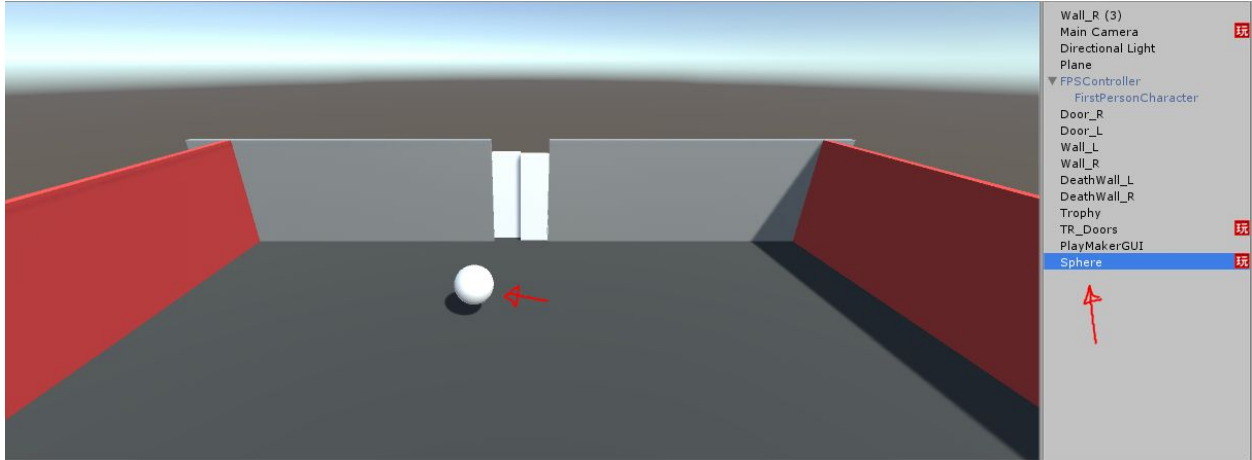
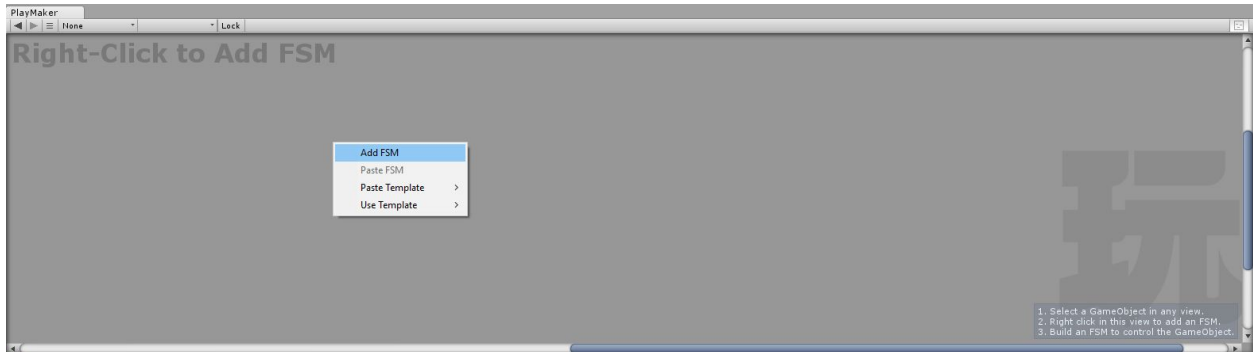


Character Movement:

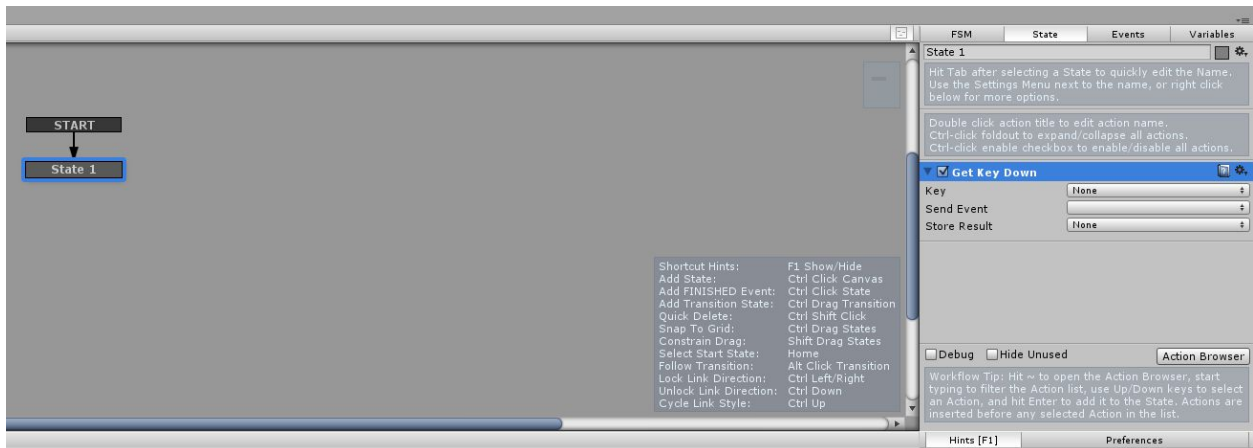
1. Create a model that will work as your character.



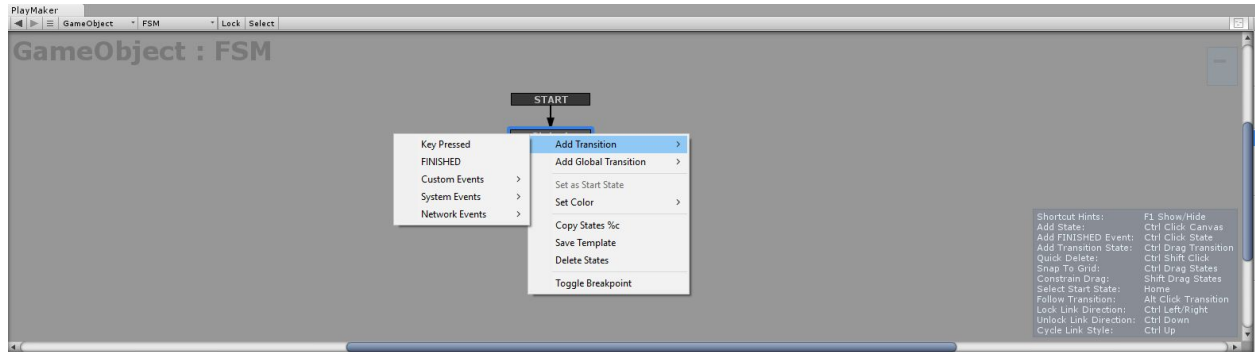
2. Add an FSM to your character



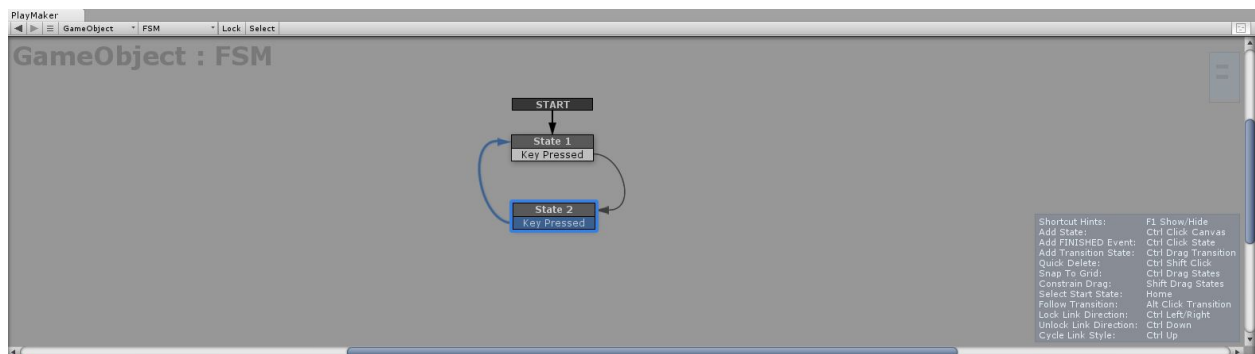
3. Add Get Key Down to state 1



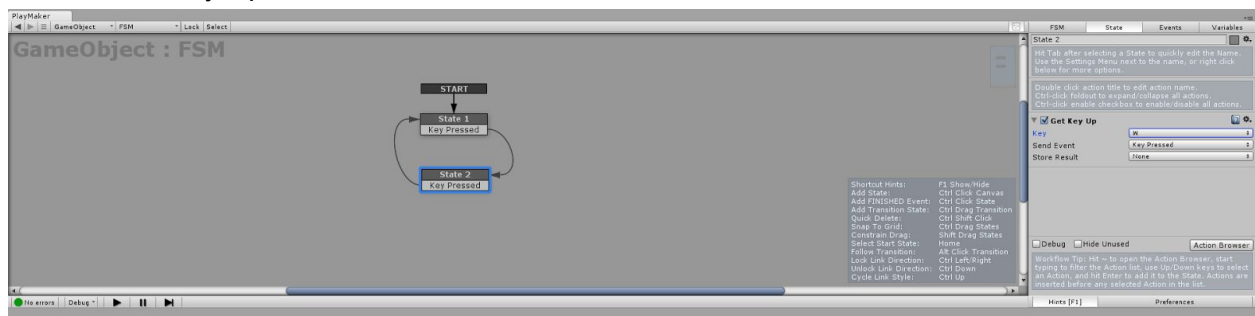
4. Create an event and add the transition to state 1.



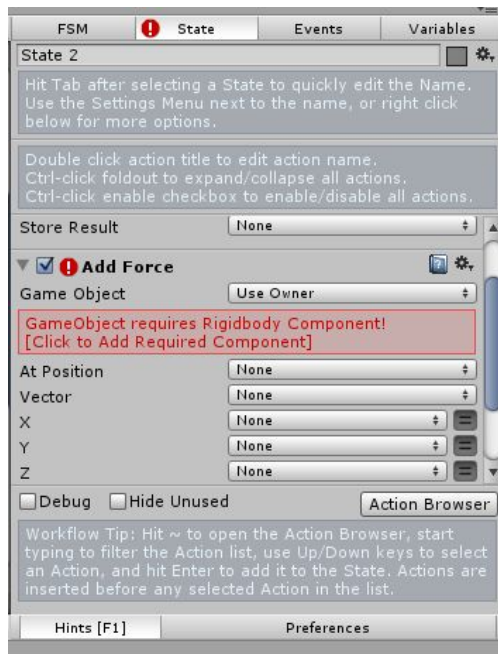
5. Create a second state with a transition and connect both states to each other.



6. Add a Get Key Up to state 2.



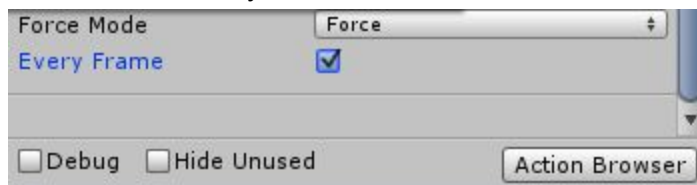
7. Add a “Add Force” to state 2. (Click the red warning if it pops up to add a Rigidbody to the object.)



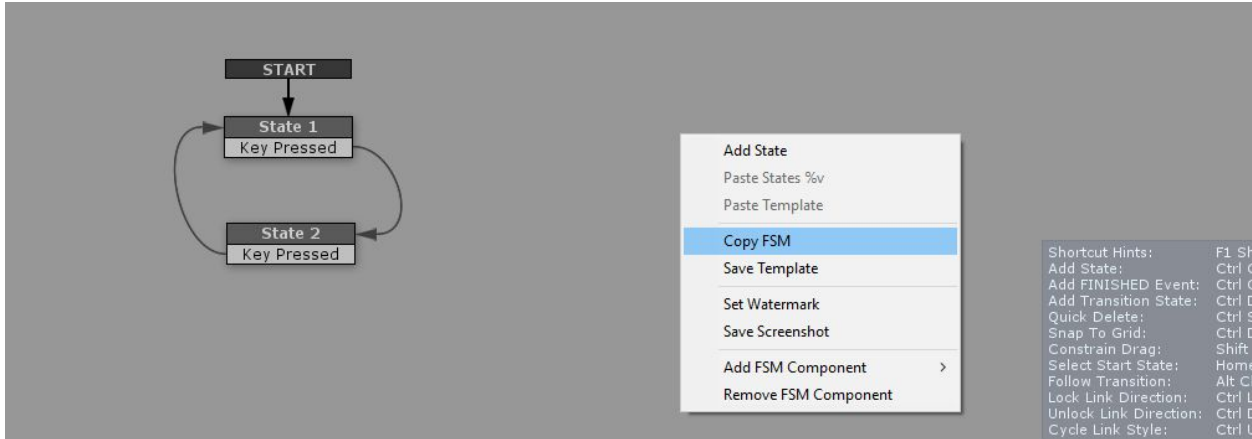
8. Click the button on the right of the Axis you want. Then input the force number you want.



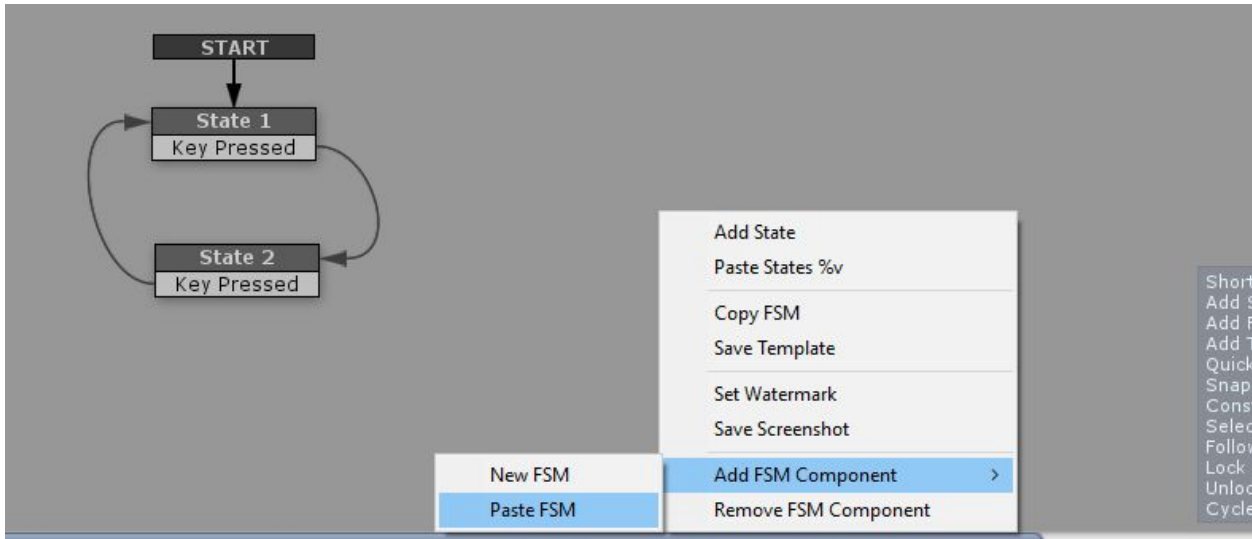
9. Check the “Every Frame” box



10. Right-Click and select copy FSM



11. Right-Click and select “Add FSM Component” then select “Paste FSM”.



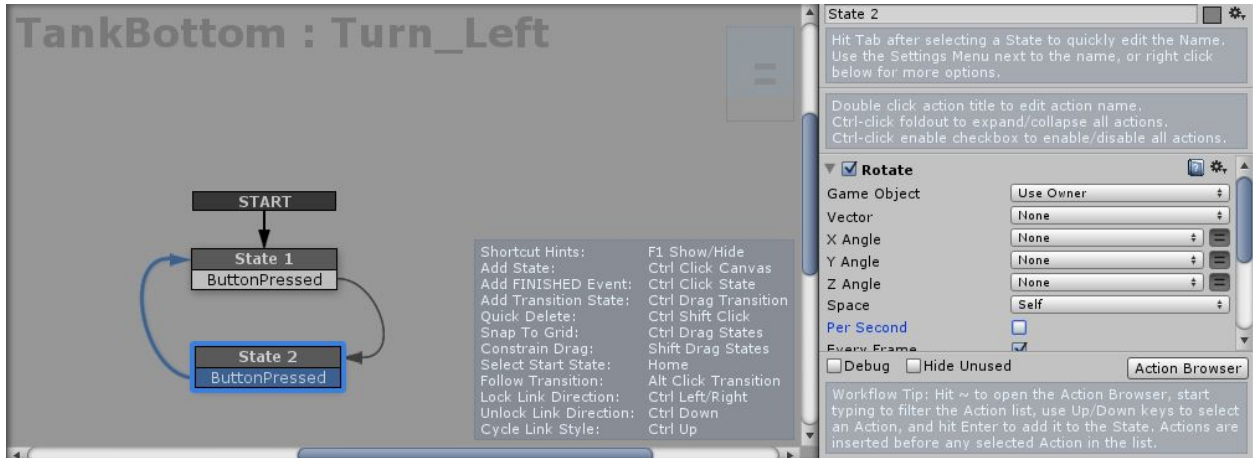
Note:(Copy and paste the FSM for each direction. I.e. Up, Down, Left, Right)
Make sure that you set the force to the correct direction and that you change the “Get Key Down” & “Get Key Up” to the correct direction. i.e. W=Up, S=Down, A=Left, D=Right

Continue to the next page for the tank example

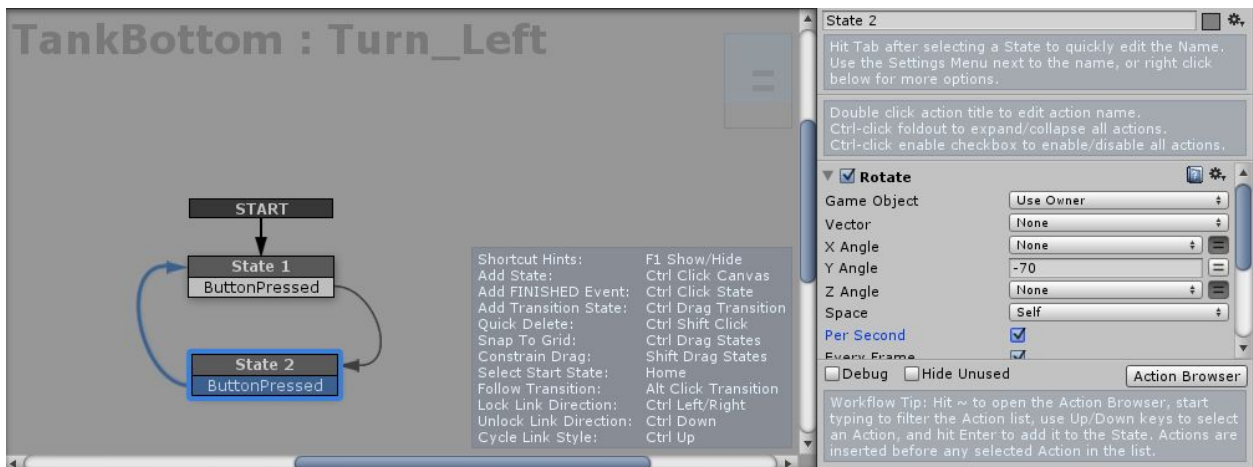
Moving A Tank

If you are following the tank example use the following for turning the tank.

1. Remove the “Add Force” from your turn left and turn right and add the “rotate action”.



2. Put a number in for the “Y Angle” and check the “Per Second” box.



Do the same thing for turning the other direction.