

MIS-WallRun



Welcome and thank you for supporting MIS-WallRun!

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1. Quick Start

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. Setup Sequence

- Post-Process (Optional)
- INVECTOR
- MIS
- MIS-WallRun

3. Demo Scene

Find Assets/MIS-Packages/WallRun/Demo/.

4. Play

Control	Input
Start WallRun	W Towards a wall (Default)
Finish WallRun	Release W
WallRun Sprint	Left Shift
WallJump	Space

NOTE: Every input key can be modified via Inspector.

- Wall Run Tag / Wall Layer

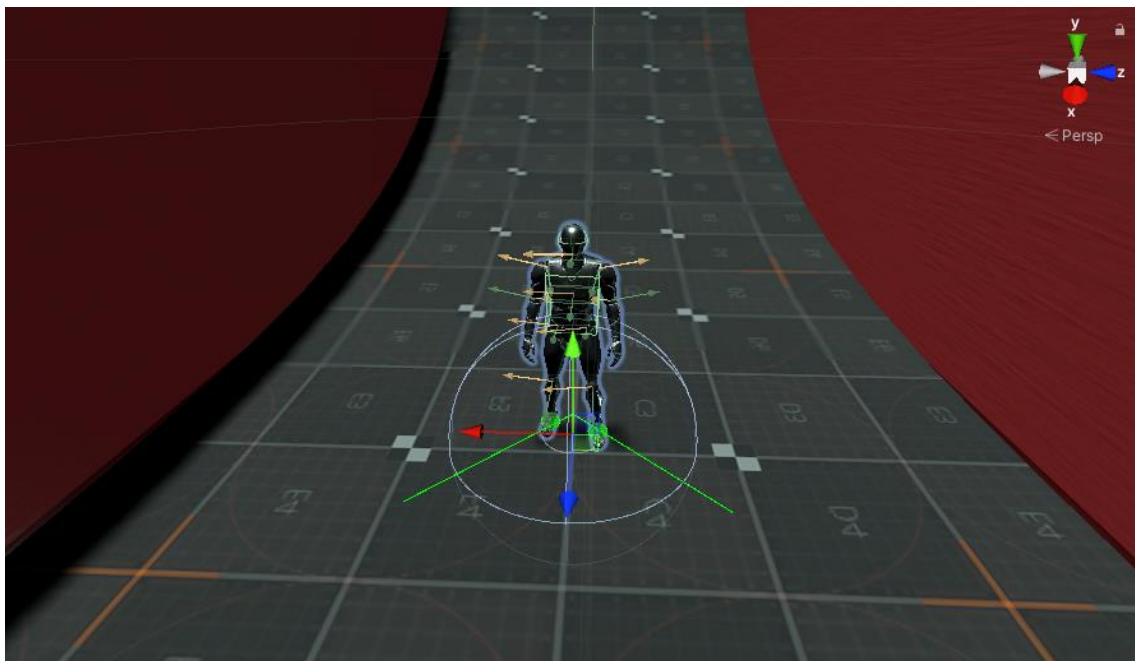
The Tag/Layer of the wall to be used as a WallRun. WallRun tag is automatically added when MIS-WallRun has been imported successfully.

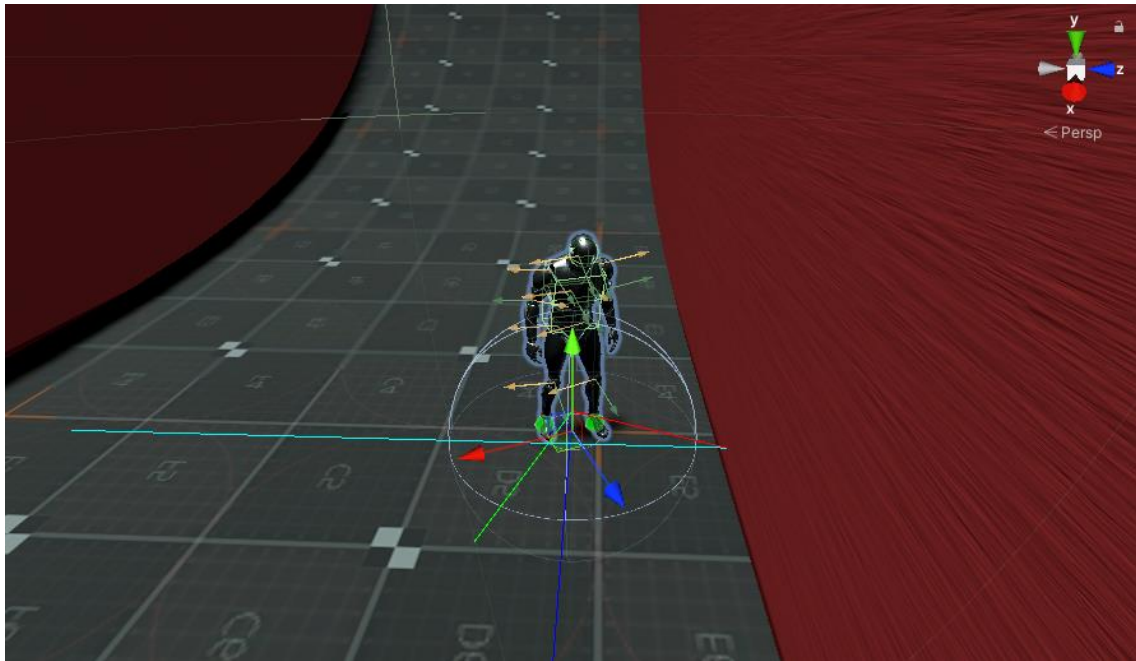
- Min Ground Distance

If the distance to the ground is closer than this value, WallRun is canceled.

- Max Wall Distance

Walls located within this distance are able to be used for WallRun. The green lines in the below screenshot:





- The left-hand side of the green line color turned into red means the wall is the target wall for WallRun. **If the both lines turned into red, WallRun cannot be executed. That's why Max Wall Distance should be set to a sufficiently short distance.**

- The blue line indicates the WallRun forward.

- The cyan line indicates the Wall normal.

■ Wall Run Height

Set the height at which WallRun will run.

■ Wall Run Positioning Speed

Set the speed to be positioned as WallRun Height. It should be set as the time to reach the target position within the duration of the WallRunStart animation.

■ Wall Run Time

If set to a value greater than 0, WallRun can only run during that time. When this time elapses, the WallRun is automatically canceled.

- Use Sprint to Start Wall Run

Enabling this option will cause the WallRun to run only during the Sprint.

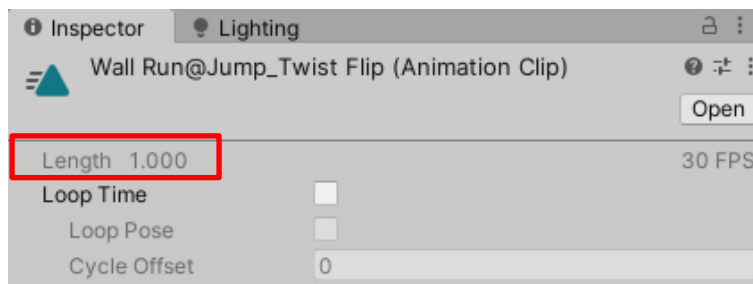
- Camera State L/R Side

Specifies the Camera State to use for WallRun.

- ~~Use Camera Direction for Wall Jump~~ [WIP]

When enabled, the camera direction is set for the WallJump target position. When disabled, the opposite direction of the wall is set.

- Wall Jump Animation Length



Setting the jump animation length ensures that the animation plays fully during the WallJump.

- Wall Exit Time

The minimum delay required to transition to WallJump state.

■ WallRun Start and WallJump success conditions

- The wall should be within the Max Wall Distance.
- Tag and Layer of the wall should be set correctly.
- Only one of the Raycasts should hit the wall.
- The wall should be within the Max Wall Jump Distance.
- Should move within the Max Wall Jump Distance to make contact with the wall.
- WallRun Stamina.

■ WallJump Start conditions

- The wall should be detected within the Max Wall Jump Distance
- Tag and Layer of the wall should be set correctly.
- WallJump Stamina.

NOTE: Wall Jump will be most likely successful if the walls are parallel to each other.

This is because the angle of contact with the wall is important.

NOTE: The walls should be as flat as possible. Otherwise, many side effects will occur.

For example, the character will frequently miss contact with the wall, or jittering will occur.

2. Setup

1. Overall

MIS Package Setup usually proceeds as following tasks when this package needs:

- Replaces Invector components with MIS's.

If MIS controller and input manager are already installed, this step will be skipped.

- Adds Animator Parameters

If MIS Animator Parameters are already added, this step will be skipped.

- Generates Animator StateMachine / States

If the relevant Animator Layers/StateMachines/States are already added, each step will be skipped.

Any Animator layouts of this package setup are automatically arranged.

- Adds MIS Package components and extra settings such as VFX.

If the relevant components or extra settings are already installed, this step will be skipped.

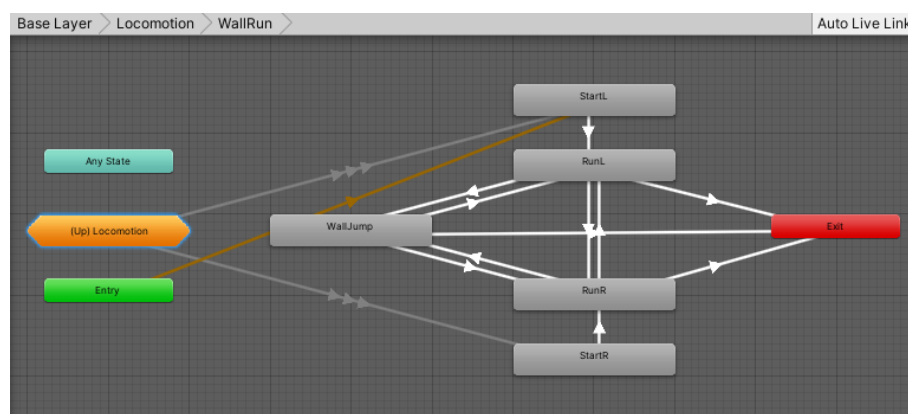
- Sometimes MIS Setup modifies components default value to fix any problem. Please see the console log.

You can run this setup repeat on the same character although the character already has been set up.

2. mvWallRun



3. Animator



<Basic/Melee/Shooter>

4. [YouTube Tutorials](#)

3. 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.

4. Contacts 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