

1. Install the package
2. Add the following code to the BasePlayerCharacerEntity_NetworkSetup.cs at line 78 before "if (ControllerPrefab != null)"

```
#region Tidy Class Controller
    PlayerCharacter playerCharacter;
    if (GameInstance.PlayerCharacters.TryGetValue(dataId, out
playerCharacter) && playerCharacter.playerController != null)
    {
        if (BasePlayerCharacterController.Singleton != null)
            Destroy(BasePlayerCharacterController.Singleton);

        BasePlayerCharacterController controller =
Instantiate(playerCharacter.playerController);
        controller.PlayerCharacterEntity = this;
    }
    else
#endregion
```

3. Add a custom controller to the PlayerCharacter, if none is provided then it will fallback to the default of the one selected for the PlayerEntity or GameInstance.