MonoBehaviour **ICharacterController** MyCharacterController + Motor + MaxStableMoveSpeed + StableMovementSharpness + OrientationSharpness + RotationObstruction + Gravity + MeshRoot + CharacterAnimator + ForwardAxisSharpness + TurnAxisSharpness + m_moveVec + IsRootMotion + MoveSpeed + MoveVec + LookVector + SpeedRate - m_tagList - m_isRootMotion - m_moveSpeed - m_lookVector - _internalVelocityAdd - m speedRate - rootMotionPositionDelta _rootMotionRotationDelta _targetForwardAxis targetRightAxis _forwardAxis _rightAxis + BeforeCharacterUpdate() + UpdateRotation() + UpdateVelocity() + AfterCharacterUpdate() + IsColliderValidForCollisions() + OnGroundHit() + OnMovementHit() + PostGroundingUpdate() + AddVelocity() + ProcessHitStabilityReport() + OnDiscreteCollisionDetected() + Jump() + SetPositionMotor() + AddNoHitTag() - Start() - Update()

-m_myCharacterController

- FindParameter()

SetPositionCharacterController

- m_hight
- + SetCharacterCore()