Journal

26/02/2021

When changing the players, the camera and the other player keep responding to inputs, however when disabling the object, the object fails to be enabled back.

Disable just the movement script instead of the whole object.

09/03/2021

When picking up an object, the object moves around the player and is unable to be dropped as it looses contact with the ray cast.

Create an empty object for where the picked up object should be and disable rigid body on it whilst picked up.

15/03/2021

When using Character controller for movement, joints don’t work properly.

Disable the character controller whilst the joint is active or use a rigid body for character movement.