



REDUX

CHARACTER CREATOR

DOCUMENTATION V1.0

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I QUICK START

First of all, thanks for purchasing the package!

There are a couple things you need to know before using the package.

- RCCUI requires **Unity 2018.1** or **higher** at the moment. It might be working on older versions as well, however, I'd not suggest to use it below 2018.
- You don't need any 3rd plugin, unless you're going to use it with UMA. RCCUI made with default Unity components.
- RCCUI is specially made for Linear lighting mode. You can use with gamma as well, but alpha colors could be different.
- RCCUI is supporting all kind of horizontal aspects. You can change the aspect ratio and it'll fit your screen automatically.
- I'd highly recommend to use this package with UMA. It's a great and free package on the asset store.

UMA on the Asset Store: <https://assetstore.unity.com/packages/3d/characters/uma-2-unity-multipurpose-avatar-35611>

You'll get some warnings about Animator is inactive when starting the demo scene. It's not about me, it's just Unity trying to say the object with animator is inactive. Note that it's not a bug, just so you know.

Lastly, I'm not a good coder. I apologise for some of my poorly written codes :)

If you have any other questions, [click here to contact me](#)

I DEMO SCENES

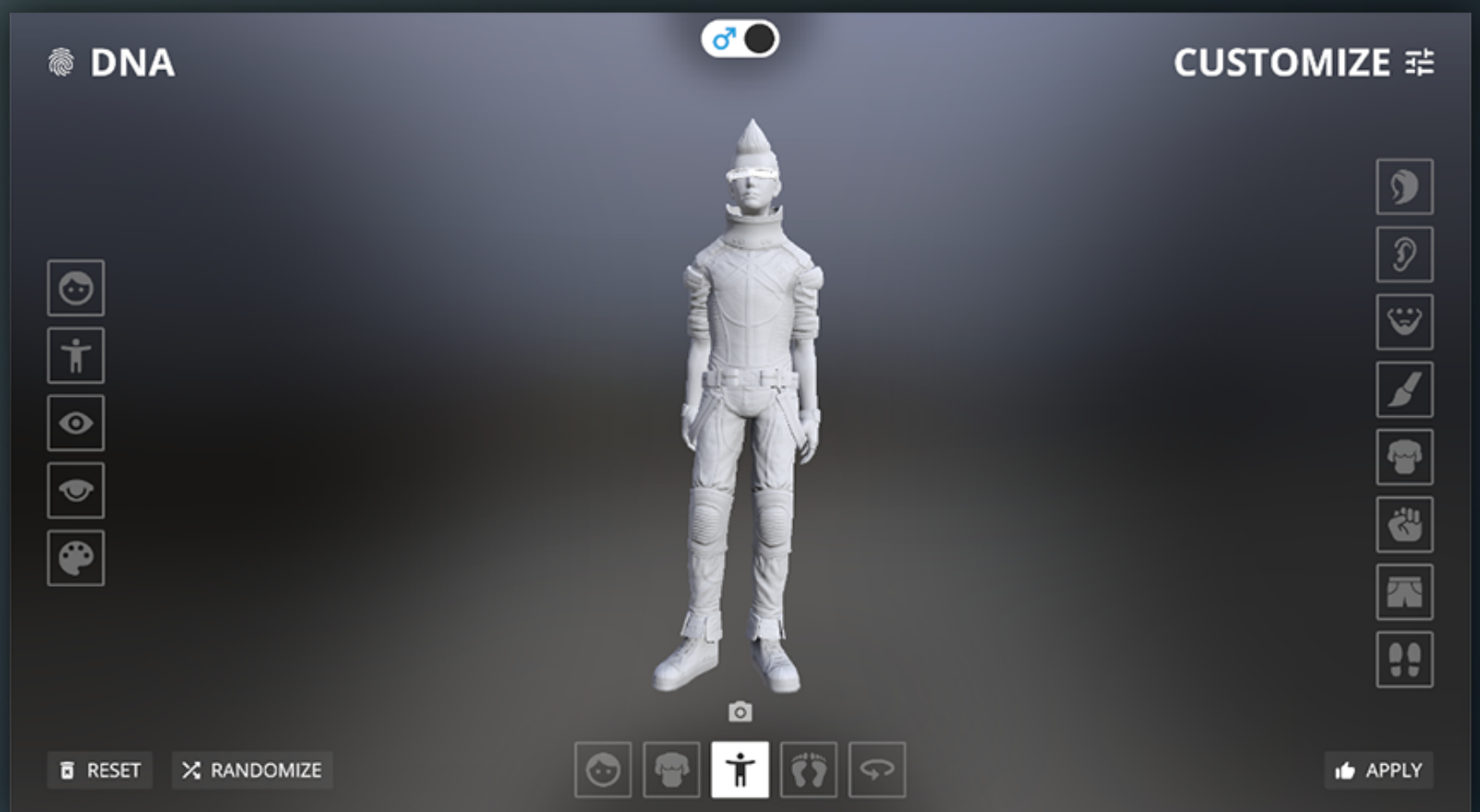
There are two demo scenes in the project. One of them is the regular **Demo** scene, and the other is for **UMA**. Both of them work out of the box, so you can start to work fastly.

Every object has been properly categorized and named in the scene, so you can find things easily.

Ethan character model is included in the regular demo scene for showcase purposes. Customization and DNA settings won't work on this character.

However, UMA demo scene works out of the box, you just have to import main UMA package and integration from **Character Creator UI > Integrations > UMA**.

You'll also see blank text fields if you don't have **TextMeshPro** in your project.



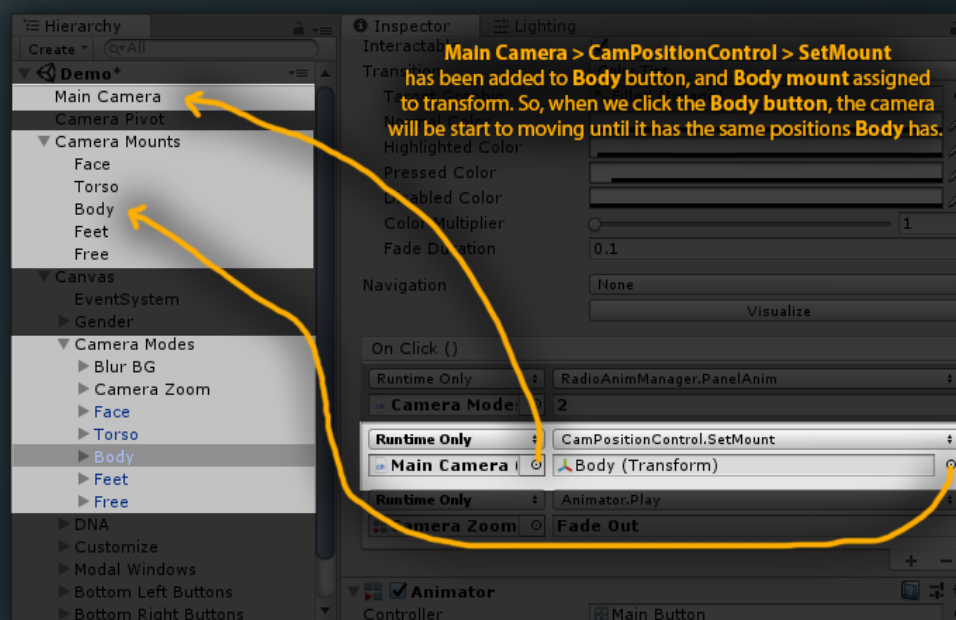
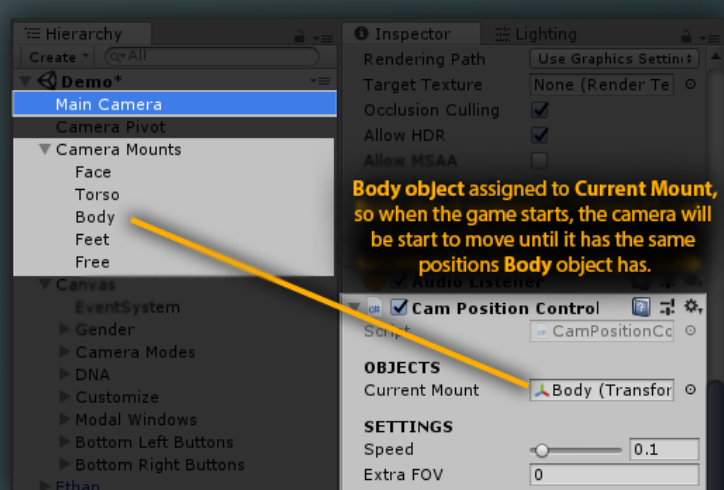
I SMART CAMERA SYSTEM

You might be saying "What is this?". Basically, I made a dynamic camera placing system. The camera smoothly moving into the selected **mount** (which it's a game object).

You can add **mounts** as much as you want. Set the position of the mount as you want, and then call it with a **function** (in the demo, it's called by button), and that's it!

With that way, you won't need any animations. You can customize the **speed**, **FOV** and **default mount** as well.

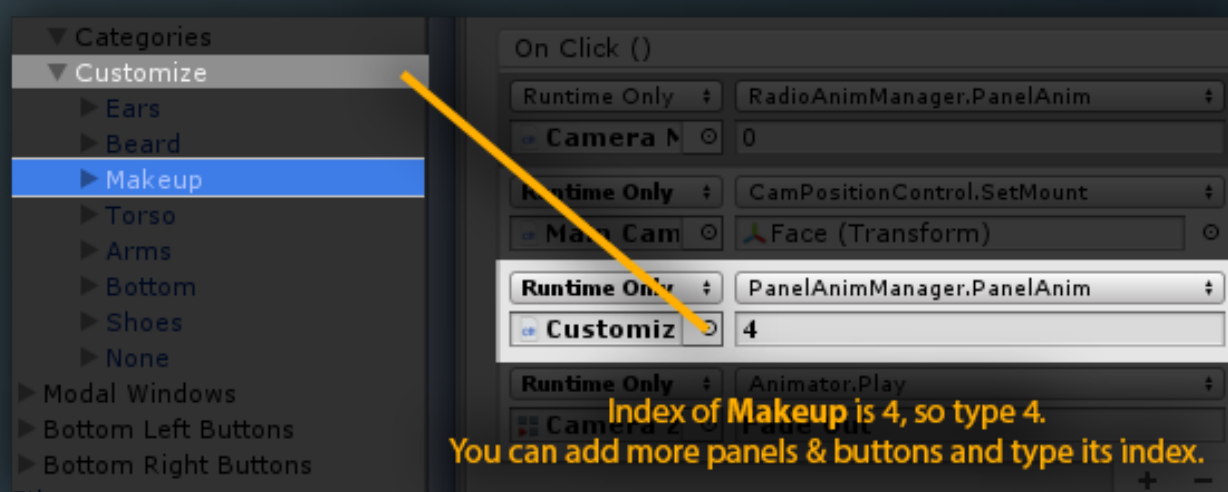
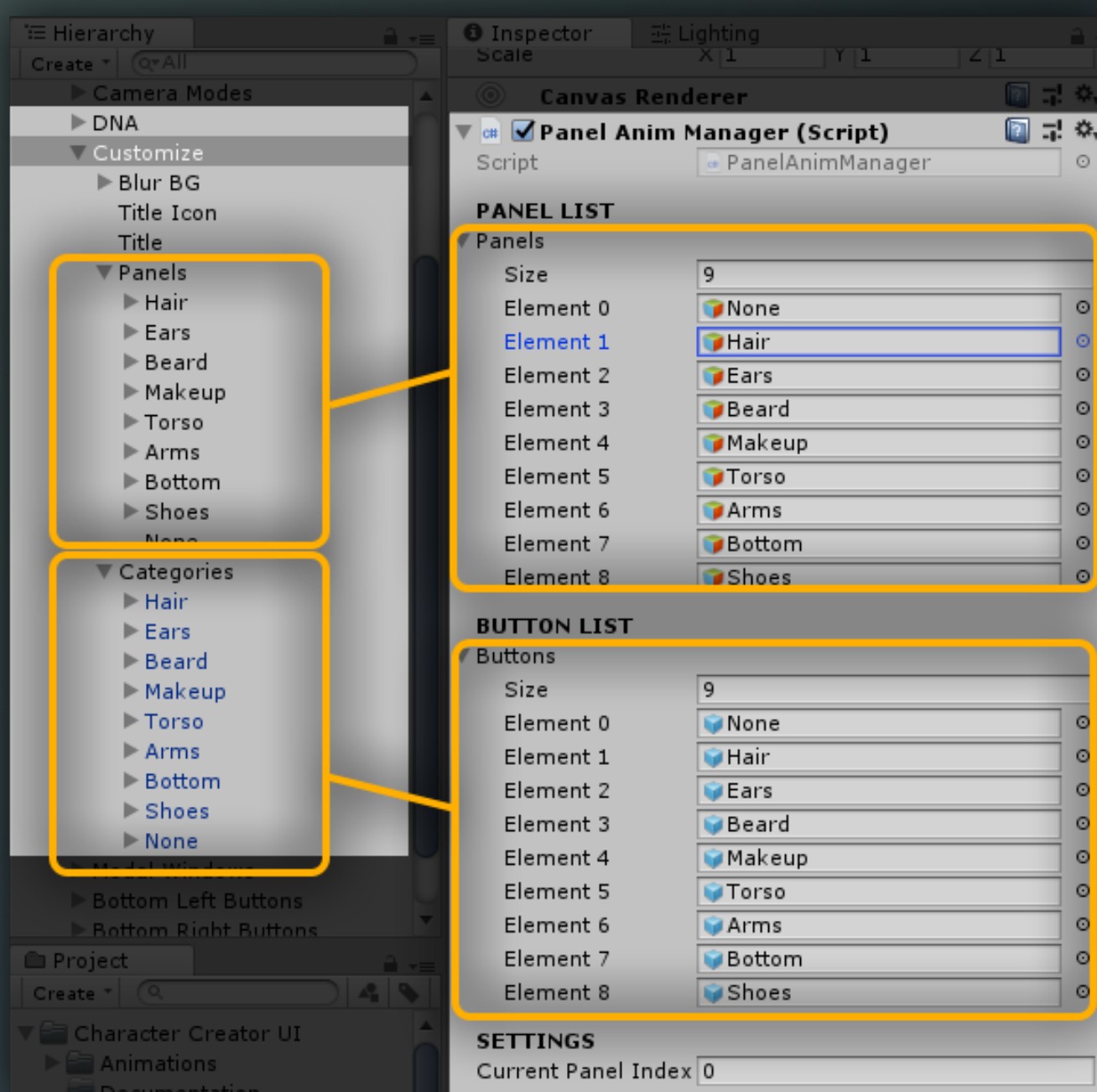
There's also a script called **Camera Motion Controls** attached to **main camera**. It basically allows you to free movement and zooming. This script should be disabled while using **mount** system. In the demo scene, it'll automatically active when free cam movement button clicked.



I PANEL MANAGER

There are two panel managers in the demo scene, **DNA** and **Customize**. Basically, this script is managing in/out animations of panels and buttons.

You have to call **PanelAnim** function, and type the **index** of the panel you want to open. Current Panel Index = Set Visible {Index} Panel at start.

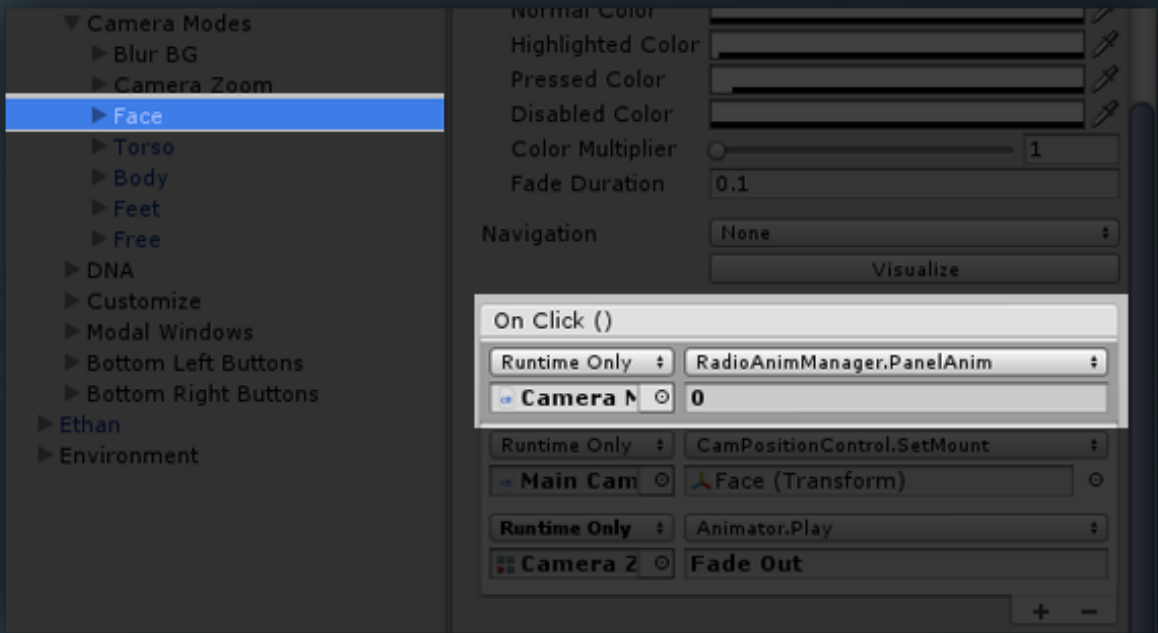
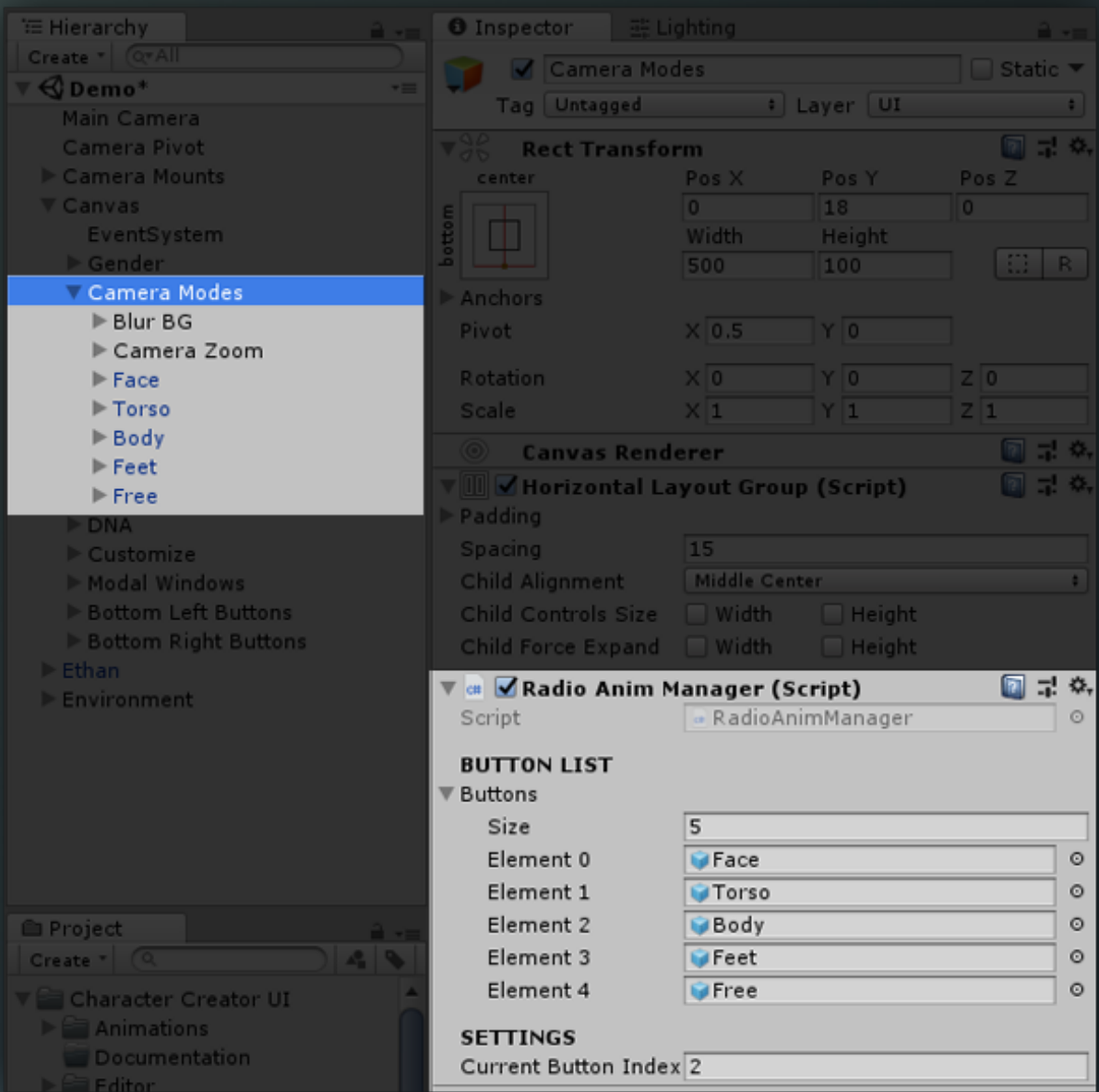


RADIO BUTTONS

This feature is basically the same as **Panel Manager** but without panels. Think this thing as a toggle.

Camera modes, item colors and a couple more objects using this feature, so it's kinda a big part of the package.

Current Button Index = Selected {Index} Button at start.

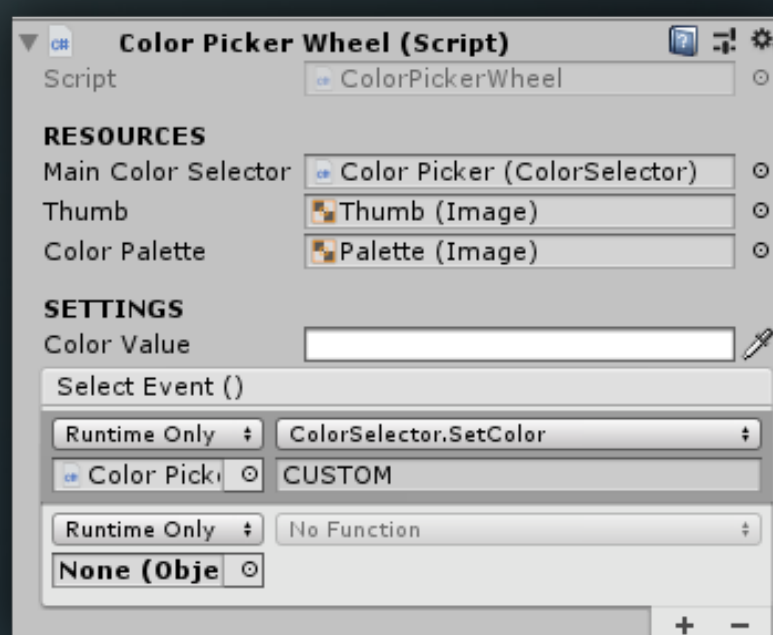
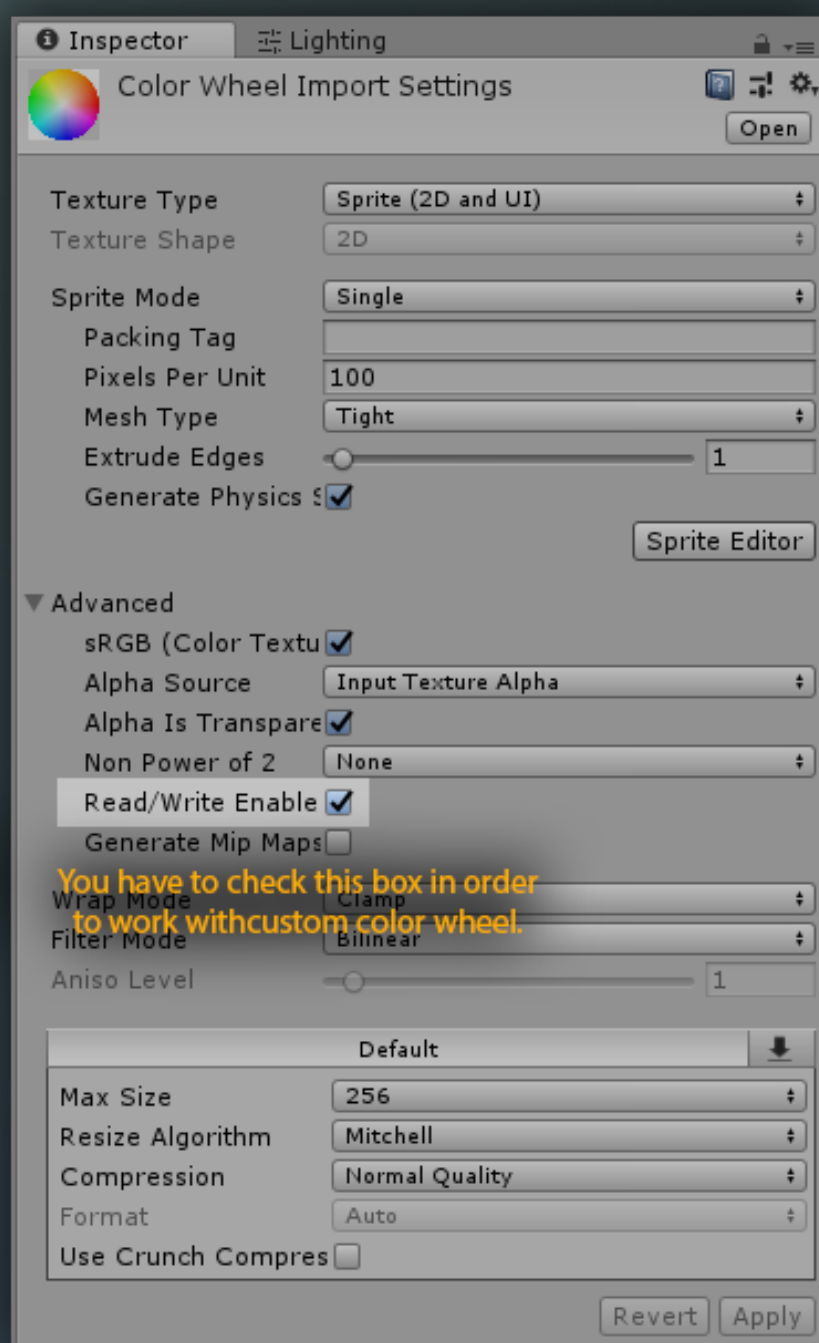


I COLOR PICKER

There are two color picker systems in this package. One of them is classic, pre-made single color picker, and the other is custom dynamic wheel.

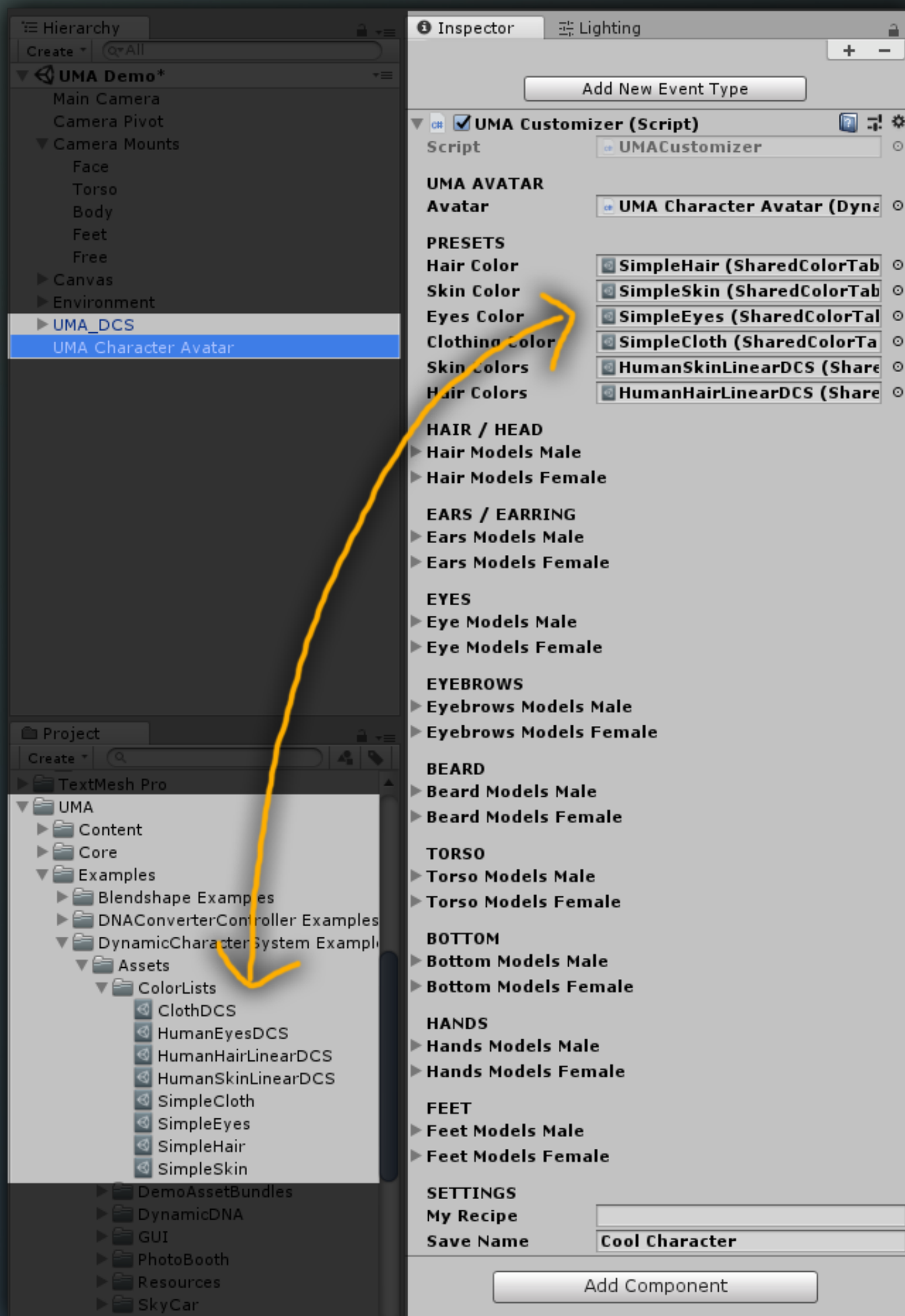
The wheel one **reads** the color from image. It has a customizable **thumb** that you can move around the **collider** attached to **color palette**.

Note that you have to check **Read/Write Enabled** box of palette sprite if you want to work with custom color wheel. The default one is already checked, do that if you're going to add another color palette image.



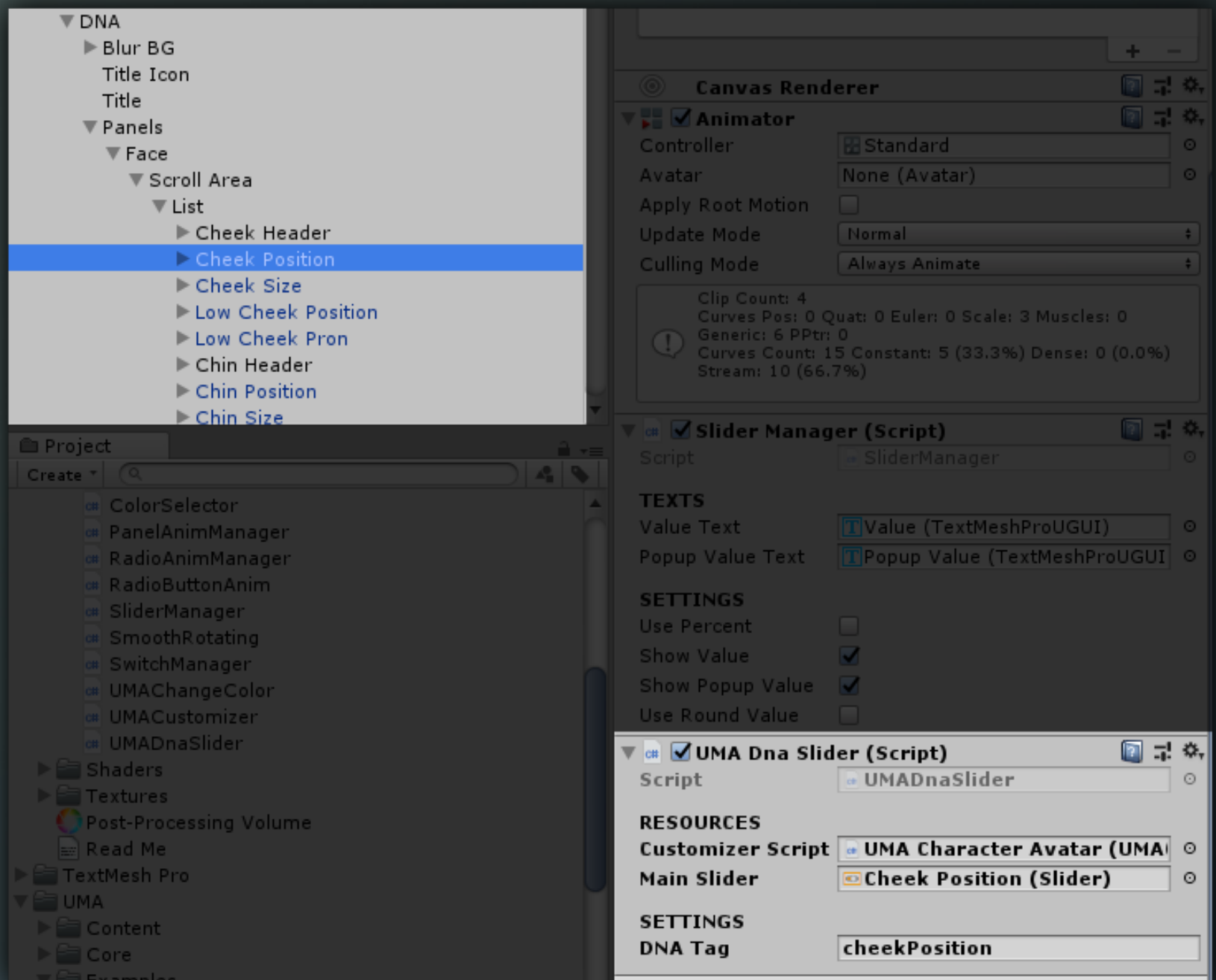
I UMA INTEGRATION

This feature is a big part of the package. Almost everything is managed by **UMA Customizer** script, which it's attached to **UMA Character Avatar**. You can add customization recipes by expanding male or female list, and type recipe name to there.

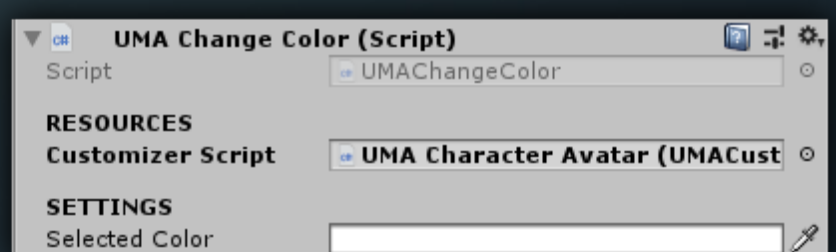
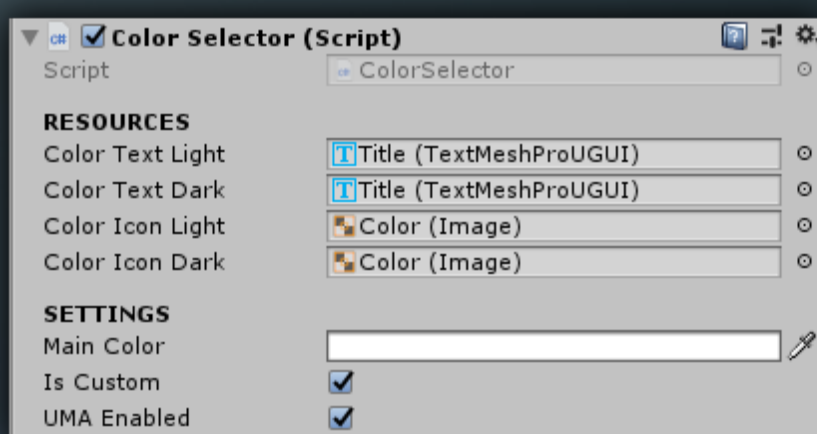


I UMA INTEGRATION

To change **DNA** with slider, you have to type **DNA Tag** to **UMA DNA Slider** script. Demo scene has already tags for the default **DCS** avatar.



To setup the custom wheel selector, you don't have to do anything but enabling **UMA enabled** and **Is Custom** on **Color Selector** script attached to **Custom** object (under **Colors**).



I F.A.Q.

- Colors are weird, why?

Make sure you're using Linear lighting. You can use it with gamma too, but you have to change alpha colors.

- I'm getting errors, why?

I can't be sure until I see your project, it could be about anything. Contact me in this case.

- I'm getting low frame rate, why?

Again, I can't be sure until I see your project and your system. Contact me in this case, don't forget to type your device specs and add the profiler screen if possible.

- Can I use this package for commercial use?

Of course! That's the whole point of asset store. Scroll for more information about licence.

- Are you going to continue to support the package?

Of course! There'll be update support for a while, and all of the updates will be free for those who already bought it.

- I don't like it, I want to refund it.

Since you already have access to the source files, I can't give you a refund of it. I made a playable demo of it, just because you can try it first before the purchasing.

| CONTACT & LICENCE

You can find me at:

 DISCORD

 E-MAIL

 YOUTUBE

 WEBSITE

For faster support, I'd suggest you to join our Discord server.

LICENCE

This package uses the default asset store licence & terms of use.

https://unity3d.com/legal/as_terms