



## MC & UMA

UMA does most of its character setup at run-time. That means some setup work may need to be done through UMA's UMA Dynamic Avatar script. Through this script, we'll use our "Character Builder" script to add changes to the character at run-time... after the UMA recipe has created the character.

A recent post from SecretAnorak (11/1/2016) explains the basic steps:

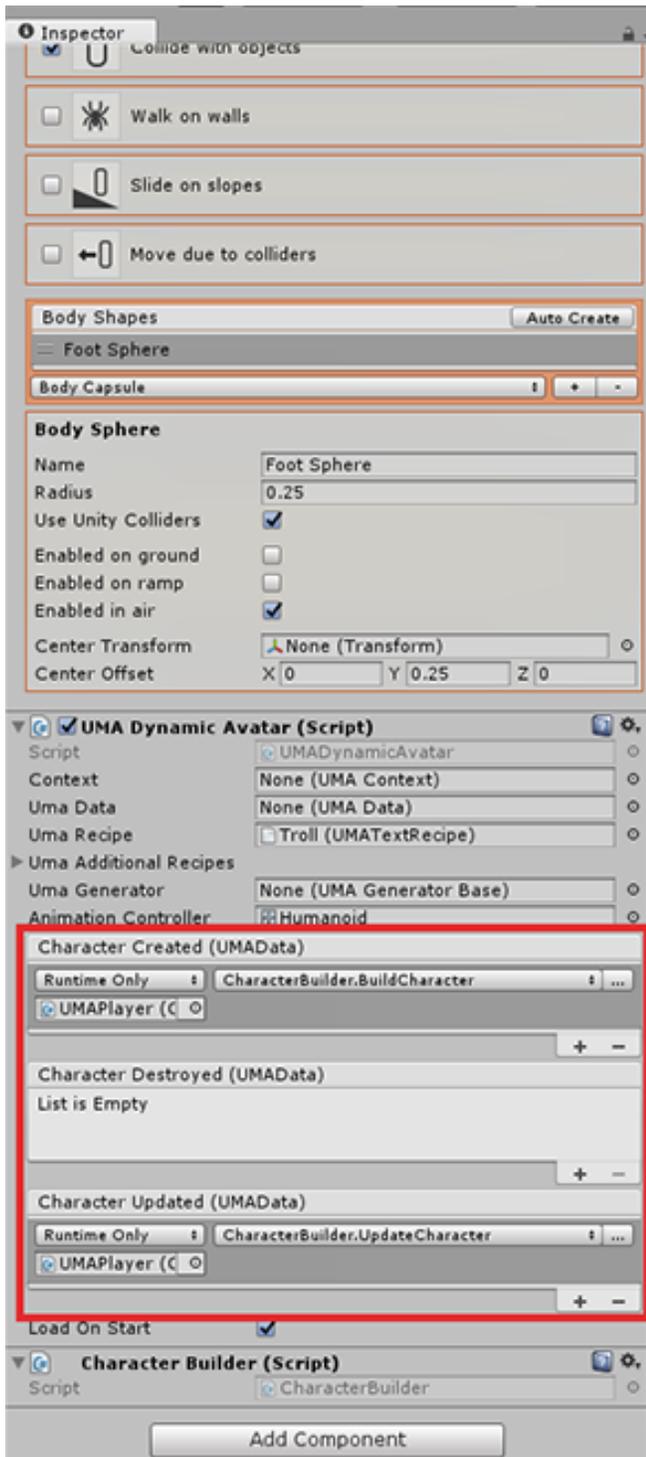
1. Download the [latest UMA53 Branch](#)
2. Make sure you have MC and the [newest version of UMA53](#) installed (or 2.1 when it's on the store).
3. Open up one of the UMA examples and make a prefab out of the UMA game object. (the one with the libraries in)
4. Open up the MC\_Simple Scene from Motion Controller.
5. Add your UMA Prefab (remove the UMACrowd & UMACustomization objects)
6. Duplicate and deactivate Jones.
7. Re-Assign the camera rigs to your new copy of Jones.
8. Delete all children of the Jones object.
9. Add an UMADynamicAvatar component to Jones
10. Pick an UMA recipe (such as "Hugo") and put it into the Recipe field.
11. Put the MC "Humanoid" animation controller in the Animation Controller field.
12. Add the "Character Builder" component to Jones

Note: Because UMAs can be any height, you will need to recalculate your colliders in the actor controller.

Note: Also things like the climbing animation rely on specific heights of characters, so you may have to come up with an adaptation to the climbing motion if you are going to allow players to change their height. Try climbing on the box with a troll to see what I mean.

In both cases, you can modify the motion properties inside the Character Builder script.

This image show what the UMA prefab should look like:



A huge thanks to: TeagansDad, DanielKW, and SecretAnorak!