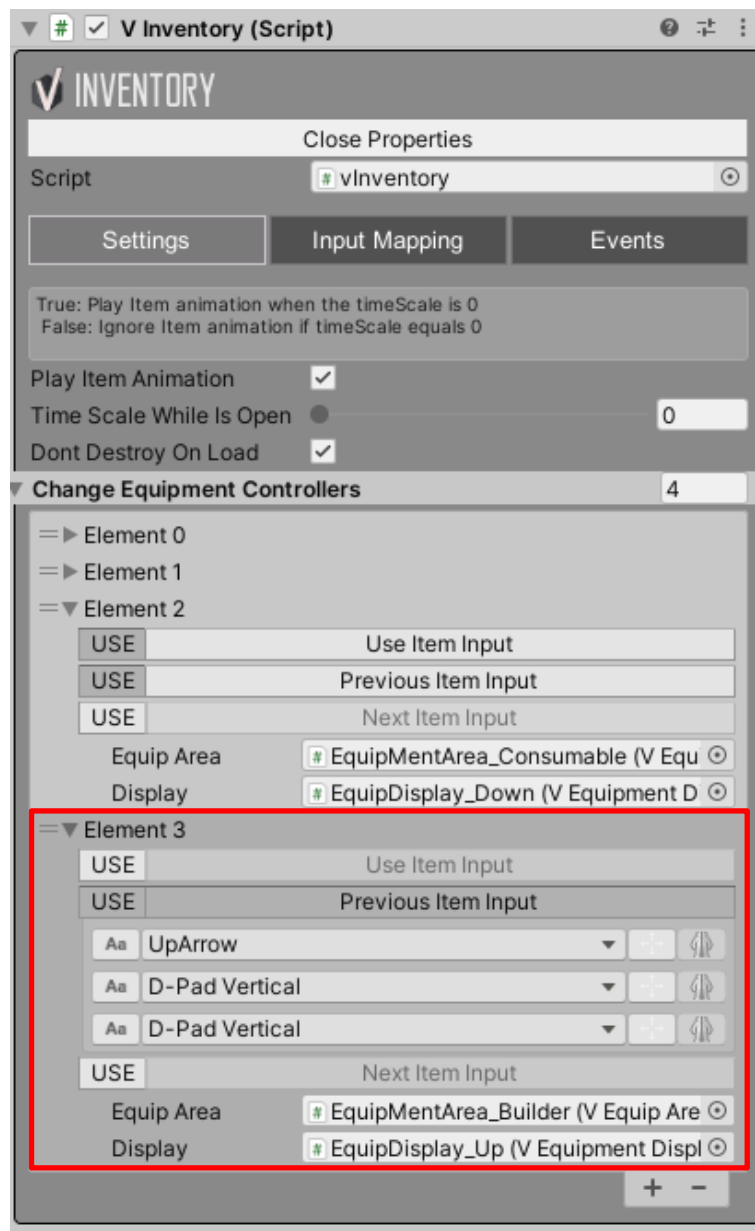
MIS All-In-One Setup does not assign this data for you. You should make your own for the character and assign it in the ItemManager manually.



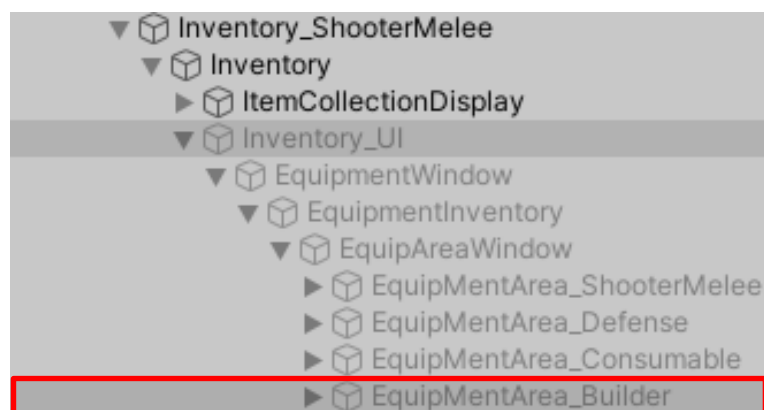
b) Builder Inventory

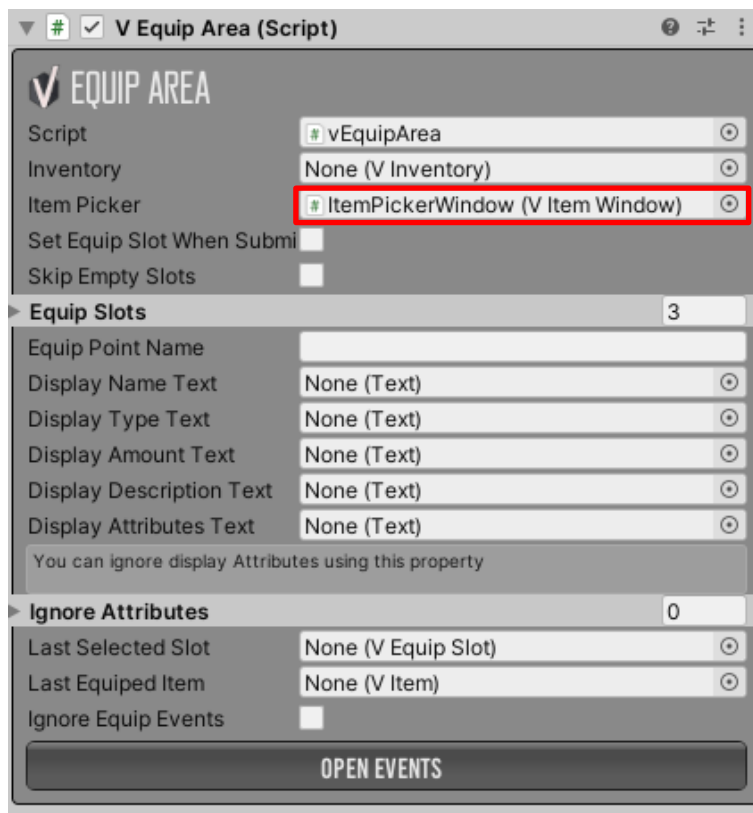
This is because Setup cannot accurately distinguish UI components.

- Equipment Controller

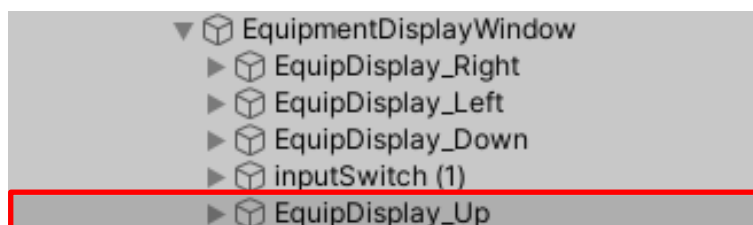


- EquipmeneArea_Builder





- EquipDisplay_Up



- INVECTOR Parachute Setup

- a) INVECTOR Parachute is designed to run only at a height above a certain distance from the ground. However, when a character deploys a parachute on the water, the distance from the ground below the water is applied, not the distance from the water surface, which can create an unusual situation. Therefore, in MIS, the water surface distance is also calculated to use a parachute.

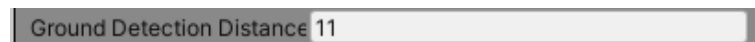
b) Parachute Working Distance

'Min Height To Open Parachute' value must be higher than 'Ground Detection Distance' value. In addition, this value should be enough high in order to avoid with MultiJump. It also wouldn't make sense to use a Parachute from 2 meters high.



Min Height To Open Parachute 10

<mvParachuteController>



Ground Detection Distance 11

<mvThirdPersonController>

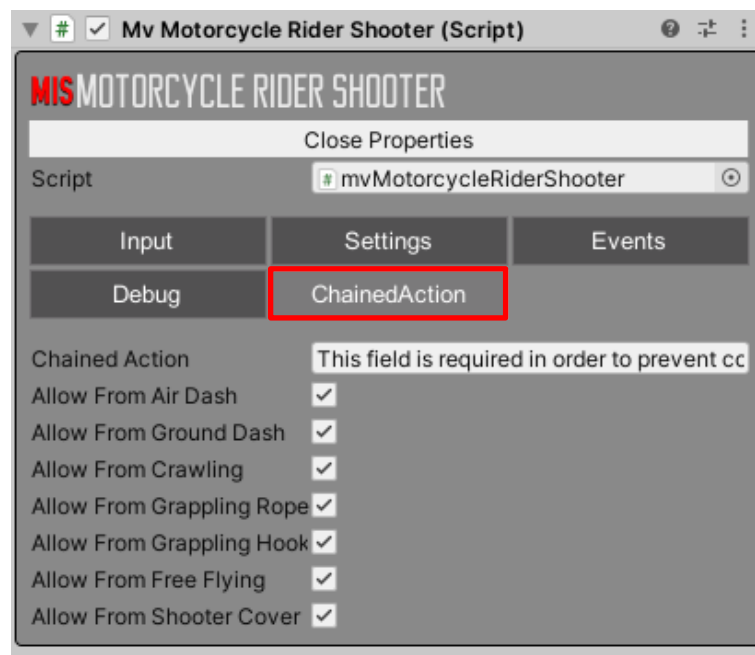
5. Chained-Action

Chained-Action is that different features are harmonized to switch or operate in parallel. For example, if a character jumps while running. It is called a Chained-Action.

MIS only considers the general situation. This means that you cannot climb the wall while MIS-FreeFlying is working. However, if the character approaches climbable area during flight, flying is automatically finished and switched to the climb state.

To implement Chained-Action, each feature logic must be able to access different feature logic. Unfortunately, INVECTOR addons do not grant access. So, in MIS, it inherits the INVECTOR addon controllers. This allows access to the INVECTOR addons. The MIS-INVECTOR addon controller has only added additional code that executes and exits the state of the INVECTOR addon.

The following chart is a list of currently implemented Chained-Actions. A blank state means not implemented yet. Any transition that is not Optional means mandatory. The options can be set in each package inspector as follows:



- Allow From OOO

Enables switching from the current active addon. Followed by the above screenshot, the character can get a motorcycle on during MIS-AirDash. If 'Allow From AirDash' is unticked, the character can get a motorcycle on after finishing MIS-AirDash.

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
AirDash	➔	AirDash	-	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	△	
	➔	Swimming	O	
	➔	VehicleRider	△	
	➔	WallRun	△	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	O	
	➔	Parachute	△	
	➔	PushAction	O	
	➔	Shooter Cover	△	Technically possible, but ShooterCover acts too slow
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Crawling	➔	AirDash	X	
	➔	Crawling	-	
	➔	FreeFlying	△	
	➔	GrapplingHook		
	➔	GrapplingRope		
	➔	GroundDash	△	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	△	
	➔	SoftFlying		
	➔	Swimming	O	
	➔	VehicleRider	△	
	➔	WallRun	X	
	➔	WaterDash	△	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	△	
	➔	Shooter Cover	△	
	➔	Zipline	-	Not support

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
FreeFlying	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	-	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	O	
	➔	LedgeClimb	X	Logic confliction
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	X	Cannot be used together
	➔	Swimming	O	
	➔	VehicleRider	△	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	△	
	➔	Parachute	X	
	➔	PushAction	△	
	➔	Shooter Cover	△	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
GrapplingHook	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook		
	➔	GrapplingRope		
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump		
	➔	SoftFlying	△	
	➔	Swimming	△	
	➔	VehicleRider	△	
	➔	WallRun	△	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	△	Technically possible, but very hard to control
	➔	Parachute		
	➔	PushAction	X	
	➔	Shooter Cover		
	➔	Zipline	-	Not support

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
GrapplingRope	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook		
	➔	GrapplingRope	-	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	Auto transition to MIS-LedgeClimb only when the aiming target is a ledge
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump		
	➔	SoftFlying	△	
	➔	Swimming	△	
	➔	VehicleRider	△	
	➔	WallRun	△	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	△	Technically possible, but very hard to control
	➔	Parachute		
	➔	PushAction	X	
	➔	Shooter Cover		
	➔	Zipline	-	Not support

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
GroundDash	➔	AirDash	X	
	➔	Crawling	△	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	-	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	△	
	➔	Swimming	O	
	➔	VehicleRider	△	
	➔	WallRun	X	
	➔	WaterDash	△	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	O	
	➔	Shooter Cover	△	Technically possible, but ShooterCover acts too slow
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
LandingRoll	➔	AirDash	-	
	➔	Crawling	-	
	➔	FreeFlying	-	
	➔	GrapplingHook	X	
	➔	GrapplingRope	X	
	➔	GroundDash	-	
	➔	LandingRoll	X	
	➔	LedgeClimb	-	
	➔	LockOn	O	
	➔	Motorcycle	-	
	➔	MultiJump	-	
	➔	SoftFlying	-	
	➔	Swimming	X	
	➔	VehicleRider	-	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	-	
	➔	FreeClimb	-	
	➔	Parachute	-	
	➔	PushAction	-	
	➔	Shooter Cover	-	
	➔	Zipline	-	Not support

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
LedgeClimb	➔	AirDash	△	Only when AirDashDirection type is not Character.
	➔	Crawling	X	
	➔	FreeFlying	X	Input key confliction
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	-	
	➔	LockOn	O	
	➔	Motorcycle	X	Input key confliction
	➔	MultiJump	X	Input key confliction
	➔	SoftFlying	X	Input key confliction
	➔	Swimming	X	
	➔	VehicleRider	X	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	-	
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	X	
	➔	Shooter Cover	X	
	➔	Zipline	X	

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Motorcycle	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	
	➔	LockOn	O	
	➔	Motorcycle	-	
	➔	MultiJump	X	
	➔	SoftFlying	△	
	➔	Swimming		
	➔	VehicleRider	X	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	X	
	➔	Shooter Cover	X	
	➔	vSwimming	O	Get off by force in under water Disabled in under water
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
MultiJump	➔	AirDash	O	
	➔	Crawling	X	
	➔	FreeFlying	O	
	➔	GrapplingHook	O	
	➔	GrapplingRope	O	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	O	
	➔	LockOn	O	
	➔	Motorcycle	O	
	➔	MultiJump	-	
	➔	SoftFlying	O	
	➔	Swimming	O	Should be off using Parachute
	➔	VehicleRider	O	
	➔	WallRun	O	
	➔	WaterDash	△	It depends on the vertical velocity
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	O	
	➔	Parachute	△	It depends on the altitude
	➔	PushAction	X	
	➔	Shooter Cover	O	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
SoftFlying	➔	AirDash	△	
	➔	Crawling	△	
	➔	FreeFlying	X	Cannot be used together
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	O	It overwrites SoftFlying Landing
	➔	LedgeClimb	X	Logic confliction
	➔	LockOn	-	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	-	
	➔	Swimming	O	
	➔	VehicleRider	△	Entry Distance should be long enough
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	△	
	➔	Parachute	X	
	➔	PushAction	△	
	➔	Shooter Cover	△	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Swimming	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	Possible via MultiJump
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	X	
	➔	LedgeClimb	X	
	➔	LockOn	O	
	➔	Motorcycle	X	Possible via MultiJump
	➔	MultiJump	△	Only on water surface
	➔	SoftFlying	△	Possible via MultiJump
	➔	Swimming	-	
	➔	VehicleRider	△	
	➔	WallRun	X	
	➔	WaterDash	X	Possible via MultiJump
	➔	Builder	O	
	➔	FreeClimb	△	
	➔	Parachute	X	
	➔	PushAction	△	Trigger must be aligned with ground
	➔	Shooter Cover	X	Technically possible, but MIS does not support
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
VehicleRider	➔	AirDash	△	Seat position must be far enough from the ground.
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	It moves through the car.
	➔	GrapplingRope	△	
	➔	GroundDash	△	Seat position must be close enough from the ground.
	➔	LandingRoll	X	
	➔	LedgeClimb	X	
	➔	LockOn	-	
	➔	Motorcycle	△	It moves through the car.
	➔	MultiJump	X	
	➔	SoftFlying	△	It moves through the car.
	➔	Swimming	O	
	➔	VehicleRider	-	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder		It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	△	
	➔	PushAction	X	
	➔	Shooter Cover	X	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
WallRun	➔	AirDash	△	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	WallRun will be canceled
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	-	
	➔	Motorcycle	△	
	➔	MultiJump	X	For WallJump
	➔	SoftFlying	△	
	➔	Swimming	O	Technically possible
	➔	VehicleRider	△	
	➔	WallRun	-	
	➔	WaterDash	△	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	Internally conflicts
	➔	Parachute	O	After finishing WallRun manually
	➔	PushAction	X	Internally conflicts
	➔	Shooter Cover	X	Internally conflicts
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
WaterDash	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	X	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	Input key confliction
	➔	LockOn	O	
	➔	Motorcycle	X	
	➔	MultiJump	X	
	➔	SoftFlying	X	
	➔	Swimming	O	
	➔	VehicleRider	X	
	➔	WallRun	△	
	➔	WaterDash	-	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	O	
	➔	Parachute	X	
	➔	PushAction	X	
	➔	Shooter Cover	X	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Builder	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	It depends on the Builder item MIS does not support
	➔	GrapplingHook	△	It depends on the Builder item MIS does not support
	➔	GrapplingRope	△	It depends on the Builder item MIS does not support
	➔	GroundDash	△	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	It depends on the Builder item MIS does not support
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	△	It depends on the Builder item MIS does not support
	➔	SoftFlying	△	It depends on the Builder item MIS does not support
	➔	Swimming	O	
	➔	VehicleRider	X	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	-	
	➔	FreeClimb	△	It depends on the Builder item MIS does not support
	➔	Parachute	△	It depends on the Builder item MIS does not support
	➔	PushAction	△	It depends on the Builder item MIS does not support
	➔	Shooter Cover	△	It depends on the Builder item MIS does not support
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
FreeClimb	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	O	
	➔	Swimming		
	➔	VehicleRider	X	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	-	
	➔	Parachute	X	
	➔	PushAction	X	
	➔	Shooter Cover	X	
	➔	Zipline	-	Not support

Under development

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Parachute	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	O	
	➔	GrapplingHook	△	
	➔	GrapplingRope	X	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	X	
	➔	SoftFlying	△	
	➔	Swimming	O	
	➔	VehicleRider	△	Technically possible, but very hard to control
	➔	WallRun	X	
	➔	WaterDash	O	Technically possible, but very hard to control
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	△	Technically possible, but very hard to control
	➔	Parachute	-	
	➔	PushAction	O	Technically possible, but very hard to control
	➔	Shooter Cover	△	Technically possible, but ShooterCover acts too slow
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
PushAction	➔	AirDash	X	
	➔	Crawling	X	
	➔	FreeFlying	X	
	➔	GrapplingHook	X	
	➔	GrapplingRope	X	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	
	➔	LockOn	O	
	➔	Motorcycle	X	
	➔	MultiJump	X	
	➔	SoftFlying	△	Must use the same Input key such as Space
	➔	Swimming	O	
	➔	VehicleRider	X	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	-	
	➔	Shooter Cover	X	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Shooter Cover	➔	AirDash	X	
	➔	Crawling	△	
	➔	FreeFlying	△	
	➔	GrapplingHook	△	
	➔	GrapplingRope	△	
	➔	GroundDash	△	
	➔	LandingRoll	-	
	➔	LedgeClimb	△	
	➔	LockOn	O	
	➔	Motorcycle	△	
	➔	MultiJump	O	
	➔	SoftFlying	△	
	➔	Swimming		
	➔	VehicleRider	△	
	➔	WallRun	X	
	➔	WaterDash	X	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	X	
	➔	Parachute	X	
	➔	PushAction	X	
	➔	Shooter Cover	-	
	➔	vSwimming	X	Not support
	➔	Zipline	-	Not support

IMPORTANT: MIS provides the ShooterCover Setup and its chained-action by some MIS users, but does not support any issues. This is because the ShooterCover is in beta state.

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Zipline	➔	AirDash	X	INVECTOR Access Condition
	➔	Crawling	X	
	➔	FreeFlying	X	INVECTOR Access Condition
	➔	GrapplingHook	X	INVECTOR Access Condition
	➔	GrapplingRope	X	INVECTOR Access Condition
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	X	Input logic confliction
	➔	LockOn	O	Only Indicators
	➔	Motorcycle	X	INVECTOR Access Condition
	➔	MultiJump	X	INVECTOR Access Condition
	➔	SoftFlying	X	INVECTOR Access Condition
	➔	Swimming	O	
	➔	VehicleRider	X	INVECTOR Access Condition
	➔	WallRun	X	INVECTOR Access Condition
	➔	WaterDash	X	INVECTOR Access Condition
	➔	Builder	X	INVECTOR Access Condition
	➔	FreeClimb	X	INVECTOR Access Condition
	➔	Parachute	X	INVECTOR Access Condition
	➔	PushAction	X	INVECTOR Access Condition
	➔	Shooter Cover	X	INVECTOR Access Condition
	➔	Zipline	-	

NOTE: INVECTOR Access Condition means,

Cannot develop further because the relevant Invector codes are not visible so that MIS cannot use properly.

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

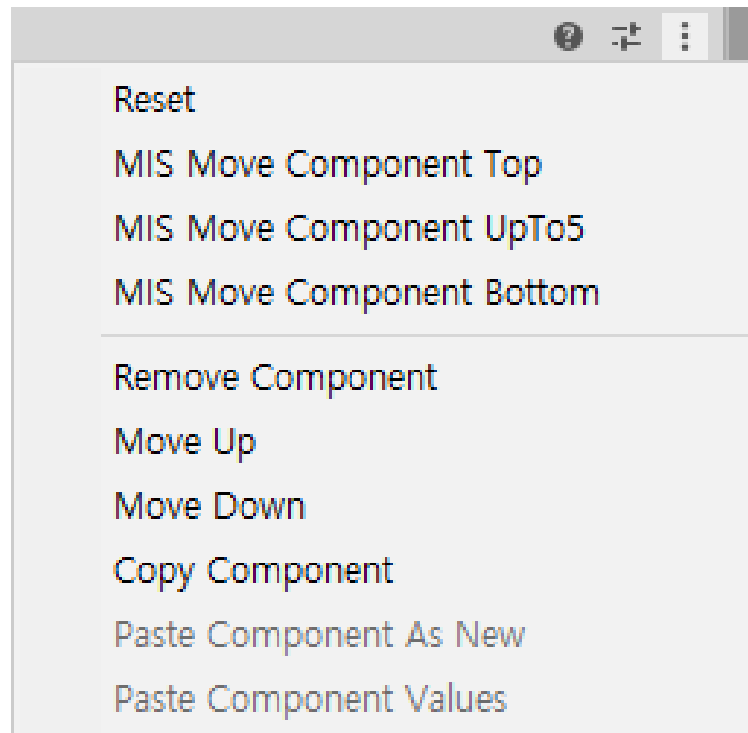
Addon1	Transition	Addon2	Result	Comment
Crouch	➔	AirDash	X	
	➔	Crawling	O	
	➔	FreeFlying	O	
	➔	GrapplingHook	O	
	➔	GrapplingRope	O	
	➔	GroundDash	△	
	➔	LandingRoll	-	
	➔	LedgeClimb	O	
	➔	LockOn	O	
	➔	Motorcycle	O	
	➔	MultiJump	△	
	➔	SoftFlying		
	➔	Swimming		
	➔	VehicleRider	O	
	➔	WallRun	X	
	➔	WaterDash	O	
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	O	
	➔	Parachute	X	
	➔	PushAction	O	
	➔	Shooter Cover	O	
	➔	Zipline	-	Not support

O: Mandatory, X: Not Possible, △: Optional or see the comment, -: N/A

Addon1	Transition	Addon2	Result	Comment
Jump	➔	AirDash	O	
	➔	Crawling	X	
	➔	FreeFlying	O	
	➔	GrapplingHook	O	
	➔	GrapplingRope	O	
	➔	GroundDash	X	
	➔	LandingRoll	-	
	➔	LedgeClimb	O	
	➔	LockOn	O	
	➔	Motorcycle	O	
	➔	MultiJump	-	
	➔	SoftFlying		
	➔	Swimming	O	
	➔	VehicleRider	O	
	➔	WallRun	O	
	➔	WaterDash	△	It depends on the vertical velocity
	➔	Builder	△	It depends on the Builder item MIS does not support
	➔	FreeClimb	O	
	➔	Parachute	O	
	➔	PushAction	X	
	➔	Shooter Cover	△	
	➔	Zipline	-	Not support

6. Utilities

■ Context Menu



- MIS Move Component Top / Bottom

As more components are attached to a character, aligning them can become more difficult. In this case, if you use MSI Move Component Top / Bottom menu, you can move any component to the top / bottom at once.

- MIS Move Component UpTo5

Moves the component up to a maximum 5 steps.

7. Upgrade

Please refer to Release History section in store page whenever this package gets upgrade.

The upgrade proceeds when any of the following occurs:

- Invector/MIS upgrade
- Bug fix or feature upgrade itself
- Compatibility with other MIS Package releases

IMPORTANT: Should check that packages with dependencies are released.

IMPORTANT: Check the Asset Store's Release History whether or not you should remove the old version.

IMPORTANT: Keep the install sequence with dependencies.

8. Contact Information

Please contact us through the following channels:

- Email: mymobilin@gmail.com
- Discord: <https://discord.gg/CXrbdUNetc> (Recommended)

IMPORTANT: INVECTOR Company is not responsible for management for this asset



Make Game Better