

1. Ensure you have the latest **Motion Controller** imported.

<https://www.assetstore.unity3d.com/en/#!/content/15672>

2. Ensure you have the **animations** for your Vault motions imported.

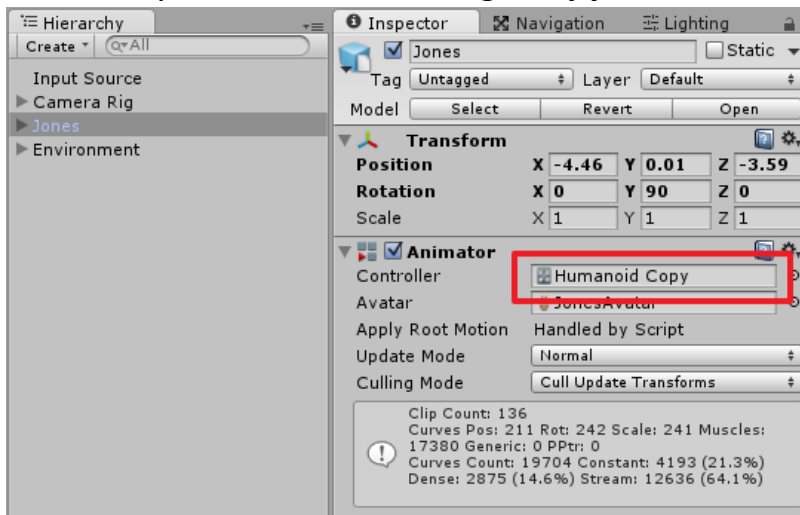
3. Download and import the Vault **motions**.

<http://www.ootii.com/UnityMotionVault.cshtml>

4. **Setup** your MC character per the MC User's Guide.

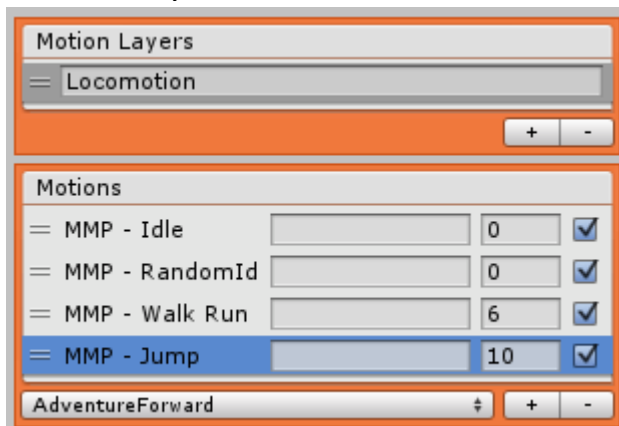
<http://www.ootii.com/Unity/MotionController/MC2Guide.pdf>

5. Ensure your character is using a **copy** of the MC's Humanoid animator controller



You can name your copy anything you'd like. I just named it 'Humanoid Copy' for this tutorial.

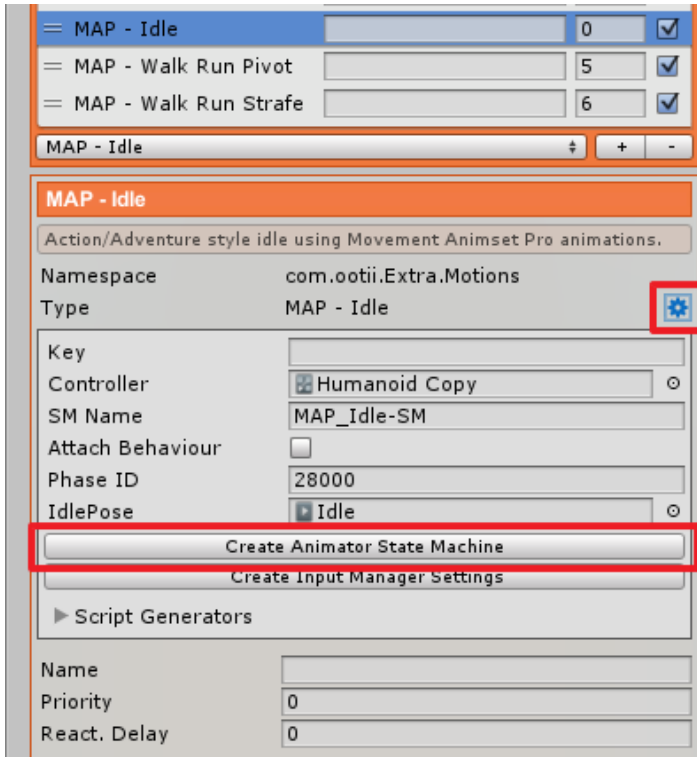
6. Click on your character and add the Vault motions



After adding the Vault motions, you may need to disable the default idle and walk/run motions. It depends on the Vault motions you're using.

7. Add the Vault motion sub-state machines

For **each of the Vault motions**, you'll want to do this step. It adds the sub-state machine for that motion to your copy of the Humanoid animator controller.



- a. Press the blue gear icon to open the admin info
- b. Ensure the 'Controller' is the copy of the Humanoid animator controller your character uses.
- c. Press the 'Create Animator State Machine' button.

After doing that, you should see a new animator sub-state machine for each MAP motion in your animator controller.



8. You're done!

Press play and use the new motions.