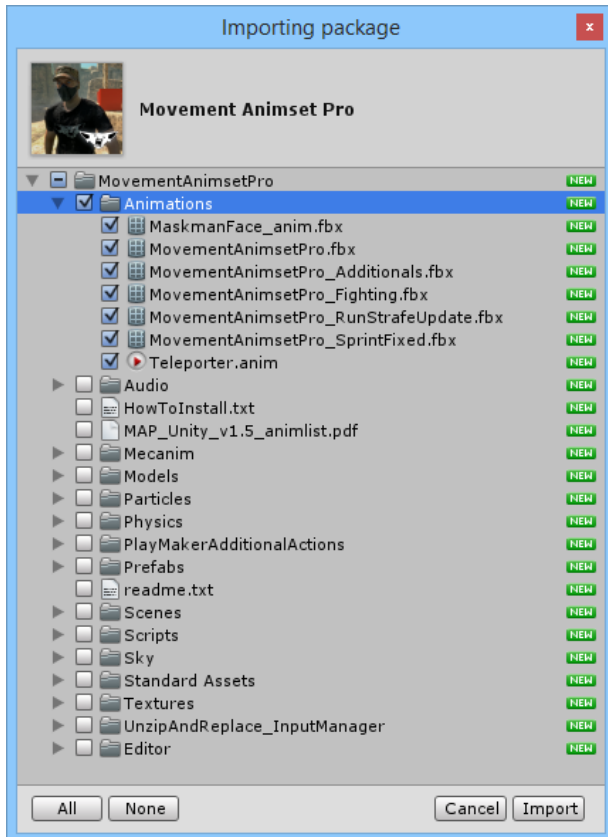


1. Ensure you have the latest **Motion Controller** imported.

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

2. Ensure you have the latest **Movement Animset Pro** animations imported.

<https://www.assetstore.unity3d.com/en/#!/content/14047>



You only need the animations for these motions.

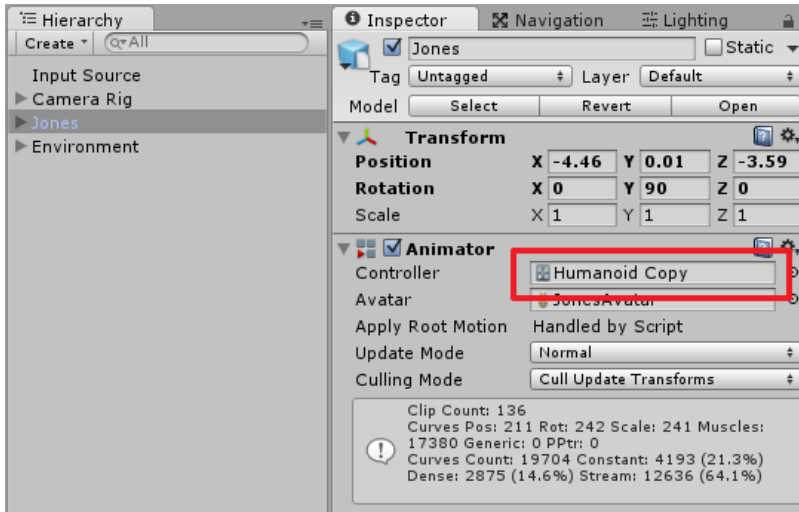
3. Import the **MC_MAP_Motions** package.

http://www.ootii.com/Downloads/Motions/MC_MAP_Motions.unitypackage

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

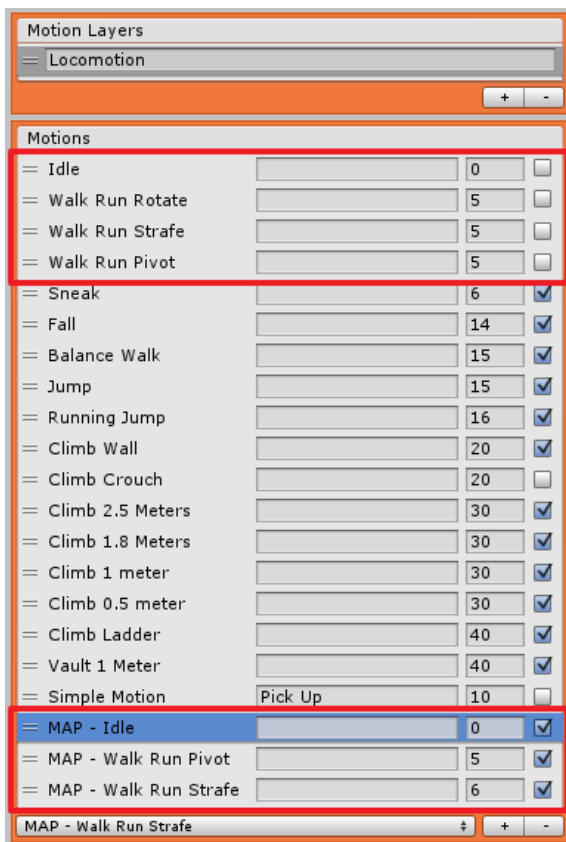
<http://www.ootii.com/Unity/MotionController/MC2Guide.pdf>

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 MAP motions



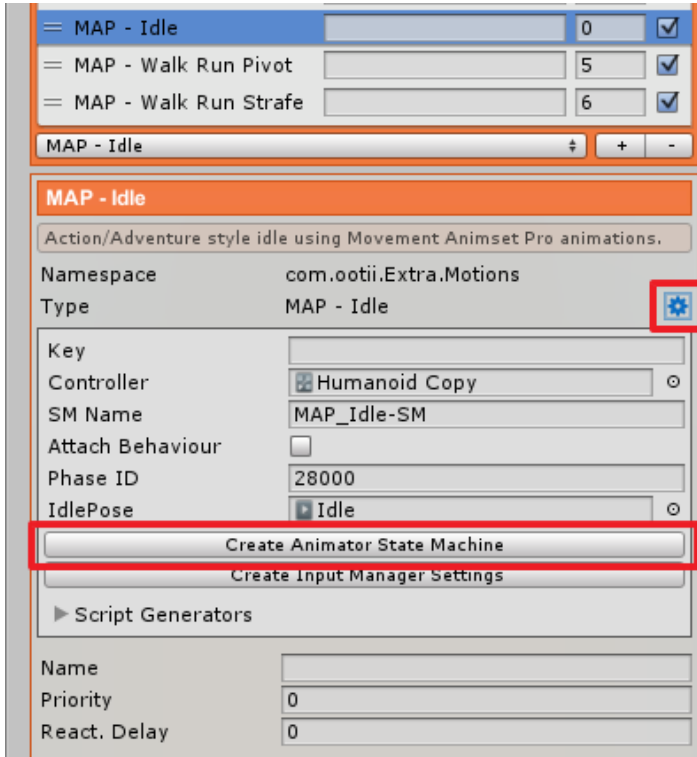
After adding the MAP motions, go ahead and disable the default idle and walk/run motions.

This way, the MAP ones will be used instead.

Then, set the MAP motion properties as needed. You may want to refer back to the original motions to see how they are set.

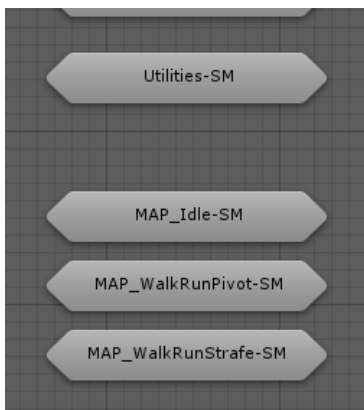
7. Add the MAP motion sub-state machines

For **each of the MAP 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.



- Press the blue gear icon to open the admin info
- Ensure the 'Controller' is the copy of the Humanoid animator controller your character uses.
- 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.