Eadon RPG for Invector TPC

Version 3.0.0

Table of Contents

Introduction

Eadon RPG is an add-on for Invector’s Third Person Controller asset for the Unity game engine. The goal of this asset is to provide a framework for implementing RPG games in Unity.
The asset does not make any assumptions on the type of role playing games, allowing for a wide range of game styles.
The following functionalities are implemented:

- Stats
- Skills
- Stat and Skill tests
- Armour and damage reduction
- Magic
- Magic damage and reduction
- Spells
- Clothing system
- Vendor system

This add-on is currently compatible with Invector TPC version 2.5.3 and higher (Melee and Shooter) and tested on Unity 2018.4.30 and higher.

Changelog

V 1.0	Initial release
V 1.01	Bug fixes
V 1.02	Bug fixes and support for HAP 4.2.3
V 1.1	Masking system for clothing, Synty Modular Fantasy Hero support
V 1.2	Bug fixes and support for clothing that just changes a material on main mesh
V 1.2.1	Bug fixes and added destroy on collision to EadonProjectile
V 1.2.2	Bug fixes and added vendor creation wizard
V1.3	Bug fixes and improvement to clothing system (clothing sets and multicharacter clothing items)
1.3.1	Bug fixes, support for Eadon Advanced Crafting, save/load of clothing configuration
1.4	Bug fixes, support for multislot clothing items and addition of events before/after equipping clothes
1.5	Bug fixes
1.6	Bug fixes and support for HAP 4.2.6
1.7	Compatibility with Invector 2.6.0
1.8	Compatibility with Invector 2.6.1
1.9	Bug fixes and improved support for Eadon Survival for Invector
2.0	Bug fixes for RPG NPCs and addition of stash system
2.1	Bug fixes for magical damage, addition of charm and hold person spells and improved installation process
2.2	Changed how clothing manager works: now instead of being unique in Resources folder is per character
2.3.0	Bug fixes New spell types Enhanced integration with Eadon AI
2.4.0	Bug fixes New spell types RPG preferred targets when using Eadon AI
2.4.1	Support for Clothing Culler Bug fixes

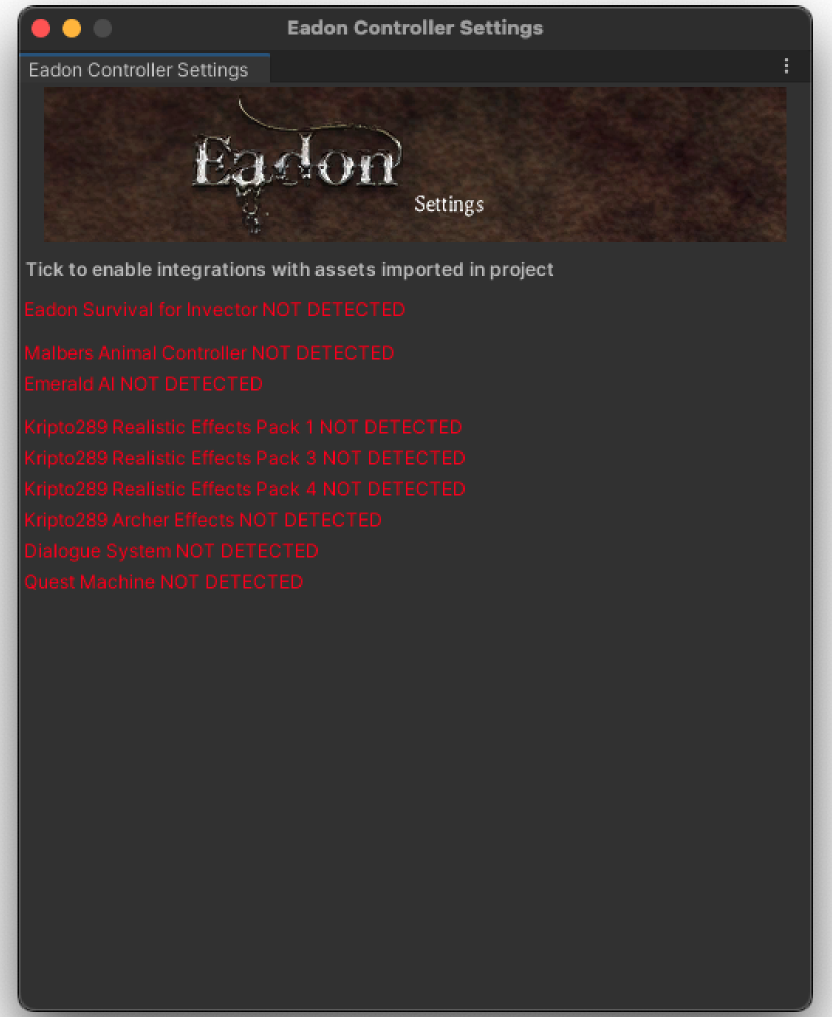
2.5	Stash saving support Random loot pickups Bug fixes
2.6	Update to Invector 2.6.4
3.0	New project structure

Prerequisites

Eadon RPG contains support for the following packages:

- Eadon Survival for Invector (https://assetstore.unity.com/packages/tools/game-toolkits/eadon-survival-for-invector-tpc-201861) (https://store.cogsandgoggles.com/products/eadon-survival-for-invector)
Eadon AI (https://assetstore.unity.com/packages/tools/ai/eadon-ai-behaviour-trees-for-eadon-invector-and-malbers-201708) (https://store.cogsandgoggles.com/products/eadon-ai)
- Malbers Animations' Horse Animset Pro (https://assetstore.unity.com/packages/3d/characters/animals/horse-animset-pro-riding-system-79902)
Emerald AI
(https://assetstore.unity.com/packages/tools/ai/emerald-ai-3-0-203904)
- Malbers Animations' Animal Controller (https://assetstore.unity.com/packages/tools/animation/animal-controller-148877)
- Kripto289's Magic Effect Pack 1 (https://assetstore.unity.com/packages/vfx/particles/spells/magic-effects-pack-1-99856)
- Kripto289's Realistic Effect Pack 3 (https://assetstore.unity.com/packages/vfx/particles/spells/realistic-effects-pack-3-27523)
- Kripto289's Realistic Effect Pack 4 (https://assetstore.unity.com/packages/vfx/particles/spells/realistic-effects-pack-4-85675)
- Kripto289's Archer Effects Pack 1 (https://assetstore.unity.com/packages/vfx/particles/spells/archer-effects-pack-1-124474)
- Dialogue System (https://assetstore.unity.com/packages/tools/ai/dialogue-system-for-unity-11672)
- Quest Machine (https://assetstore.unity.com/packages/tools/game-toolkits/quest-machine-39834)
- Clothing Culler (https://assetstore.unity.com/packages/tools/utilities/clothing-culler-203672)

Support for these assets can be enabled by going to the Invector/Eadon RPG/Settings menu and ticking the relative checkboxes to enable conditional compilation of support for the assets:



Tick to enable integrations with assets imported in project

Eadon Survival for Invector NOT DETECTED

Malbers Animal Controller NOT DETECTED

Emerald AI NOT DETECTED

Kripto289 Realistic Effects Pack 1 NOT DETECTED

Kripto289 Realistic Effects Pack 3 NOT DETECTED

Kripto289 Realistic Effects Pack 4 NOT DETECTED

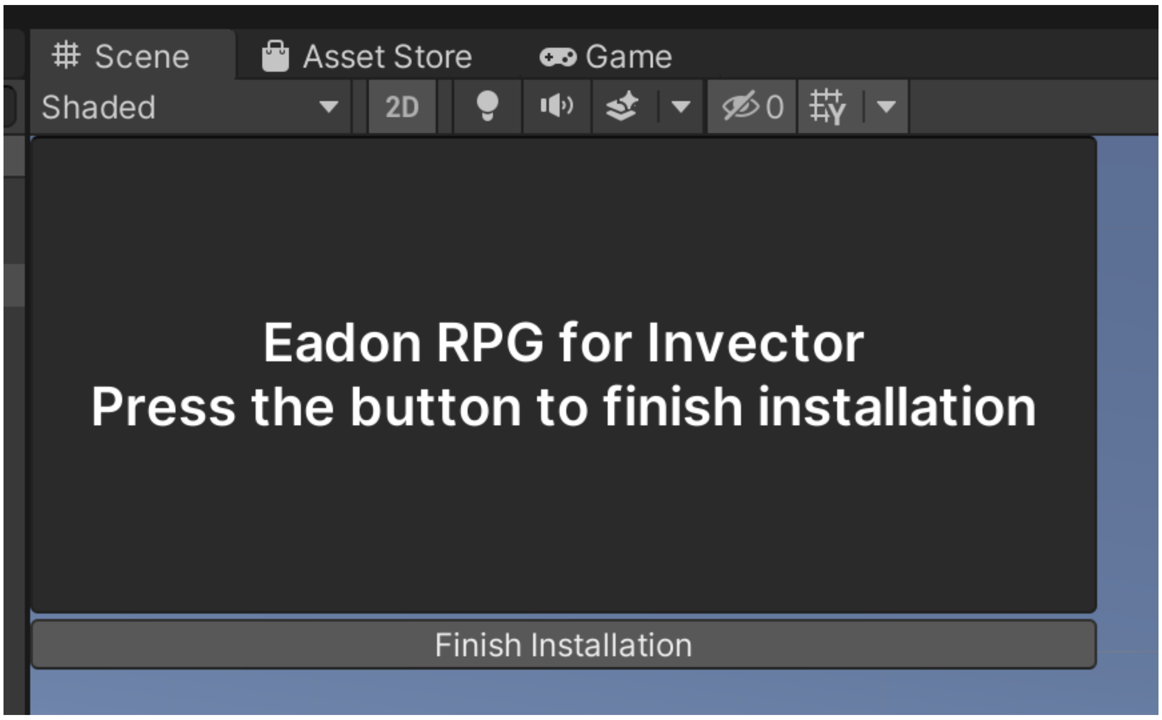
Kripto289 Archer Effects NOT DETECTED

Dialogue System NOT DETECTED

Quest Machine NOT DETECTED

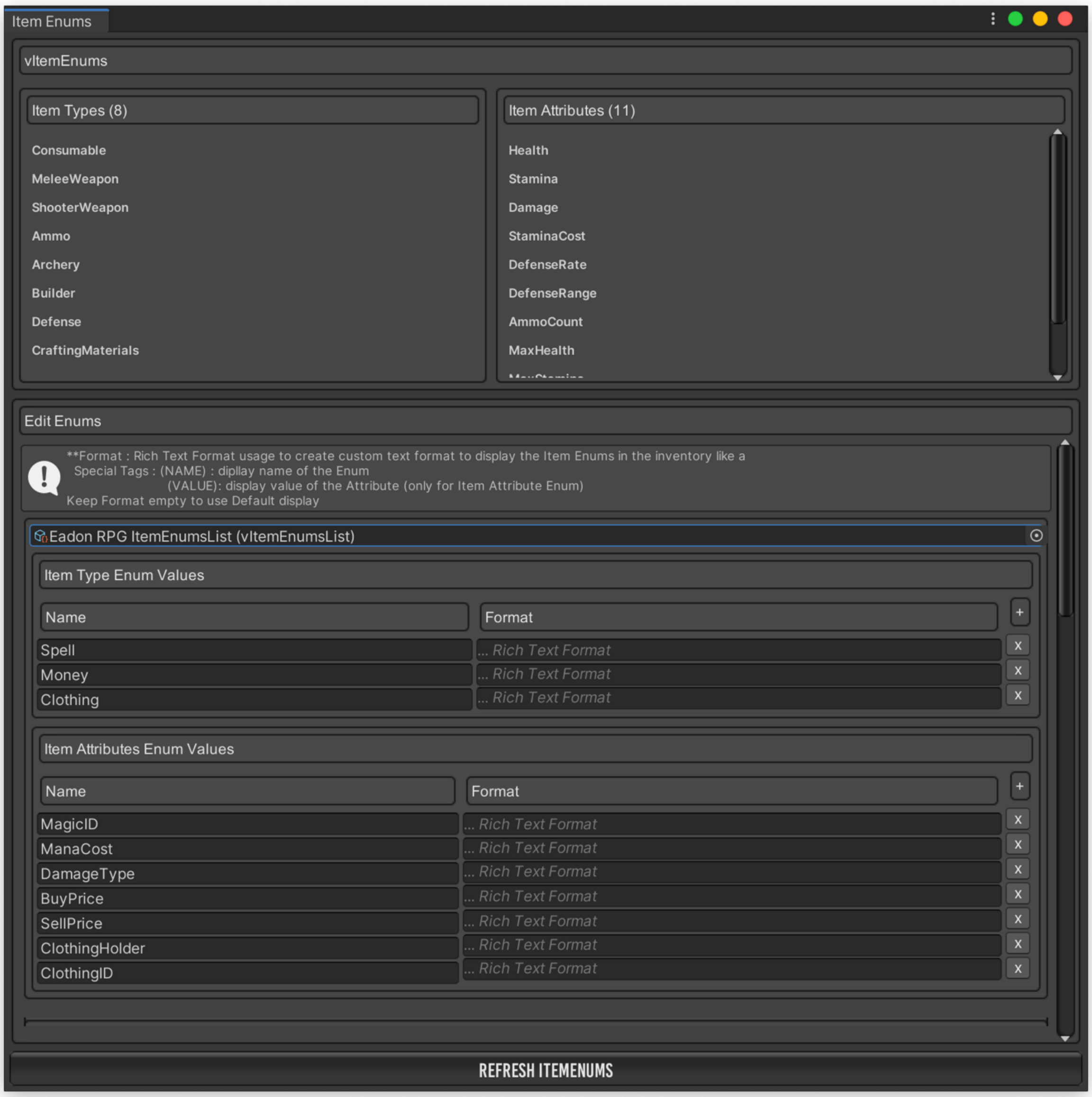
Enabling support for an asset which is not present in the project will generate errors. Integration with Emerald AI and Malbers' Animal Controller will allow spells to damage NPCs built with around these systems.

Starting with version 2.1, when you import the project you will see this in the scene view:



Eadon RPG for Invector
Press the button to finish installation

Press the button to complete the installation, which will automatically rebuild your vItemEnums and set a scripting define.
If you copy the scripts manually to another project, you might encounter several errors which will appear as soon as the add-on is imported because the code relies on the presence of three vItemType and seven vItemAttributes. In order to fix this error, you need to go to Invector/Inventory/Item Enums/Open ItemEnums Editor and click on "REFRESH ITEMENUMS" at the bottom and add the EADON_RPG_INVECTOR to the scripting defines in the Player section of the Project Settings.



Item Enums

vItemEnums

Item Types (8)	Item Attributes (11)
Consumable	Health
MeleeWeapon	Stamina
ShooterWeapon	Damage
Ammo	StaminaCost
Archery	DefenseRate
Builder	DefenseRange
Defense	AmmoCount
CraftingMaterials	MaxHealth

Edit Enums

**Format : Rich Text Format usage to create custom text format to display the Item Enums in the inventory like a
Special Tags : (NAME) : diplay name of the Enum
(VALUE): display value of the Attribute (only for Item Attribute Enum)
Keep Format empty to use Default display

Eadon RPG ItemEnumsList (vItemEnumsList)

Item Type Enum Values

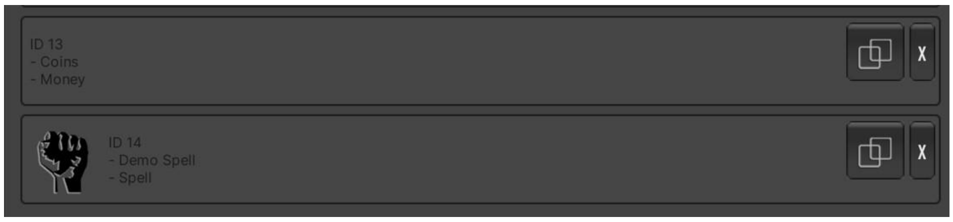
Name	Format
Spell	... Rich Text Format
Money	... Rich Text Format
Clothing	... Rich Text Format

Item Attributes Enum Values

Name	Format
MagicID	... Rich Text Format
ManaCost	... Rich Text Format
DamageType	... Rich Text Format
BuyPrice	... Rich Text Format
SellPrice	... Rich Text Format
ClothingHolder	... Rich Text Format
ClothingID	... Rich Text Format

REFRESH ITEMENUMS

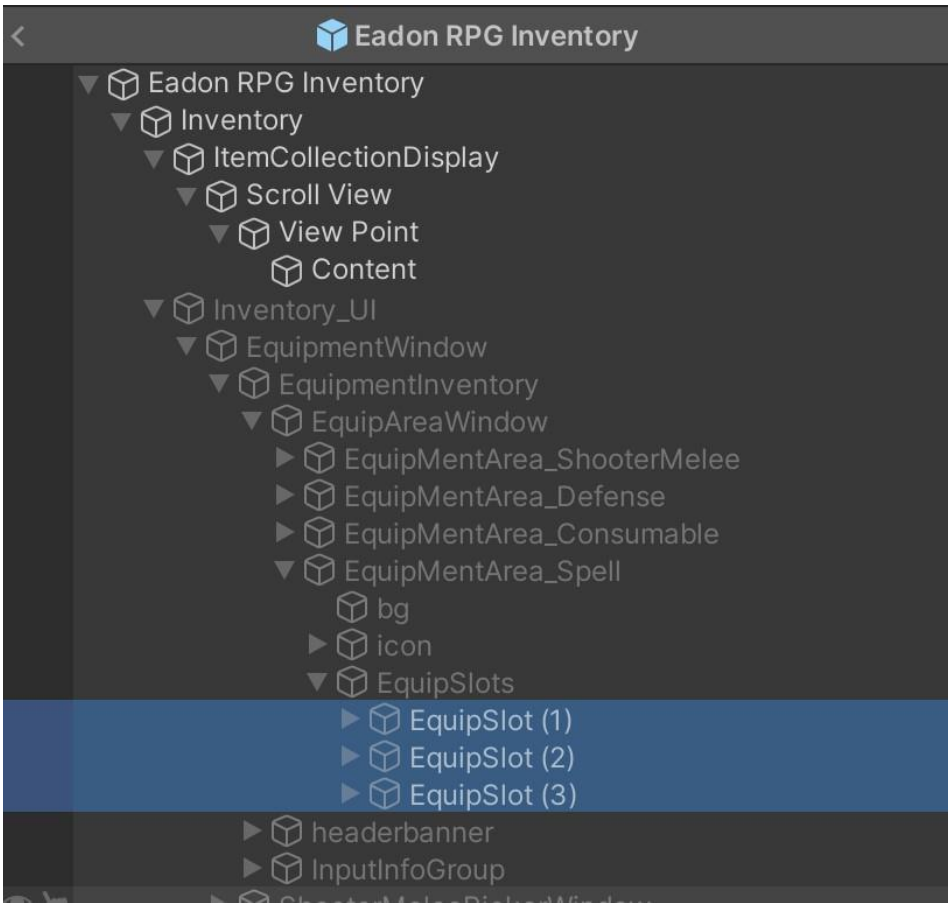
In order to run the demo scene correctly, please make sure the following items in the Eadon RPG Demo vItemList have the correct item type as in the picture below:



ID 13
- Coins
- Money

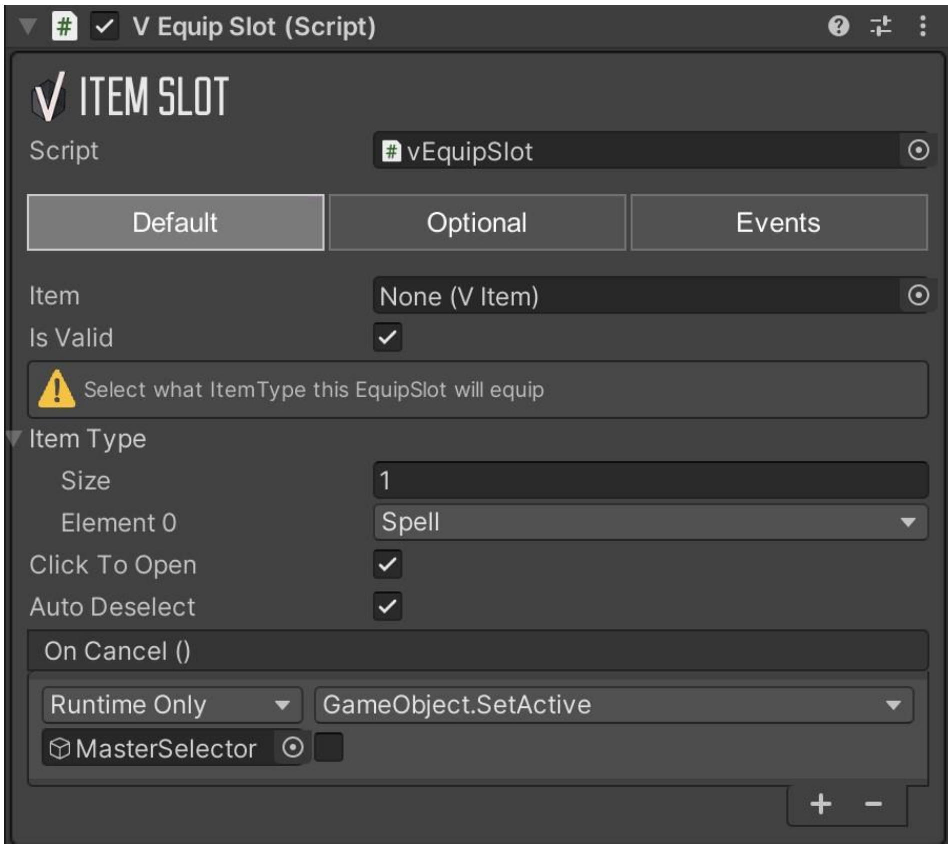
ID 14
- Demo Spell
- Spell

Check also all the items in the demo vItemList as some might have ended up with different item types. Also, make sure that the EquipSlots in the Spell Equipment Area



```
Eadon RPG Inventory
  Inventory
    ItemCollectionDisplay
      Scroll View
        View Point
          Content
    Inventory_UI
      EquipmentWindow
        EquipmentInventory
          EquipAreaWindow
            EquipMentArea_ShooterMelee
            EquipMentArea_Defense
            EquipMentArea_Consumable
            EquipMentArea_Spell
              bg
              icon
              EquipSlots
                EquipSlot (1)
                EquipSlot (2)
                EquipSlot (3)
          headerbanner
          InputInfoGroup
```

Look like the following picture:


V Equip Slot (Script)

ITEM SLOT

Script: vEquipSlot

Default | Optional | Events

Item: None (V Item)

Is Valid: ✓

Select what ItemType this EquipSlot will equip

Item Type

Size: 1

Element 0: Spell

Click To Open: ✓

Auto Deselect: ✓

On Cancel ()

Runtime Only | GameObject.SetActive

MasterSelector

All this is due to the fact that if you have any add-ons or different versions of Invector, the order of item types might change.

Configuration

Before a character can be created, the RPG system must be configured. Eadon RPG is configured through a set of ScriptableObjects that determine what exists in the system. All Eadon RPG ScriptableObjects can be created using commands found under the **Assets -> Create -> Eadon RPG** menu.

Stats

Every character stat in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the stat:

Field name	Purpose
Stat Name	A string containing the stat name
Min Value	The minimum value of the stat
Max Value	The maximum value of the stat
Affects HP	A boolean indicating if the stat affects hit points
Affects Stamina	A boolean indicating if the stat affects stamina
Affects Mana	A boolean indicating if the stat affects mana
Affects Weight Limits	A boolean indicating if the stat affects weight limits
Affects Spell Scale	A boolean indicating if the stat affects spell scale
Affects Damage	A boolean indicating if the stat affects damage

Skills

Every skill in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the skill:

Field name	Purpose
Skill Name	A string containing the skill name
Min Value	The minimum value of the skill
Max Value	The maximum value of the skill
Related Stat	A field for the reference to the Stat Scriptable Object that defines the Stat the skill depends on
Affects Damage	A boolean indicating if the skill affects damage
Add Stat Bonus To Skill	A boolean indicating if the stat bonus adds to the skill

Races

Every race in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the race:

Field name	Purpose
Race Name	A string containing the race name

Stat Modifiers	An array of modifiers to the character Stats. See below for details
Skill Modifiers	An array of modifiers to the character Skills. See below for details
Race Resistances	An array of modifiers to the character resistances. See below for details
Race Talents	An array of talents that are granted by the race at character creation
Base Armour	A field for the natural armour value for the race

Stat Modifiers
Stat modifiers have two fields. The first is a reference to the Stat ScriptableObject for the stat to modify, the second is an int for the actual modifier. Modifiers can be positive (to increase the value) or negative (to decrease the value).

Skill Modifiers
Like Stat modifiers, Skill modifiers have two fields. The first is a reference to the Skill ScriptableObject for the Skill to modify, the second is an int for the actual modifier. Modifiers can be positive (to increase the value) or negative (to decrease the value).

Race Resistances
Race resistances have two fields. The first is the damage type, a placeholder for a DamageType ScriptableObject (see below). The second is the actual resistance value.

Classes
Every class in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the class:

Field name	Purpose
Class Name	A string containing the race name
Stat Modifiers	An array of modifiers to the character Stats. See below for details
Skill Modifiers	An array of modifiers to the character Skills. See below for details
Class Resistances	An array of modifiers to the character resistances. See below for details
Base Armour	A field for the natural armour value for the race
Damage Bonus	A field for the class damage bonus
Magic Resistance Multiplier	A field for a multiplier to magical resistance values
AI Attack At Range	A Boolean to indicate that an AI character can attack at range

Class Talents	An array of talents that are granted by the class at character creation

Stat Modifiers
Stat modifiers are exactly like race stat modifiers

Skill Modifiers
Skill modifiers are exactly like race skill modifiers

Class Resistances
Class resistances are damage resistances exactly like Race resistances.

Alignments
Every alignment in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the alignment:

Field name	Purpose
Alignment Name	A string containing the alignment name
Alignment Resistances	An array of modifiers to the character resistances. See below for details

Alignment Resistances
Alignment resistances are damage resistances exactly like Race resistances.

Damage Types
Every damage type in the system need to be defined in a ScriptableObject asset. The asset contains the definition of the damage type:

Field name	Purpose
Damage Type	A string containing the damage type name
Condition Effect	(Optional) a prefab for a condition effect (i.e. a particle effect) to be activated when the character is affected by the damage type

Damage types are needed for damage mitigation (specific resistances from race, class or equipment). It's entirely optional, except that at least one damage type ("Physical") needs to be defined for normal melee/shooting damage to work.

Talents
Talents are special abilities or bonuses that a character can acquire every x levels.

Field name	Purpose

Talent Name	The name of the talent
Talent Description	The description of the talent
Icon	The icon to use in the UI
Talent Type	The type of talent. Choice of Stat Bonus, Skill Bonus, Resistance Bonus, Spell-like ability, Extra Damage, Extra Armour, Extra Life, Extra Life Regeneration, Extra Mana, Extra Mana Regeneration, Extra Stamina, Extra Weight Capacity, Add Items, Charm Resistance, Hold Resistance
Stat/Skill/Resistance	The Stat, Skill or Resistance to modify
Bonus	The value of the bonus
Prerequisites	A list of all the prerequisites for the talent. Leave empty for no prerequisite. If you add prerequisites, ALL of them need to be satisfied

Talent prerequisites offer the choice of:

- Must Be Race
- Must Not Be Race
- Must Be Class
- Must Not Be Class
- Must Be Alignment
- Must Not Be Alignment
- Has Talent
- Does Not Have Talent
- Has Skill At Min Value
- Has Stat At Min Value
- Min Level

Eadon RPG Defaults

This is a ScriptableObject containing the default values for the whole system. The values are as follows:

Field name	Purpose	Default
Base Hp	The base HP for a character	36
HP Per Level	The HP increase per level	4
Base Mana	The base Mana for a character	100
Mana Per Int	The mana increase per point of stat	6
Base Stamina	The base Stamina for a character	150
Resistance Per Level	Resistance gained per level	0.05
Damage Per Level	Bonus damage gained per level	2
Level Up XP Base	Baseline XP needed to level up, see below	1000
Level Up XP Band	Band Cost XP, see below	250

Armour Reduction	Damage reduction per point of Armour	0.05
Spell Power Scale	Spell Power Scale (1 + bonus stats * scale)	0.01
Spell Power Max	Spell scale limit	3
Spell Scale Increase Per Level	How much the Spell Scale Increases per level	0.1
Max Level	Level cap	999
Stat Min Value	Minimum value for a stat	3
Stat Max Value	Maximum value for a stat	99
Stat Initial Value	Default initial value for a stat	8
Level Up Stat Points	How many stat points are earned on level up	4
Initial Unspent Stat Points	Initial additional stat points to allocate at character creation	0
Skill Max Value	Maximum value for a skill	99
Skill Initial Value	Default initial value for a skill	0
Level Up Skill Points	How many skill points are earned on level up	4
Initial Unspent Skill Points	Initial additional skill points to allocate at character creation	0
Initial Talents	Initial “free” talents for the character to pick	1
Base Weight Limit	How much character a base character can carry	20
Weight Increase Per Stat Point	How much extra weight can be carried per point of stat affecting weight capacity	2
Stat Bonus Tiers	Stat bonus tiers list (see below)	

XP calculations follow this formula:

Level Up XP Base * level + **Level Up XP Band Cost** * level * (level - 1)

This gives the following progression:

Level	Xp To next level
1	1000
2	2500
3	4500
4	7000
5	10000
6	13500
7	17500
8	22000
9	27000

10	32500
11	38500
12	45000
13	52000
14	59500
15	67500
16	76000
17	85000
18	94500
19	104500
20	115000
21	126000
22	137500
23	149500
24	162000
25	175000
26	188500
27	202500
28	217000
29	232000
30	247500
…	…

In the Cogs And Goggles/Eadon RPG For Invector folder you can find an Excel worksheet (XP Calculations) in which you can play with the values and adjust the XP levels to your liking.

Stats can provide a bonus to skills, if desired. If that is the case, please define tiers in the Stat Bonus Tiers list. These are (stat value, bonus) pairs. The way the system works is as follows. A skill will receive a bonus (or penalty if the bonus is negative) equal to the highest bonus that is below the stat value. Given the following Bonus Tiers list, for example:

1	-1
10	0
15	+1

A skill would receive a penalty of -1 if the associated stat is between 1 and 9, would receive no bonus if the stat is between 10 and 14 and receive a bonus of +1 if the stat is 15 or greater. The lowest tier should be linked to the minimum value of a stat.

Eadon RPG Character Configuration

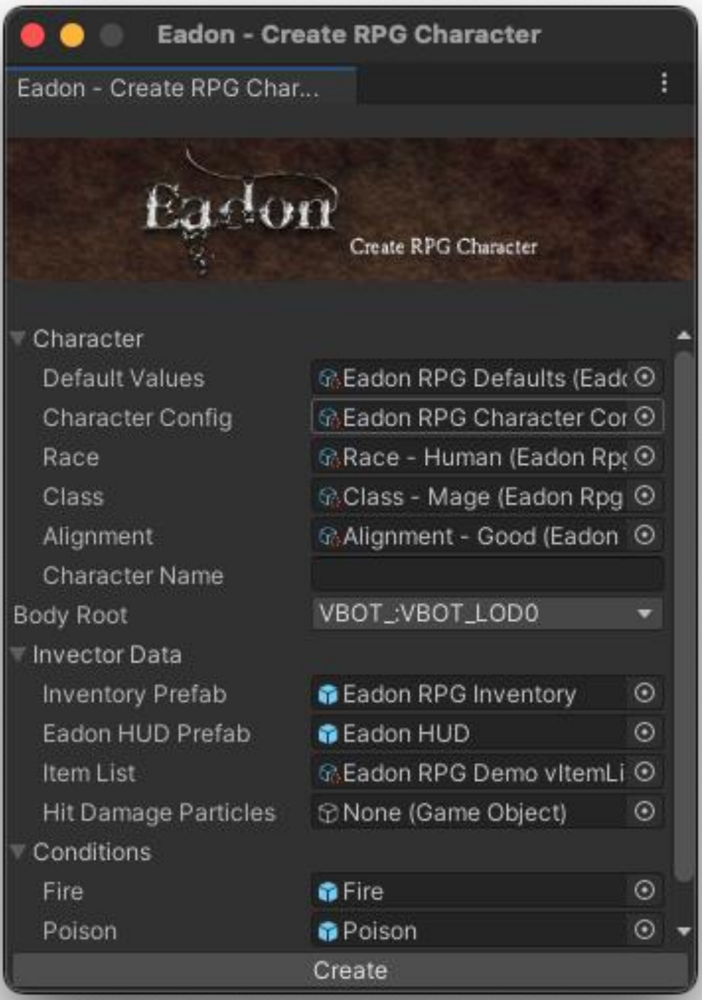
The final type of configuration ScriptableObject is the character configuration. This Scriptable object contains a series of arrays to ScriptableObjects listing all the stats, skills, races, classes, damage types, alignments and talents available.

Character Creation

Eadon RPG characters are an addition to standard Invector characters, therefore an Invector controller needs to be created first. The RPG Character template can be added to any type of Invector controller (Basic Locomotion, Melee and Shooter). Since the RPG add-on depends on changes to the Invector inventory prefab, please do not add an Invector inventory to your controller. It will be added through the wizard. If you do not add a vItemManager to the character, the wizard will do it for you.

General steps

Once an Invector character is created, select "Create RPG Character" from the "Eadon RPG" menu. The window that opens is already prefilled with default values from the sample configuration that comes with the add-on.



Character
Default Values: Eadon RPG Defaults (Eadc
Character Config: Eadon RPG Character Cor
Race: Race - Human (Eadon Rp(
Class: Class - Mage (Eadon Rpg
Alignment: Alignment - Good (Eadon
Character Name:
Body Root: VBOT_:VBOT_LOD0
Invector Data
Inventory Prefab: Eadon RPG Inventory
Eadon HUD Prefab: Eadon HUD
Item List: Eadon RPG Demo vItemLi
Hit Damage Particles: None (Game Object)
Conditions
Fire: Fire
Poison: Poison

If you have changed the location of the add-on from the default location or if you have deleted or renamed some of the elements, the fields will be empty.

The window is split into sections:

RPG Character Data

This section has fields for the default values and character configuration for the system and three fields for the character race, class and alignment.
All the fields accept instances of the ScriptableObjects that make up the configuration of the Eadon RPG system.

Invector & UI

This section has fields for the inventory prefab, the vItemDataList and the hit damage particle effect. The Inventory is the default Eadon RPG Inventory (a modification of Invector default inventory) and the vItemDataList contains sample data for Eadon RPG.

Condition Effects

This section lists all the condition effects defined in the various DamageType objects present in the system, and allow for an override of the default particle effects.

Character

A dropdown menu allows for selection of the actual character mesh, to which the condition parent GameObject will be attached.

Creating a character

When all the mandatory fields have a value, the “Create” button is active. A red error message indicates what needs to be fixed if something is wrong. Pressing the button will add two components to the character (**Eadon Character Instance** and **Eadon Magic Settings**), setup events listeners, add the inventory prefab to the character and add to the root the conditions prefabs and the magic spawn point.

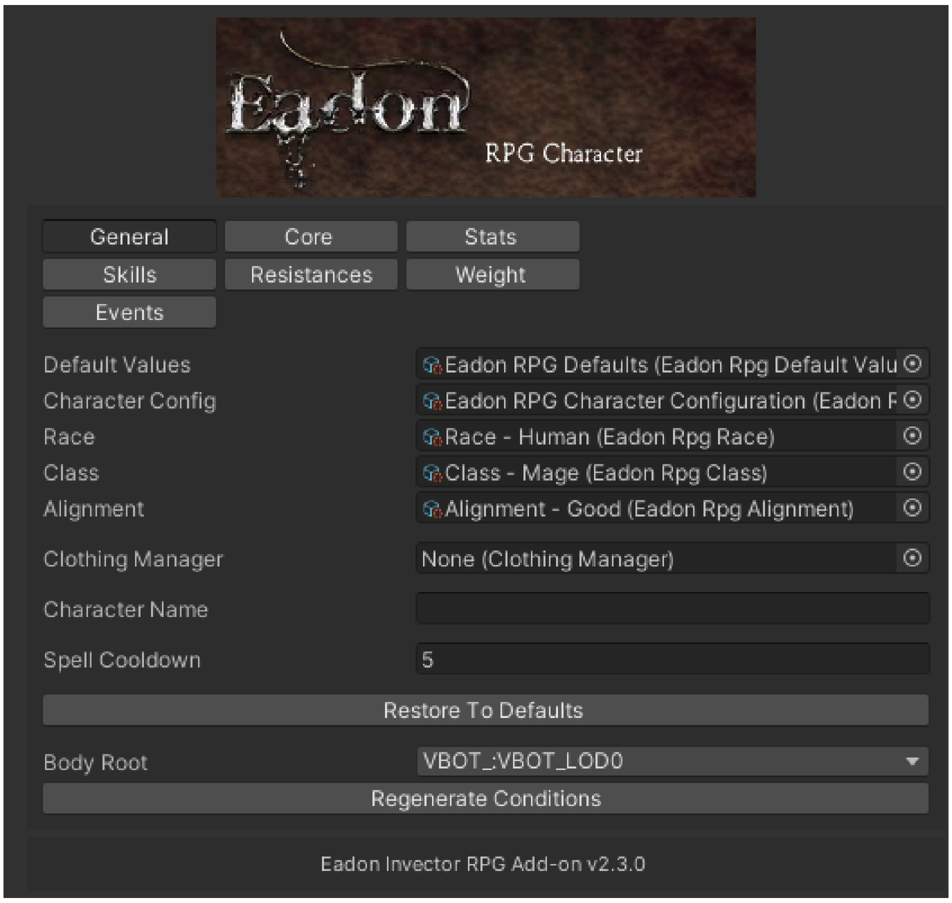
The first component, Eadon Character Instance, is the container for the stats, skills and resistances for the character. It will override the values defined in the Invector TPC for health and stamina with new values based on the values defined in the RPC defaults, the character stats, skills, race, class and level.

A range of controls allows for customization of the character, such as adding/removing levels, raising/lowering skills and stats, change resistances. There’s a button to restore the character to defaults, which means reset the character to first level and default values for skills, stats, etc.

Note that if you change the configuration of Eadon RPG, for example adding new skills or changing a class/race definition, you will need to restore to defaults or you will not see your changes applied.

If your changes end up “breaking” the component, you can delete them and add them again either through running the wizard again. Be aware that the wizard will add another inventory, magic spell point and conditions, so you should delete them before running the wizard.

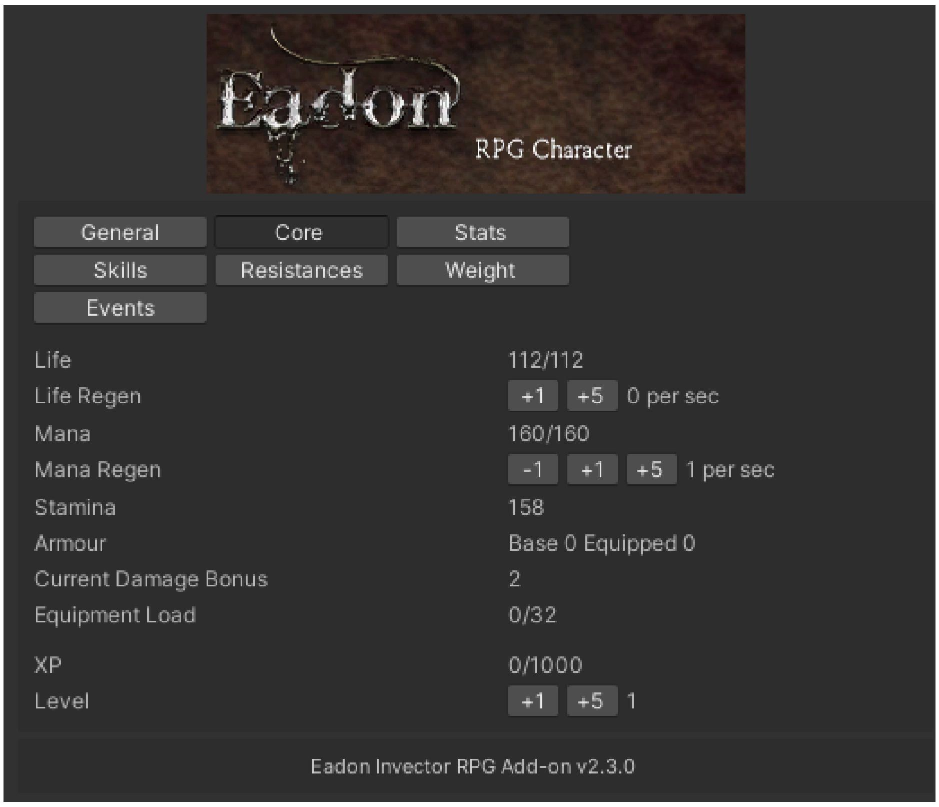
The General tab contains the configuration of the character:



Default Values	Eadon RPG Defaults (Eadon Rpg Default Valu
Character Config	Eadon RPG Character Configuration (Eadon R
Race	Race - Human (Eadon Rpg Race)
Class	Class - Mage (Eadon Rpg Class)
Alignment	Alignment - Good (Eadon Rpg Alignment)
Clothing Manager	None (Clothing Manager)
Character Name	
Spell Cooldown	5
Body Root	VBOT_:VBOT_LOD0

If you change the configuration of the conditions (i.e. if you add new damage types or if you change the VFX prefabs), press the Regenerate Conditions button to recreate them based on the new setup.

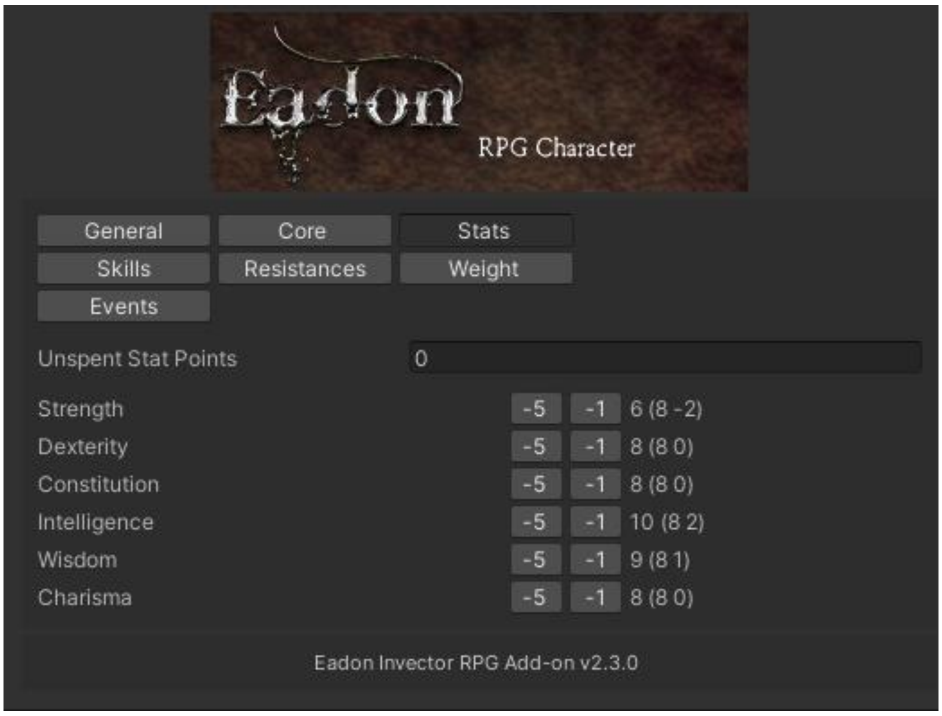
The Core tab contains core values for the character:



Life	112/112
Life Regen	+1 +5 0 per sec
Mana	160/160
Mana Regen	-1 +1 +5 1 per sec
Stamina	158
Armour	Base 0 Equipped 0
Current Damage Bonus	2
Equipment Load	0/32
XP	0/1000
Level	+1 +5 1

Eadon Invector RPG Add-on v2.3.0

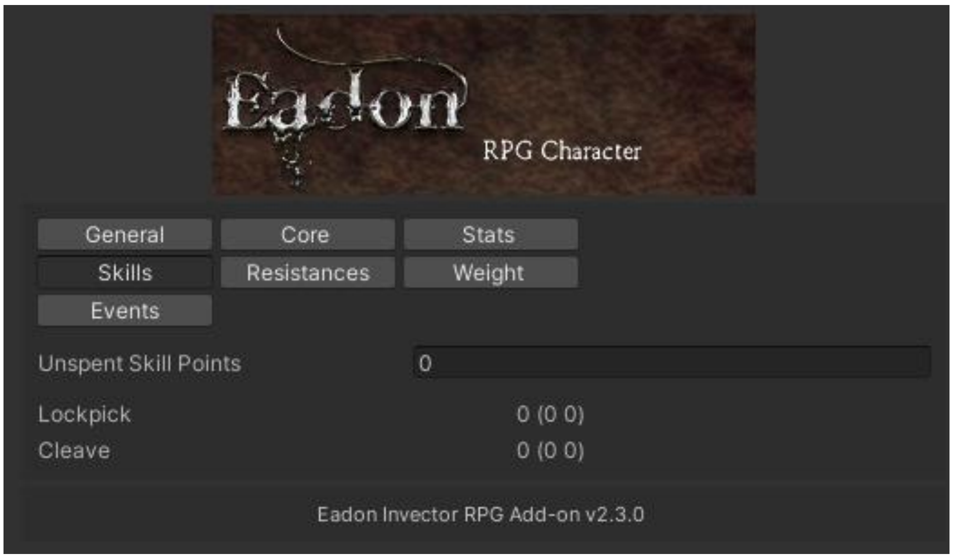
The Stats tab contains the character stats:



Unspent Stat Points	0
Strength	-5 -1 6 (8 -2)
Dexterity	-5 -1 8 (8 0)
Constitution	-5 -1 8 (8 0)
Intelligence	-5 -1 10 (8 2)
Wisdom	-5 -1 9 (8 1)
Charisma	-5 -1 8 (8 0)

Eadon Invector RPG Add-on v2.3.0

The Skills tab contains the skills:



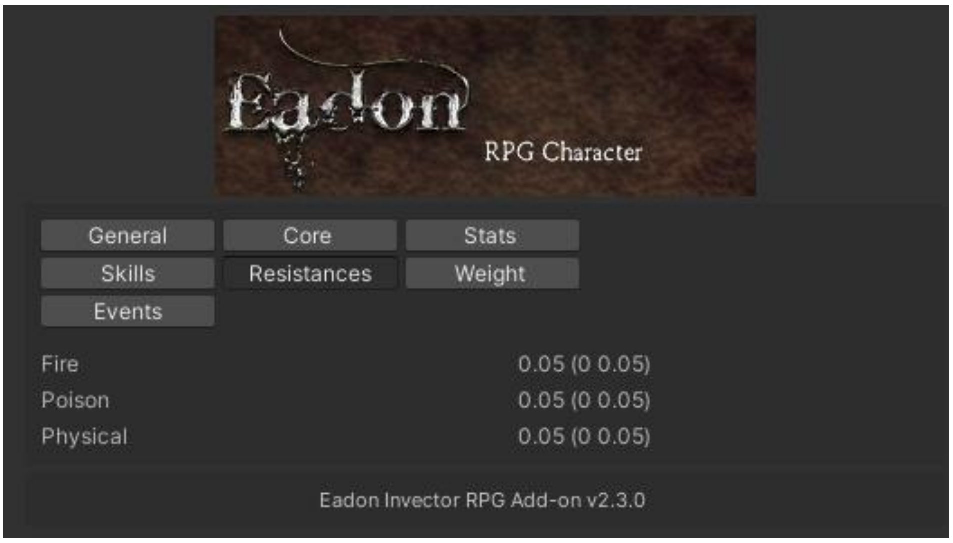
Unspent Skill Points 0

Lockpick 0 (0 0)

Cleave 0 (0 0)

Eadon Invector RPG Add-on v2.3.0

The Resistances tab contains the resistances:



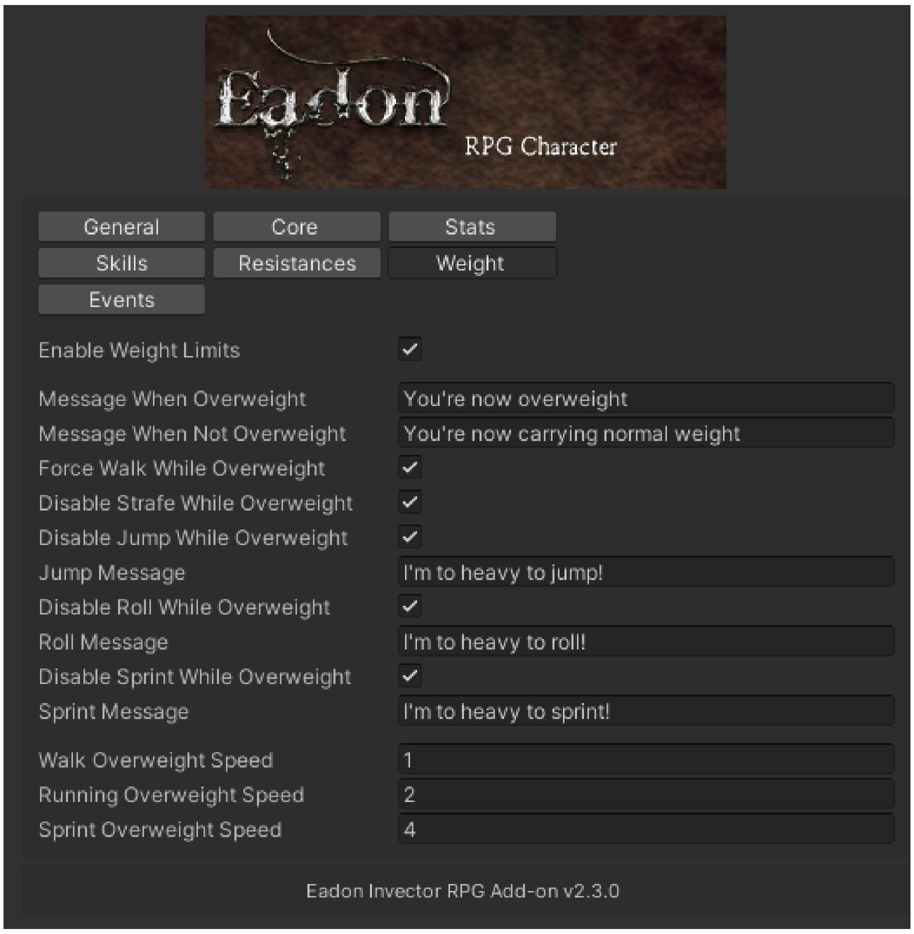
Fire 0.05 (0 0.05)

Poison 0.05 (0 0.05)

Physical 0.05 (0 0.05)

Eadon Invector RPG Add-on v2.3.0

The Weight tab contains the configuration of the weight management:

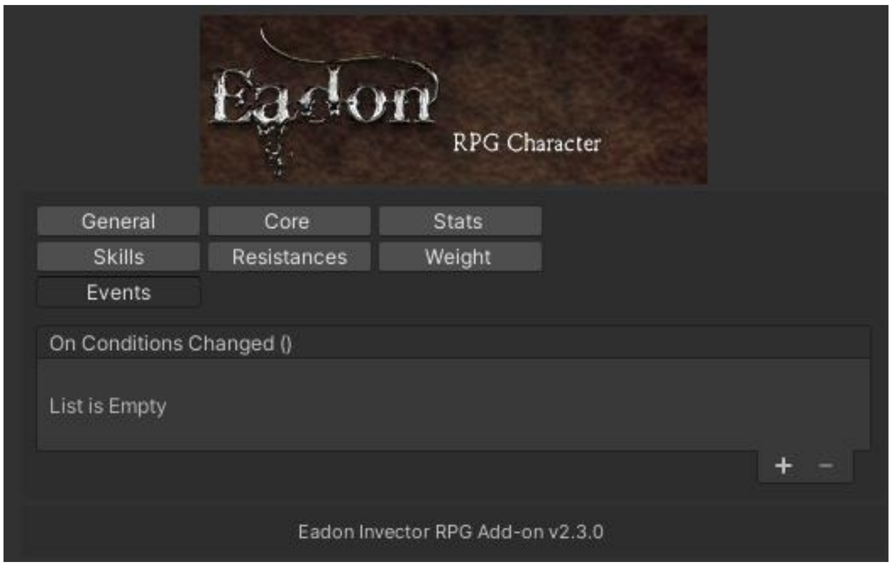


Enable Weight Limits	✓
Message When Overweight	You're now overweight
Message When Not Overweight	You're now carrying normal weight
Force Walk While Overweight	✓
Disable Strafe While Overweight	✓
Disable Jump While Overweight	✓
Jump Message	I'm to heavy to jump!
Disable Roll While Overweight	✓
Roll Message	I'm to heavy to roll!
Disable Sprint While Overweight	✓
Sprint Message	I'm to heavy to sprint!
Walk Overweight Speed	1
Running Overweight Speed	2
Sprint Overweight Speed	4

Eadon Invector RPG Add-on v2.3.0

The weight system, if enabled, handles what happens when the character is overweight.

Finally, the Events tab contains events raised by the component:

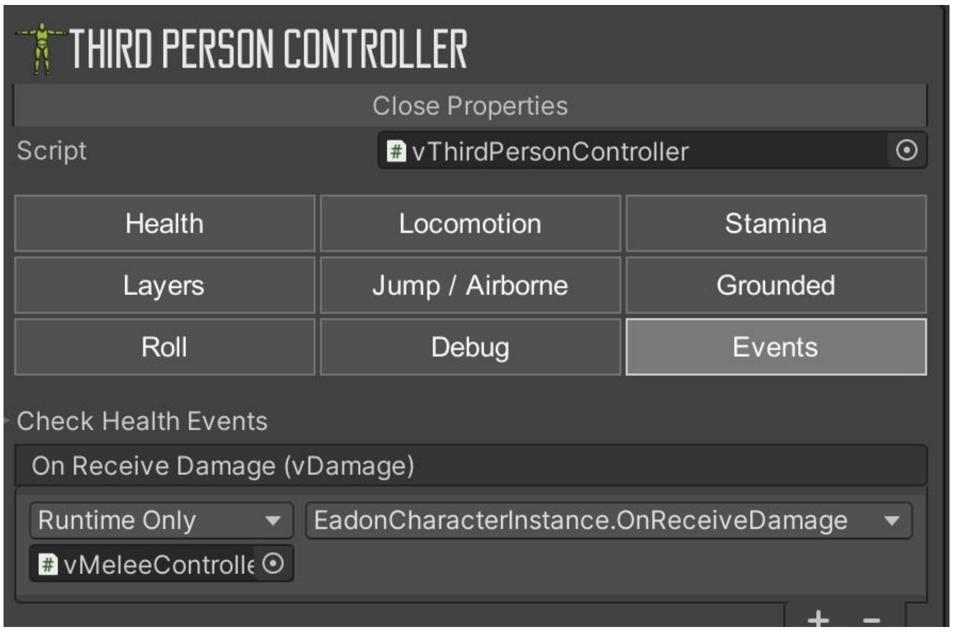


On Conditions Changed ()

List is Empty

Eadon Invector RPG Add-on v2.3.0

The events set up by the wizards are the following:


THIRD PERSON CONTROLLER

Close Properties

Script: vThirdPersonController

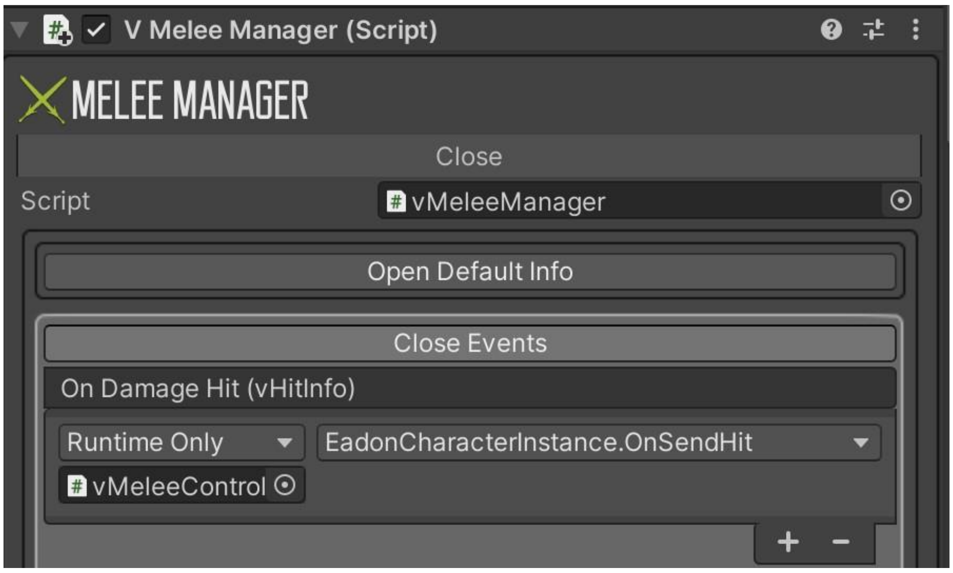
Health | Locomotion | Stamina | Layers | Jump / Airborne | Grounded | Roll | Debug | Events

Check Health Events

On Receive Damage (vDamage)

Runtime Only — EadonCharacterInstance.OnReceiveDamage

vMeleeControlle


V Melee Manager (Script)

MELEE MANAGER

Close

Script: vMeleeManager

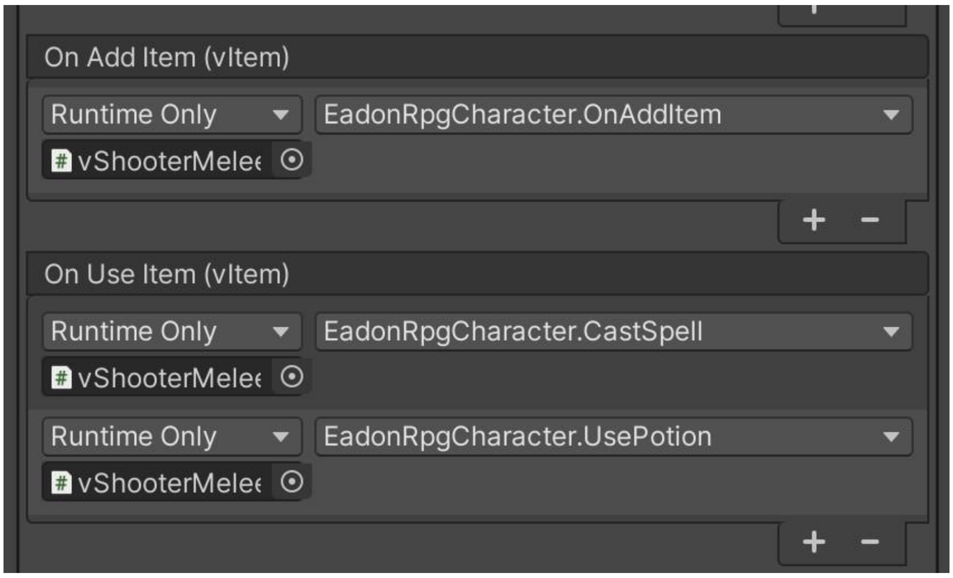
Open Default Info

Close Events

On Damage Hit (vHitInfo)

Runtime Only — EadonCharacterInstance.OnSendHit

vMeleeControl


On Add Item (vItem)

Runtime Only | EadonRpgCharacter.OnAddItem
vShooterMele

On Use Item (vItem)

Runtime Only | EadonRpgCharacter.CastSpell
vShooterMele

Runtime Only | EadonRpgCharacter.UsePotion
vShooterMele

The last ones are on vItemManager.

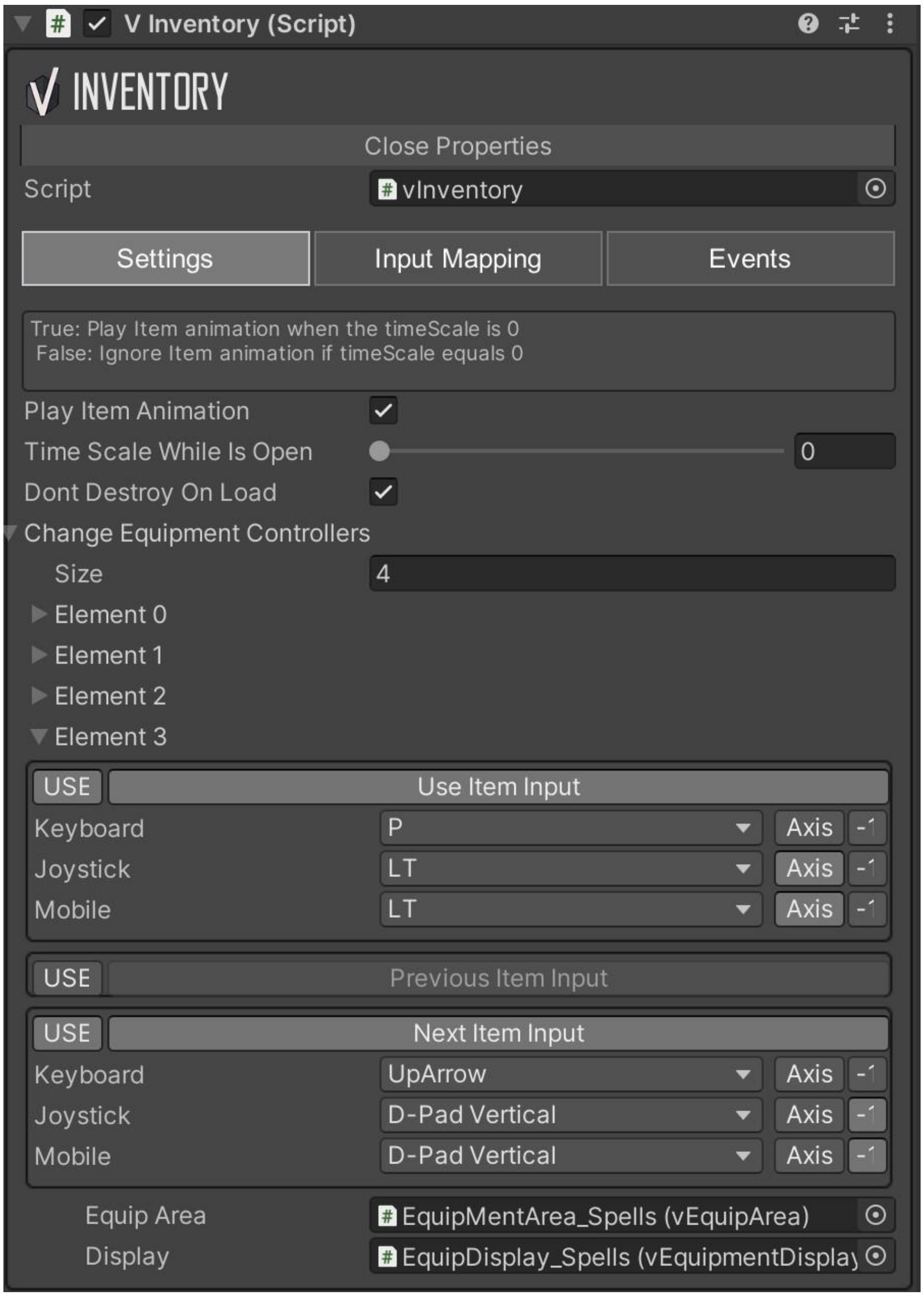
AnimationController setup

Eadon RPG uses the standard Invector animator controller, or any other modification you might have made to it. The Spellbook tool to create animations can add data to the animator so, as always, it's advised to make a backup copy of your animator controller before using it. For more information, please see the chapter on Spell Creation.

Inventory setup

The Eadon RPG inventory is derived from Invector TPC standard inventory, with the following modifications:

- The script changes from vInventory to EadonInventory. EadonInventory extends vInventory with support for spells and clothing
- The EquipAreaWindow (under Inventory_UI->EquipmentWindow>EquipmentInventory) has an additional EquipMentArea (called EquipMentArea_Spells) to handle the Spell quick slot. This is accompanied by its own picker window, called SpellPickerWindow and set up to accept only items of type Spell
- The EquipmentDisplayArea has a fourth EquipDisplay, called EquipDisplay_Spells, which is placed on top of the standards three from stock Invector inventory. This is configured similarly to the standard three:


V Inventory (Script)

INVENTORY

Close Properties

Script: vInventory

Settings | Input Mapping | Events

True: Play Item animation when the timeScale is 0
False: Ignore Item animation if timeScale equals 0

Play Item Animation: ✓
Time Scale While Is Open: 0
Dont Destroy On Load: ✓
Change Equipment Controllers
Size: 4
Element 0
Element 1
Element 2
Element 3

USE — Use Item Input
Keyboard: P — Axis — -1
Joystick: LT — Axis — -1
Mobile: LT — Axis — -1

USE — Previous Item Input

USE — Next Item Input
Keyboard: UpArrow — Axis — -1
Joystick: D-Pad Vertical — Axis — -1
Mobile: D-Pad Vertical — Axis — -1

Equip Area: EquipMentArea_Spells (vEquipArea)
Display: EquipDisplay_Spells (vEquipmentDisplay

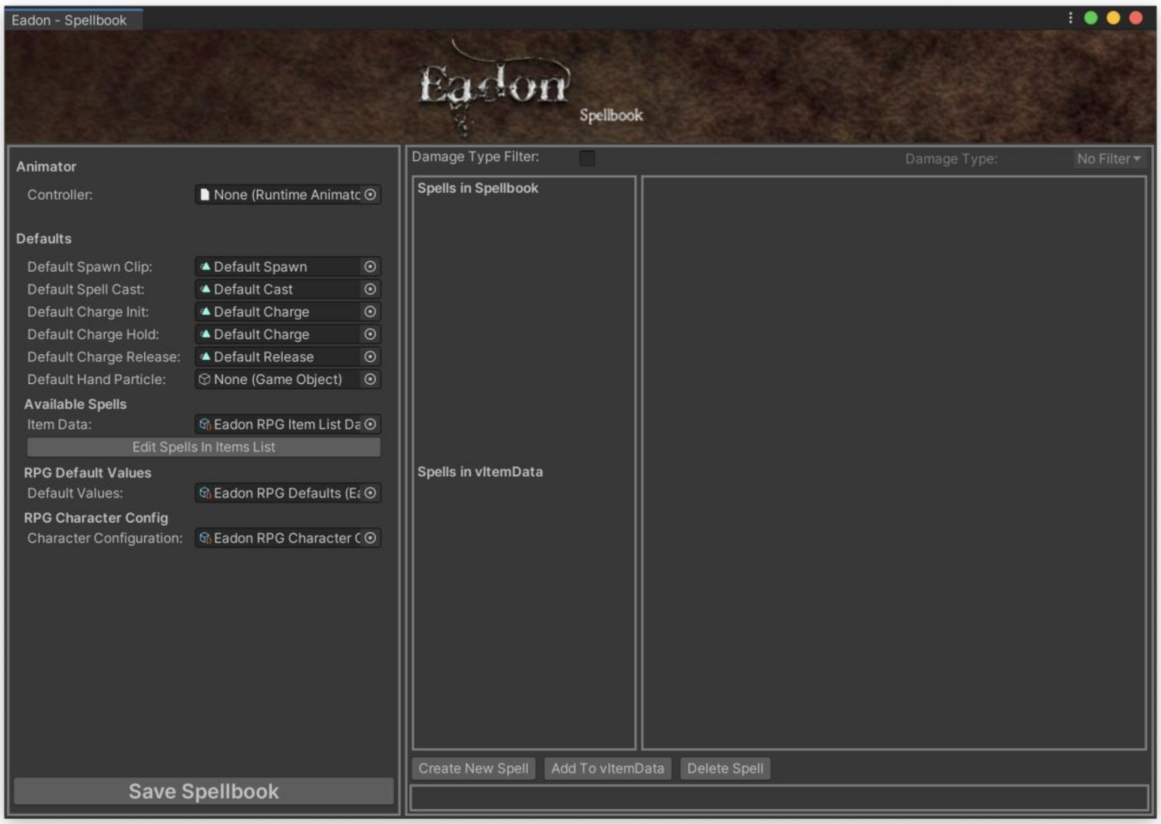
Spell Creation

Spells in the Eadon RPG System are instances of vItem of type Spell, with three attributes:

MagicID	The ID of the spell
ManaCost	The mana cost of casting the spell
DamageType	The damage type of the spell (fire, cold, etc)

At the same time, a spell represents a collection of other information, such as particles, projectiles, animations, etc.

Spells in Eadon RPG are created through the Spellbook, a single editor for all aspects of a spell:


Eadon - Spellbook

Eadon Spellbook

Animator

Controller: None (Runtime Animatc

Defaults

Default Spawn Clip: Default Spawn
Default Spell Cast: Default Cast
Default Charge Init: Default Charge
Default Charge Hold: Default Charge
Default Charge Release: Default Release
Default Hand Particle: None (Game Object)

Available Spells
Item Data: Eadon RPG Item List Da
Edit Spells In Items List

RPG Default Values
Default Values: Eadon RPG Defaults (E

RPG Character Config
Character Configuration: Eadon RPG Character C

Save Spellbook

Damage Type Filter: Damage Type: No Filter

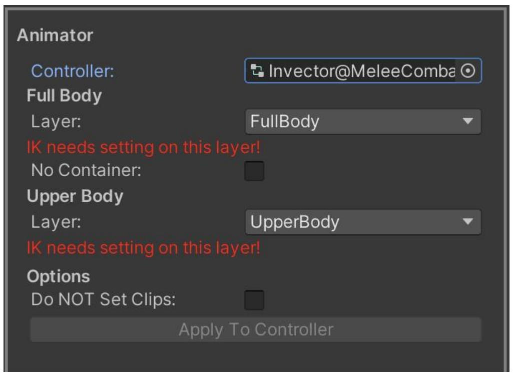
Spells in Spellbook

Spells in vItemData

Create New Spell | Add To vItemData | Delete Spell

The Spellbook is split in two sections. The section on the left contains a link to an animator controller, references to default values and a save button.

Selecting an animator controller, the section changes to include two pop up menus to select the **Full Body** and the **Upper Body** layers (highlighting if they do not have IK enabled):


Animator

Controller: Invector@MeleeComba

Full Body
Layer: FullBody
IK needs setting on this layer!
No Container:

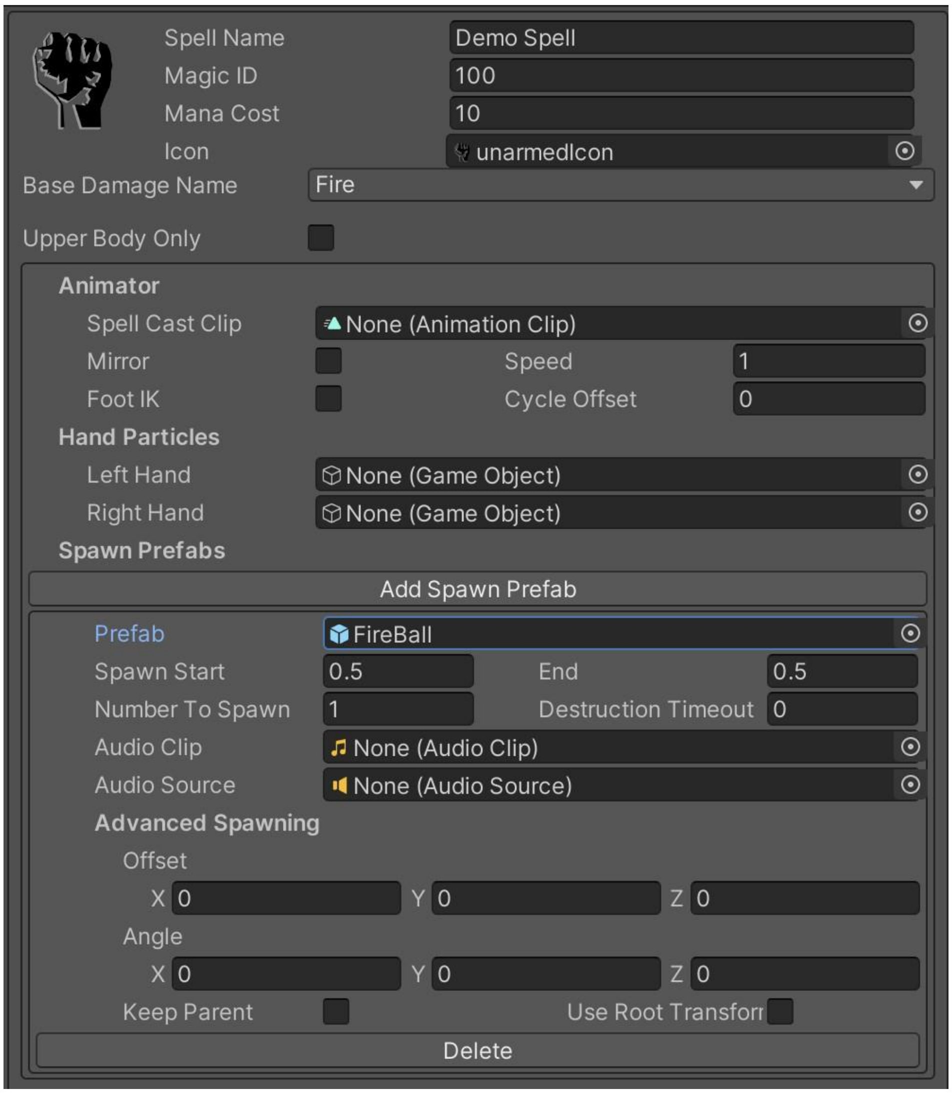
Upper Body
Layer: UpperBody
IK needs setting on this layer!

Options
Do NOT Set Clips:

Apply To Controller

Once all conditions are satisfied, the **Apply To Controller** button becomes active. Pressing the button will generate all the animation states in the animation controller based on information entered in the right section.

Pressing the **Create New Spell** button opens up the spell creation wizard:



Spell Name	Demo Spell
Magic ID	100
Mana Cost	10
Icon	unarmedIcon
Base Damage Name	Fire
Upper Body Only	☐

Animator

Spell Cast Clip	None (Animation Clip)		
Mirror	☐	Speed	1
Foot IK	☐	Cycle Offset	0

Hand Particles

Left Hand	None (Game Object)
Right Hand	None (Game Object)

Spawn Prefabs

Add Spawn Prefab

Prefab	FireBall		
Spawn Start	0.5	End	0.5
Number To Spawn	1	Destruction Timeout	0
Audio Clip	None (Audio Clip)		
Audio Source	None (Audio Source)		

Advanced Spawning

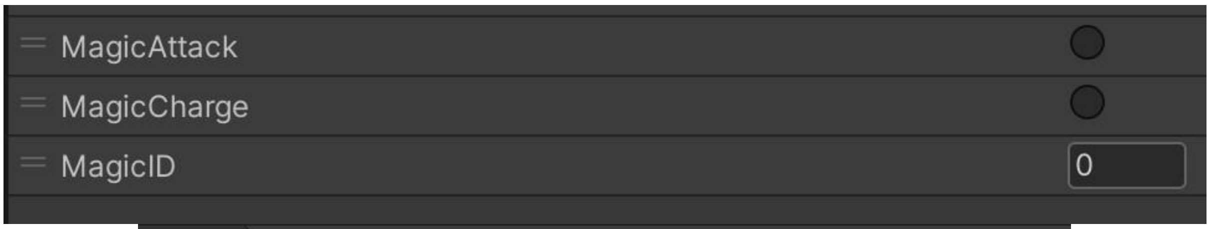
Offset X 0 Y 0 Z 0

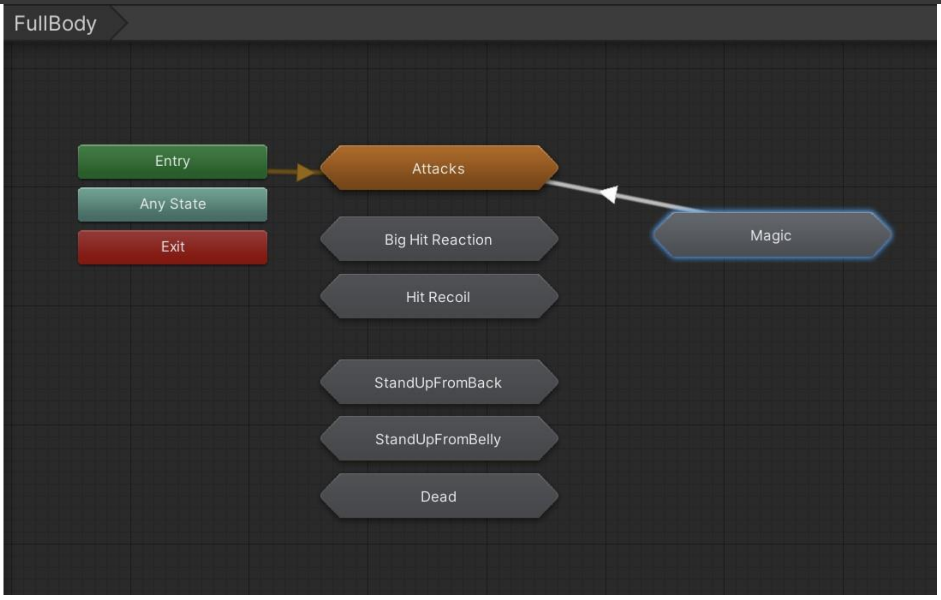
Angle X 0 Y 0 Z 0

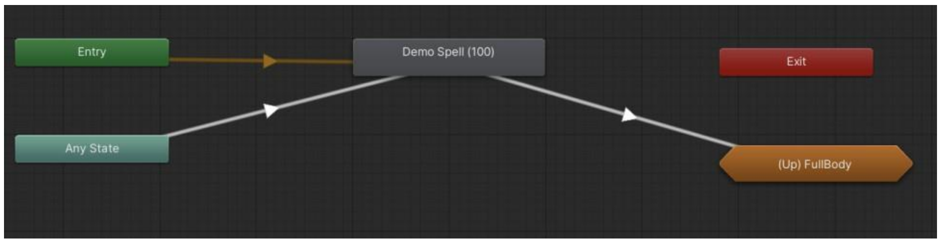
Keep Parent ☐ Use Root Transforr ☐

Delete

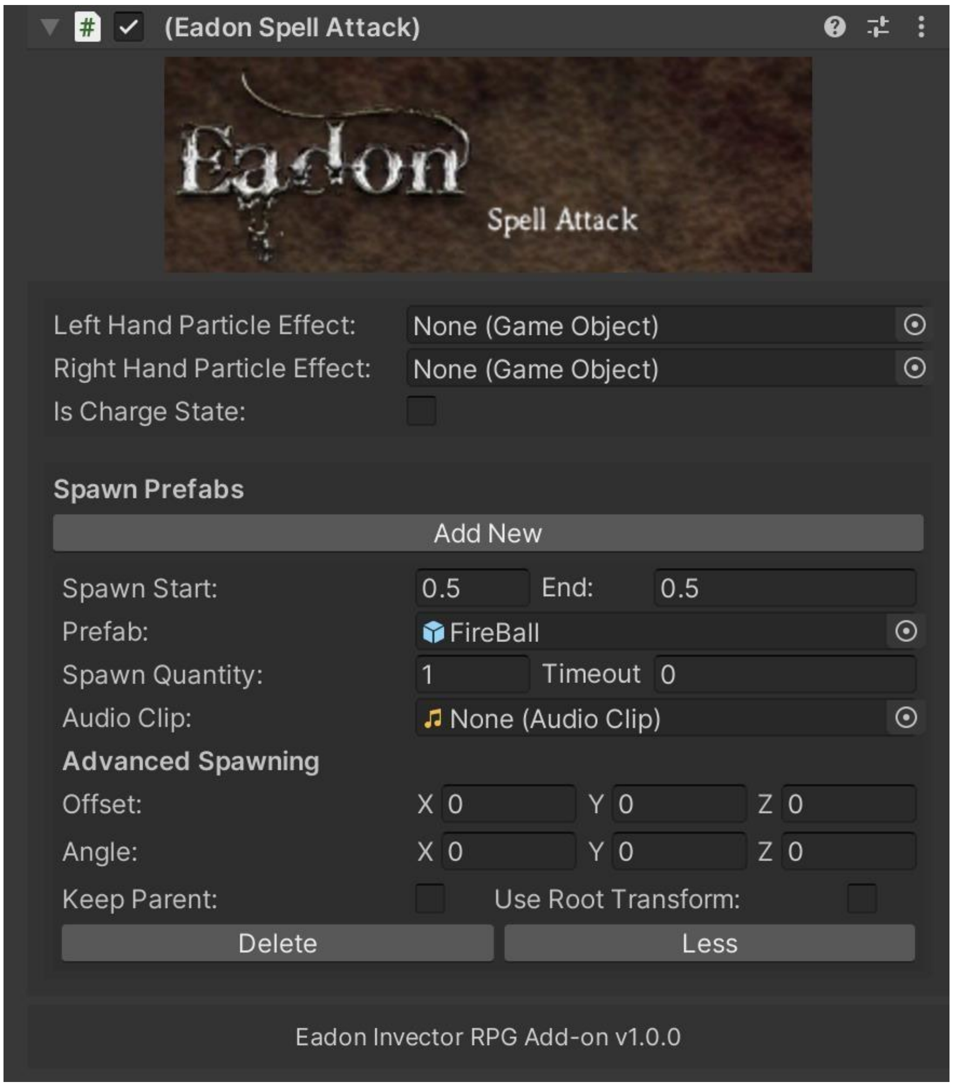
Once a spell is created, and a valid Animator Controller is selected, pressing the Apply To Controller will configure the controller. Parameters will be added if missing and states and transitions will be created:







The spell state will be configured with an **Eadon Spell Attack** behaviour for the actual spell casting:


(Eadon Spell Attack)

Spell Attack

Left Hand Particle Effect: None (Game Object)
Right Hand Particle Effect: None (Game Object)
Is Charge State:

Spawn Prefabs

Add New

Spawn Start: 0.5 End: 0.5
Prefab: FireBall
Spawn Quantity: 1 Timeout 0
Audio Clip: None (Audio Clip)

Advanced Spawning

Offset: X 0 Y 0 Z 0
Angle: X 0 Y 0 Z 0
Keep Parent: Use Root Transform:

Delete Less

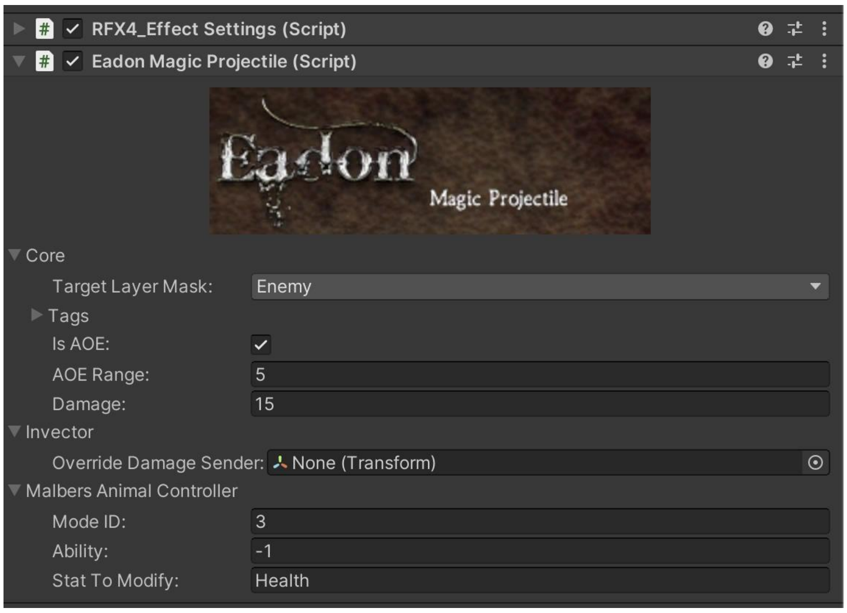
Eadon Invector RPG Add-on v1.0.0

Eadon RPG System does not come with scripts for projectile movement, instead it relies on integration with other assets such as Kripto289's Realistic Effects Packs.

The following spell types are available in Eadon RPG.

Eadon Projectile

This spell handles damage dealing for projectiles:


RFX4_Effect Settings (Script)
Eadon Magic Projectile (Script)

Core
Target Layer Mask: Enemy
Tags
Is AOE: ✓
AOE Range: 5
Damage: 15
Invector
Override Damage Sender: None (Transform)
Malbers Animal Controller
Mode ID: 3
Ability: -1
Stat To Modify: Health

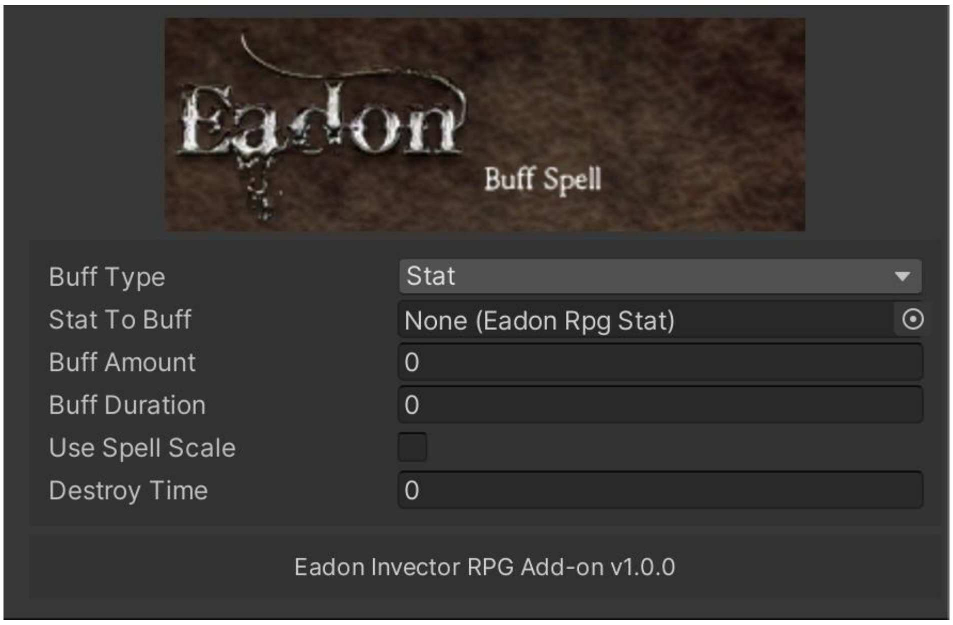
In the picture above, it's attached to a stock RFX4 prefab and used to deal damage. To use it with any other systems, just attach it to a prefab and invoke the following method on collision:

```
public void Hit(GameObject target, Vector3 hitPoint)
```

where hitPoint is the collision point (used for Area of Effect damage).

Eadon Buff Spell

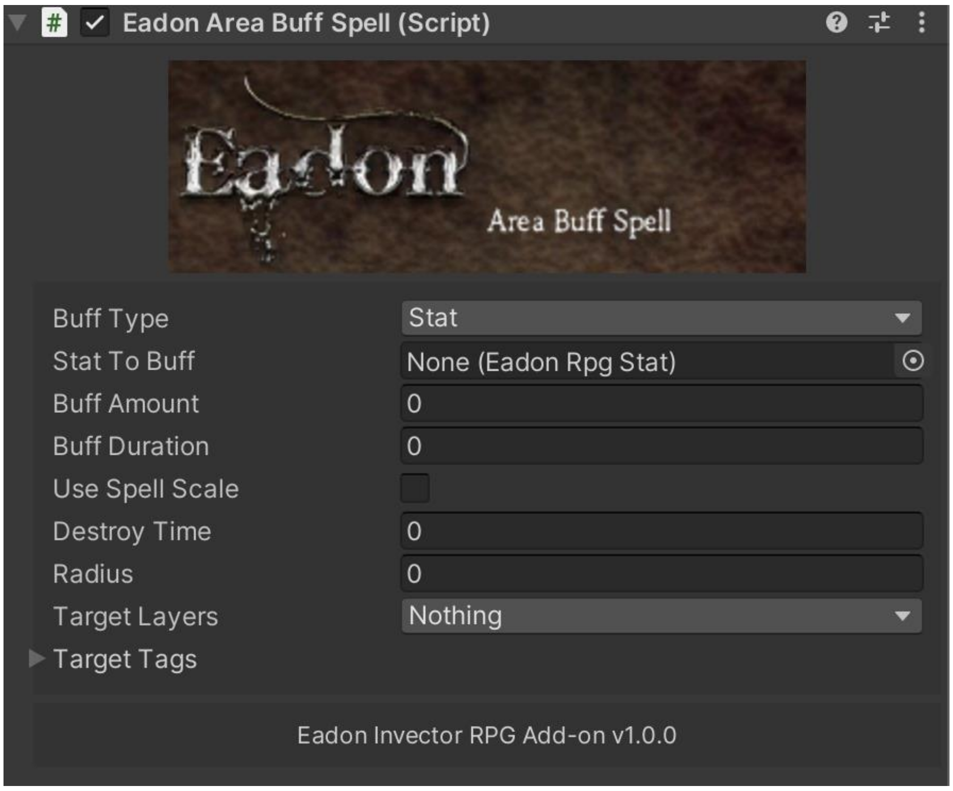
This spell handles buffs to a character stat, skill, resistance or armor:



Buff Type: Stat
Stat To Buff: None (Eadon Rpg Stat)
Buff Amount: 0
Buff Duration: 0
Use Spell Scale:
Destroy Time: 0
Eadon Invector RPG Add-on v1.0.0

Eadon Area Buff Spell

Like the previous one, but with additional fields for radius, target layers and tags:



Eadon Area Buff Spell (Script)

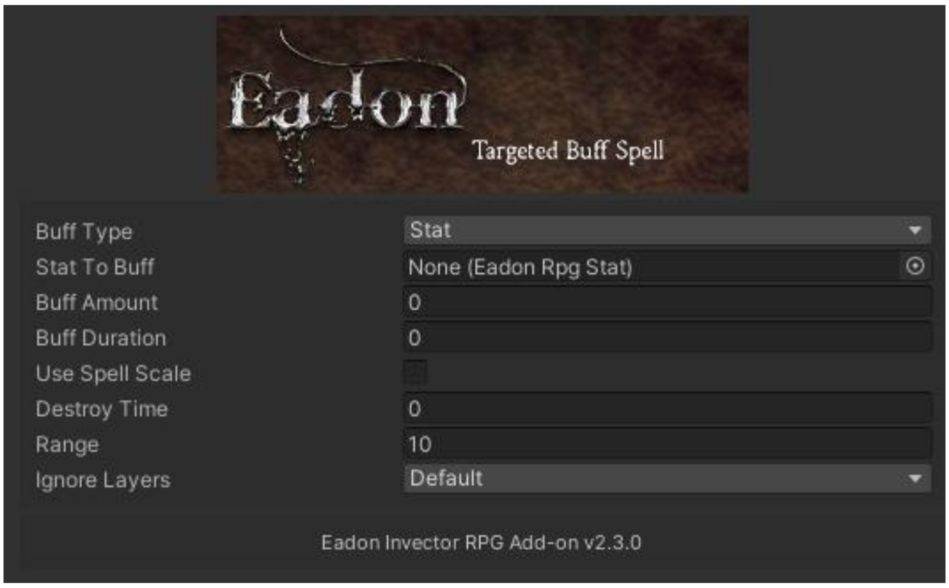
Area Buff Spell

Buff Type	Stat
Stat To Buff	None (Eadon Rpg Stat)
Buff Amount	0
Buff Duration	0
Use Spell Scale	
Destroy Time	0
Radius	0
Target Layers	Nothing
Target Tags	

Eadon Invector RPG Add-on v1.0.0

Eadon Targeted Buff Spell

This spell buffs/debuffs the first target in front of the character:



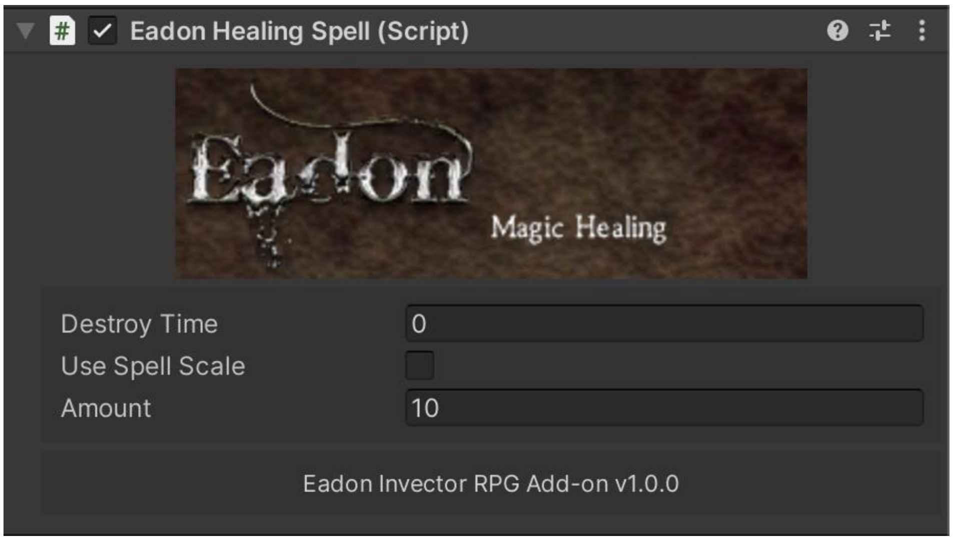
Targeted Buff Spell

Buff Type	Stat
Stat To Buff	None (Eadon Rpg Stat)
Buff Amount	0
Buff Duration	0
Use Spell Scale	
Destroy Time	0
Range	10
Ignore Layers	Default

Eadon Invector RPG Add-on v2.3.0

Eadon Healing Spell

This spell heals the character:

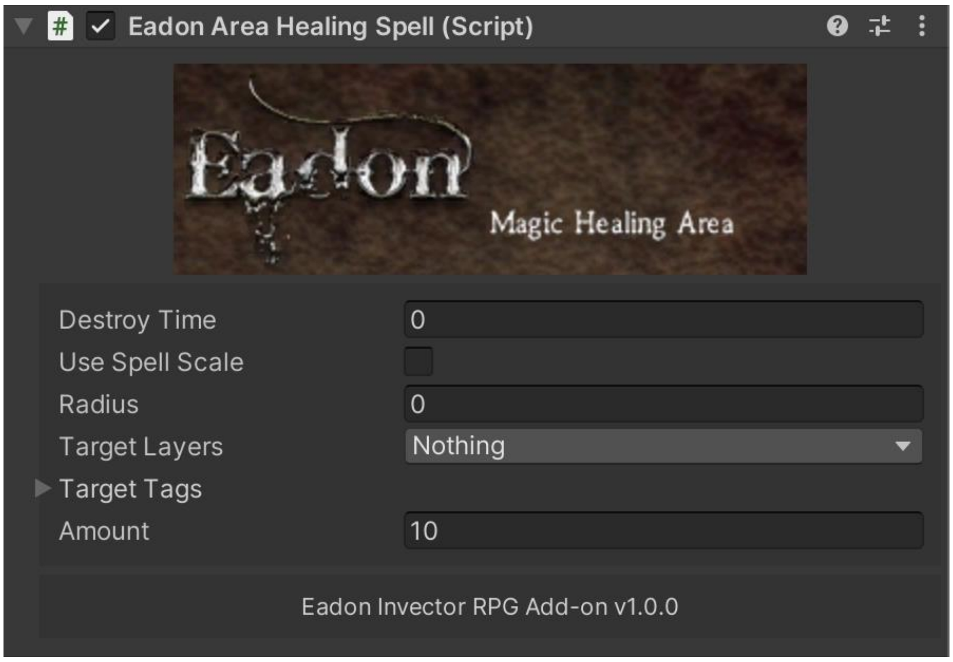

Eadon Healing Spell (Script)

Destroy Time 0
Use Spell Scale
Amount 10

Eadon Invector RPG Add-on v1.0.0

Eadon Area Healing Spell

Like the previous one, but with additional fields for radius, target layers and tags:

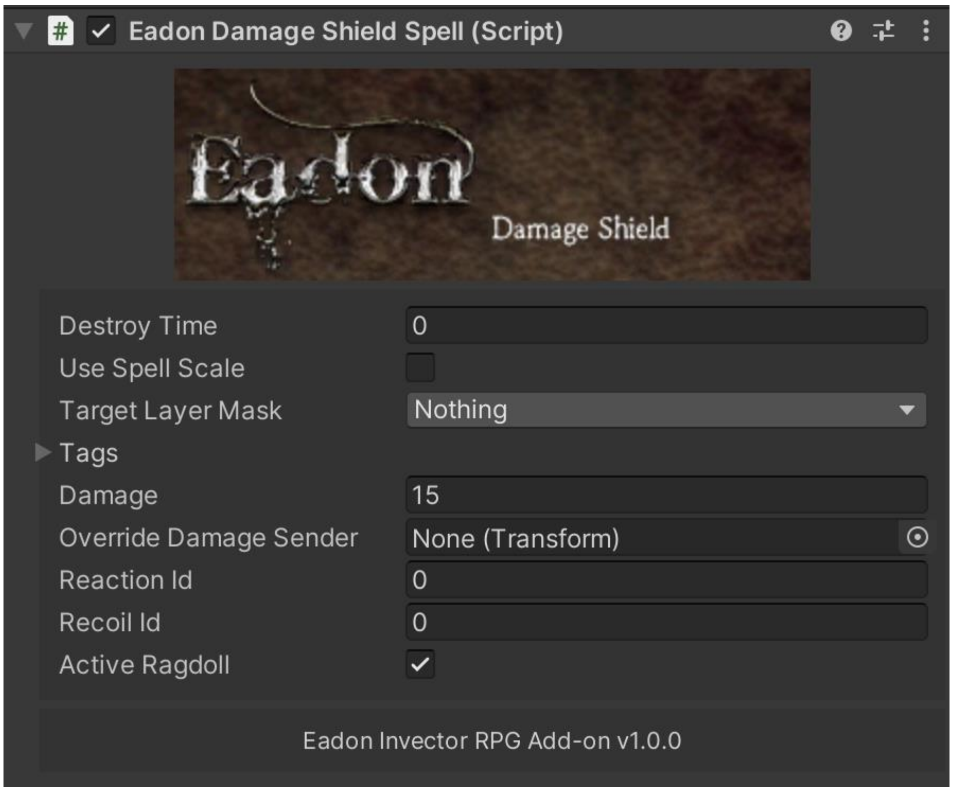

Eadon Area Healing Spell (Script)

Destroy Time 0
Use Spell Scale
Radius 0
Target Layers Nothing
Target Tags
Amount 10

Eadon Invector RPG Add-on v1.0.0

Eadon Damage Shield Spell

This spell deals damage on contact with a collider:

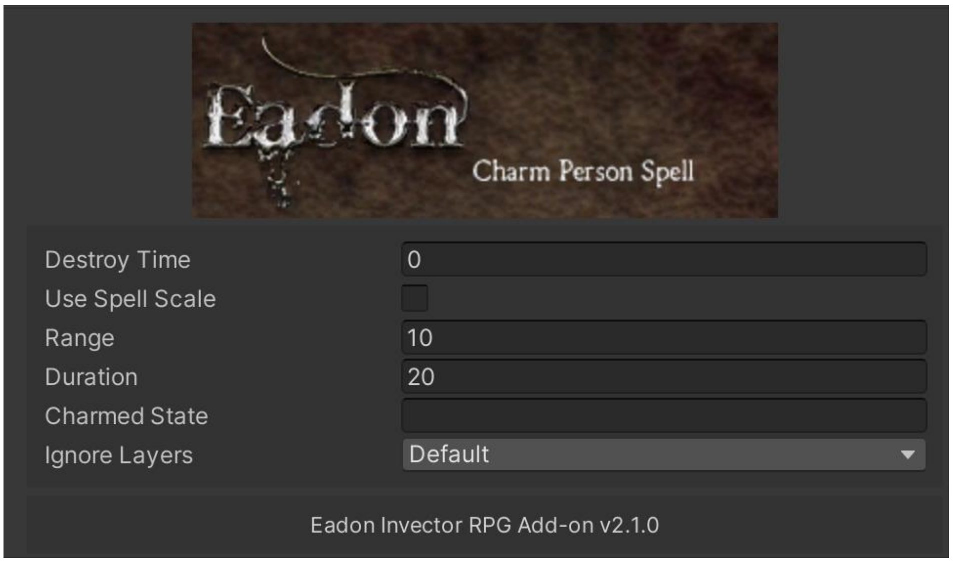

Eadon Damage Shield Spell (Script)

Destroy Time	0
Use Spell Scale	☐
Target Layer Mask	Nothing
Tags	
Damage	15
Override Damage Sender	None (Transform)
Reaction Id	0
Recoil Id	0
Active Ragdoll	✓

Eadon Invector RPG Add-on v1.0.0

Eadon Charm Person Spell

This requires Eadon AI to be installed in the project, it has no effect otherwise. It works by projecting a sphere cast in front of the character up to the specified range and will switch the first target to the player group, for a specified duration. The AI NPC will switch to the state specified below for the same duration, after which it will switch back to the previous state:



Destroy Time	0
Use Spell Scale	☐
Range	10
Duration	20
Charmed State	
Ignore Layers	Default

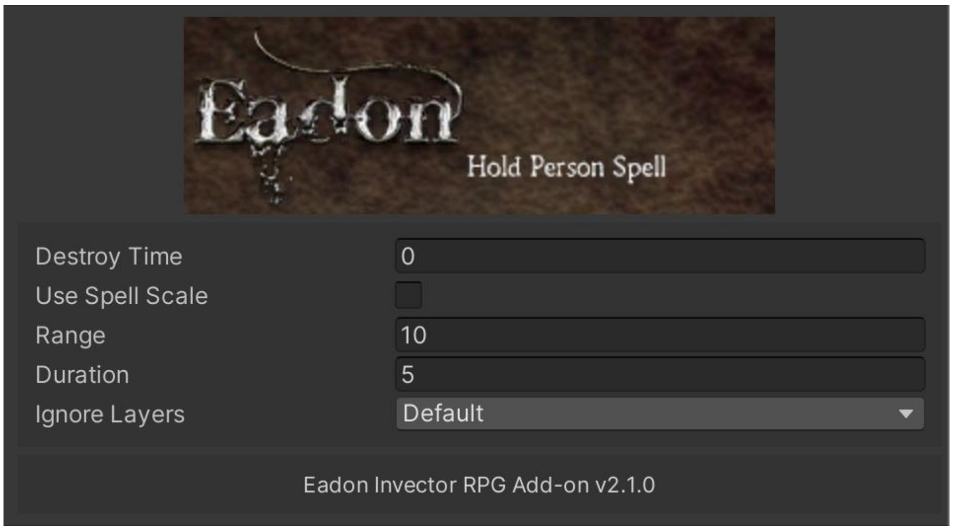
Eadon Invector RPG Add-on v2.1.0

Adjust the layers to make sure only the enemy layers are ignored. Range and duration are affected by spell scale.

Charm effects can be resisted if the character has charm resistance, acquired either via talents or equipped items.

Eadon Hold Person Spell

This spell paralyzes a target. The target needs to have the EadonRPGCharacter component or any of the NPC versions. It works by projecting a sphere cast in front of the character up to the specified range and stop the animator, set the rigid body to kinematic and stop the behaviour (FSM for FSM AI, behaviour tree for Eadon AI and supports also vSimpleMeleeAI_Controller) for a specified duration:



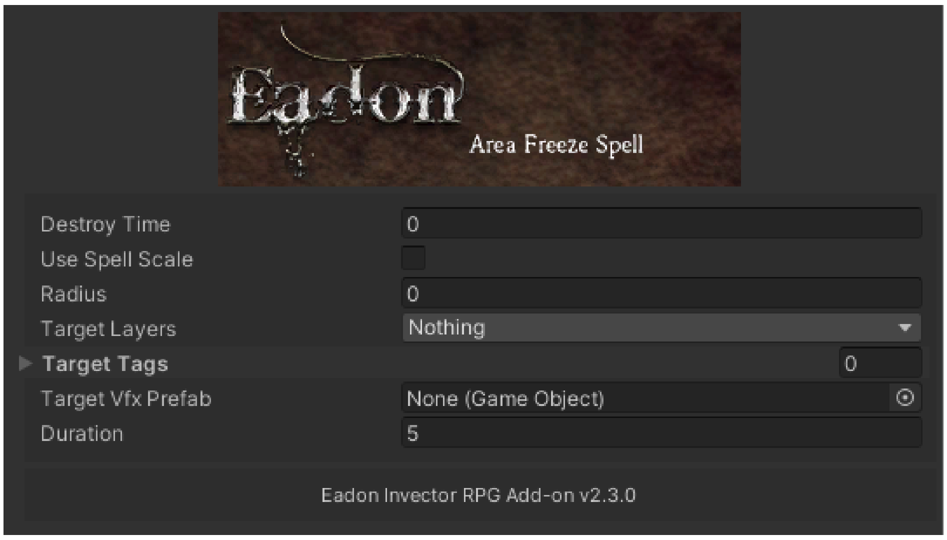
Destroy Time	0
Use Spell Scale	☐
Range	10
Duration	5
Ignore Layers	Default

Eadon Invector RPG Add-on v2.1.0

Adjust the layers to make sure only the enemy layers are ignored. Range and duration are affected by spell scale.
Hold effects can be resisted if the character has hold resistance, acquired either via talents or equipped items.

Eadon Area Freeze Spell

This spell is an area version of the Hold Person spell:

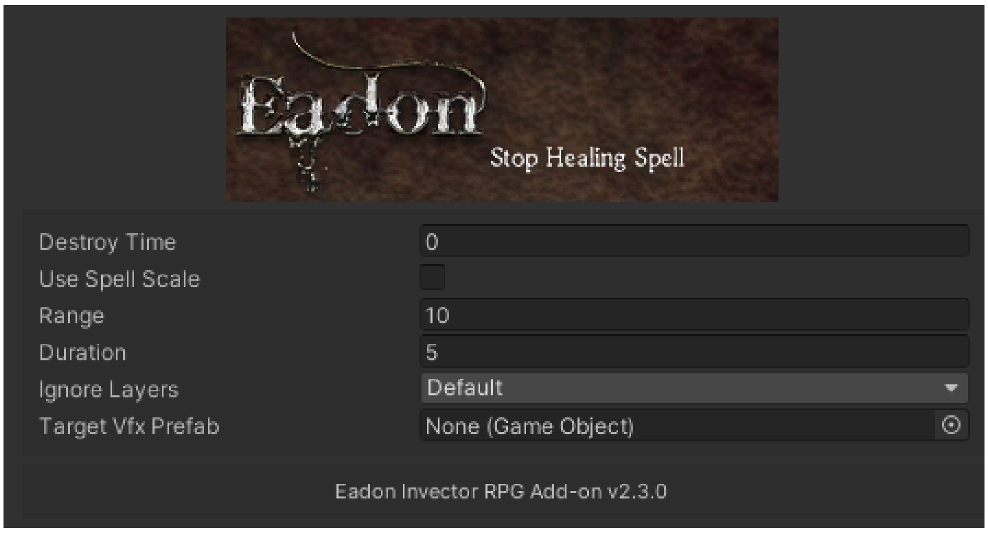


Destroy Time	0
Use Spell Scale	☐
Radius	0
Target Layers	Nothing
▶ Target Tags	0
Target Vfx Prefab	None (Game Object)
Duration	5

Eadon Invector RPG Add-on v2.3.0

Eadon Stop Healing Spell

This prevents the first target in front of the character from healing for a period of time:

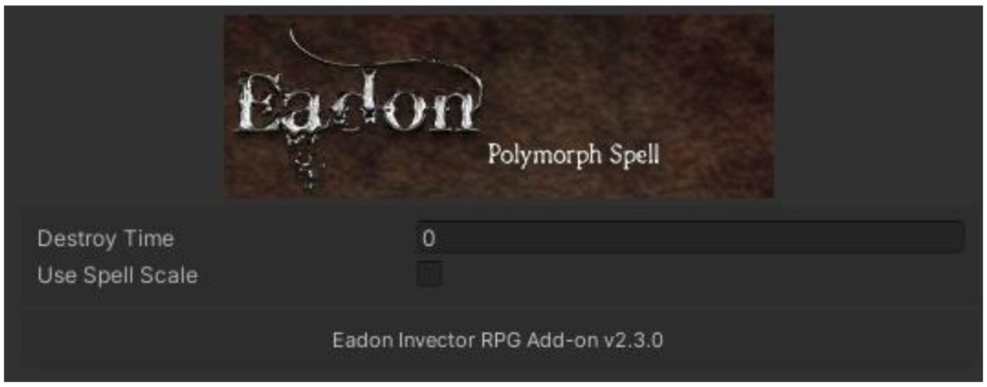


Destroy Time	0
Use Spell Scale	☐
Range	10
Duration	5
Ignore Layers	Default
Target Vfx Prefab	None (Game Object)

Eadon Invector RPG Add-on v2.3.0

Eadon Polymorph Spell

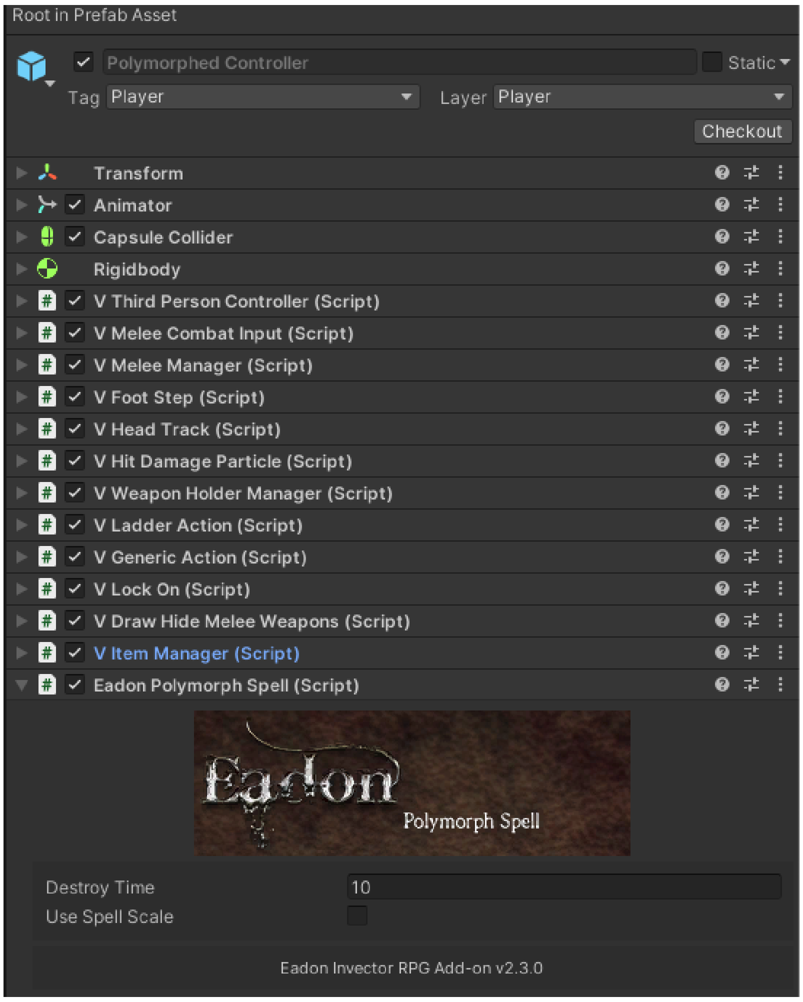
This spell changes the player character into another prefab for a period of time:



Destroy Time	0
Use Spell Scale	☐

Eadon Invector RPG Add-on v2.3.0

In order to use it, create a new Invector character, add this component to it and spawn it as a spell prefab:


Root in Prefab Asset

✓ Polymorphed Controller — Static

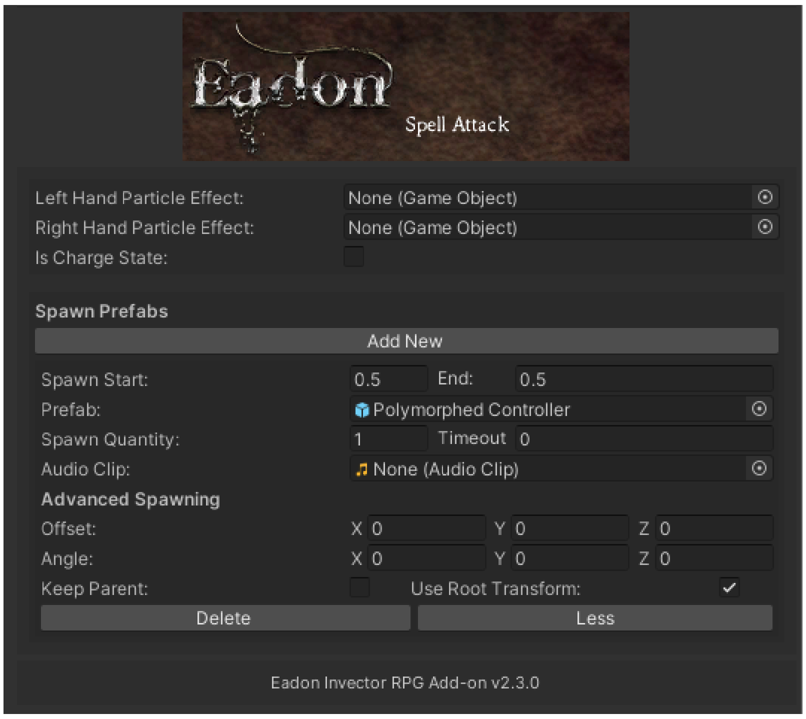
Tag Player — Layer Player

Checkout

Transform
✓ Animator
✓ Capsule Collider
Rigidbody
✓ V Third Person Controller (Script)
✓ V Melee Combat Input (Script)
✓ V Melee Manager (Script)
✓ V Foot Step (Script)
✓ V Head Track (Script)
✓ V Hit Damage Particle (Script)
✓ V Weapon Holder Manager (Script)
✓ V Ladder Action (Script)
✓ V Generic Action (Script)
✓ V Lock On (Script)
✓ V Draw Hide Melee Weapons (Script)
✓ V Item Manager (Script)
✓ Eadon Polymorph Spell (Script)

Destroy Time	10
Use Spell Scale	

Eadon Invector RPG Add-on v2.3.0



Left Hand Particle Effect:	None (Game Object)
Right Hand Particle Effect:	None (Game Object)
Is Charge State:	

Spawn Prefabs

Add New

Spawn Start:	0.5 End: 0.5
Prefab:	Polymorphed Controller
Spawn Quantity:	1 Timeout 0
Audio Clip:	None (Audio Clip)

Advanced Spawning

Offset:	X 0 Y 0 Z 0
Angle:	X 0 Y 0 Z 0
Keep Parent:	Use Root Transform: ✓

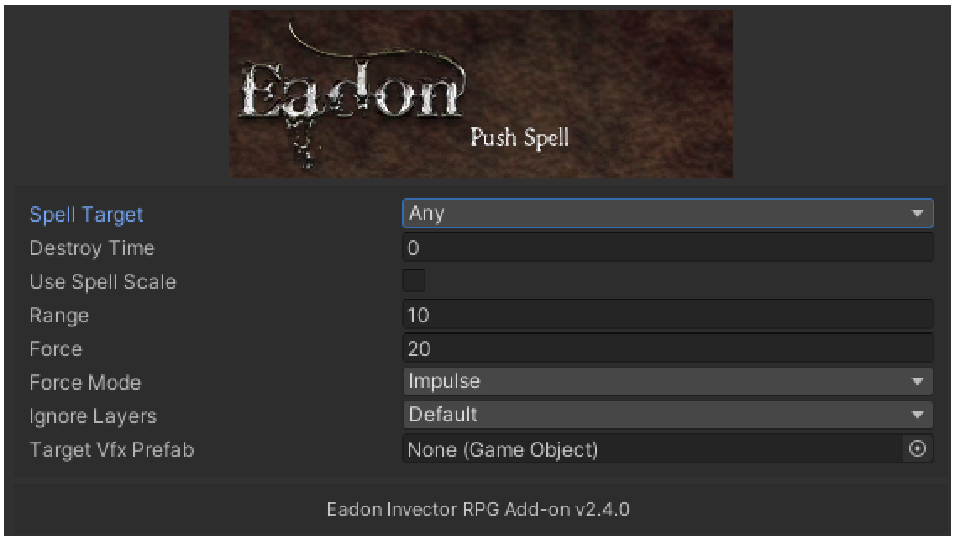
Delete — Less

Eadon Invector RPG Add-on v2.3.0

At the end of the spell, the original character will reappear in the last position of the spawned controller.

Eadon Push Spell

This spell pushes a target away from the spell caster. The target needs to have a rigidbody component. This spell can affect characters or inanimate objects:



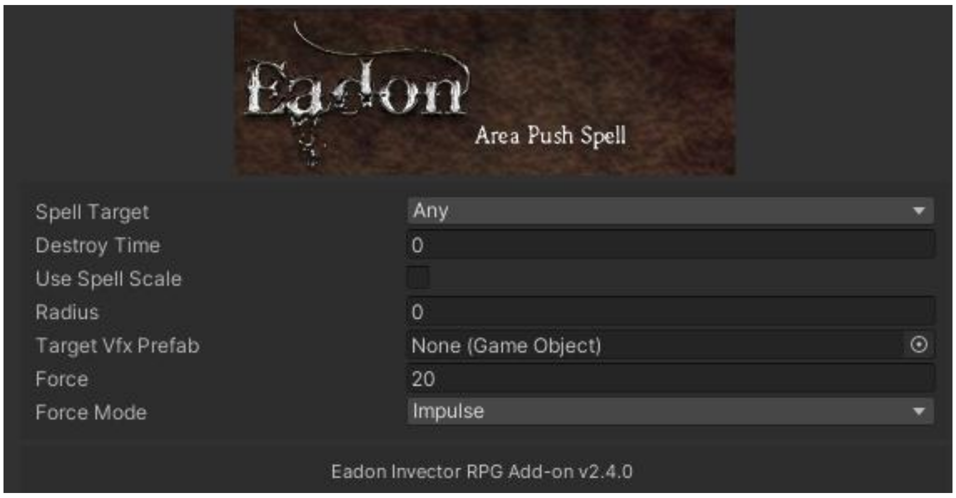
Spell Target	Any
Destroy Time	0
Use Spell Scale	
Range	10
Force	20
Force Mode	Impulse
Ignore Layers	Default
Target Vfx Prefab	None (Game Object)

Eadon Invector RPG Add-on v2.4.0

Adjust the layers to according to what you want to affect.

Eadon Area Push Spell

This spell is an area version of the Push spell, affecting all rigidbodies in a radius around the spell caster. Every target will be pushed away from the caster:



Spell Target	Any
Destroy Time	0
Use Spell Scale	
Radius	0
Target Vfx Prefab	None (Game Object)
Force	20
Force Mode	Impulse

Eadon Invector RPG Add-on v2.4.0

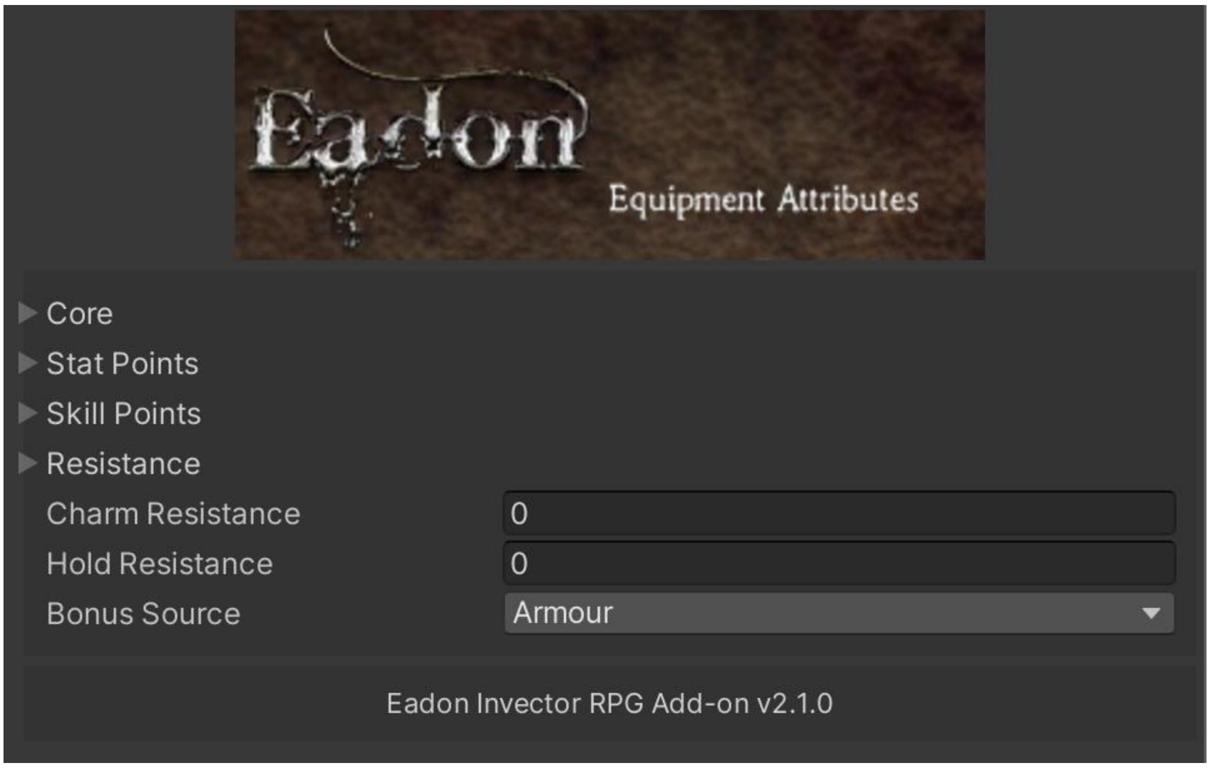
General notes on spells

All spells have a Destroy Time field. This is the number of seconds after which the spell selfdestructs. This is useful to prevent spells from lingering around in memory and lowering

performance. This should NOT be left at 0, otherwise the spell will be destroyed immediately.
It should be set to a value that relates to the length of the spell VFX.
The other value of note, common to all spells is Use Spell Scale. If this checkbox is ticked, the spell duration and damage/healing amounts will be multiplied by the spell scale, which increases with levels, stat values or talents.

Equipment

Equipment in Eadon RPG System can increase character stats, skills, core stats (health, stamina, etc) and resistances. This is done through this component:



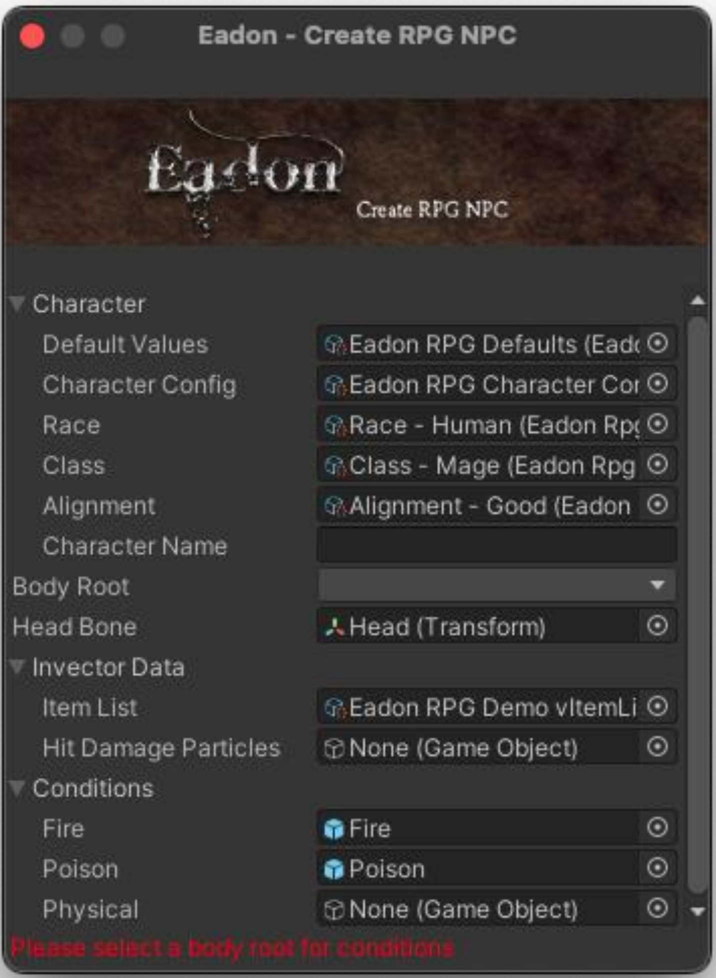
Charm Resistance	0
Hold Resistance	0
Bonus Source	Armour

Eadon Invector RPG Add-on v2.1.0

Once this component is attached to a piece of equipment (for example to a sword) it will automatically apply the bonuses when equipped (i.e. attached to the player game object as a child) and remove them when disabled.

NPC Creation

Creating NPCs is a process very similar to creating a character. Once you have an Invector AI (either a FSM AI or the default vAIController) in the hierarchy, select Invector/Eadon RPG/Create RPG NPC from the menu. This will open the NPC creation wizard:


Eadon - Create RPG NPC

Character
Default Values: Eadon RPG Defaults (Eadc
Character Config: Eadon RPG Character Cor
Race: Race - Human (Eadon Rp(
Class: Class - Mage (Eadon Rpg
Alignment: Alignment - Good (Eadon
Character Name:
Body Root:
Head Bone: Head (Transform)
Invector Data
Item List: Eadon RPG Demo vItemLi
Hit Damage Particles: None (Game Object)
Conditions
Fire: Fire
Poison: Poison
Physical: None (Game Object)
Please select a body root for conditions

This will work exactly like the character creation and will let you create NPCs with race, class, etc.

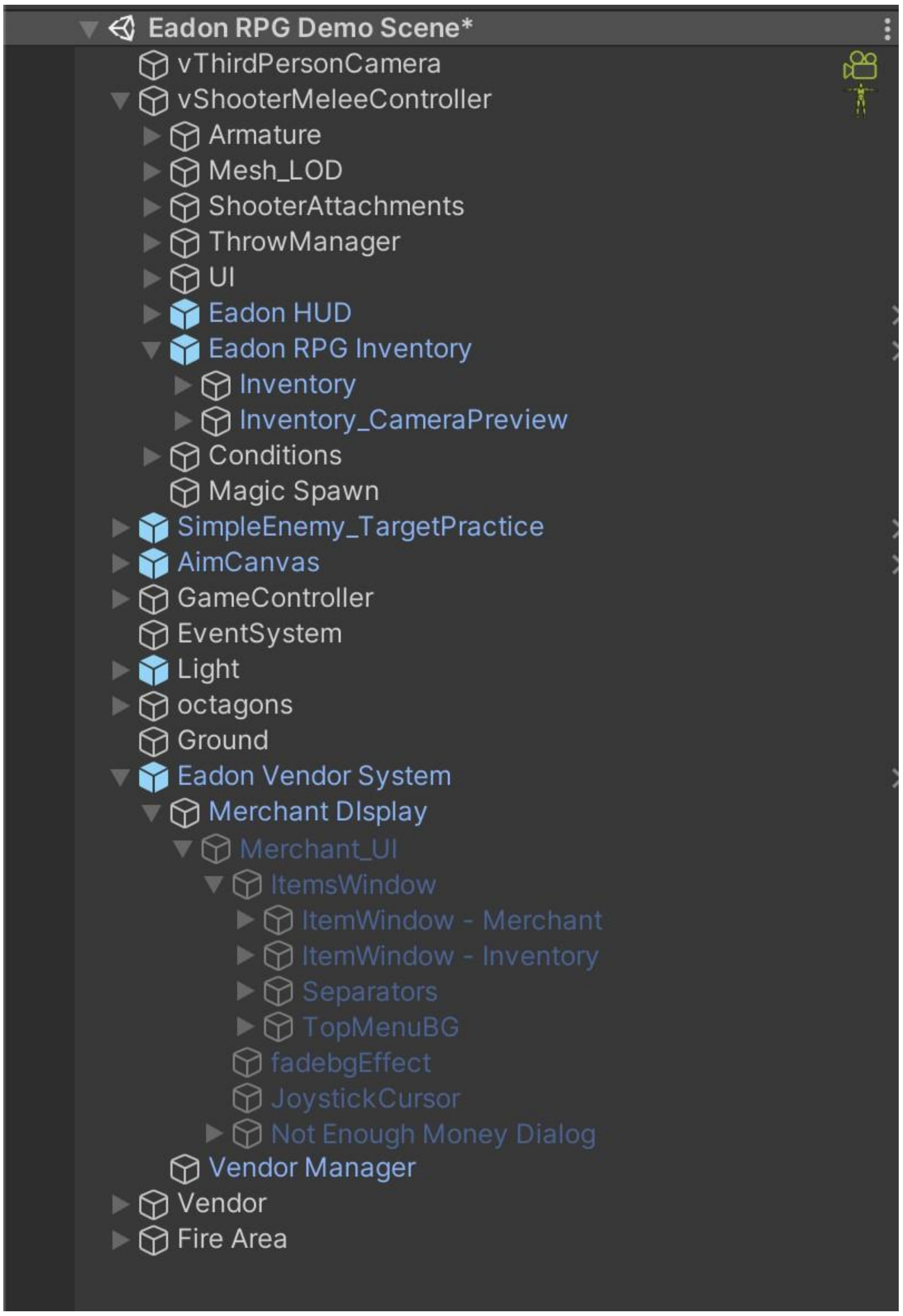
Vendor System

In order for the vendor system to work, the first step is to define a vItem of type **Money**. This will represent the currency in the game. Currently only one type of currency is supported.

The second step is to add to the character a **Eadon Money Manager** component. This component is a shortcut to the vItemManager to handle money, with convenience methods for getting, adding and removing coins to the character. This is used for transactions with a vendor, and it needs to be added to every vendor or NPC with which can have commercial transactions with the player even without going through the inventory. For example, if a guard asks for 5 coins to let the player through a gate at night, this can be handled directly in the dialogue by manipulating coins through the money manager.

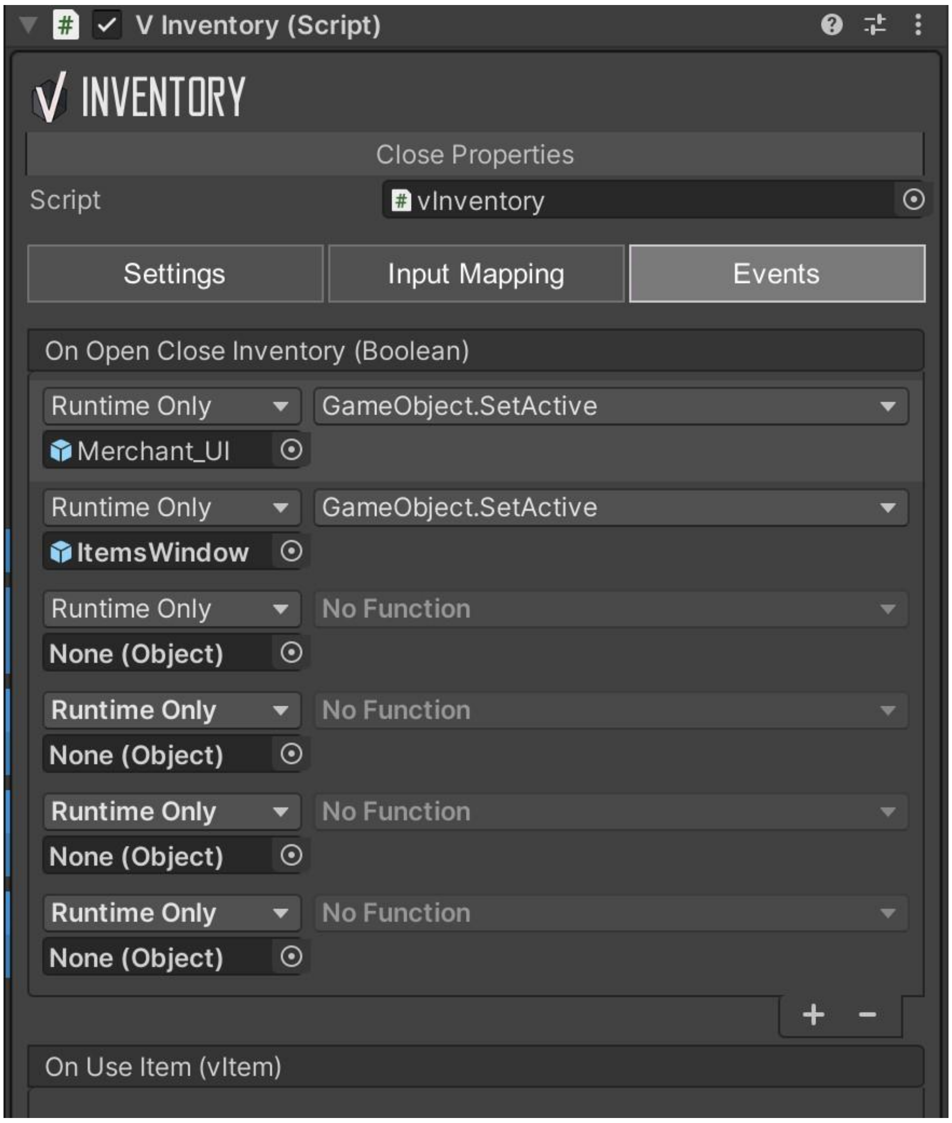
A prerequisite for the money manager to work is that every character (player and NPC) needs to have a vItemManager with a vItemListData containing an item of type Money (not necessarily the same, because the Eadon Money Manager has a field for the ID of the coins item allowing for transactions using an abstraction).

In order to use the vendor system, simply drag into the scene the Eadon Vendor System prefab (located in /Assets/Eadon/Rpg/Prefabs/Invector), expand it and select the Merchant Display:



```
Eadon RPG Demo Scene*
  vThirdPersonCamera
  vShooterMeleeController
    Armature
    Mesh_LOD
    ShooterAttachments
    ThrowManager
    UI
    Eadon HUD
    Eadon RPG Inventory
      Inventory
      Inventory_CameraPreview
    Conditions
    Magic Spawn
  SimpleEnemy_TargetPractice
  AimCanvas
  GameController
  EventSystem
  Light
  octagons
  Ground
  Eadon Vendor System
    Merchant DIsplay
      Merchant_UI
        ItemsWindow
          ItemWindow - Merchant
          ItemWindow - Inventory
          Separators
          TopMenuBG
        fadebgEffect
        JoystickCursor
        Not Enough Money Dialog
    Vendor Manager
  Vendor
  Fire Area
```

It will appear like this, with four “broken” events:



V Inventory (Script)

INVENTORY

Close Properties

Script: vInventory

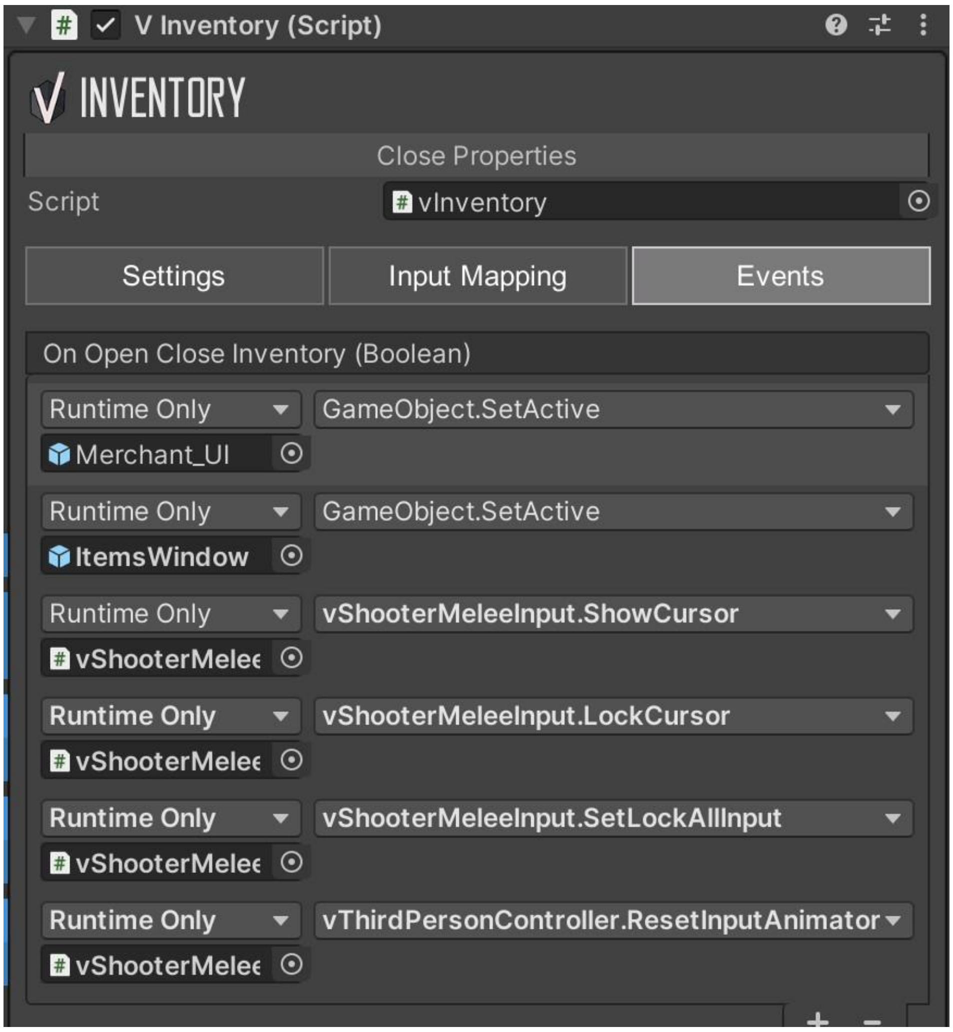
Settings | Input Mapping | Events

On Open Close Inventory (Boolean)

Runtime Only	GameObject.SetActive
Merchant_UI	
Runtime Only	GameObject.SetActive
ItemsWindow	
Runtime Only	No Function
None (Object)	
Runtime Only	No Function
None (Object)	
Runtime Only	No Function
None (Object)	
Runtime Only	No Function
None (Object)	

On Use Item (vItem)

Those need to be set like this:


V Inventory (Script)

INVENTORY

Close Properties

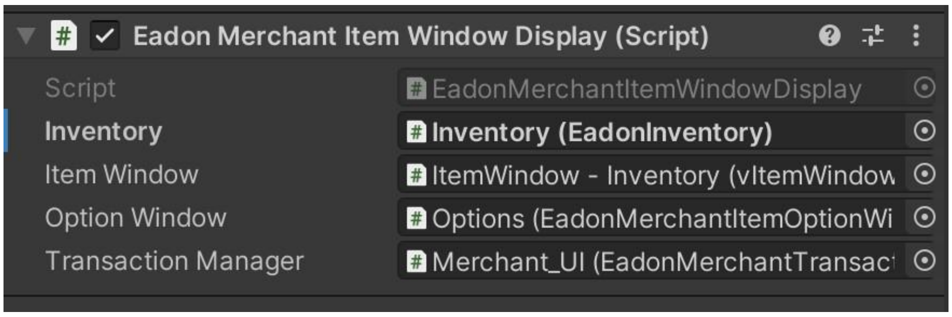
Script: vInventory

Settings | Input Mapping | Events

On Open Close Inventory (Boolean)

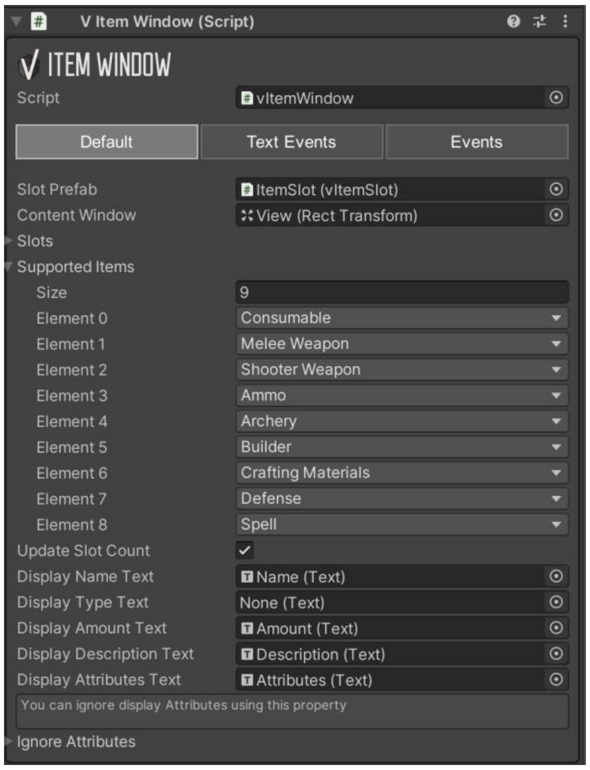
Runtime Only	GameObject.SetActive
Merchant_UI	
Runtime Only	GameObject.SetActive
ItemsWindow	
Runtime Only	vShooterMeleeInput.ShowCursor
vShooterMelee	
Runtime Only	vShooterMeleeInput.LockCursor
vShooterMelee	
Runtime Only	vShooterMeleeInput.SetLockAllInput
vShooterMelee	
Runtime Only	vThirdPersonController.ResetInputAnimator
vShooterMelee	

The next step is to select in the hierarchy the ItemWindow – Inventory and add a reference to the actual player inventory object (located under Eadon RPG Inventory):


Eadon Merchant Item Window Display (Script)

Script	EadonMerchantItemWindowDisplay
Inventory	Inventory (EadonInventory)
Item Window	ItemWindow - Inventory (vItemWindow
Option Window	Options (EadonMerchantItemOptionWi
Transaction Manager	Merchant_UI (EadonMerchantTransact

If you want to limit what can be bought/sold, change the Supported Items lists in the two vItemWindows (ItemWindow – Merchant and ItemWindow – Inventory):


V Item Window (Script)

ITEM WINDOW

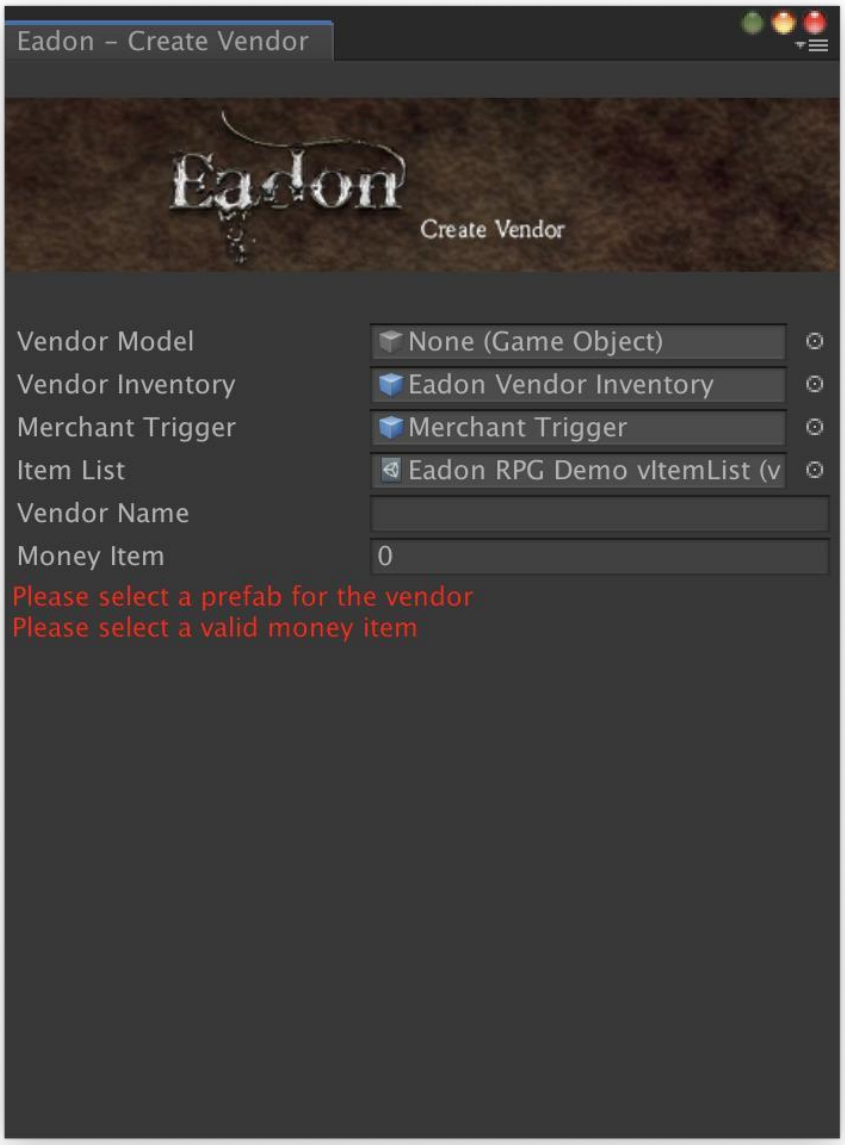
Script	vItemWindow

Slot Prefab	ItemSlot (vItemSlot)
Content Window	View (Rect Transform)
Slots	
Supported Items	
Size	9
Element 0	Consumable
Element 1	Melee Weapon
Element 2	Shooter Weapon
Element 3	Ammo
Element 4	Archery
Element 5	Builder
Element 6	Crafting Materials
Element 7	Defense
Element 8	Spell
Update Slot Count	✓
Display Name Text	Name (Text)
Display Type Text	None (Text)
Display Amount Text	Amount (Text)
Display Description Text	Description (Text)
Display Attributes Text	Attributes (Text)

You can ignore display Attributes using this property

Ignore Attributes

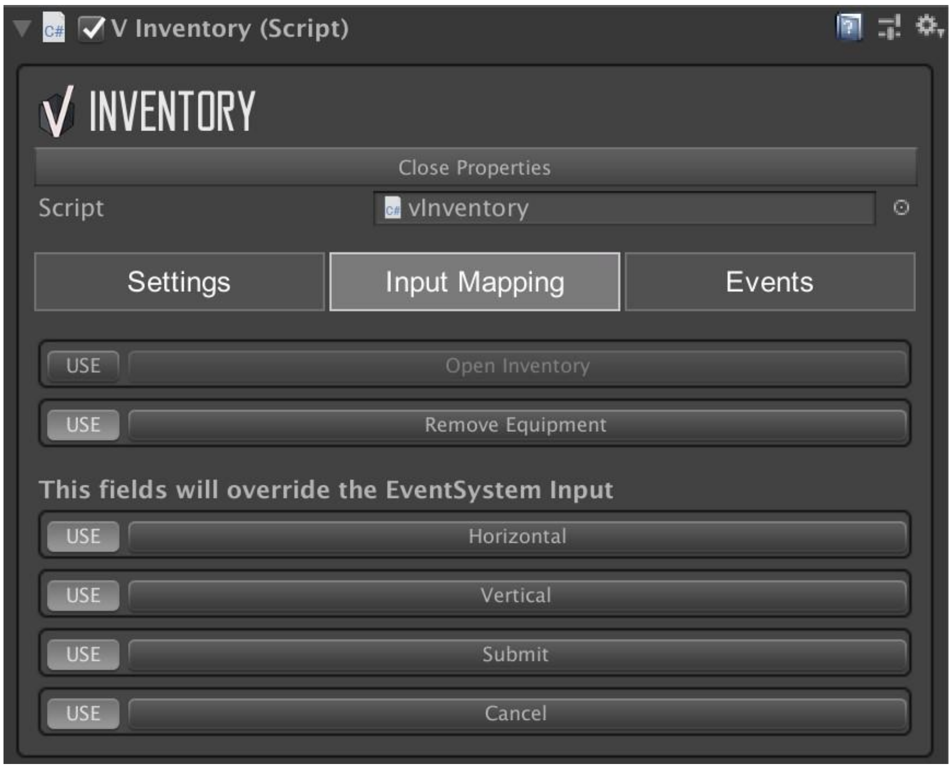
In order to create a vendor, the simplest way is to use the Create Vendor wizard which automates all the steps:



Vendor Model None (Game Object)
Vendor Inventory Eadon Vendor Inventory
Merchant Trigger Merchant Trigger
Item List Eadon RPG Demo vItemList (v
Vendor Name
Money Item 0
Please select a prefab for the vendor
Please select a valid money item

The wizard performs the below activities:

1) Add a vItemManager to the vendor
2) Add the Eadon Vendor Inventory (it will never be used but without it vItemManager will throw errors). If you add your own inventory prefab, make sure the open Inventory input is disabled:


V Inventory (Script)

INVENTORY

Close Properties

Script: vInventory

Settings | Input Mapping | Events

USE Open Inventory

USE Remove Equipment

This fields will override the EventSystem Input

USE Horizontal

USE Vertical

USE Submit

USE Cancel

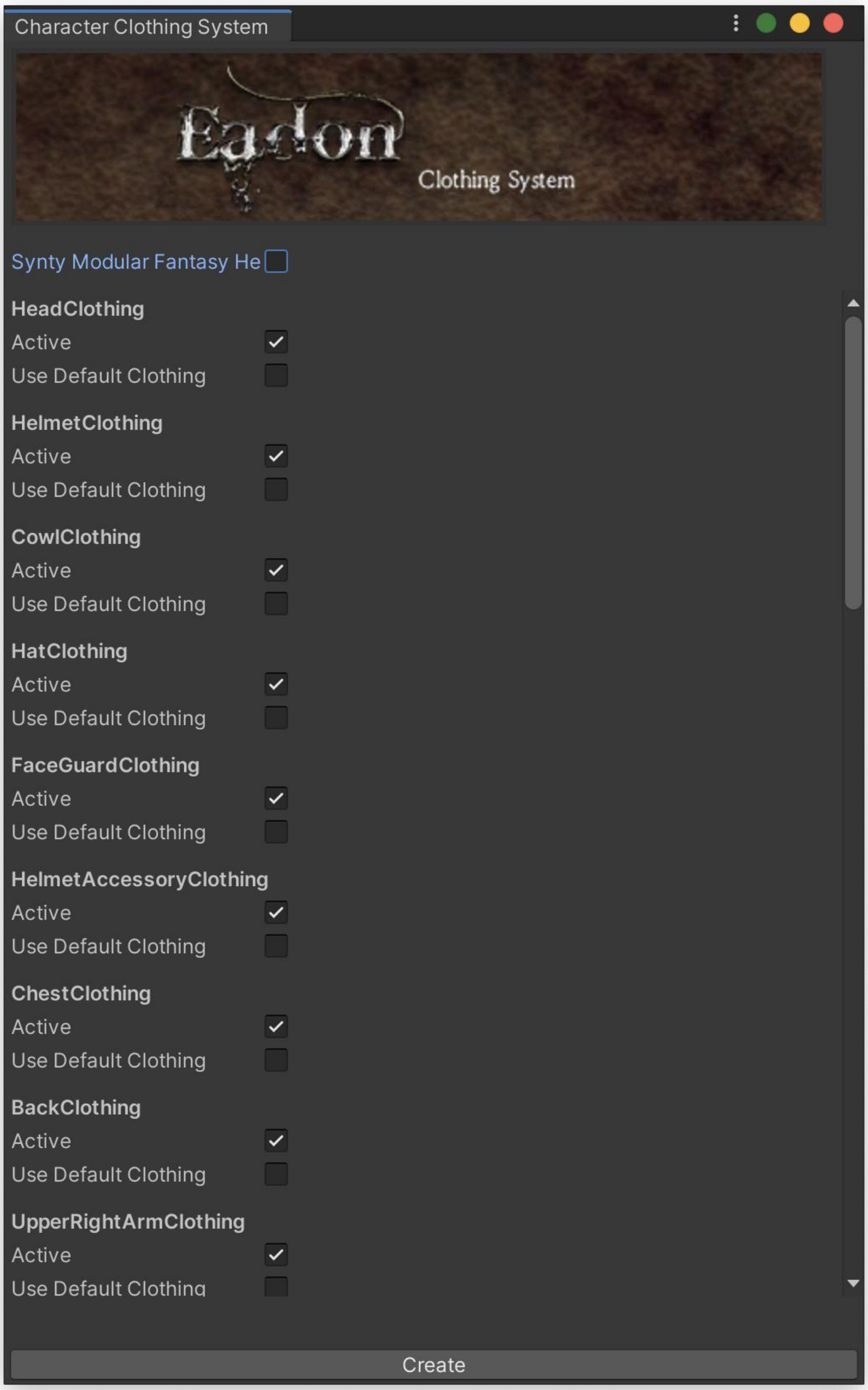
3) Add to the merchant vItemManager the items you want the merchant to sell. Ideally, the same vItemList should be shared between all participants. If that's not the case items will transfer from one to the other based on their id, causing misalignment in the data.
4) Add the Eadon Money Manager component and set the Money item
5) Add a merchant trigger

The merchant trigger is responsible for actually opening the merchant UI. If you want to use a different way to start interaction with the vendor, you need to interact with the Vendor Manager singleton (part of the Eadon Vendor System prefab. Opening the UI is a two step process:

1) Set the current merchant by setting EadonVendorManager.Instance.currentMerchant to the game object of the merchant. This can be done, for example, in an OnTriggerEvent when the player approaches the merchant. There is a convenience component for this called EadonVendor
2) Invoke EadonVendorManager.OpenMerchantGui() to open the GUI

Clothing System

Eadon RPG comes with a clothing system. In order to activate the clothing system, you need to select your character in the hierarchy and use the **Eadon/Create/Add Character Clothing System** menu. This will open the following window:


Character Clothing System

Synty Modular Fantasy He ☐

HeadClothing
Active ✓
Use Default Clothing ☐

HelmetClothing
Active ✓
Use Default Clothing ☐

CowlClothing
Active ✓
Use Default Clothing ☐

HatClothing
Active ✓
Use Default Clothing ☐

FaceGuardClothing
Active ✓
Use Default Clothing ☐

HelmetAccessoryClothing
Active ✓
Use Default Clothing ☐

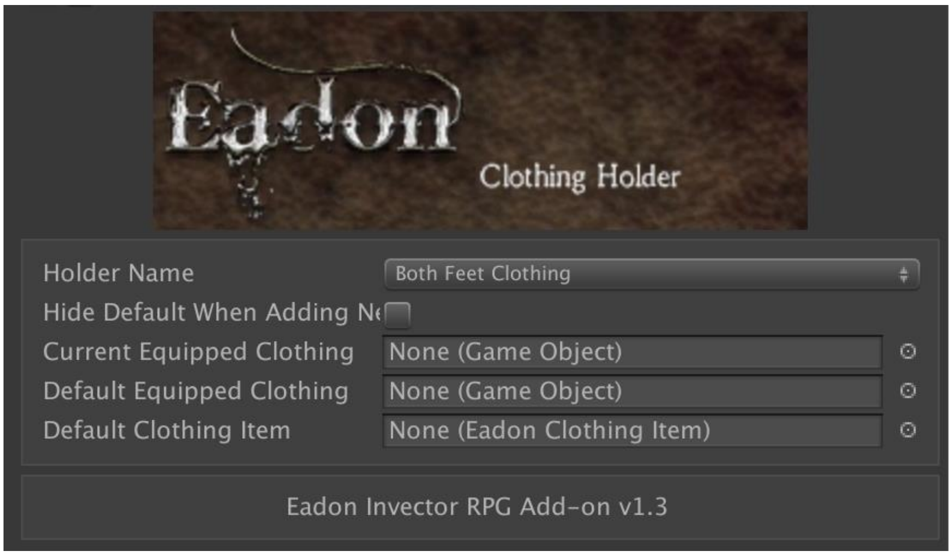
ChestClothing
Active ✓
Use Default Clothing ☐

BackClothing
Active ✓
Use Default Clothing ☐

UpperRightArmClothing
Active ✓
Use Default Clothing ☐

In the window you'll find a checkbox to enable support for Synty Studios' Modular Fantasy Hero asset, followed by a list of all the possible clothing system locations, with a checkbox to determine if you want it active for the character and a dropdown menu through which you can select the default clothing item mesh for that location among all the skinned mesh renderers present on the character game object. Selecting any option different from "None" will make two new fields appear for that location. These fields let you specify whether the location default clothing item needs to be hidden when new clothing is worn in that location and which is the default **ClothingItem** asset.

Pressing the "Create" button will spawn all the **ClothingEquipmentHolder** game objects attached to the character skeleton. Clothing Equipment Holders look like this:



Holder Name: Both Feet Clothing
Hide Default When Adding Ne
Current Equipped Clothing: None (Game Object)
Default Equipped Clothing: None (Game Object)
Default Clothing Item: None (Eadon Clothing Item)

Eadon Invector RPG Add-on v1.3

The fields are as follows:

Holder	Parent Bone
Holder Name	Link to the body part for this holder, used to link to the vItem (see below)
Hide Default When Adding New	A flag to determine if the default item should be hidden when adding a new one to this location
Current Equipped Clothing	Set at runtime with the clothing attached to this location
Default Equipped Clothing	Set at runtime with the default clothing attached (if present)
Default Clothing Item	The default for this location, will be worn at start

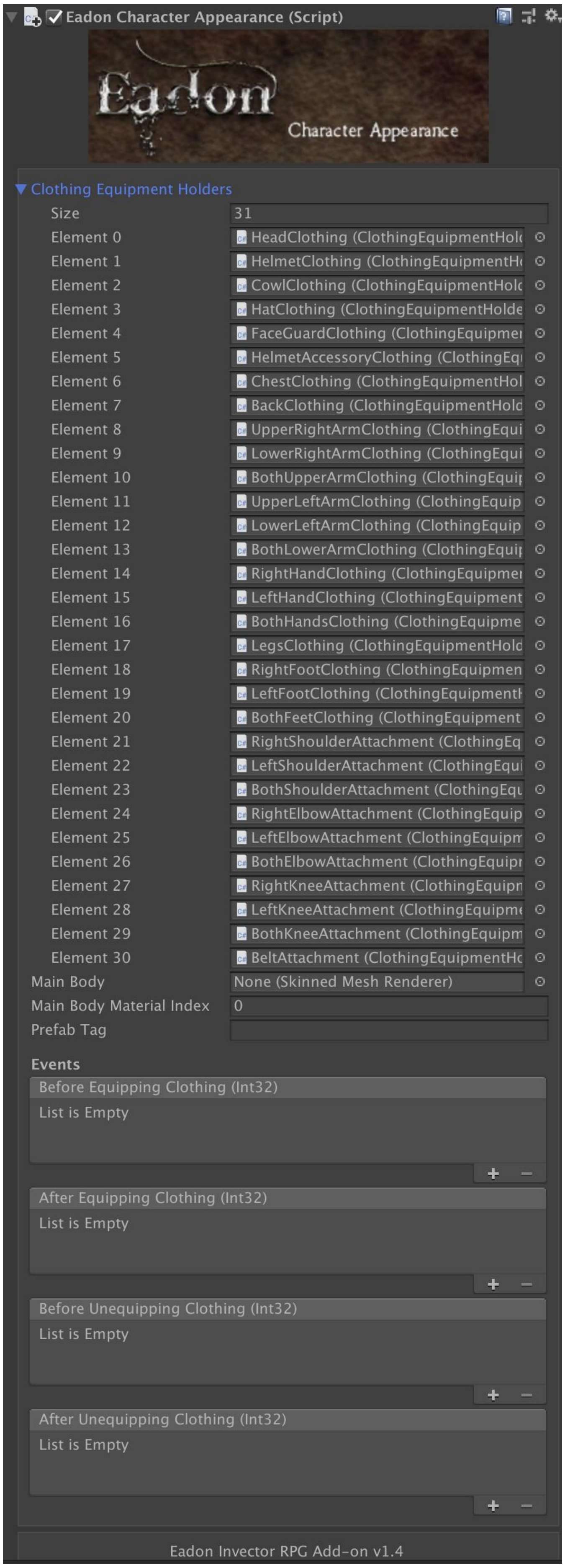
The default holders and their locations are:

Holder	Parent Bone
Head Clothing	Head
Chest Clothing	Upper Chest
Back Clothing	Upper Chest

Upper Right Arm Clothing	Right Shoulder
Lower Right Arm Clothing	Right Lower Arm
Upper Left Arm Clothing	Left Shoulder
Lower Left Arm Clothing	Left Lower Arm
Right Hand Clothing	Right Hand
Left Hand Clothing	Left Hand
Both Hands Clothing	Hips
Legs Clothing	Hips
Left Foot Clothing	Left Foot
Right Foot Clothing	Right Foot
Both Feet Clothing	Hips
Right Shoulder Attachment	Right Shoulder
Left Shoulder Attachment	Left Shoulder
Right Elbow Attachment	Right Lower Arm
Left Elbow Attachment	Left Lower Arm
Right Knee Attachment	Right Lower Leg
Left Knee Attachment	Left Lower Leg
Belt Attachment	Hips

The holders for “Both Feet” and “Both Hands” are intended to be used with character clothing (such as often is the case when exporting from Reallusion Character Creator) which have a single mesh for both hands and both feet.

Adding the clothing system to a character will add also the **CharacterAppearance** component. There are two versions of the component, one for normal characters and one for Synty Studios’ Modular Fantasy Hero. The normal one has support for maskable textures on the character body (to hide parts of the body in order to prevent the skin from poking through the clothing). This requires the character body to have a material using the Eadon Masked (or the Eadon Masked Dual Sided) shader. See below for how to set it up and use it. The normal CharacterAppearance component looks like this:


Eadon Character Appearance (Script)

Clothing Equipment Holders

Size	31
Element 0	HeadClothing (ClothingEquipmentHolc
Element 1	HelmetClothing (ClothingEquipmentH
Element 2	CowlClothing (ClothingEquipmentHolc
Element 3	HatClothing (ClothingEquipmentHolde
Element 4	FaceGuardClothing (ClothingEquipmer
Element 5	HelmetAccessoryClothing (ClothingEq
Element 6	ChestClothing (ClothingEquipmentHol
Element 7	BackClothing (ClothingEquipmentHolc
Element 8	UpperRightArmClothing (ClothingEqui
Element 9	LowerRightArmClothing (ClothingEqui
Element 10	BothUpperArmClothing (ClothingEquip
Element 11	UpperLeftArmClothing (ClothingEquip
Element 12	LowerLeftArmClothing (ClothingEquip
Element 13	BothLowerArmClothing (ClothingEquip
Element 14	RightHandClothing (ClothingEquipmer
Element 15	LeftHandClothing (ClothingEquipment
Element 16	BothHandsClothing (ClothingEquipme
Element 17	LegsClothing (ClothingEquipmentHolc
Element 18	RightFootClothing (ClothingEquipmen
Element 19	LeftFootClothing (ClothingEquipmentH
Element 20	BothFeetClothing (ClothingEquipment
Element 21	RightShoulderAttachment (ClothingEq
Element 22	LeftShoulderAttachment (ClothingEqui
Element 23	BothShoulderAttachment (ClothingEqu
Element 24	RightElbowAttachment (ClothingEquip
Element 25	LeftElbowAttachment (ClothingEquipm
Element 26	BothElbowAttachment (ClothingEquipr
Element 27	RightKneeAttachment (ClothingEquipn
Element 28	LeftKneeAttachment (ClothingEquipme
Element 29	BothKneeAttachment (ClothingEquipm
Element 30	BeltAttachment (ClothingEquipmentHc
Main Body	None (Skinned Mesh Renderer)
Main Body Material Index	0
Prefab Tag	

Events

Before Equipping Clothing (Int32)
List is Empty

After Equipping Clothing (Int32)
List is Empty

Before Unequipping Clothing (Int32)
List is Empty

After Unequipping Clothing (Int32)
List is Empty

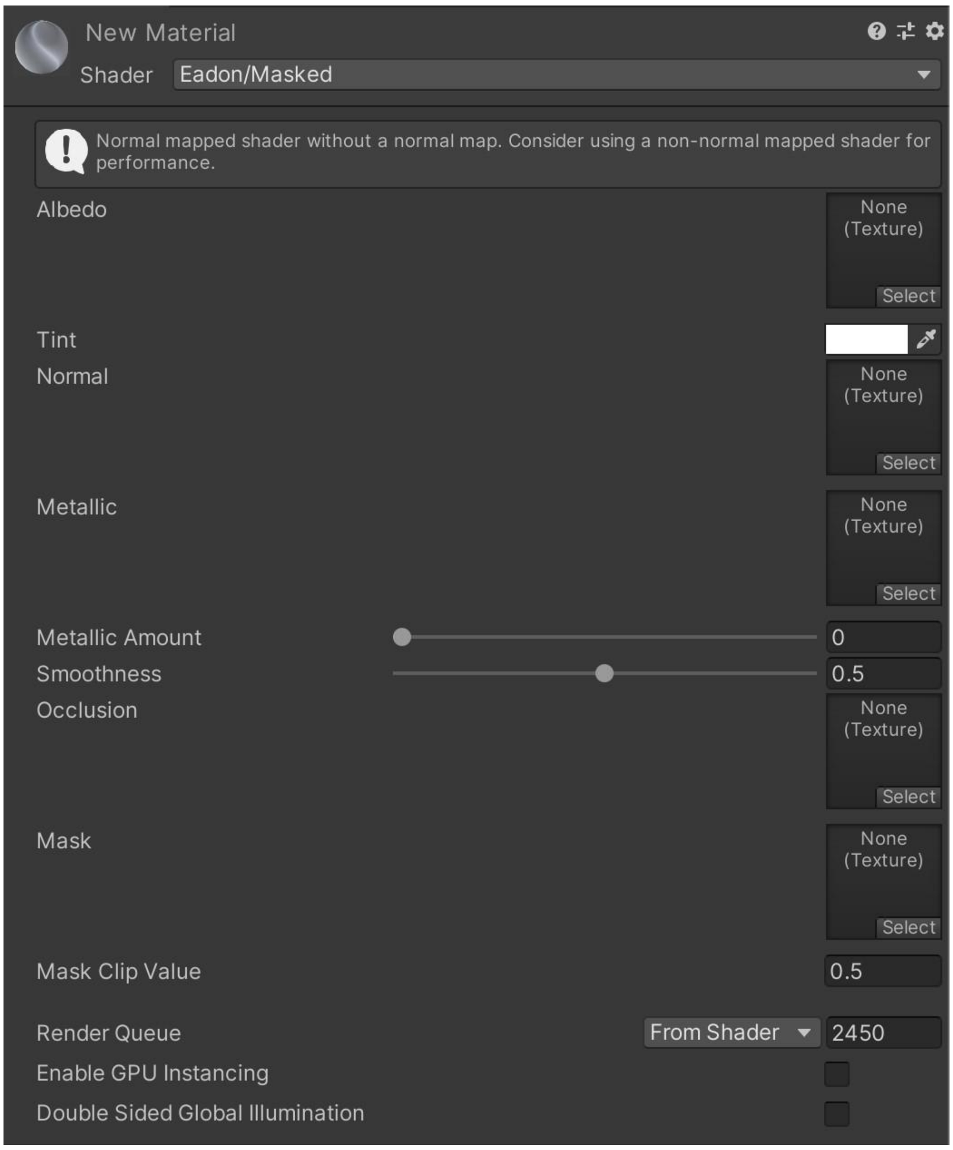
Eadon Invector RPG Add-on v1.4

The clothing holders list is filled at creation time. Main Body and Main Body Material Index are used for the masking system (see below). Prefab Tag is used to determine which prefab, among all the prefabs listed in a clothing item is used for this character.

The four events at the bottom are invoked before and after equipping or unequipping a clothing item. The parameter is the clothing id of the item (see below).

Masking System

In order to use the masking system, drag the body skinned mesh renderer to the Main Body field of the EadonCharacterAppearance component and specify the material index (leave at zero if the body has a single material or the material is the first one, set to 1 to indicate the second material, etc).
The body material needs to use the Eadon Masked shader (it's included in /Assets/Cogs & Goggles/Shaders, with URP and HDRP support packages also in the same directory).

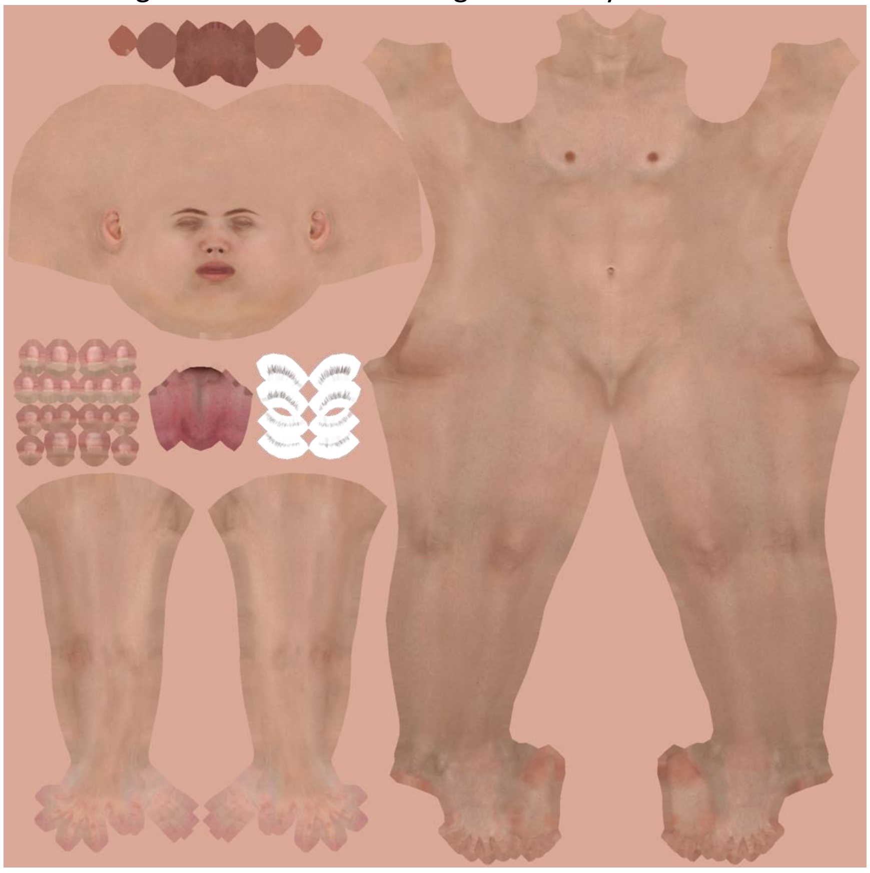


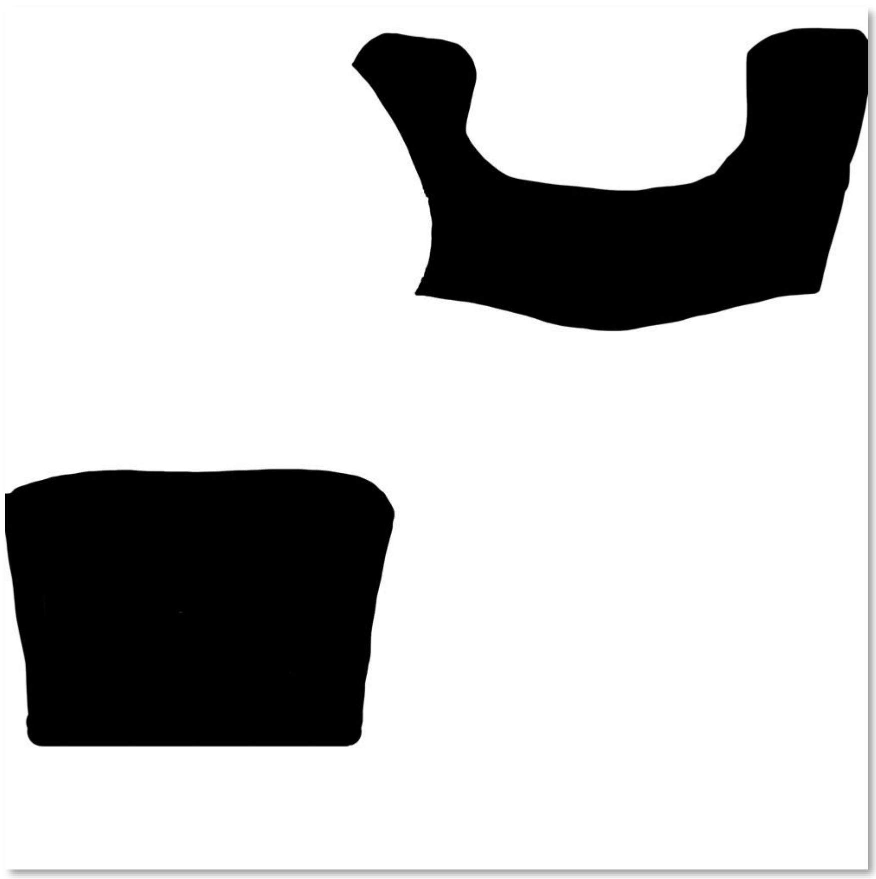
New Material
Shader Eadon/Masked

Normal mapped shader without a normal map. Consider using a non-normal mapped shader for performance.

Albedo	None (Texture)
Tint	
Normal	None (Texture)
Metallic	None (Texture)
Metallic Amount	0
Smoothness	0.5
Occlusion	None (Texture)
Mask	None (Texture)
Mask Clip Value	0.5
Render Queue	From Shader 2450
Enable GPU Instancing	
Double Sided Global Illumination	

This shader behaves exactly like the standard shader with the addition of a mask texture. Masks are black and white textures which determine which parts of the mesh will be rendered (white areas) and which will not (black areas). The material needs to have a fully white mask, and at runtime all the masks for all the worn clothes are combined into a single mask, which gets updated dynamically when your character changes clothes. The process of creating masks is strictly dependent on the model you're going to use. Basically, if your body texture looks like the following example, you will need to paint over a copy of this texture in order to generate a mask covering the areas you need:





The example mask is for a long sleeved shirt.

IMPORTANT

The resolution of the mask is not fixed, you can use a small or large image, but all masks need to have the exact same size, or you will get errors at runtime. This also includes the initial all white mask that needs to be on the material for the system to work

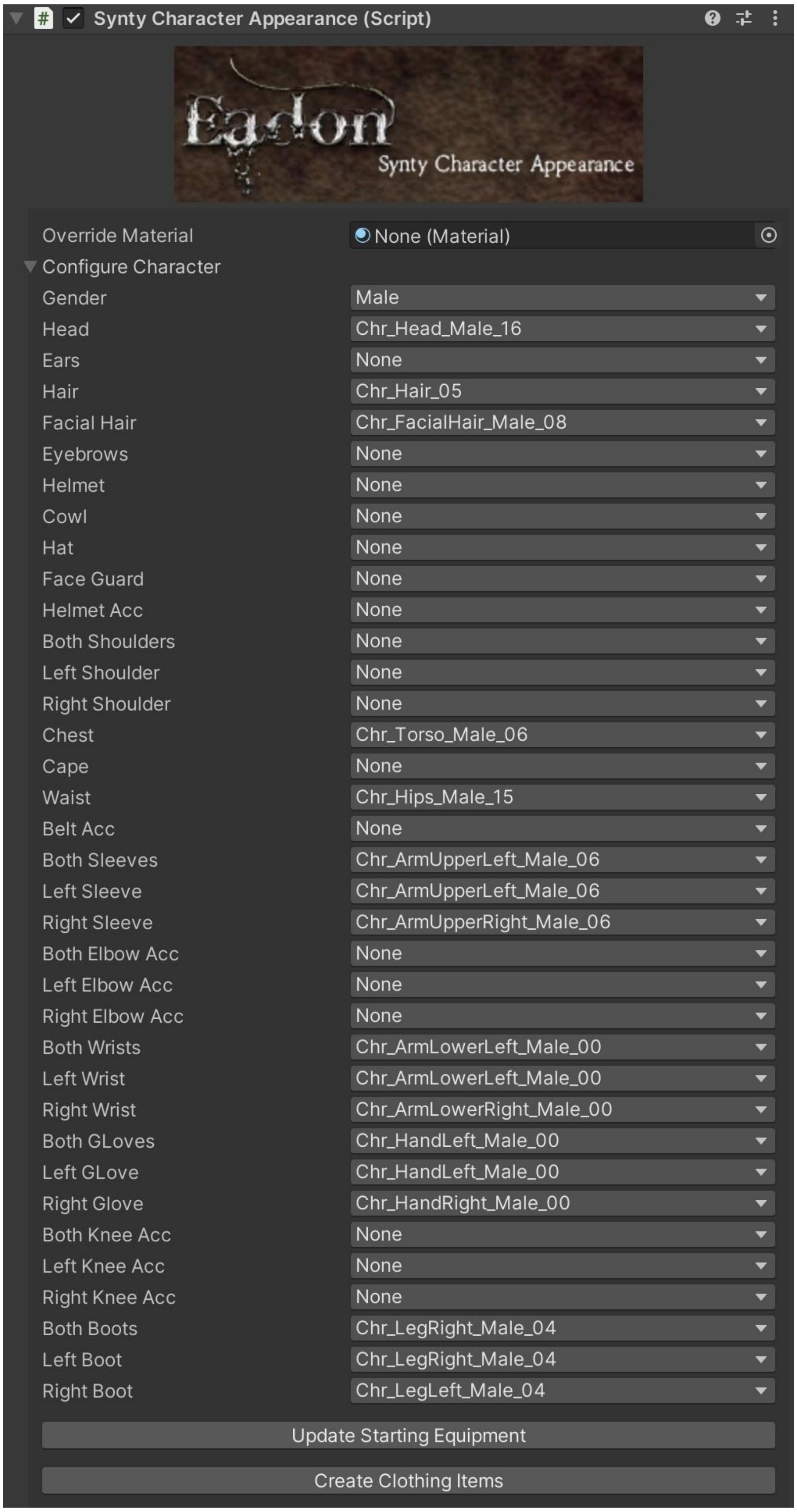
Synty Studios' Modular Fantasy Hero support

If you tick the "Synty Modular Fantasy Hero" checkbox when adding the clothing system, the SyntyCharacterAppearance component will be attached to your character. The component is split into multiple parts. The first field lets you replace the material on the character and all the clothing parts.

The second block lets you configure your character in the editor, with drop down menus for each body part. This section ends with a button to update the character starting equipment. If you have changes which are not saved with that button, you will see a red message notifying you of unsaved changes. Changes not saved will disappear once you enter play mode.

The final button is the "Create Clothing Items" button. This needs to be pressed only once in your project, and is the equivalent of the clothing extractor: it will generate all the

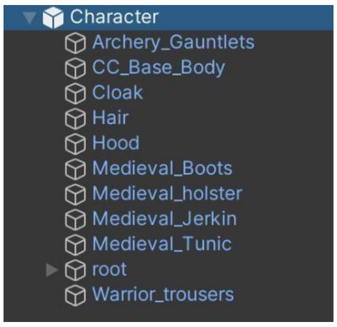
ClothingItem objects and add them to the ClothingManager. You will need to then configure the clothing id and add the ones you want to your vItemList.


Synty Character Appearance (Script)

Override Material	None (Material)
Configure Character	
Gender	Male
Head	Chr_Head_Male_16
Ears	None
Hair	Chr_Hair_05
Facial Hair	Chr_FacialHair_Male_08
Eyebrows	None
Helmet	None
Cowl	None
Hat	None
Face Guard	None
Helmet Acc	None
Both Shoulders	None
Left Shoulder	None
Right Shoulder	None
Chest	Chr_Torso_Male_06
Cape	None
Waist	Chr_Hips_Male_15
Belt Acc	None
Both Sleeves	Chr_ArmUpperLeft_Male_06
Left Sleeve	Chr_ArmUpperLeft_Male_06
Right Sleeve	Chr_ArmUpperRight_Male_06
Both Elbow Acc	None
Left Elbow Acc	None
Right Elbow Acc	None
Both Wrists	Chr_ArmLowerLeft_Male_00
Left Wrist	Chr_ArmLowerLeft_Male_00
Right Wrist	Chr_ArmLowerRight_Male_00
Both GLoves	Chr_HandLeft_Male_00
Left GLove	Chr_HandLeft_Male_00
Right Glove	Chr_HandRight_Male_00
Both Knee Acc	None
Left Knee Acc	None
Right Knee Acc	None
Both Boots	Chr_LegRight_Male_04
Left Boot	Chr_LegRight_Male_04
Right Boot	Chr_LegLeft_Male_04

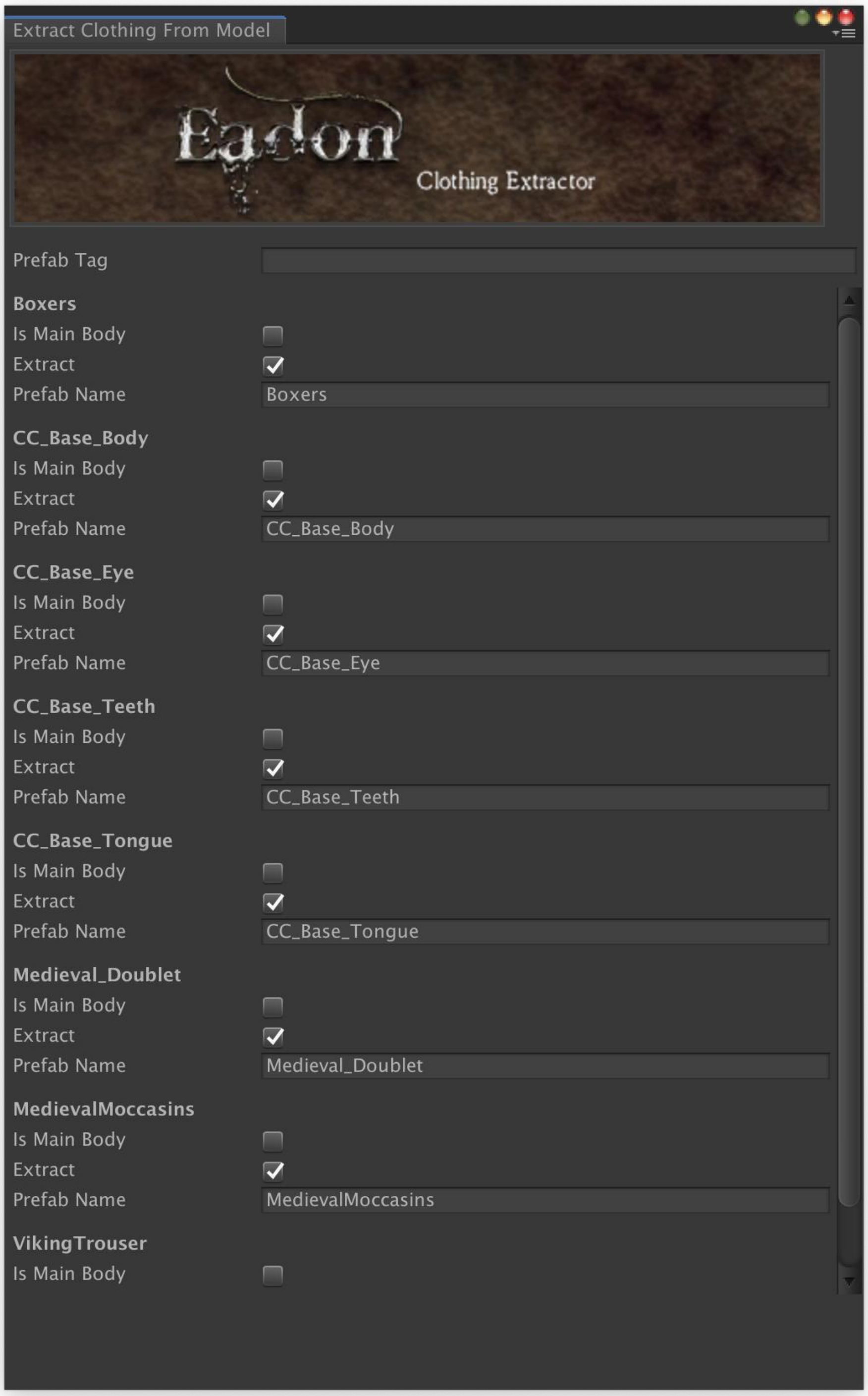
Clothing Extractor

Eadon Controller comes with an utility to extract clothing meshes from imported models. When exporting from Reallusion Character Creator 3, for example, a modem will be imported with all the clothing meshes attached to the root game object. For example:



Character
Archery_Gauntlets
CC_Base_Body
Cloak
Hair
Hood
Medieval_Boots
Medieval_holster
Medieval_Jerkin
Medieval_Tunic
root
Warrior_trousers

If you want to extract the clothing from the mesh and create clothing prefabs and ClothingItem ScriptableObjects, drag the model prefab into an empty scene. Selecting the **Eadon/Tools/Extract Clothing From Model** menu will open the clothing extraction window:

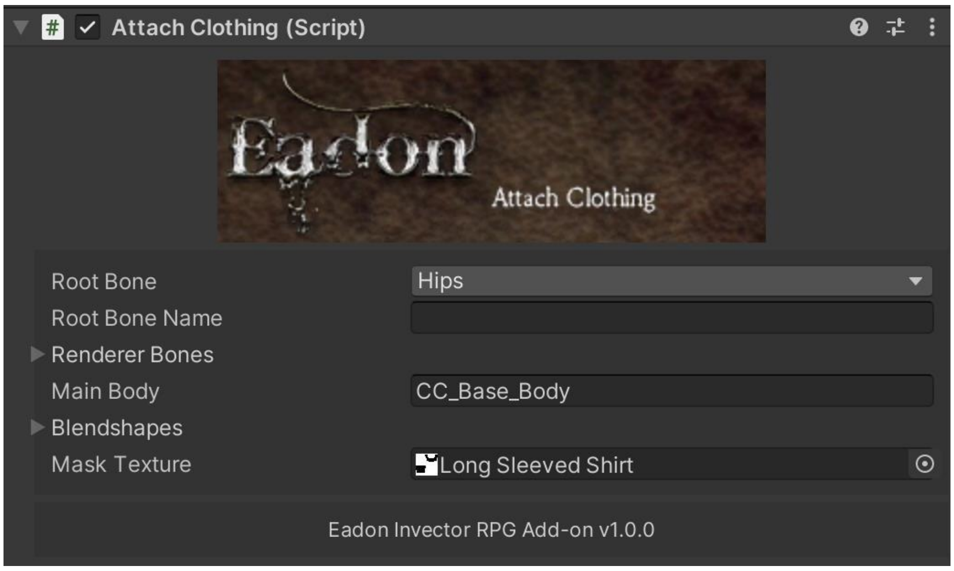

Extract Clothing From Model

Eadon Clothing Extractor

Prefab Tag	
Boxers	
Is Main Body	☐
Extract	✓
Prefab Name	Boxers
CC_Base_Body	
Is Main Body	☐
Extract	✓
Prefab Name	CC_Base_Body
CC_Base_Eye	
Is Main Body	☐
Extract	✓
Prefab Name	CC_Base_Eye
CC_Base_Teeth	
Is Main Body	☐
Extract	✓
Prefab Name	CC_Base_Teeth
CC_Base_Tongue	
Is Main Body	☐
Extract	✓
Prefab Name	CC_Base_Tongue
Medieval_Doublet	
Is Main Body	☐
Extract	✓
Prefab Name	Medieval_Doublet
MedievalMoccasins	
Is Main Body	☐
Extract	✓
Prefab Name	MedievalMoccasins
VikingTrouser	
Is Main Body	☐

The first field is a Prefab Tag used to identify the character for which this item applies (see below). This window will list all Skinned Mesh Renderers found in the model. For every one of them, select whether they need to be extracted and the name for the prefabs to be saved (by default it is the same as the mesh). As soon as "Is Main Body" is selected on one item, the "Create" button is enabled. Pressing the button will prompt you for a folder (in the project) to save all data. Three folders will be created in the selected folder (if they don't exist already) for **Inventory Items**, **Meshes** and **Prefabs**.
ClothingItems look like this (see below for how to use and configure them):

All the clothing prefabs will be created with an **AttachClothing** component:


Attach Clothing (Script)

Root Bone: Hips
Root Bone Name:
Renderer Bones
Main Body: CC_Base_Body
Blendshapes
Mask Texture: Long Sleeved Shirt

Eadon Invector RPG Add-on v1.0.0

This component is responsible for reassigning the skeleton and the bones to the clothing mesh Skinned Mesh Renderer based on the skeleton and bones of the game object whose name is in the Main Body field.
It also contains support for morphable clothing. The Blendshapes field lets you specify all the blendshape names that you want to sync between the main body and the clothing item (they need to have the same name on both meshes).
The last field is the (optional) mask for the clothing item. See above for the masking system.

Setting up clothing

In order for a clothing item to be used, the follow things need to be done:

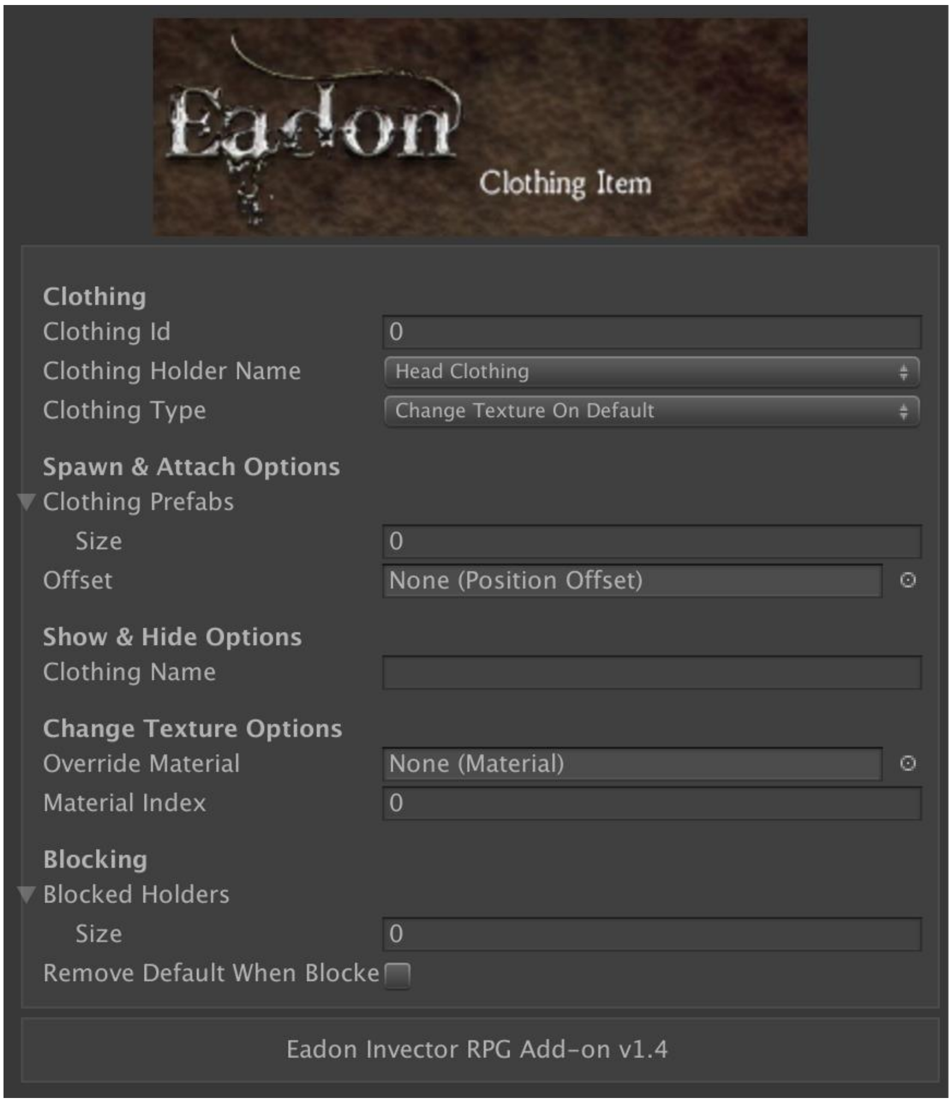
1) Add a Clothing vItemType to the vItemList 2)
Add two attributes to the vItemList:
    a. ClothingHolder
    b. ClothingID
3) Set up a ClothingItem object for each item (see below)
4) Add items to the vItemListData, of type Clothing
    a. ClothingID needs to match the value in the scriptable object
    b. ClothingHolder needs to be the same as what is in the scriptable object

Clothing Manager

The ClothingManager is a scriptable object which contains the list of all the Clothingitem you use. You can have as many ClothingManager objects as you want, and it needs to be set in the General tab of the RPG character inspector. You can create a new ClothingManager object by right clicking in your project and selecting the Create/Eadon/Managers/Clothing Manager menu.

Clothing Item Scriptable Object

The clothing item scriptable object looks like this:



Clothing

Clothing Id	0
Clothing Holder Name	Head Clothing
Clothing Type	Change Texture On Default

Spawn & Attach Options

Clothing Prefabs	
Size	0
Offset	None (Position Offset)

Show & Hide Options

Clothing Name	

Change Texture Options

Override Material	None (Material)
Material Index	0

Blocking

Blocked Holders	
Size	0
Remove Default When Blocke	☐

Eadon Invector RPG Add-on v1.4

There are four types of **ClothingItems**:

- **Spawn And Attach** are items which are spawned and attached to a **ClothingEquipmentHolder**
- **Spawn And Attach On Main Object** are items which are spawned and attached to the root of the character game object
- **Show And Hide** are items which are always attached to the main game object and can be activated and deactivated
- **Change Texture On Default** are items which are simply a texture (Material) change on an existing clothing item (of Show and Hide type), replacing the material on the clothing holder default clothing

The fields are:

Field	Use	Clothing Item Type
Clothing ID	The link between this item and the vItem in the vItemDataList	All
Clothing Holder Name	A StringReference for the actual holder name for that clothing item	All
Clothing Type	The type of **ClothingItem**	All
Clothing Prefab	A list of key/value pairs to identify the character and the corresponding clothing prefab	Spawn And Attach, Spawn And Attach On Main Object
Offset	A PositionOffset for the spawning of the prefab	Spawn And Attach
Clothing Name	The name of the existing game object in the hierarchy	Show And Hide
Override Material	The Material to use on the existing clothing item	Change Texture On Default
Blocked Holders	A list of holders whose slots will be locked when the clothing item is worn (see Clothing Holders List below)	All
Remove Default When Blocked	A flag to determine if the default item on the holder (if present) should be removed when the slot is blocked	All

The use of key/value pairs for the prefabs lets you have a single clothing item (a shirt, for example) with two different meshes (a male and a female version) and works like this:

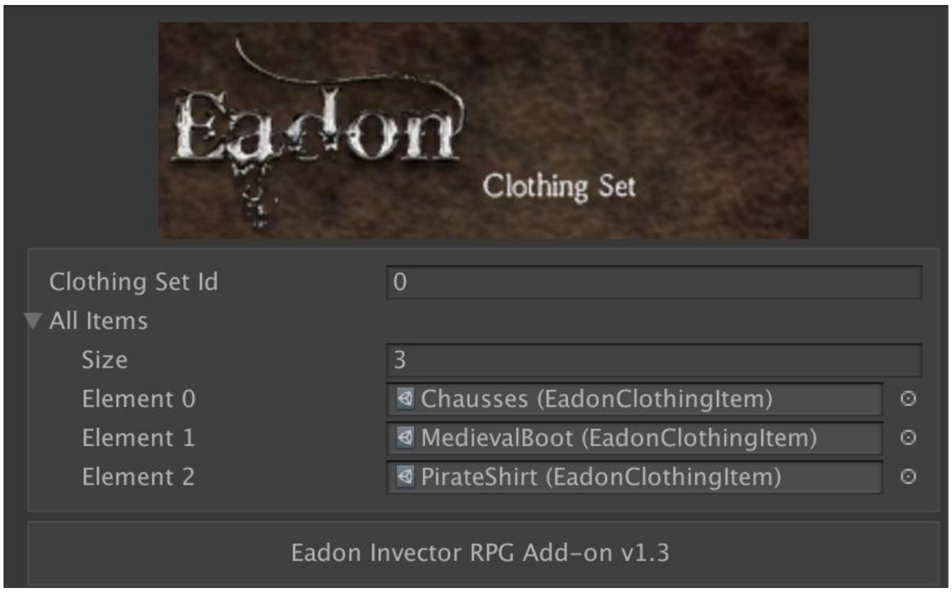
1) Set a prefab tag in the Character Appearance component
2) Create a Clothing Item with all the variants you need, associated with the right tag
3) Create a single vItem for the clothing

At runtime, when the clothing item is attached, the system will select the right one based on the tag.
If you don't want to use this system, you can leave the tag empty. In this case the system will pick the first prefab from the list.

The blocking of holders is useful if, for example, you equip a robe on the chest and want to prevent equipping trousers on the legs at the same time.

Clothing Sets

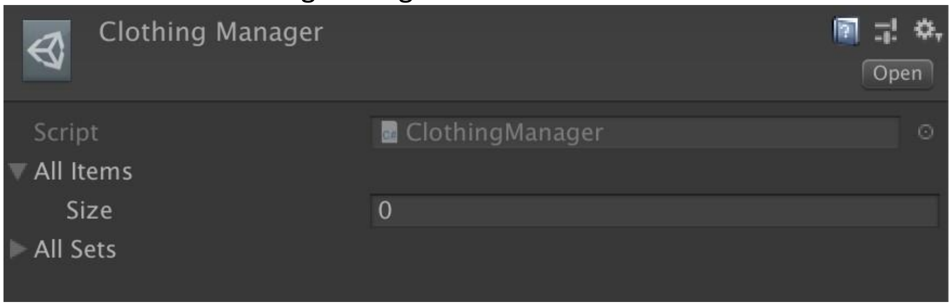
Clothing Sets are combination of clothing that can be worn as a single item. They can be created by right clicking in the project window and selecting Create->Eadon->Inventory>Items->Clothing Set. They look like this:



Clothing Set Id	0
▼ All Items	
Size	3
Element 0	Chausses (EadonClothingItem)
Element 1	MedievalBoot (EadonClothingItem)
Element 2	PirateShirt (EadonClothingItem)

Eadon Invector RPG Add-on v1.3

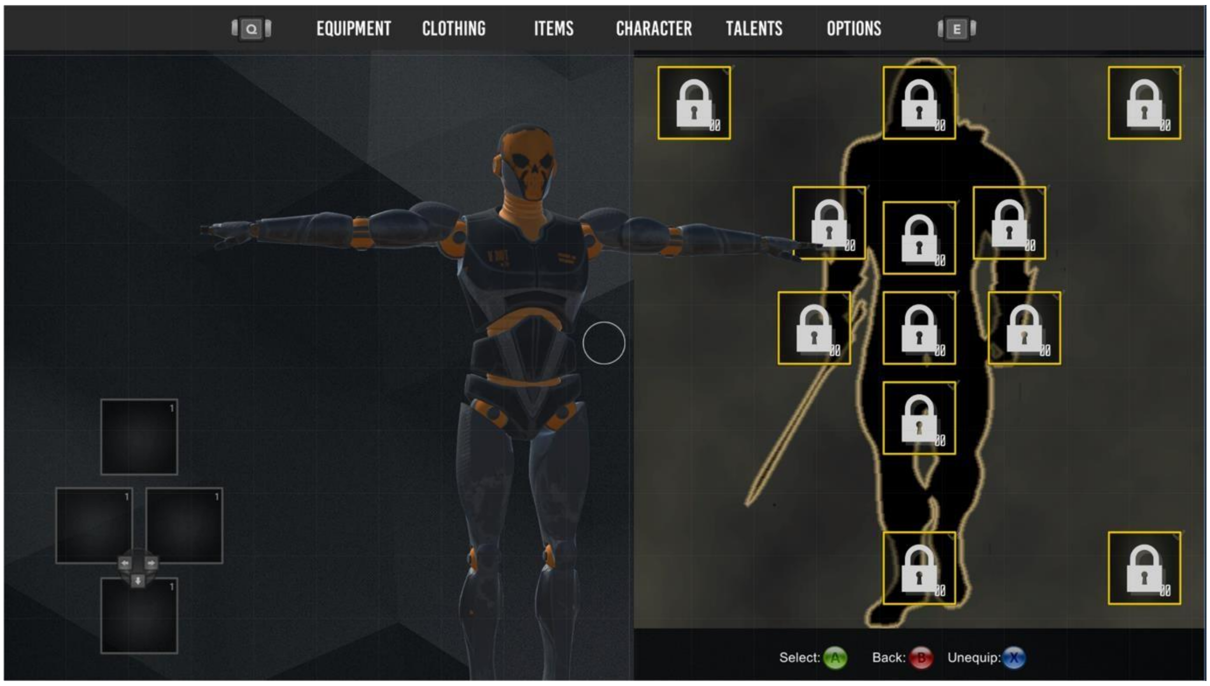
Simply drag the clothing items in the list and set a unique clothing set id. The Clothing Set needs to be added to the Clothing Manager in the All Sets section:



Clothing Manager

Script	ClothingManager
▼ All Items	
Size	0
▶ All Sets	

In order to wear Clothing Sets, you need to create a vItem of type Clothing Set in your vItemList, add a Clothing ID attribute with the value equal to the clothing set id. When you add the item to your character (whether as starting equipment or via a vendor or a pickup), the clothing set will automatically add also all the clothing vItems.
In order to equip sets, a new slot for sets is now present in the bottom right cornet of the clothing tab:



Once the set is worn, the corresponding slots will also be filled with the various parts, removing a previously worn item and hiding the default part (if the holder is set to hide it).

Clothing Holder List

In the Clothing Item scriptable object the Clothing Holder is chosen from a drop down list. In the vItem attribute it is a numeric value. Please refer to this list for equivalence:

Holder Name	Numeric Value
HeadClothing	0
HelmetClothing	1
CowlClothing	2
HatClothing	3
FaceGuardClothing	4
HelmetAccessoryClothing	5
ChestClothing	6
BackClothing	7
UpperRightArmClothing	8
LowerRightArmClothing	9
BothUpperArmClothing	10
UpperLeftArmClothing	11
LowerLeftArmClothing	12
BothLowerArmClothing	13
RightHandClothing	14
LeftHandClothing	15

BothHandsClothing	16
LegsClothing	17
RightFootClothing	18
LeftFootClothing	19
BothFeetClothing	20
RightShoulderAttachment	21
LeftShoulderAttachment	22
BothShoulderAttachment	23
RightElbowAttachment	24
LeftElbowAttachment	25
BothElbowAttachment	26
RightKneeAttachment	27
LeftKneeAttachment	28
BothKneeAttachment	29
BeltAttachment	30

Changes to inventory code

The Eadon RPG Inventory has a new tab for equipping clothes on the character. That tab uses a number of custom scripts to enable this functionality and relies on the use of Eadon Inventory instead of the stock Invector vInventory.
The example clothing tab does not have all the handlers configured but is a perfect starting point for customization.

Workflow for Character Creation 3

The best way to handle clothing when using CC3 is the following:

1) Make a base model with just the base clothing that will never be removed, export and import into Unity
2) For each clothing needed:
    a. Make copies of the base character, add clothing to it, export, import into Unity
    b. Run the clothing extraction tool
    c. Save the textures and materials for the clothing
    d. The imported model can be deleted

Every model exported from CC3 can include multiple clothing, but pay attention to settings that hide the underlying mesh when combining multiple of the same clothing type on the model

Support for Eadon Survival for Invector

Enabling support for Eadon Survival for Invector will unlock options in various areas.

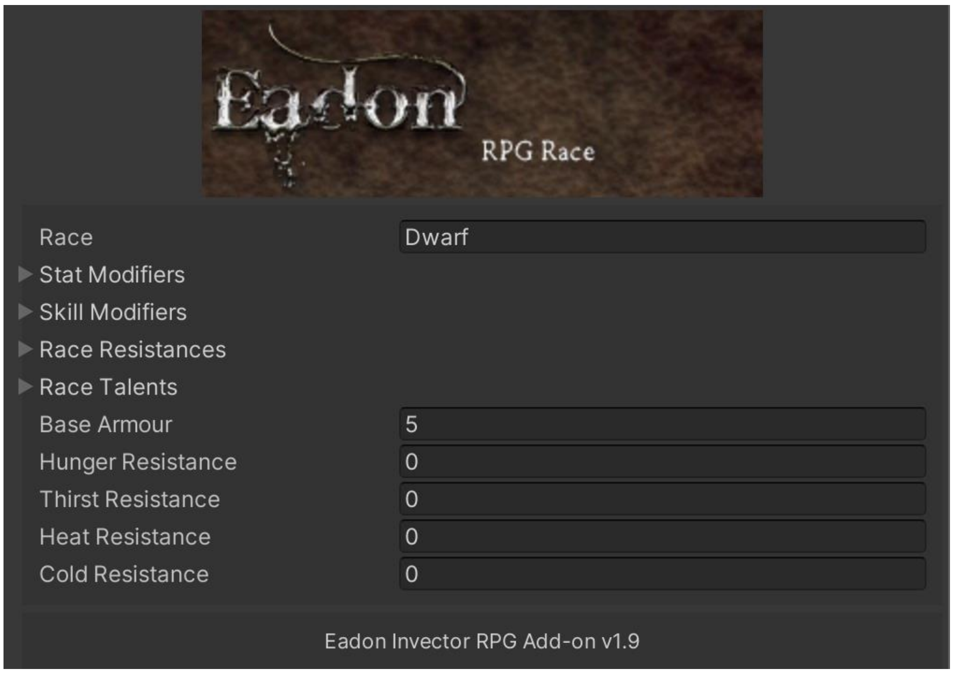
Talent enhancements

Four new talent types have been added:

- Hunger resistance
- Thirst resistance
- Heat resistance
- Cold resistance

Race enhancements

Races now can have resistances to hunger, thirst, heat and cold:



Race	Dwarf
▶ Stat Modifiers	
▶ Skill Modifiers	
▶ Race Resistances	
▶ Race Talents	
Base Armour	5
Hunger Resistance	0
Thirst Resistance	0
Heat Resistance	0
Cold Resistance	0

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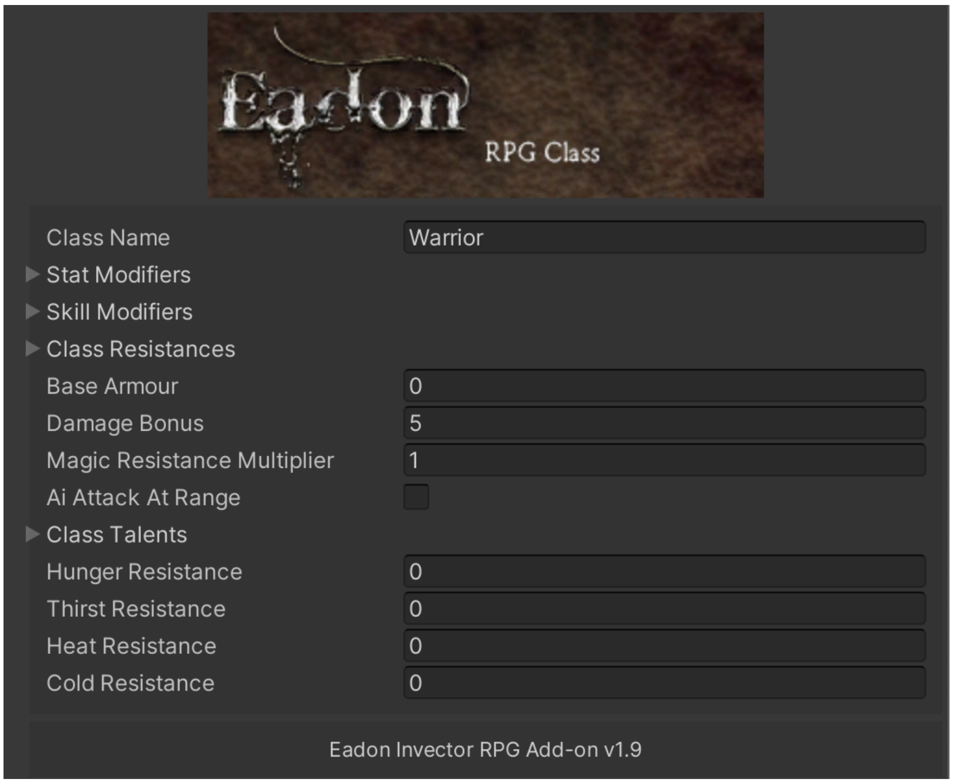
Class enhancements

Classes now can have resistances to hunger, thirst, heat and cold:



Class Name	Warrior
▶ Stat Modifiers	
▶ Skill Modifiers	
▶ Class Resistances	
Base Armour	0
Damage Bonus	5
Magic Resistance Multiplier	1
Ai Attack At Range	☐
▶ Class Talents	
Hunger Resistance	0
Thirst Resistance	0
Heat Resistance	0
Cold Resistance	0

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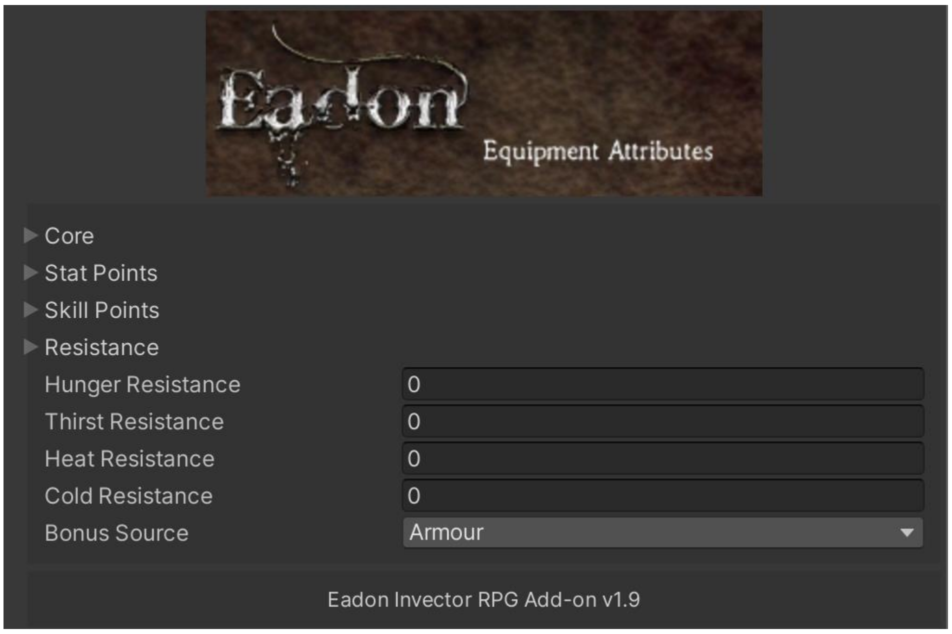
Buff spells enhancements

Buff spells and area buff spells can now provide hunger/thirst/heat/cold buffs and debuffs (see below for additional information)

Equipment attributes enhancements

Equipment can now provide resistances to hunger, thirst, heat and cold:



▶ Core	
▶ Stat Points	
▶ Skill Points	
▶ Resistance	
Hunger Resistance	0
Thirst Resistance	0
Heat Resistance	0
Cold Resistance	0
Bonus Source	Armour

Eadon Invector RPG Add-on v1.9

Survival protections

All the protections, irrespective of the source, act as a modifier to the stamina and health loss due to survival effects:

- A positive value **decreases** the loss
- A negative result **increases** the loss

This allows you to have buffs and debuffs, protection and afflictions.

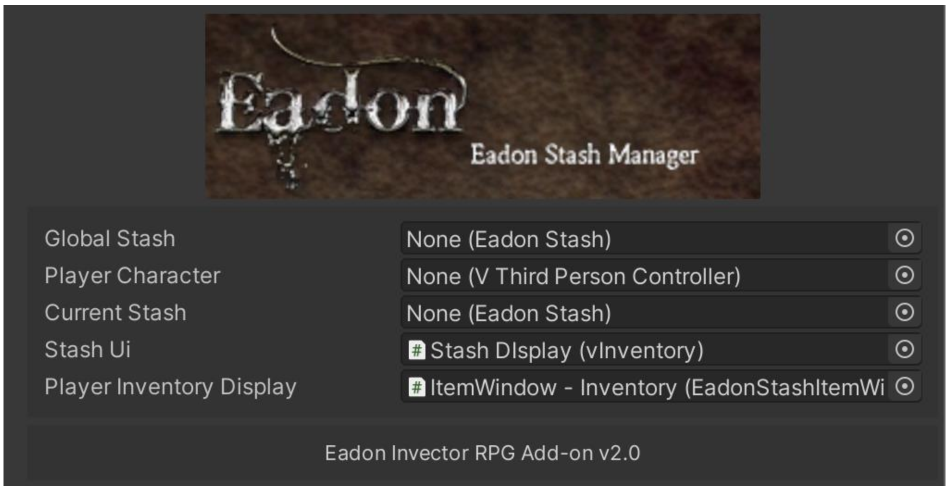
Stash System

Eadon RPG for Invector provides a stash system. Stashes are places/containers where the character can drop items and retrieve them at a later moment. Stashes can be of two types:

- Local stashes
- Global stashes

A local stash is a stash that can be accessed only locally: the character needs to be in front of it in order to access its content. A global stash, on the other hand, is simply a front-end to an abstract global stash: the character can place items in the global stash and access them from any other global stash.

To use the stash system, you need to drag the Eadon Stash System in your scene. The stash system is handled by the Eadon Stash Manager component (located in the Stash Manager child object of the prefab). It looks like this:



Global Stash: None (Eadon Stash)
Player Character: None (V Third Person Controller)
Current Stash: None (Eadon Stash)
Stash Ui: Stash DIsplay (vInventory)
Player Inventory Display: ItemWindow - Inventory (EadonStashItemWi

Eadon Invector RPG Add-on v2.0

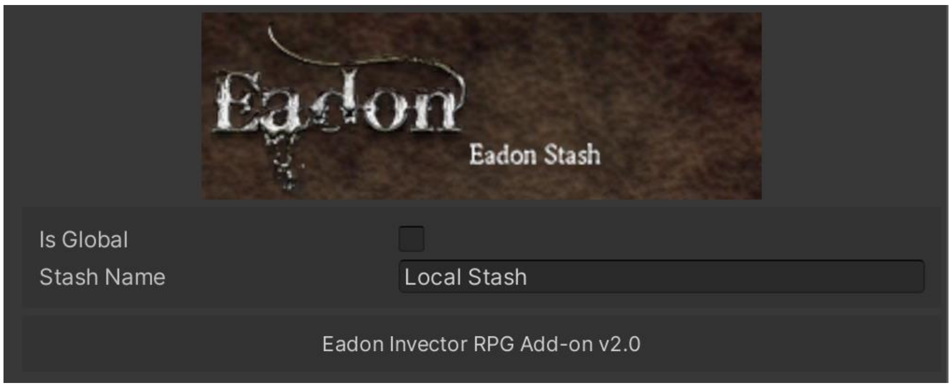
The fields are:

Holder Name	Use
Global Stash	A reference to the global stash object (see below)
Player character	A reference to the player, will be set at runtime if left empty
Current Stash	A reference set at runtime when accessing a stash
Stash UI	A reference to the stash UI
Player Inventory Display	A reference to the player inventory display in the stash UI

You then need to have stashes in your scene.

Creating a Stash

To create a stash, you need to add the EadonStash component to a game object. It looks like this:



Is Global

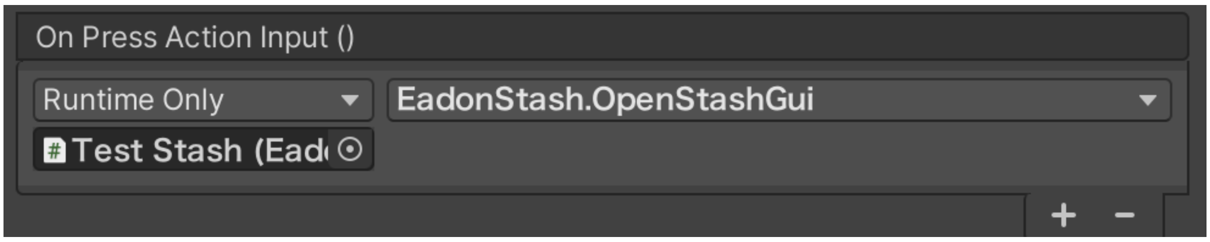
Stash Name: Local Stash

Eadon Invector RPG Add-on v2.0

The first field indicates if the stash is local or global, and the second field is the stash name (to be displayed in the UI). You also need to add the following things:

1) A vItemManager on the same game object as EadonStash **(only for local stashes, global stashes do not need this)**
2) The Eadon Vendor Inventory prefab as a child of the stash game object
3) The Stash Trigger prefab as a child of the stash game object

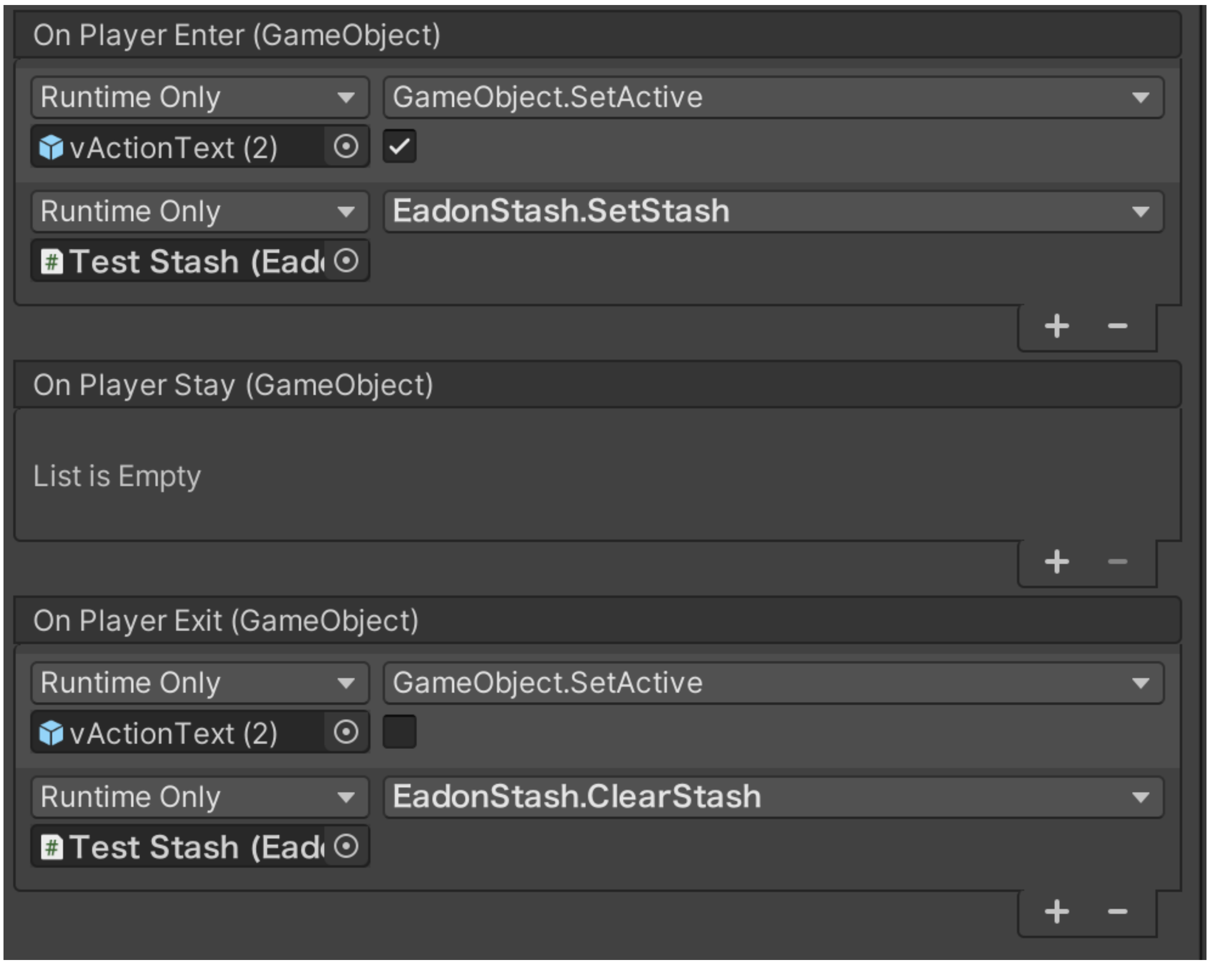
The Stash Trigger contains a vTriggerGenericAction component which needs to have the following events set:



On Press Action Input ()

Runtime Only — EadonStash.OpenStashGui

Test Stash (Ead


On Player Enter (GameObject)

Runtime Only | GameObject.SetActive
vActionText (2) | ✓

Runtime Only | EadonStash.SetStash
Test Stash (Ead

On Player Stay (GameObject)

List is Empty

On Player Exit (GameObject)

Runtime Only | GameObject.SetActive
vActionText (2) |

Runtime Only | EadonStash.ClearStash
Test Stash (Ead

Global Stashes

To enable global stashes, drag the Global Stash Container prefab in the scene and set a reference to it in the Global Stash field of the Eadon Stash Manager. This prefab doesn't do anything by itself, but it holds the content of the global stash.
Any stash from which you want to access the global stash needs to have the Is Global flag set to true. A global stash does not need a vItemManager.

Saving And Loading Stashes

The EadonStash component has two methods that can help saving the stash content:

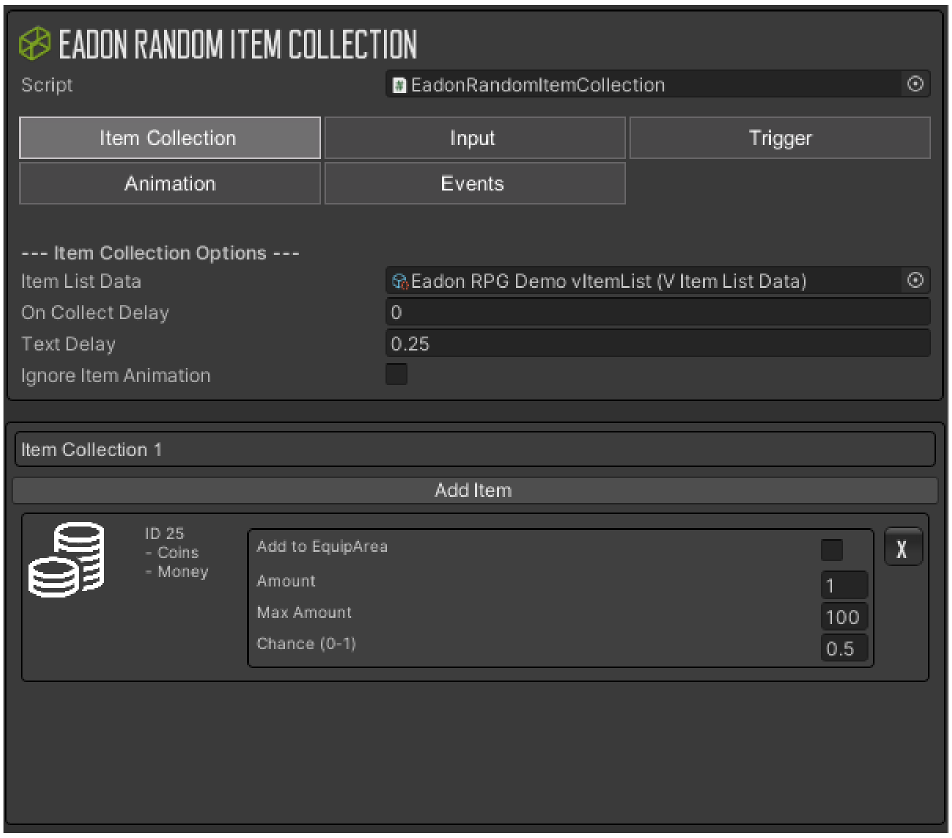
```
public string GetSaveData()
public void LoadSaveData(string saveData)
```

The first method returns a JSON formatted representation of the stash content, while the second restores the content from the string returned by the first method.

Random Collectables and Random Loot

Eadon RPG for Invector has two components that can be used for random pickup content, EadonRandomItemCollection and RandomLootDrop.

The first one works exactly like a traditional Invector vItemCollection, except that you now have extra fields when you add an item to the collection:


EADON RANDOM ITEM COLLECTION

Script: EadonRandomItemCollection

Item Collection | Input | Trigger | Animation | Events

--- Item Collection Options ---

Item List Data	Eadon RPG Demo vItemList (V Item List Data)
On Collect Delay	0
Text Delay	0.25
Ignore Item Animation	

Item Collection 1

Add Item

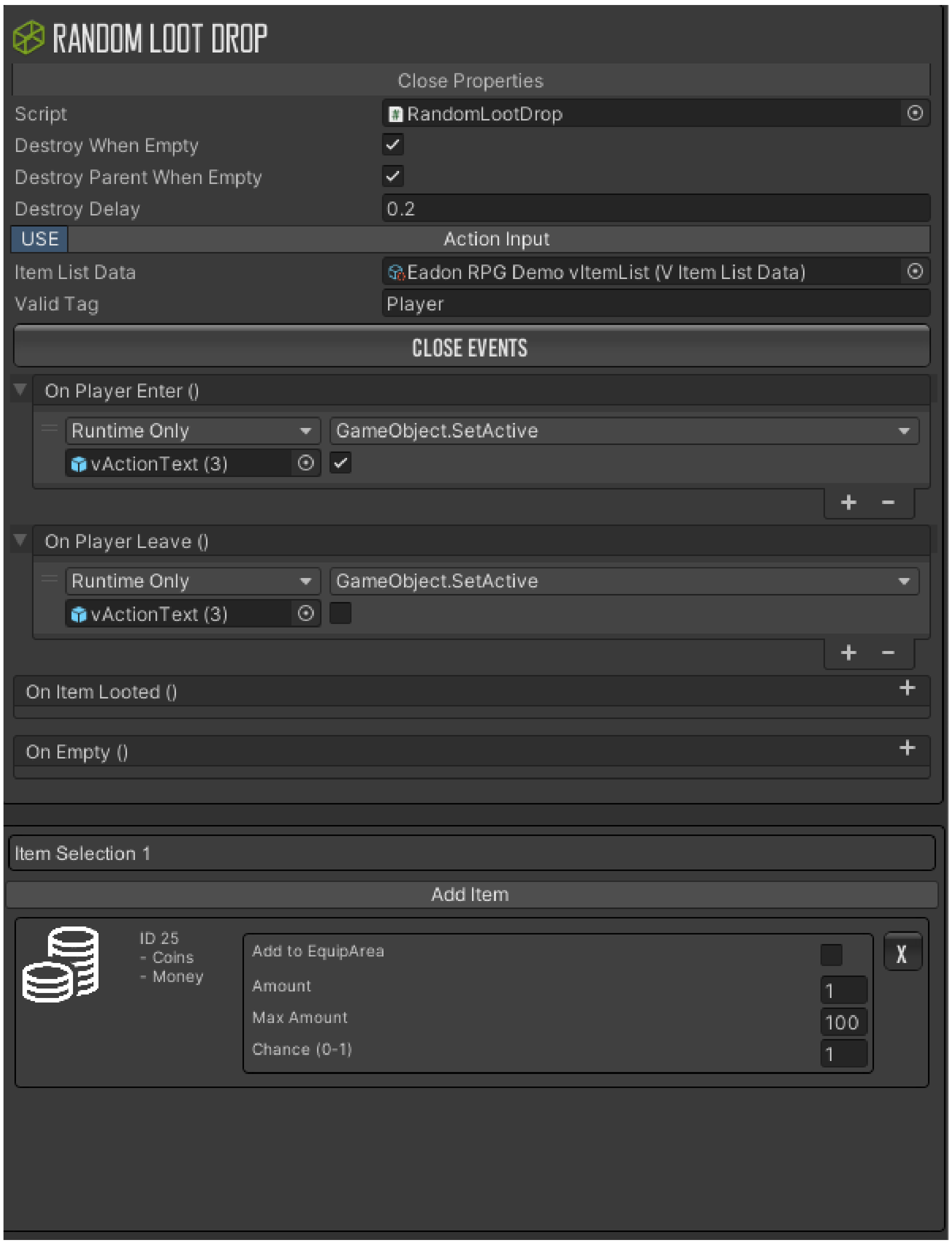
ID 25
- Coins
- Money

Add to EquipArea	
Amount	1
Max Amount	100
Chance (0-1)	0.5

Max Amount lets you specify a maximum amount. If it's greater than the normal amount, the actual amount collected will be a random amount between amount and max amount. The second value is the chance of that particular item to spawn- It's a 0..1 value, where 0 means never and 1 means always.
Configured like the picture above, the collection will have a 50% chance of giving the player one to a hundred coins.

The second way of handling random loot is to use the RandomLootDrop component. This is a component that does not use vTriggerGenericAction and has its own UI system to let the player pick what he wants from the pickup.

The component looks like this:


RANDOM LOOT DROP

Close Properties

Script	RandomLootDrop
Destroy When Empty	✓
Destroy Parent When Empty	✓
Destroy Delay	0.2
USE	Action Input
Item List Data	Eadon RPG Demo vItemList (V Item List Data)
Valid Tag	Player

CLOSE EVENTS

On Player Enter ()
Runtime Only | GameObject.SetActive
vActionText (3) | ✓

On Player Leave ()
Runtime Only | GameObject.SetActive
vActionText (3) | ☐

On Item Looted ()

On Empty ()

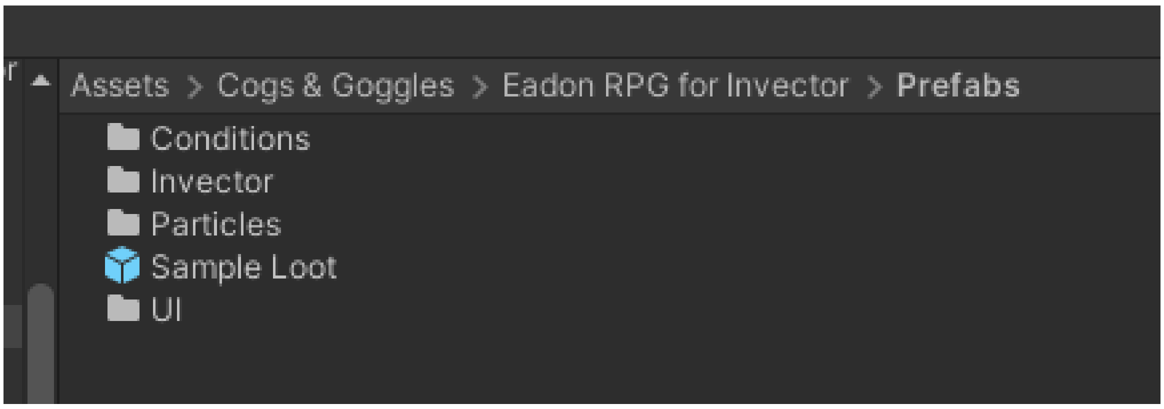
Item Selection 1

Add Item

ID 25
- Coins
- Money

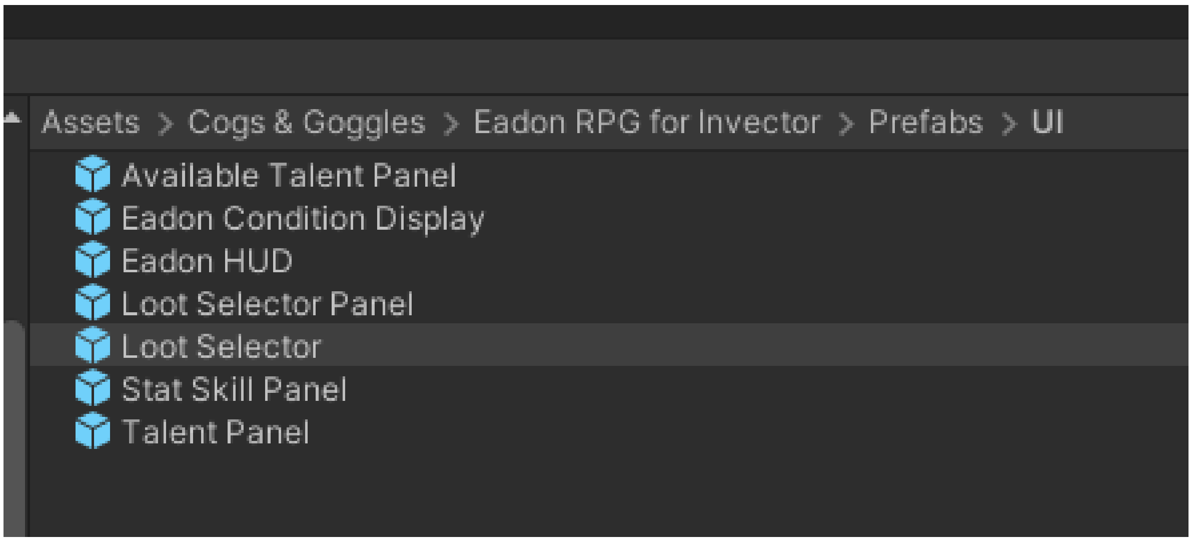
Add to EquipArea	☐
Amount	1
Max Amount	100
Chance (0-1)	1

You can find an example preconfigured loot drop prefab here:


Assets > Cogs & Goggles > Eadon RPG for Invector > **Prefabs**

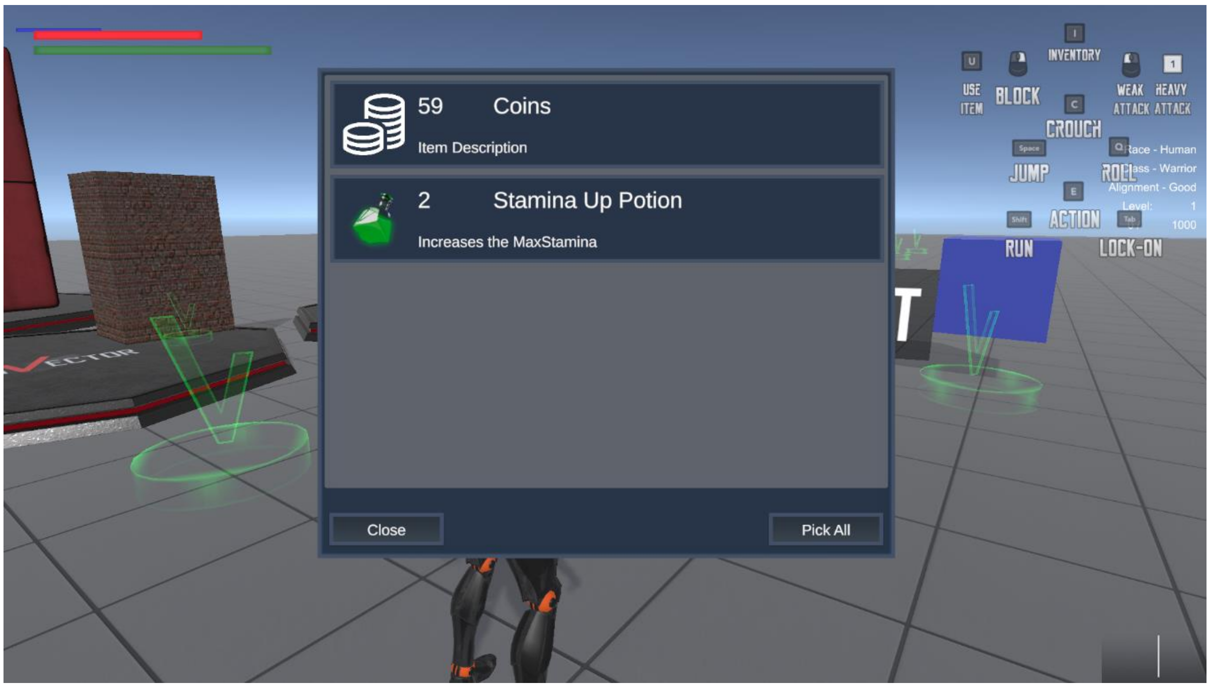
- Conditions
- Invector
- Particles
- Sample Loot
- UI

The item setup is the same as the EaadonRandomItemCollection. In order for this to work, you need to add to your scene the Loot Selector prefab:


Assets > Cogs & Goggles > Eadon RPG for Invector > Prefabs > UI

- Available Talent Panel
- Eadon Condition Display
- Eadon HUD
- Loot Selector Panel
- Loot Selector
- Stat Skill Panel
- Talent Panel

When you activate the pickup, the following UI will appear:


59 Coins
Item Description

2 Stamina Up Potion
Increases the MaxStamina

Close
Pick All

This will let you pick all items or select one by one what you want to pick. If you collect all items the pickup will disable itself (either only the pickup or the parent as well), otherwise it will remain in play and you can go back and pick up what is left.

The RandomLootDrop component has two methods that can help saving the stash content:

```
public string GetSaveData()
public void LoadSaveData(string saveData)
```

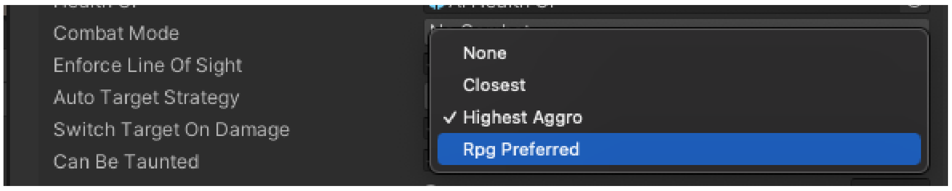
The first method returns a JSON formatted representation of the current content, while the second restores the content from the string returned by the first method.

Support for Eadon AI

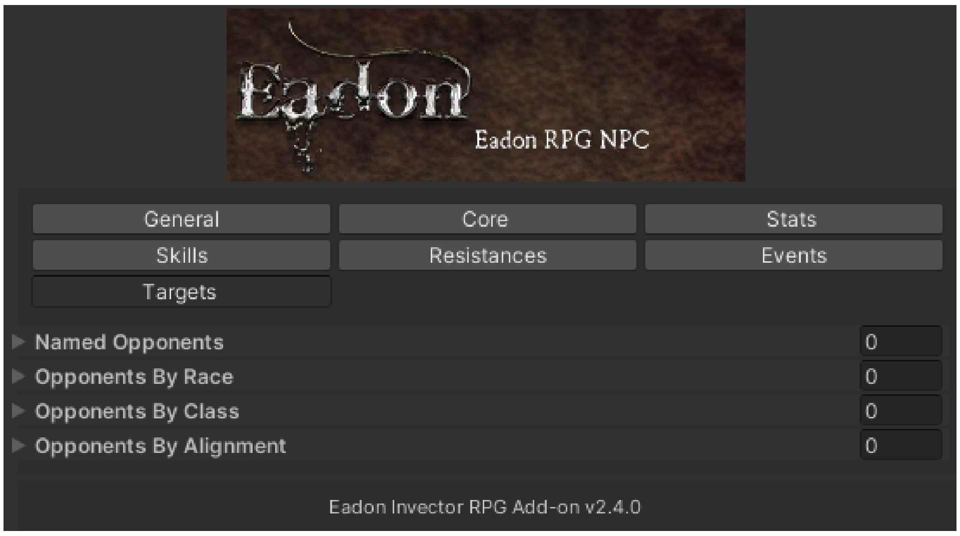
If Eadon AI and Eadon RPG for Invector are both in the same project and enabled, you get access to additional integration.

Preferred RPG Targets

NPCs created using Eadon AI and with a EadonRpgNpc component get access to a new automatic target selection strategy called RPG Preferred



This requires you to specify target priority in the Targets tab of the rpg NPC component. This tab is only visible if the character also has an AI controller component, and it looks like this:



Named Opponents 0
Opponents By Race 0
Opponents By Class 0
Opponents By Alignment 0

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This lets you specify (in order of priority):

1. Named Opponents: this uses the Character Name field in the General tab
2. Opponents By Race: this lets you specify priority races to target
3. Opponents By Class: this lets you specify priority classes to target
4. Opponents By Alignment: this lets you specify priority alignments to target

Switchable RPG characters

Please see the Eadon AI documentation on switchable RPG characters.

Integration with Clothing Culler

In order to use Clothing Culler with the clothing system of Eadon Character Controller, you need to add a ClothingCuller component to your character and set up Clothing Culler with a modular workflow and configure your items accordingly. Please check the asset documentation on how to do it.

At start, the system will look for a ClothingCuller component on the character and register all Occludee found in children (typically on the body mesh) as non modular.

When you equip/unequip a clothing item, the system will register/unregister the Occludee on the clothing prefab (if present) with Clothing Culler.

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