IAnimatorParametersProvider

+ AnimatorParameters

PlayerControllerBase

- + AnimatorParameters
- + CameraTarget
- + CharController
- + DefaultPan
- + DefaultRoll
- + DefaultTilt
- + LookSensitivity+ MotionTarget
- + MoveSensitivity
- + PlayerIndex
- · I lay of ill dox
- + Velocity
- # m_Forward
- # m_Pan
- # m_Roll # m_Sideways
- # m_Tilt
- # m Vertical
- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint() # Move()
- # OnDisable()
- # OnEnable()
 # Rotate()

DeadPlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()

FallingPlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- · OnLook()

+

+ OnSprint()

OnMove()

SimplePlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- .. - ...

+

OnSprint()

OnEnable()