

Simple FPS Controller 1.4

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Notes

There are some things to note in the example scene

- Every script is standalone(doesn't need any other script to work) -> simply drag it to the player, adjust the settings and it will work
- The layer of the player(or the collider of the player) is *Ignore Raycast* in order for the ground checking algorithm to work
- You can use both **GrapplingHook.cs** and **WallRun.cs** with layer masks
- The **Collision Detection** on the **Rigidbody** is set to **Continuous** in order for the Collision Detection algorithm to work properly when the player moves at higher speed
- **KeyManager.cs** is a static class that contains the keybinds for *Jumping* and *Grappling*

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