Enjoyable First Person Controller
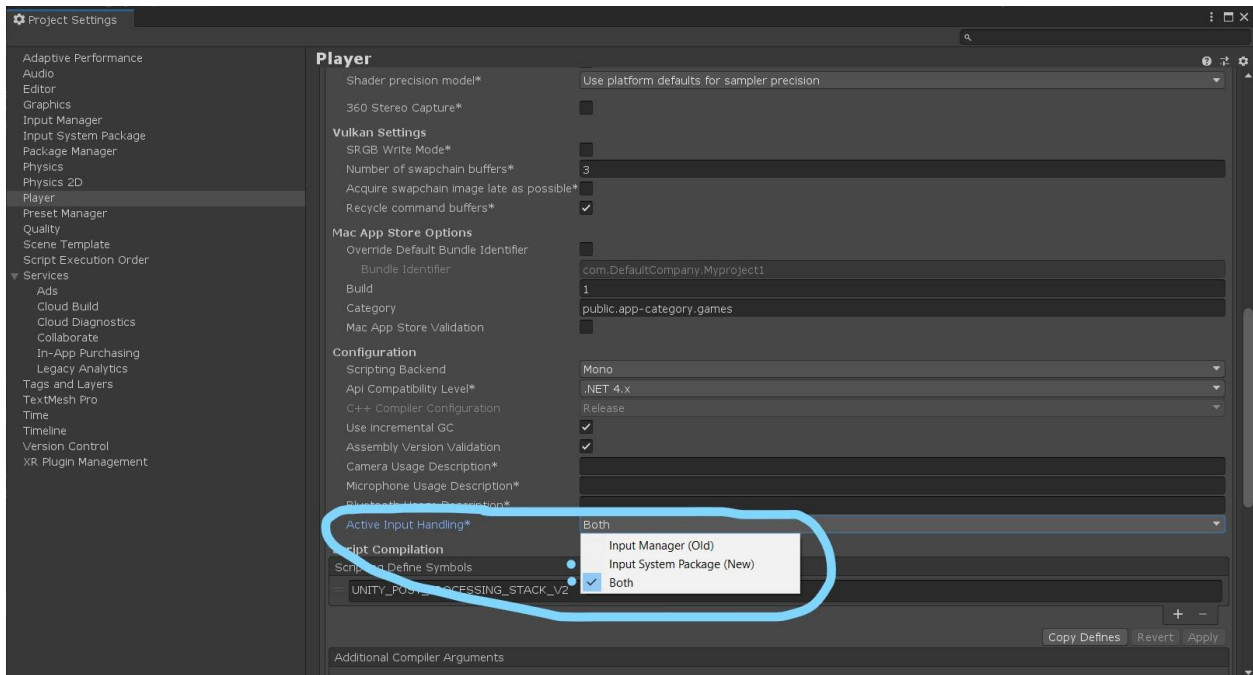
First steps

Make sure the layers and tags in the project are configured as in the screenshot:
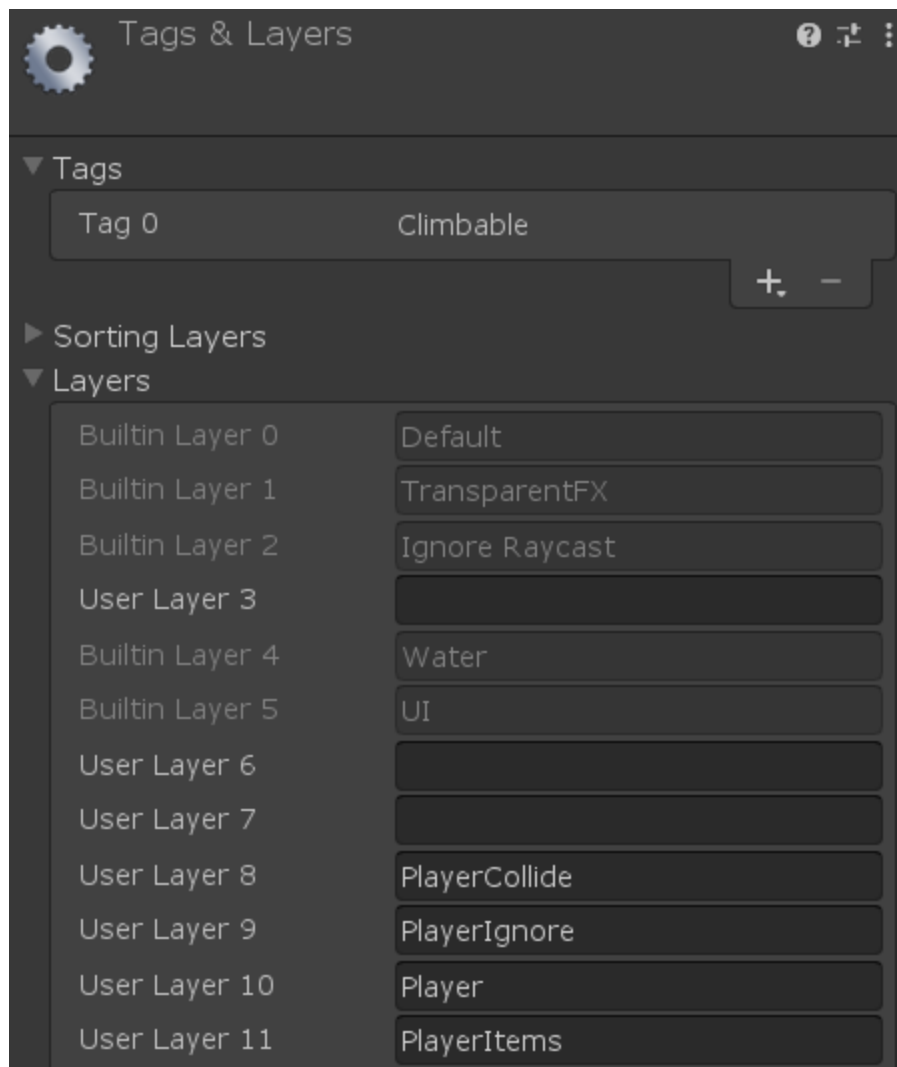
Make sure the unity player settings are set to support the new input system version, or both. If the controller does not respond to your actions - reload the unit after checking these settings first.

Starting from version 1.04 support for legacy input system has been added. If you do not need a new unit input system, you can delete the EFPController\Scripts\Player\InputManagerNew.cs script and the settings files EFPController\Other\InputActions.inputactions, EFPController\Other\InputSystem.inputsettings.asset

Play demo scene

1. Add asset in your project
2. Open Assets/EFPController/Scenes/Demo scene
3. Click Play button

Adding player controller to you scene

1. Add asset in your project
2. Add Assets/EFPController/Prefabs/Player prefab to you scene if you use new input system or Assets/EFPController/Prefabs/Player Legacy Input prefab if you use legacy input system
3. Add Assets/EFPController/Prefabs/SurfaceManager prefab to you scene
4. Make sure there are no other active cameras in the scene

In Assets/EFPController/Prefabs folder you can find other prefabs (Ladder, Teleport, Water), use it, if you

need this features.

Create your own ladder

1. Prepare your ladder object
2. Add a component Scripts/EFPController.Extras/Ladder
3. Edit `Path Offset` and `Path Length` variables so that the line gizmo represents the player's path up the ladder (from the bottom to the top of the ladder)
4. Create a child gameObject "top", place it on the point where the player should move climbing up the ladder. Also turn it in the right direction. Add a reference to this gameObject to the appropriate Ladder component variable.
5. Create a child gameObject "bottom", place it on the point where the player should move by climbing down the ladder. Also turn it in the right direction. Add a reference to this gameObject to the appropriate Ladder component variable.
6. Create a child gameObject "center", place it in the conditional visual center of the ladder. Add a reference to this gameObject to the appropriate component variable.
7. Set ladder gameObject tag to "Climbable"
8. Add a BoxCollider component and mark it as trigger. Edit the size of the collision so that the player touches it when interacting (F key by default) with the ladder. You can create multiple triggers.
9. Add sounds if needed

Changing Input Settings

All input settings can be found in Assets/EFPController/Other/InputActions if you use new input system or Edit/Project Settings/Input Manager if you use legacy input system

After changing the button settings, you must make the appropriate changes to the input manager component in the player prefab
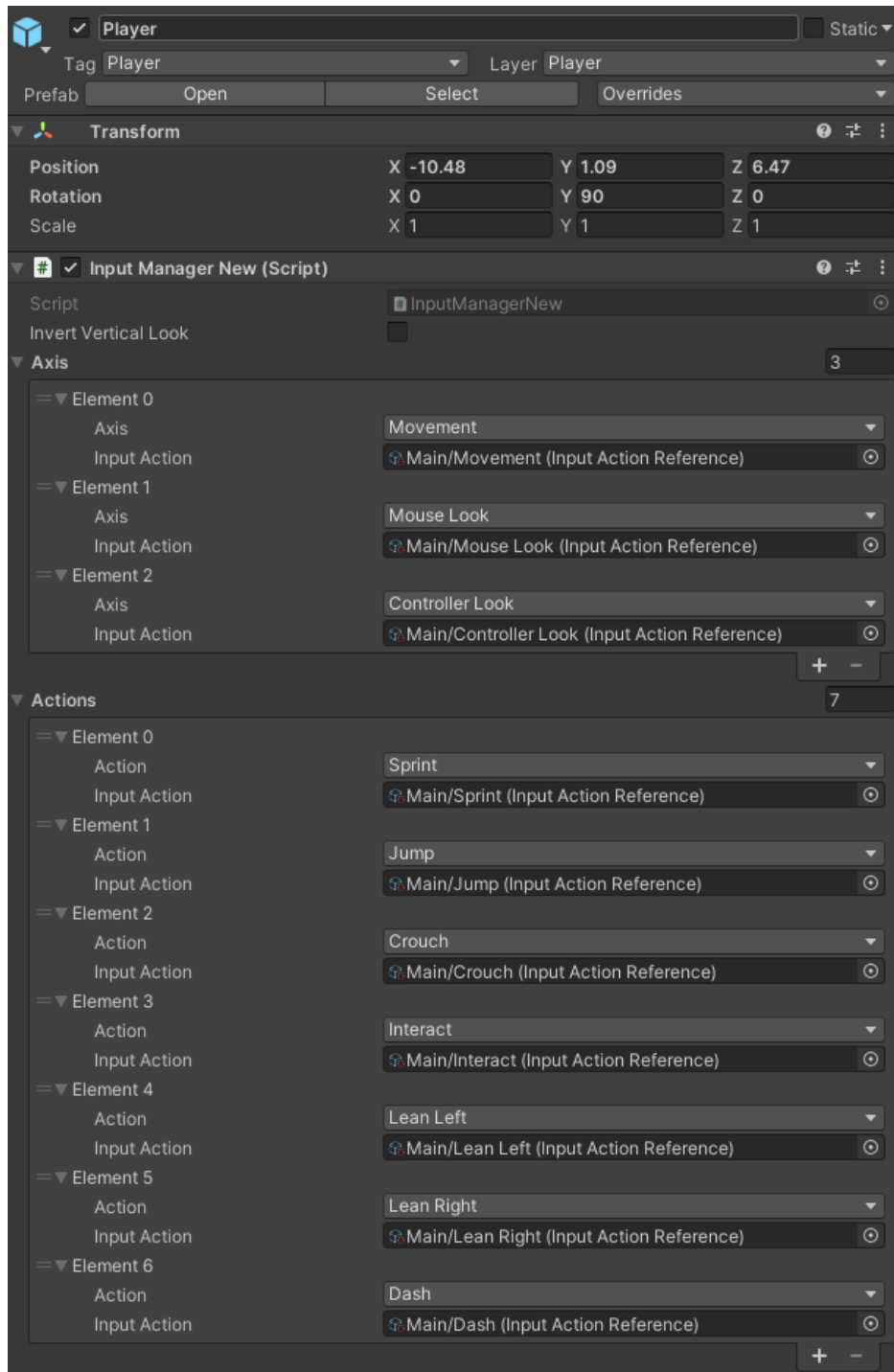
or

Player Legacy Input				Static ▾

Tag Player ▾   Layer Player ▾

Prefab   Open   Select   Overrides ▾

▼ ⅄ Transform   ❷ ≓ ⋮

Position	X -10.48	Y 1.09	Z 6.47
Rotation	X 0	Y 90	Z 0
Scale	X 1	Y 1	Z 1

▼ # ☑ Input Manager Legacy (Script)   ❷ ≓ ⋮

Script	🗈 InputManagerLegacy ⊙
Invert Vertical Look	☐

▼ Axis   6

   = ▼ Element 0
     Axis   Movement X ▾
     Input Name   Horizontal
   = ▼ Element 1
     Axis   Movement Y ▾
     Input Name   Vertical
   = ▼ Element 2
     Axis   Mouse Look X ▾
     Input Name   Mouse X
   = ▼ Element 3
     Axis   Mouse Look Y ▾
     Input Name   Mouse Y
   = ▼ Element 4
     Axis   Controller Look X ▾
     Input Name   Controller Look X
   = ▼ Element 5
     Axis   Controller Look Y ▾
     Input Name   Controller Look Y

         +   −

▼ Actions   7

   = ▼ Element 0
     Action   Sprint ▾
     Input Name   Sprint
   = ▼ Element 1
     Action   Jump ▾
     Input Name   Jump
   = ▼ Element 2
     Action   Crouch ▾
     Input Name   Crouch
   = ▼ Element 3
     Action   Interact ▾
     Input Name   Interact
   = ▼ Element 4
     Action   Lean Left ▾
     Input Name   Lean Left
   = ▼ Element 5
     Action   Lean Right ▾
     Input Name   Lean Right
   = ▼ Element 6
     Action   Dash ▾
     Input Name   Dash

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URP & HDRP settings

Watch video instruction on youtube https://youtu.be/bZpDsnc7hd8

If you have any questions, contact me jekelskaz@gmail.com