

Magic Boots

Asset for Unity3d



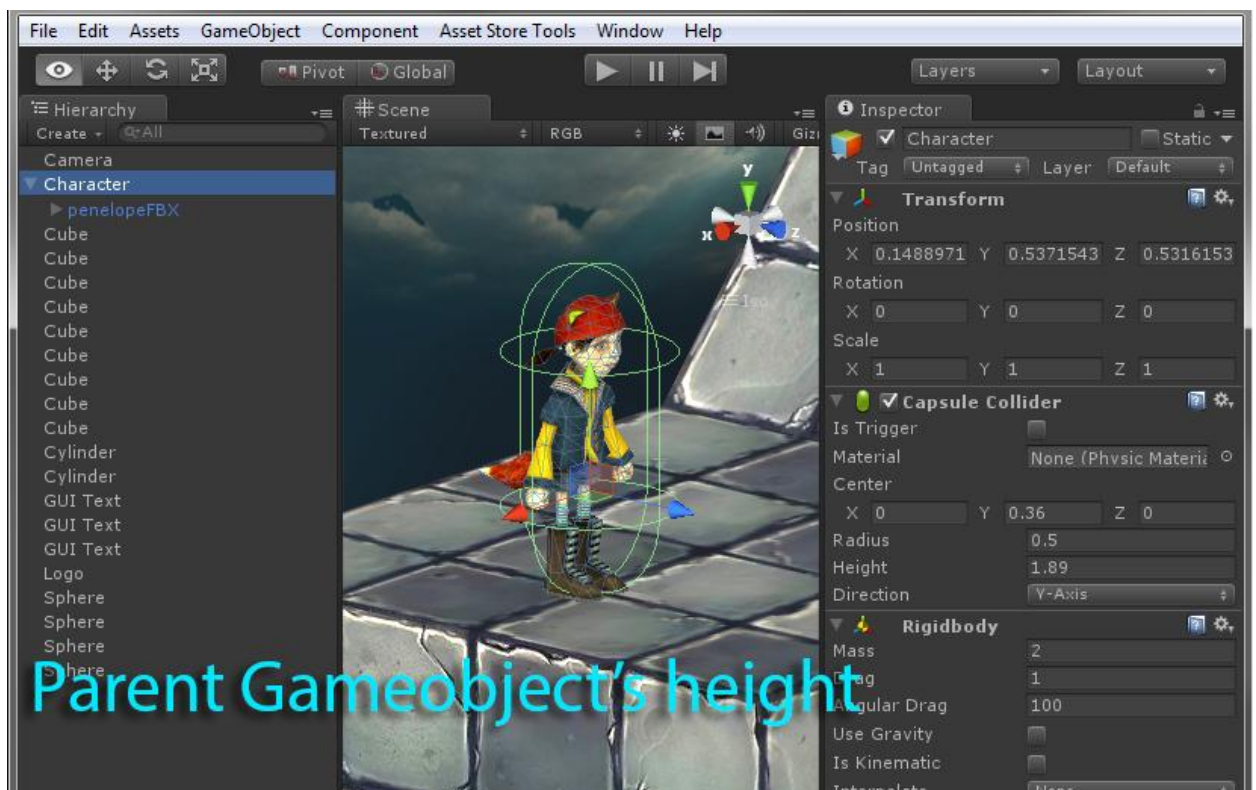
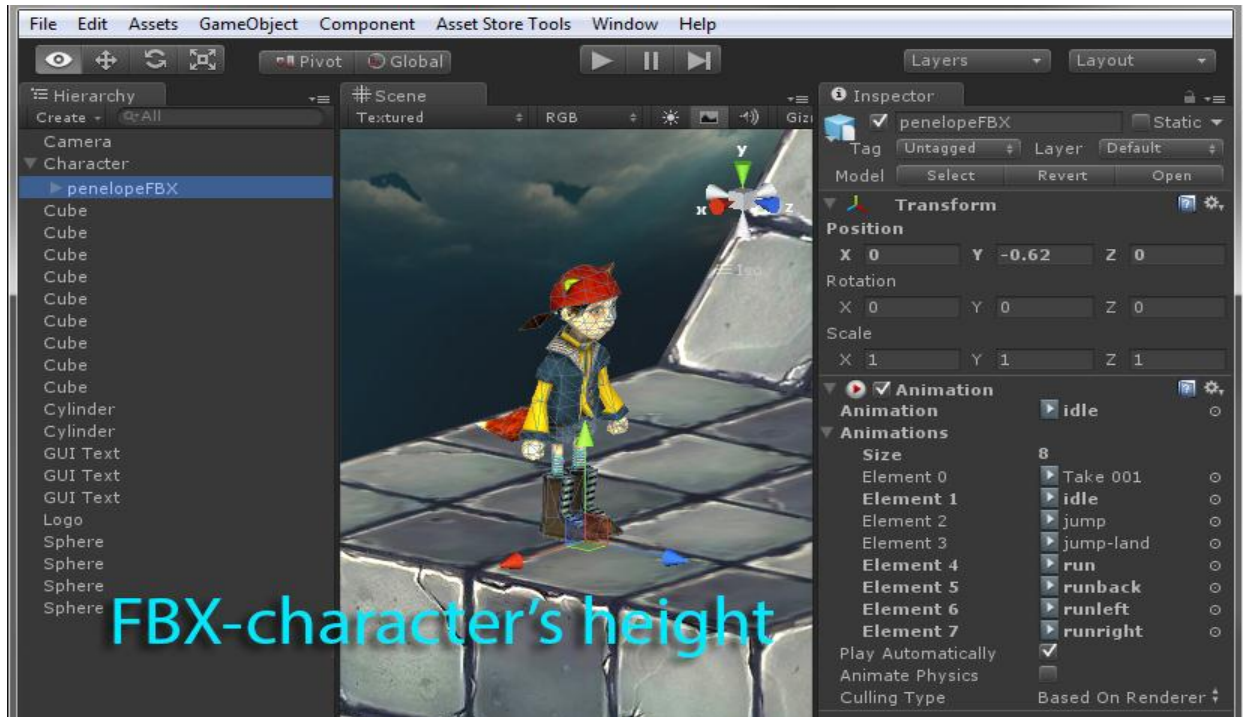
Thank you for purchasing our asset! We hope it helps you to make unusual wonderful games!

Setup

At the beginning create a cube and place your character on it.

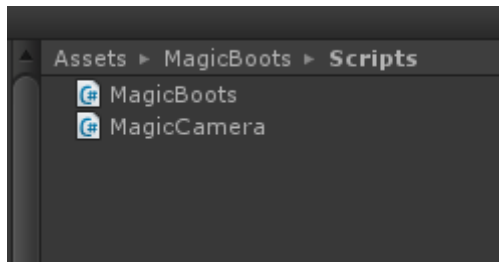
Create empty object for your character (GameObject -> Create Empty) and place your character inside it.

Adjust the heights of character and its parent gameobject.

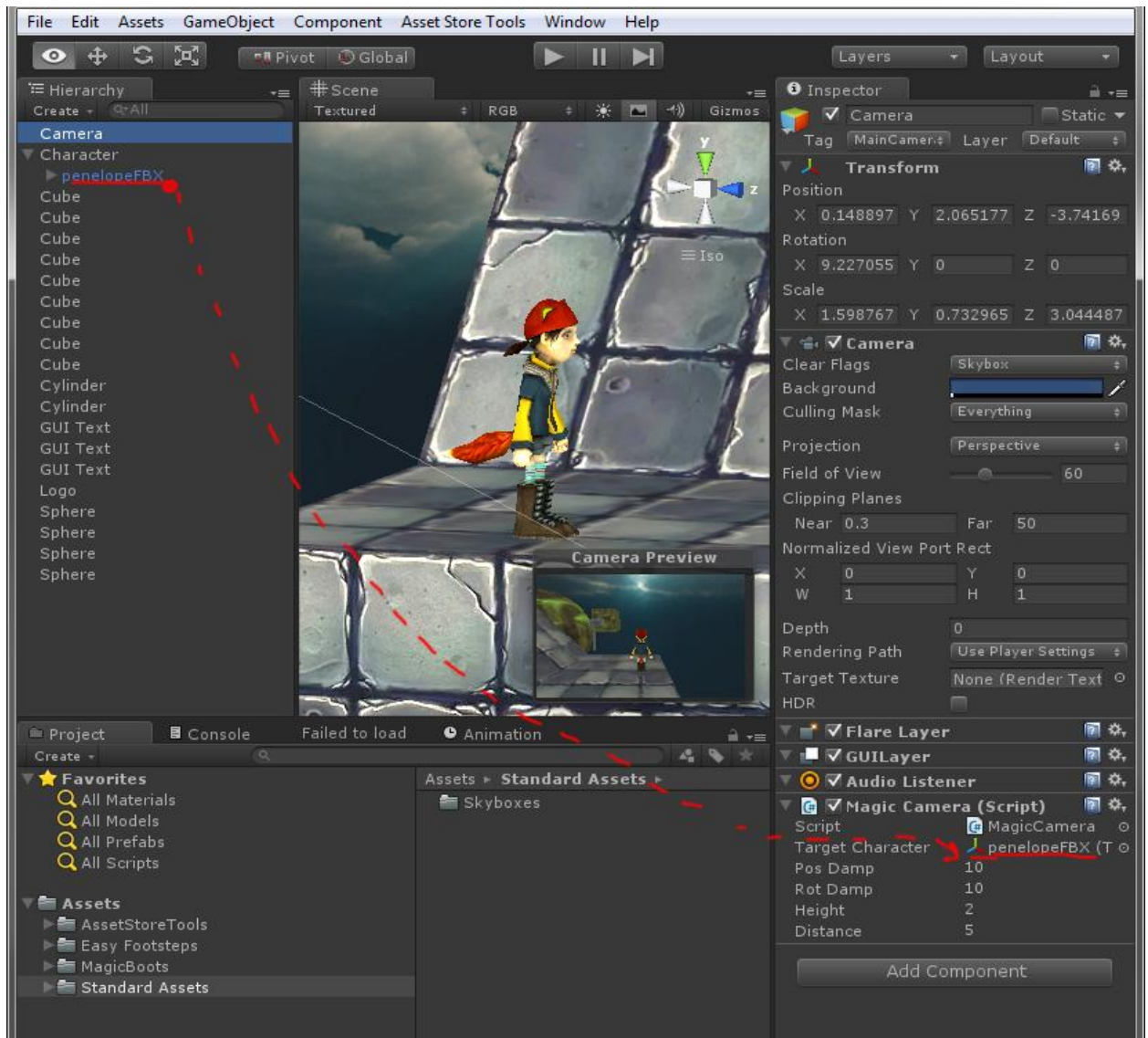


Find 2 scripts in the imported folder “MagicBoots/Scripts/” :

MagicBoots.cs and MagicCamera.cs.



Add to your camera MagicCamera-script and drag your character to field “TargetCharacter”

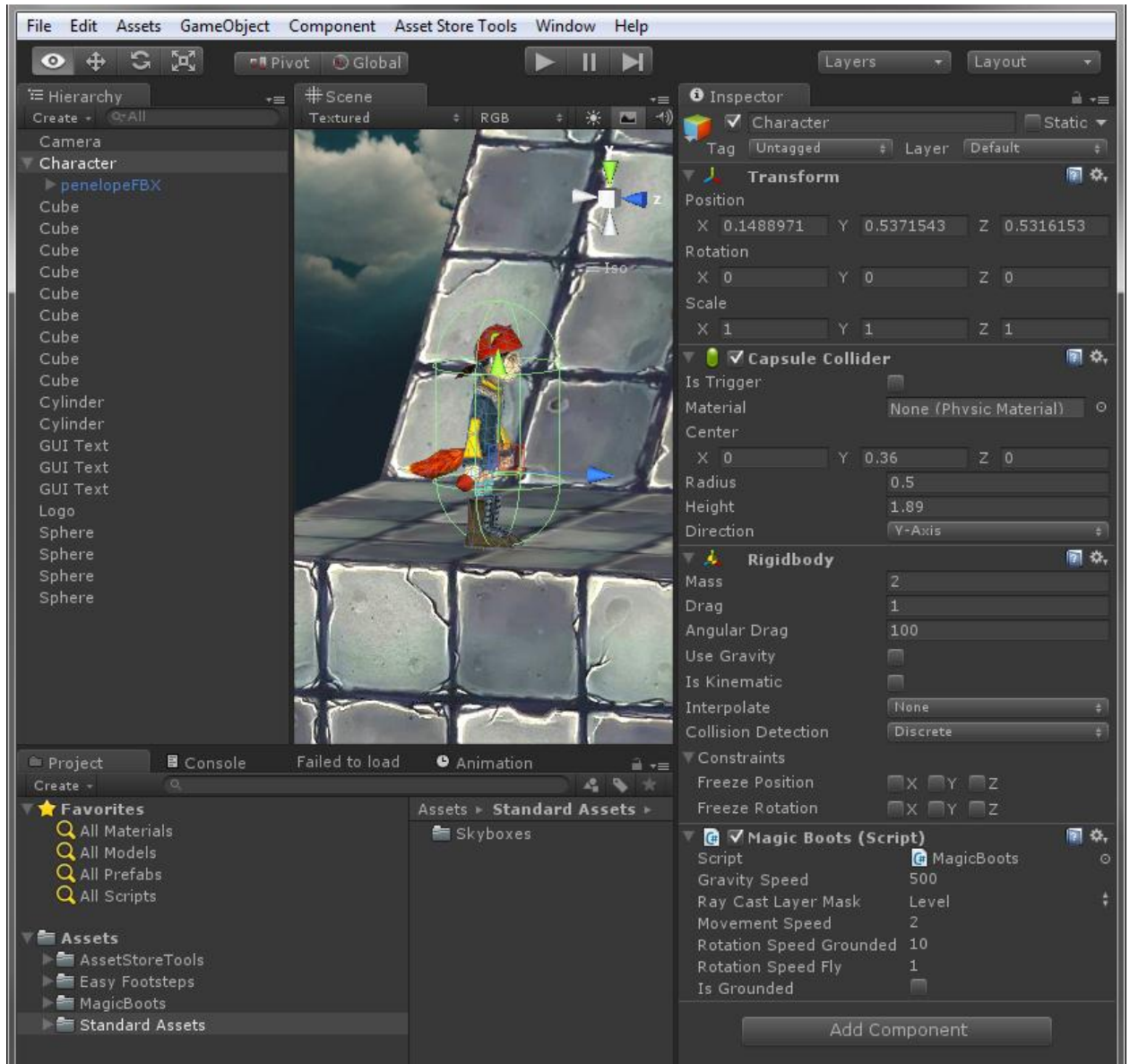


Set the values of the other fields such as shown in the screenshot:

PosDamp = 10	Height = 2
RotDamp = 10	Distance = 5

In the future, you can change these values as you wish.

Add to your parent character object MagicBoots-script.



Set the values of the fields such as shown in the screenshot:

GravitySpeed = 500
RayCastLayerMask = Level
MovementSpeed = 2
RotationSpeedGrounded = 10
RotationSpeedFly = 1
IsGrounded = false

Add to your parent character object Capsule Collider, Rigidbody and set the values of the fields such as shown in the screenshot:

Mass = 2
Drag = 1
AngularDrag = 100
UseGravity = false
IsKinematic = false

In the future, you can change these values as you wish.

The field RayCastLayerMask in the MagicBoots-script allows you to select the layer of the level on which character will run. You should mark the level-objects with a special layer and add them colliders. Moving platforms should be marked tag "Platform", so that the character can move with them.

That's it! Now your character can run on any surface at different angles!

And he can jump between objects, each time falling only on the surface beneath his feet.

If you have questions or suggestions, please visit our website:
sumrage.com