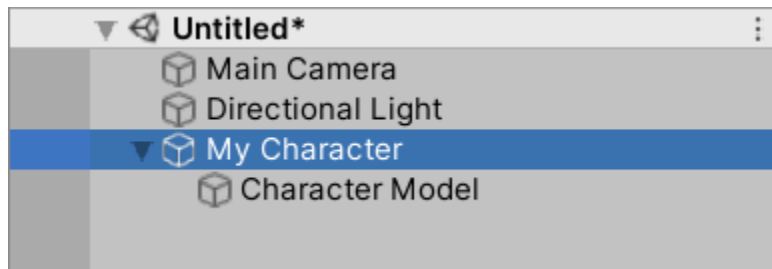


The user manual is online at:
<https://mente-bacata.gitbook.io/user-manual/>

Quick Setup

Create an empty game object which will represent your character and drag and drop your character model to it as a child. Make sure to remove any non-trigger collider or move them to a layer which doesn't interact with the layer of the character game object. Also make sure that the character game object is not scaled, that is its transform component has a scale of [1, 1, 1].



Character hierarchy.

Select the character game object and attach to it the GroundDetector component which should also automatically attach the CharacterCapsule and CharacterMover components if not already attached.

Adjust through the inspector the CharacterCapsule settings so that the capsule fits the shape of your character model.

Finally create your custom character controller script, attach it to the game object and start writing your code.

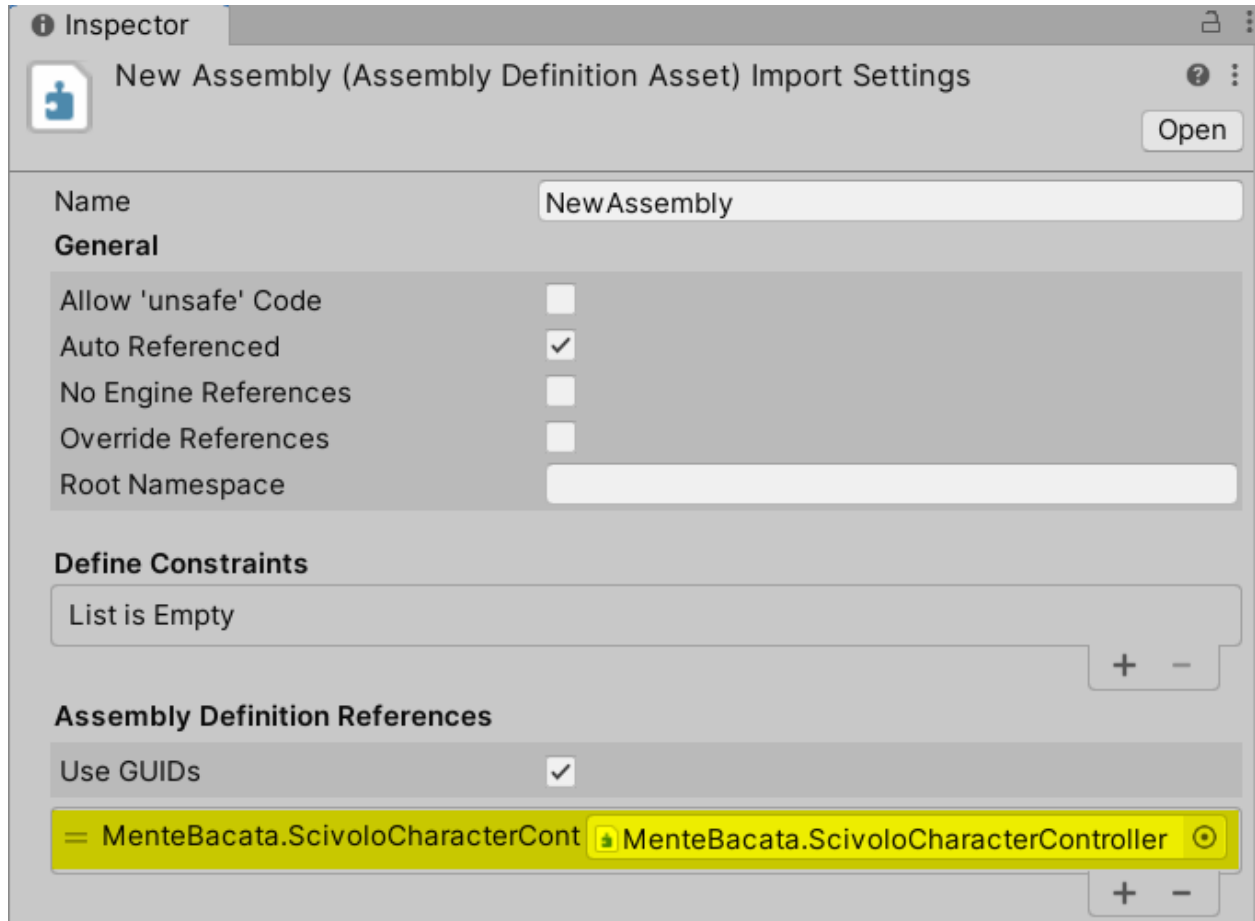
In order to access the components from the script, it should be used the MenteBacata.ScivoloCharacterController namespace.

The script should start like this:

```
using UnityEngine;
using MenteBacata.ScivoloCharacterController;

public class MyCharacterController : MonoBehaviour
{
    // Your character code...
}
```

Furthermore, if the script is not inside the default assembly definition, a reference to the `MenteBacata.ScivoloCharacterController` assembly definition must be manually added to the assembly definition file of the script in order to access the controller scripts. As shown in the figure below.



Reference to assembly definition.