

Rigidbody Character Controller

Setup

PlayerController prefab can be used out-of-the-box, just drag the prefab into the scene. Simple as that. Sound clips are not required for the controller to work, so the fields can be left empty if needed.

Modifying the Controller

Users modifying the controller should be at an intermediate programming level. This asset is primarily meant as a foundational character controller that can be easily modified. When modifying the controller keep in mind that all updates to the transform should be done using the rigidbody, and be cautious when updating the internal variables.