

2.5D Character Controller

Character Setup:

Add 'Controller25D' to game object and set Collision Mask to 'Ground'.

Ground/Ledge Setup:

Add Box Collider to Ground and set Layer to 'Ground'.

Platform Setup:

Add 'PlatformController' to game object and set Passenger Mask to 'Player'.

If you require the player to pass through from underneath, create a Tag called 'Through' and assign it.

Climbable Wall Setup:

Add Box Collider to wall. Create a Tag called 'Climbable' and assign it.

Important: Tag names have to match above to work.

Thats it.. enjoy!

Customer support:

contact@packapunchgames.com