SMOOTH
CHARACTER CONTROLLER

1. Values PhysicalCC.cs

2. PlayerInput.cs

This script shows an example of using PhysicalCC, which indicates the direction of movement, jump and an example of the implementation of the ability to crouch, the code is commented.

3. Platforms

Platforms work on the basis of a rigid body and RigidBody.Move () is used for movement. Upon contact with the platform, the controller obtains its speed and adds to its movement. therefore, parental control is not required. also platforms should be marked with the "Platform" tag.

How to create:
1. Create object with collider
2. Add component rigidBody and tick Kinematic
3. Change the tag to "Platforms"
4. Move with RigidBody.Move () as shown in the Platform Movement.cs script in the demo scene

4. About

Why use extra boxCast after SphereCast? - to correctly calculate the angle when in contact with angles of 90 degrees

If you have any questions - i.s.6@bk.ru