



## Downloadable package: UCC v3 integration

Thanks for downloading the UCC v3 integration for Adventure Creator. This sample package provides an integration for Opsive's Ultimate Character Controller v3. It provides AC/UCC motion control syncing, camera control, AC/UCC inventory item syncing, and AC Interactables.

**Note:** If you face warnings in the Console when switching scenes, assign AC's **AC.MultiSceneChecker** script a higher Script Execution Order value than UCC's.

### Demo scene

To demonstrate the integration, double-click the package's **AC\_UCC\_ManagerPackage** asset to assign its Managers, and then run the **AC\_UCC\_Demo** scene. This scene demonstrates how AC Triggers, Cutscenes, Cameras and Inventory systems can be used in conjunction with AC.

The following instructions cover how to get set up in your own project:

### AC motion control

1. Set up your UCC scene as normal, with a UCC Player and UCC MainCamera.
2. Add AC's **Player** component to the UCC Player, set the **Animation engine** to **Mecanim**, but clear all of the Mecanim parameters text fields.
3. Add the **AC\_UCC\_Character** component to the UCC Player, and assign the UCC UnityInput / PlayerInput component into its **Player Input** Inspector field.
4. (Optionally) Check **Control Camera During Cutscenes** if you wish to be able to move the camera during cutscenes.

5. Go to the Ultimate Character Locomotion component's Ability list, and add the **AC Motion** ability. Set its **Start Type** to **Manual**.
6. In AC's Settings Manager, set the **Movement method** to either **First Person** or **Direct**.
7. Place your UCC Player in the scene, and assign it in the UCC Camera Controller's **Character** field. The Player will need to remain in the scene file, rather than be spawned via AC's Settings Manager.

## AC camera control

If you only wish to use UCC's camera for the whole scene, simply attach AC's MainCamera component to the UCC MainCamera. Otherwise, follow these steps:

1. Rename UCC's MainCamera to **UCC MainCamera**, untag it from having the MainCamera tag, and attach the **Basic Camera** component.
2. Create a new Unity Camera as a separate GameObject and attach AC's **MainCamera** component.
3. Remove the **Overlay** layer from this Camera's **Culling Mask**, and tag the GameObject as **MainCamera**.
4. Set up the scene using AC's Scene Manager, assigning the **UCC MainCamera** in the Scene Manager's **Default camera** field.
5. If AC's **Movement method** is set to **First Person**, you will have to set this camera using a **Camera: Switch** Action in your scene's **OnStart** cutscene.

## Inventory/Item syncing

AC can auto-add, remove and select its own inventory items when UCC items are picked up and equipped. For any UCC item you wish to sync with AC's Inventory system with:

1. Create a new Inventory item in AC's Inventory manager that represents that item, and make a note of its ID number to the left of its name.
2. Locate the UCC Item prefab, attach the **AC\_UCC\_Item** component to it, and set the **Linked AC Item ID** to the ID number set in step 1.

## Interactables

UCC Interactables can be made to run AC ActionList when interacted with:

1. Create a Cutscene or ActionList asset you wish to run as part of an interaction.
2. Add a UCC Interactable to the scene, and add an empty child GameObject to it.
3. To this child, attach the **AC\_UCC\_Button** component and assign the ActionList created in step 1).
4. Find UCC's Interactable component, and add the **AC\_UCC\_Button** to the list of **Targets**.

5. The **Inventory: Check selected** Action can be used to check the equipped UCC Item if they are synced (see above), but first you must go to the Player's Ultimate Character Locomotion component, find **General**, and check all **Slots** in the **Allow Equipped Items** list.