

The screenshot displays the Unity 6 development environment with a first-person scene. The central viewport shows a player character (a capsule) with a navigation mesh (NavMesh) overlaid on the ground. The NavMesh is represented by a grid of blue and red lines, indicating the path the player can take. The player is currently positioned on a blue path that leads towards a set of stairs. The scene includes various objects such as directional lights, a global volume, and several cylinders and spheres. The Hierarchy panel on the left lists the objects in the scene, including the Player, Capsule, Cube, PlayerCam, Plane, and various cylinders and spheres. The Inspector panel on the right shows the properties of the selected object, which is the Player. The Inspector panel is divided into several sections: Transform, Character Controller, and GET_First Person Controller (Script). The Character Controller section includes properties like Slope Limit, Step Offset, Skin Width, Min Move Distance, Center, Radius, and Height. The GET_First Person Controller (Script) section includes properties like Script, Walk Speed, Sprint Multiplier, Jump Force, Ground Check Distance, Look Sensitivity X, Look Sensitivity Y, Min Y Look Angle, Max Y Look Angle, Min Fov, Max Fov, Player Camera, Gravity, and Scroll Sensitivity. The Project panel at the bottom left shows the Assets folder, which contains the FirstPerson... script. The Console panel at the bottom right shows the output of the script, which includes the text "FirstPerson...".

Inspector

Player

Tag: Untagged Layer: Default

Transform

Property	X	Y	Z
Position	0	1.5	0
Rotation	0	0	0
Scale	1	1	1

Character Controller

Slope Limit	45
Step Offset	0.3
Skin Width	0.08
Min Move Distance	0.001
Center	X: 0, Y: 0, Z: 0
Radius	0.5
Height	2

Layer Overrides

Property	Value
Layer Override Priority	0
Include Layers	Nothing
Exclude Layers	Nothing

GET_First Person Controller (Script)

Script	FirstPersonController
Walk Speed	5
Sprint Multiplier	2
Jump Force	5
Ground Check Distance	1.5
Look Sensitivity X	1
Look Sensitivity Y	1
Min Y Look Angle	-90
Max Y Look Angle	90
Min Fov	10
Max Fov	100
Player Camera	PlayerCam (Camera)
Gravity	-9.81
Scroll Sensitivity	25

AI Navigation

Surfaces

- Show Only Selected
- Show NavMesh
- Show HeightMesh

Agents

- Show Path Polygons
- Show Path Query Nodes
- Show Neighbours
- Show Walls
- Show Avoidance

Obstacles

- Show Carve Hull

Project

Assets > Scripts

FirstPerson...

Console

22

Asset Labels

3:42 PM 1/18/2025

The screenshot displays the Unity 6 development environment. The central 3D viewport shows a first-person scene with a player character (a small blue cube) positioned on a grey platform. The scene includes several red and white striped barrels, a blue sphere, and a black sphere. A green line indicates the player's movement path. The background features a blue sky with white clouds and a grey ground plane.

The left sidebar contains the Hierarchy panel, showing the scene's structure. The Hierarchy panel lists the following objects:

- sampleScene
 - Directional Light_1
 - Directional Light_2
 - Global Volume
 - Player
 - Plane
 - Cylinders
 - Spheres
 - Step_1
 - Step_2
 - Step_3
 - Step_4
 - Step_5
 - Step_6
 - Step_7
 - Step_8
 - Step_9
 - Step_10
 - Step_11
 - Stairs 2
 - Cloud
 - Sphere
 - Sphere (1)
 - Sphere (2)
 - Sphere (3)
 - Sphere (4)
 - Sphere (5)
 - Sphere (6)
 - Sphere (7)
 - Sphere (8)
 - Sphere (9)

The right sidebar contains the Inspector panel, showing the properties of the selected object, the **Player** component. The Inspector panel displays the following properties:

- Player** (Static)
 - Tag: Untagged
 - Layer: Default
 - Transform**
 - Position: X 0, Y 1.5, Z 0
 - Rotation: X 0, Y 0, Z 0
 - Scale: X 1, Y 1, Z 1
 - Character Controller**
 - Slope Limit: 45
 - Step Offset: 0.3
 - Skin Width: 0.08
 - Min Move Distance: 0.001
 - Center: X 0, Y 0, Z 0
 - Radius: 0.5
 - Height: 2
 - Layer Overrides**
 - Layer Override Priority: 0
 - Include Layers: Nothing
 - Exclude Layers: Nothing
 - GET_First Person Controller (Script)**
 - Script: FirstPersonController
 - Walk Speed: 5
 - Sprint Multiplier: 2
 - Jump Force: 5
 - Ground Check Distance: 1.5
 - Look Sensitivity X: 1
 - Look Sensitivity Y: 1
 - Min Y Look Angle: -90
 - Max Y Look Angle: 90
 - Min Fov: 10
 - Max Fov: 100
 - Player Camera: PlayerCam (Camera)
 - Gravity: -9.81
 - Scroll Sensitivity: 25

The bottom of the screen shows the Windows taskbar with various application icons and the system clock displaying 7:58 AM on 1/19/2025.



File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search FirstPersonScene_ClaytonBratt

Debug Any CPU Attach to Unity

FirstPersonControllers FirstPerson.cs GET_FirstPersonController HandleMovement()

```
58 {
59     velocity.y = Mathf.Sqrt(JumpForce * -2f * Gravity);
60 }
61
62 if (Input.GetMouseButtonDown(1))
63 {
64     velocity.y = Mathf.Sqrt(JumpForce * -2f * Gravity);
65 }
66
67 // Apply gravity
68 velocity.y += Gravity * Time.deltaTime;
69
70 // Move the character
71 characterController.Move((moveDirection * speed + velocity) * Time.deltaTime);
72 }
73
74 1 reference
75 private void HandleCameraRotation()
76 {
77     if (PlayerCamera != null)
78     {
79         float mouseX = Input.GetAxis("Mouse X") * LookSensitivityX;
80         float mouseY = Input.GetAxis("Mouse Y") * LookSensitivityY;
81
82         verticalRotation -= mouseY;
83         verticalRotation = Mathf.Clamp(verticalRotation, MinYLookAngle, MaxYLookAngle);
84
85         PlayerCamera.transform.localRotation = Quaternion.Euler(verticalRotation, 0, 0);
86         transform.Rotate(Vector3.up * mouseX);
87     }
88 }
89
90 1 reference
91 private void HandleCameraFOV()
92 {
93     if (PlayerCamera != null)
94     {
95         float fov = PlayerCamera.fieldOfView;
96
97         fov -= Input.GetAxis("Mouse ScrollWheel") * ScrollSensitivity;
98         fov = Mathf.Clamp(fov, MinFov, MaxFov);
99
100         PlayerCamera.fieldOfView = fov;
101     }
102 }
103
104 2 references
105 private bool IsGrounded()
106 {
107     return Physics.Raycast(transform.position, Vector3.down, GroundCheckDistance);
108 }
```

100% No Issues found Ln: 62 Ch: 39 SPC CRLF

Solution Explorer

Search Solution Explorer (Ctrl+):

Solution 'FirstPersonScene_ClaytonBratt' (2 of 2 projects)

- Assembly-CSharp
- Assembly-CSharp-Editor

Ready Add to Source Control Select Repository

8:02 AM 1/19/2025