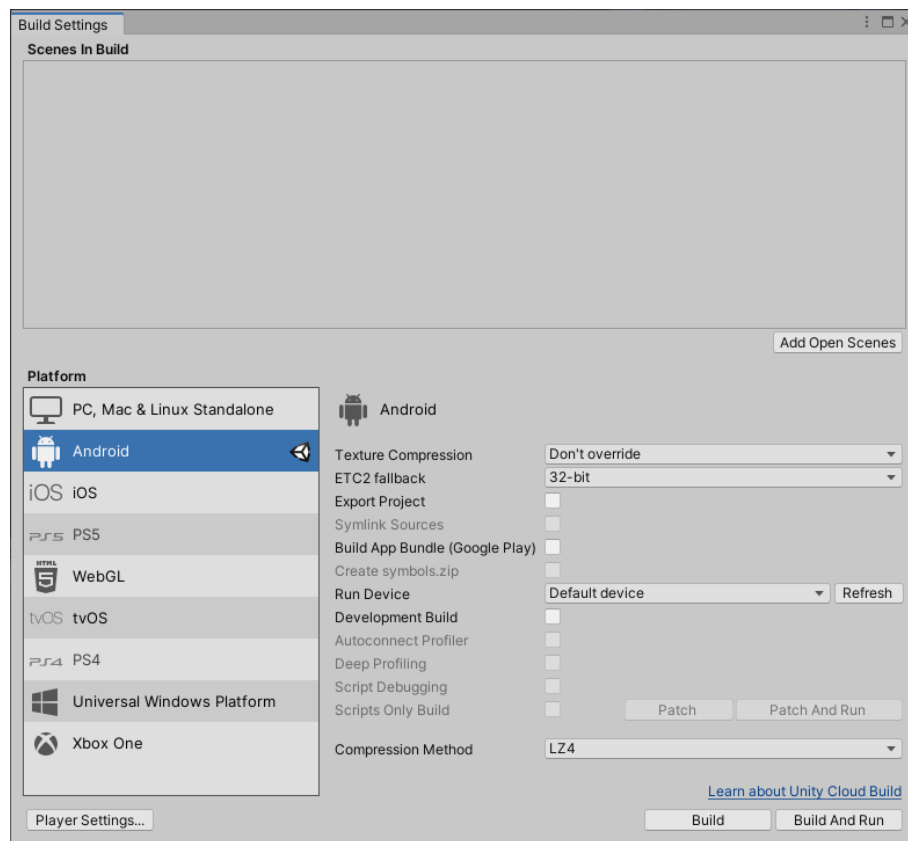


MIS For Mobile

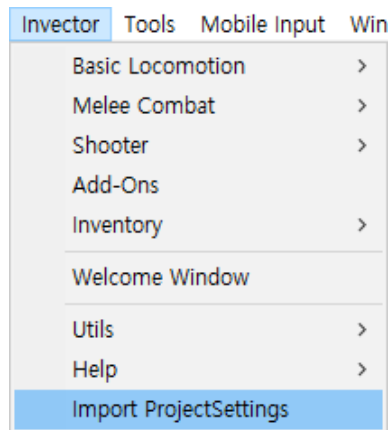
IMPORTANT: Please do not import any of MIS until finishing Invector setup for Mobile.

1. Create a Unity project

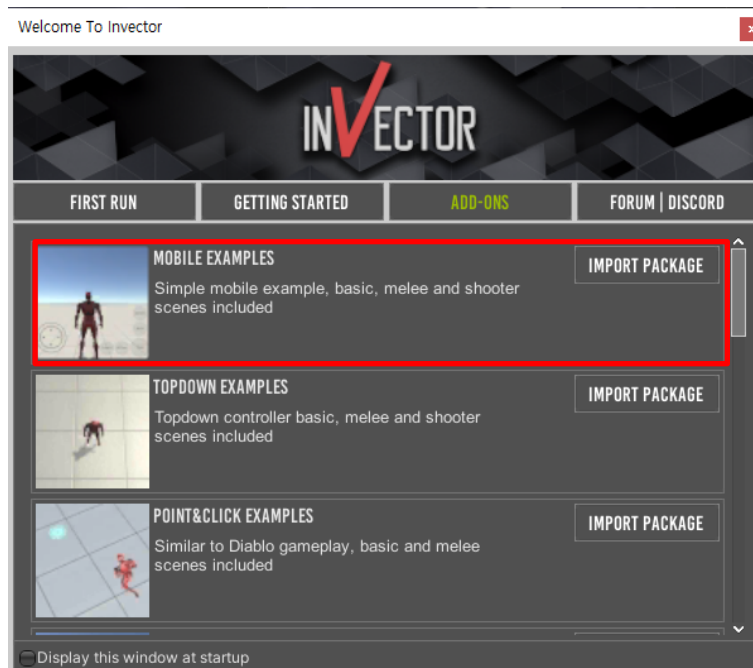
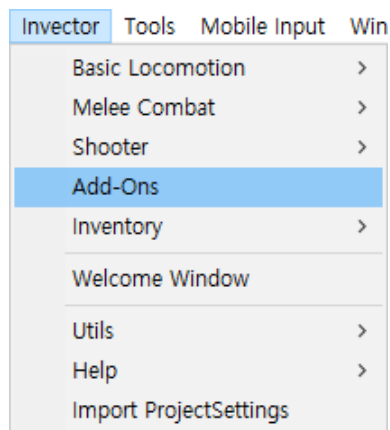
2. Set a mobile platform: File – Build Settings



3. Import Invector template and Project Settings



4. Import Invector Mobile add-on



5. Now you can import MIS and do MIS Refactoring

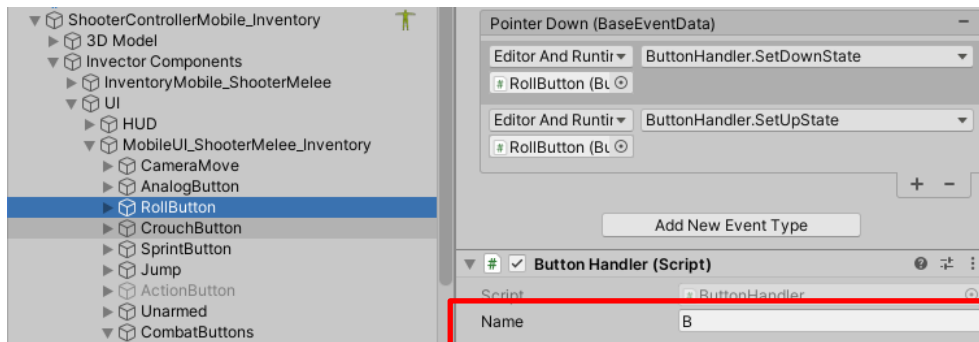


6. Import MIS package (For example: MIS-GroundDash)

7. Open Invector Mobile Demo scene (For example: Invector_Mobile_BasicLocomotion)

8. Install MIS-GroundDash on the demo character

9. Bind the MIS-GroundDash input (For example: RollButton)



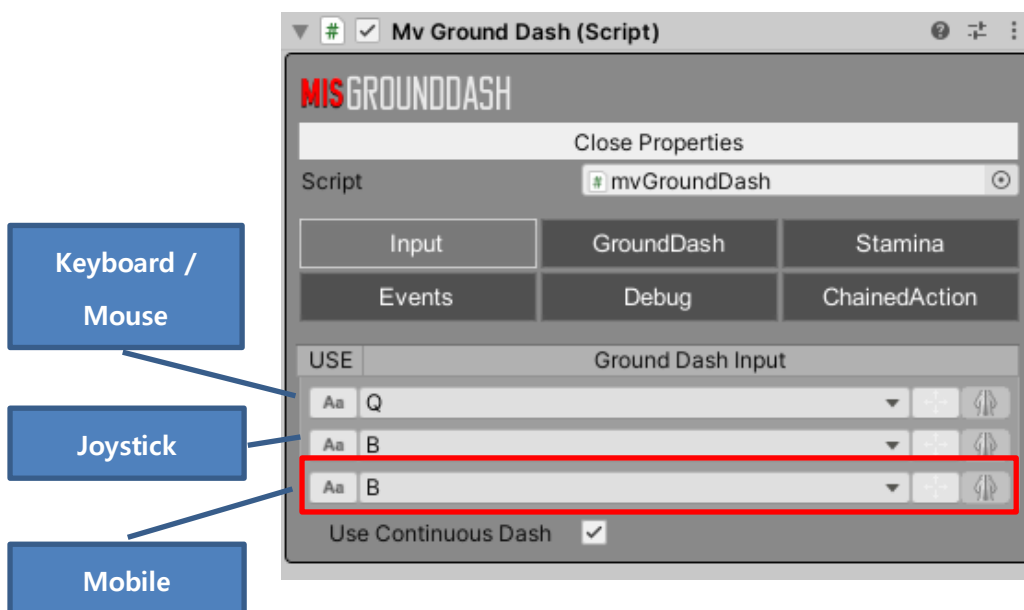
Currently, B key is assigned for Roll. Let's use it for Ground Dash input.

10. Block the Roll input from mvThirdPersonInput manager.



Otherwise, make a new UI button.

11. Assign the B key in the MIS-GroundDash instead.



12. Play and click the Roll button