How to give your RigidBody a side-up floor, without coding that in the Player Script

Scenario:

You want to shove your RigidBody Box somewhere, with your First or Third Person Player. You want to jump on it to reach some higher place, without the Box making crazy shit, like clipping around through the ground and all that annoying features.
You do not want to change bool infinite_inertia in the Player Script to false, followed by adding rays and forces.
You really don't like that and want some other solution, which appears directly on the RigidBody.

Scene Setup:

I build a Scene, with a floor and a Player without a scripted floor ray detection and add a RigidBody with all shown child nodes and add a script to the RigidBody.
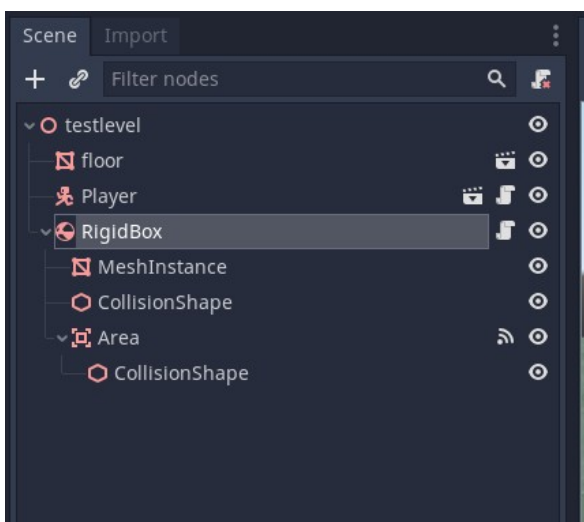
I changed the shape of the Meshinstance Box a bit (not necessary, but the Player should be able to jump high enough to land on the box) and placed it slightly above the ground. The Area's shape is generously around and over the box. This is very important and really does the trick.
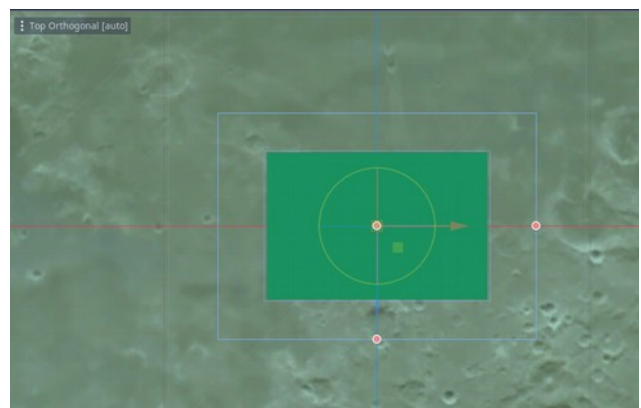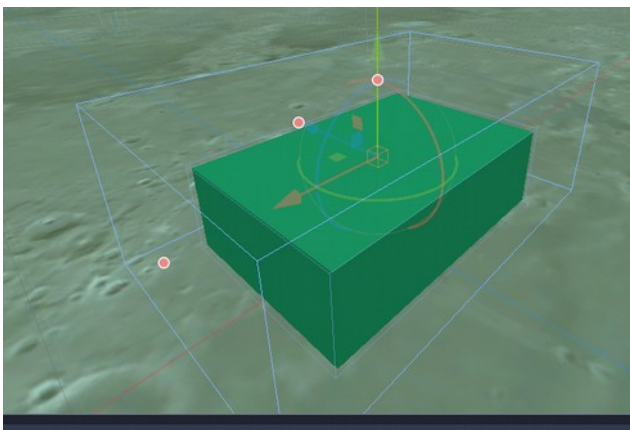
Next thing I do is giving the Box a new scrip variable, so I can decide about the state when using instances in my level.

```
1    extends RigidBody
2
3
4    export var up_is_floor = false
5
```

I add a function to get the up_is_floor variable and change the RigidBody mode between character and static and call that function in the _ready function..

```
1   extends RigidBody
2
3
4   export var up_is_floor = false
5
6
7 v func _ready():
8  >|    getfloor()
9  >|
10
11 v func getfloor():
12 v >|   if up_is_floor == true:
13 >|  >|     print("static")
14 >|  >|     self.mode = RigidBody.MODE_STATIC
15 v >|   elif up_is_floor == false:
16 >|  >|     self.mode = RigidBody.MODE_CHARACTER
17
```

Now I need a Signal from the Area, on_Area_ body_entered connected with the RigidBody script, to decide which mode should be triggered.

```
1   extends RigidBody
2
3
4   export var up_is_floor = false
5
6
7 v func _ready():
8  >|    getfloor()
9  >|
10
11 v func getfloor():
12 v >|   if up_is_floor == true:
13 >|  >|     print("static")
14 >|  >|     self.mode = RigidBody.MODE_STATIC
15 v >|   elif up_is_floor == false:
16 >|  >|     self.mode = RigidBody.MODE_CHARACTER
17
18
→] 19 v func _on_Area_body_entered(body):
20 v >|   if body.name == "Player" and get_parent().get_node("Player").is_on_floor() == true:
21 >|  >|     up_is_floor = false
22 >|  >|     getfloor()
23 v >|   elif body.name == "Player" and get_parent().get_node("Player").is_on_floor() == false:
24 >|  >|     up_is_floor = true
25 >|  >|     getfloor()
26
```
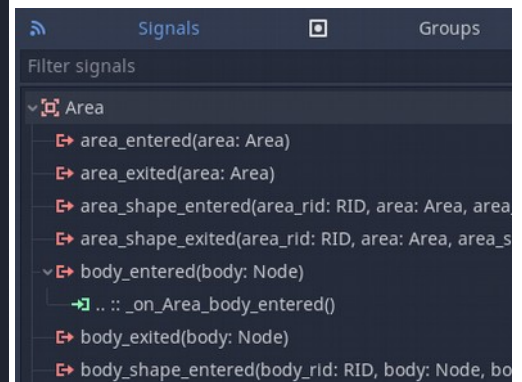
Save the RigidBody branch as scene if you like and that's it.

Have fun

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