IPlayerKinematicsActions

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

MonoBehaviour

IAnimatorParametersProvider

+ AnimatorParameters

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()
# OnEnable()
# Rotate()

DeadPlayerController

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

FallingPlayerController

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

SimplePlayerController

+ OnCrouch()
+ OnJump()
+ OnLook()
+ OnMove()
+ OnSprint()
# OnEnable()