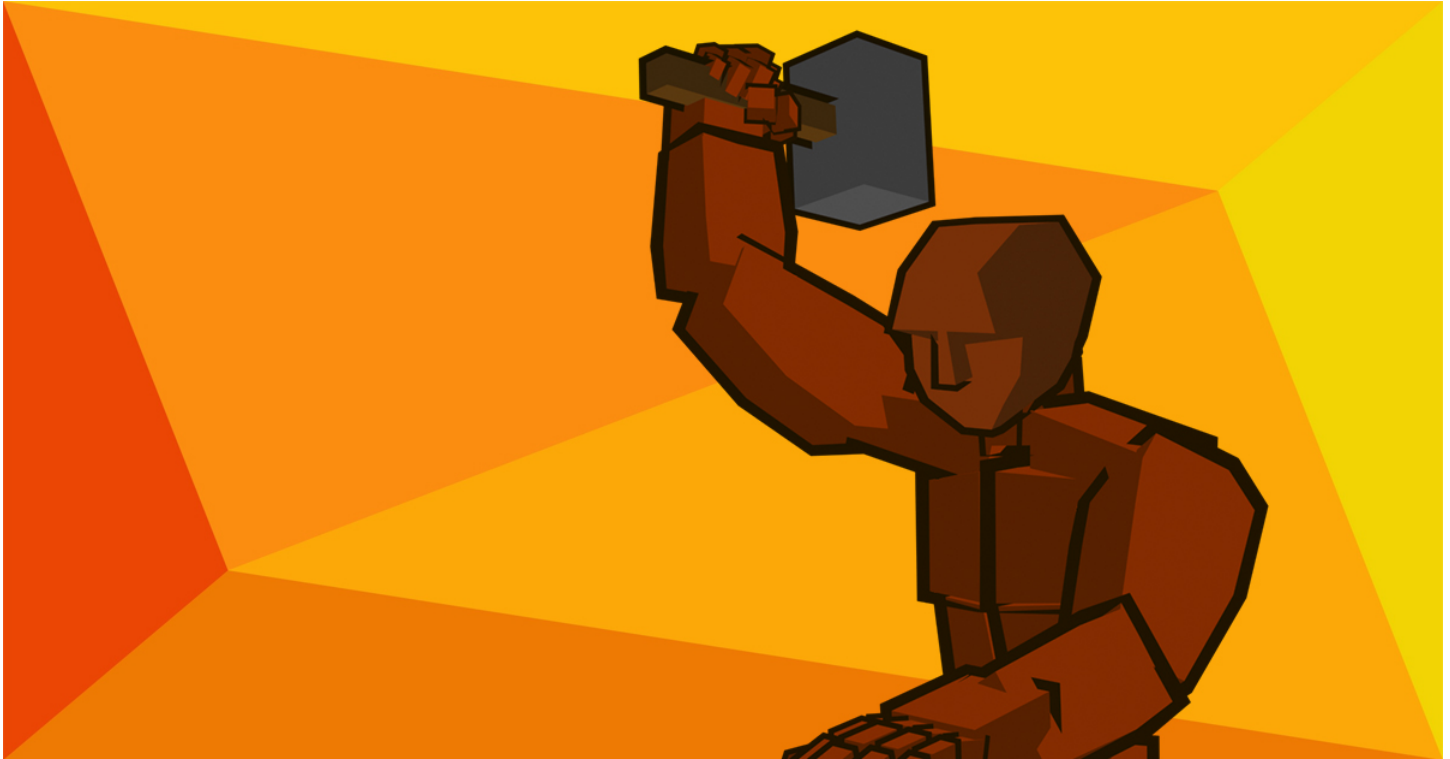




Crafting Mecanim Animation Pack ReadMe

Last Updated: **Sept 6, 2022**

It is highly recommended to watch Unity's Animation Tutorial Videos before using this asset if you're not familiar with Mecanim: <http://unity3d.com/learn/tutorials/topics/animation>

Controller Overview

The RPG-Character Mecanim Animation Pack controller is composed of 2 required scripts:

1. **CrafterController**: Main controller.
2. **CrafterState**: List of all possible Crafter states.
3. **CrafterActions**: Handles triggering all the animations and setting CrafterState.
4. **CrafterAnimatorTriggers**: Converts the old Trigger names into int for the revamped v3.5 Animator.
5. **CrafterShowItem**: Handles hiding and unhiding the various tools of the Crafter.
6. **CrafterAnimatorController**: Handles Animation Events and applies Root Motion on certain animations.

The following scripts are optional:

1. **CrafterIKHands**: Automatically attaches the left hand to 2 handed weapons using IK.
2. **CrafterNavigation**: Used to make the Crafter navigate NavMesh pathfinding.
3. **GuiControls**: This script contains all the needed code for the UI for demo purposes.
4. **SmoothFollow**: A simple camera follow script for demo purposes.

All scripts in the Crafting Mecanim Animation Pack use the namespace: **CraftingAnims**

Setup

Pre-Installation

Before attempting to use the pack, you must first ensure that the inputs are correctly defined. There is an included **InputManager.preset** which contains all the settings that you can load in:

<https://docs.unity3d.com/Manual/Presets.html>

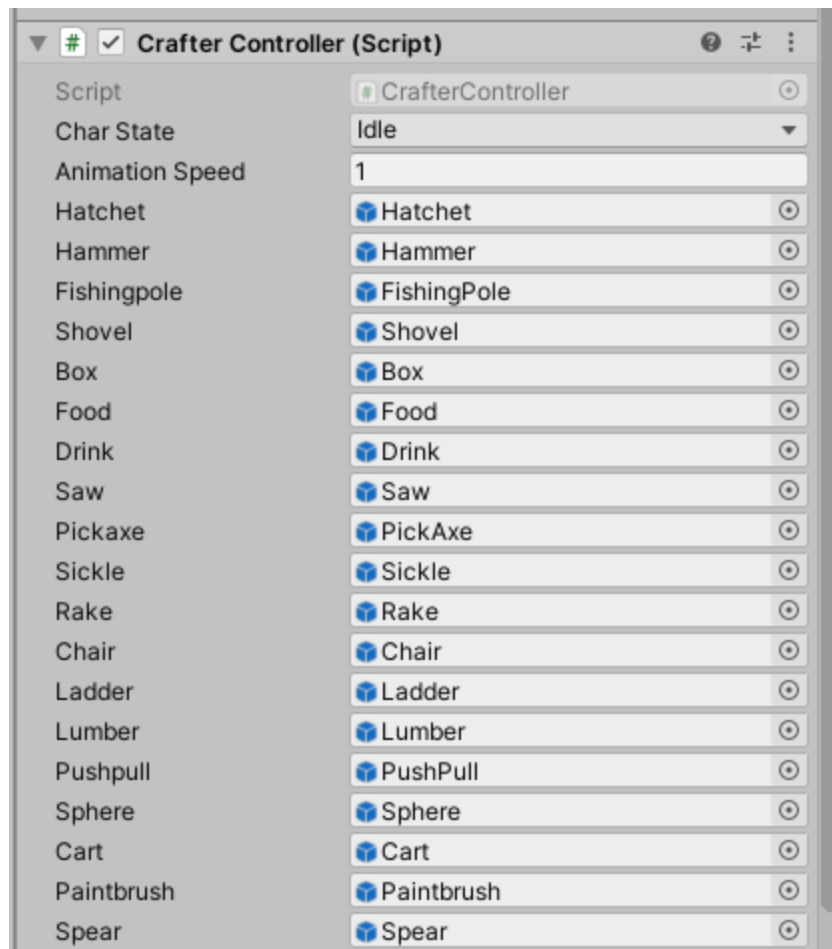
Replace Character Model

Simply drag in your character model underneath the main Crafter prefab and delete the original Crafter Model. The `CrafterAnimatorController` script is automatically attached to your character's Animator component at runtime.



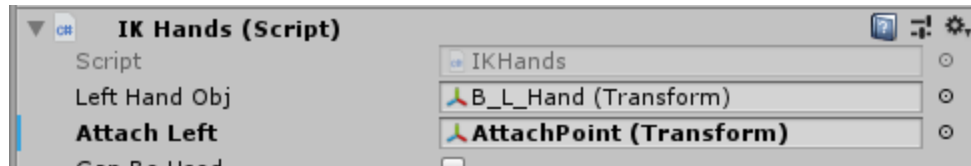
Connect Objects

You will need to go through and connect your item models to the correct fields in the Crafter Controller.



Set IK hand

If you're using `IKHands` script then you need to add it to your character models object with the Animator component.



Animation Events

There are animation events for many of the animations that you can use to trigger sounds, effects, and/or other code upon impact, etc. If you're using the `CrafterController` script, it will automatically attach the `CrafterAnimatorController` script to the gameobject in your character's hierarchy which contains the Animator component.

NOTE: If you're not using the `CrafterAnimatorController`, or don't have these methods in a script attached to your character's Animator component then you will get errors.

```
public void FootR()
{
    OnFootR.Invoke();
}

public void FootL()
{
    OnFootL.Invoke();
}

public void Strike()
{
    OnStrike.Invoke();
}
```

Animator Parameters

Moving: Set in `CrafterController` if there's movement input and character motion.

Use: Set in `CrafterController` if the character is playing the "Use" animation.

Velocity X: Set in `CrafterController`, character's sideways speed.

Velocity Z: Set in `CrafterController`, character's forward/backward speed.

Animation Speed: Global animation speed adjustment, set in `CrafterController`.

Action: Determined in `CrafterAnimatorTriggers`, these control which animation is played.

TriggerNumber: This is always -1, so that this pack can be merged with the RPG Character Mecanim Animation Pack more easily.

Trigger: The actual trigger to start the animation determined by **Action**.

Questions,
comments,
requests or
suggestions:

[Contact.](#)

