## IPlayerKinematicsActions MonoBehaviour OnCrouch() OnJump() + OnLook() OnMove() + OnSprint() PlayerControllerBase + AnimatorParameters + CameraTarget + CharController + DefaultPan + DefaultRoll + DefaultTilt + LookSensitivity + MotionTarget + MoveSensitivity + PlayerIndex + Velocity # m\_Forward # m\_Pan # m\_Roll # m\_Sideways # m\_Tilt # m\_Vertical + OnCrouch() + OnJump() + OnLook() + OnMove() + OnSprint() # Move() # OnDisable()

## **IAnimatorParametersProvider**

+ AnimatorParameters

## SimplePlayerController

+ OnCrouch()

# OnEnable()
# Rotate()

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

OnEnable()

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