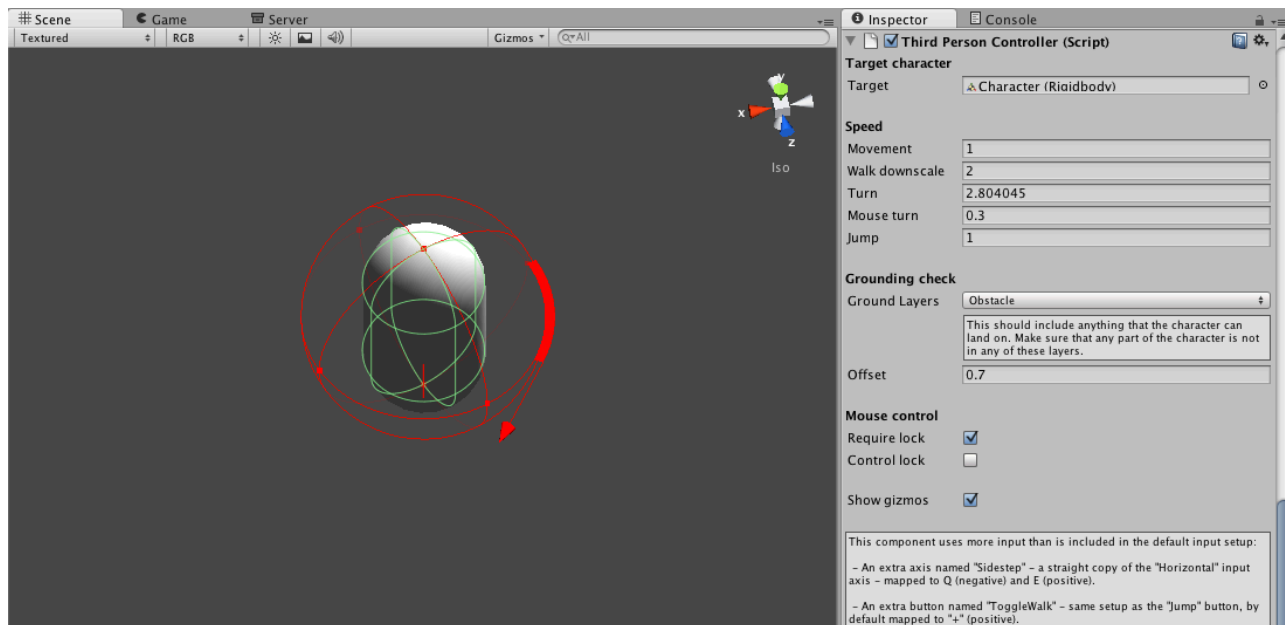


ThirdPersonController

The ThirdPersonController is responsible for movement, turning and jumping of a character. It implements a control scheme which should be familiar to people with experience from MMORPG games.



Properties

Target	The rigidbody being controlled.
Speed	
Movement	Velocity strength applied on planar movement.
Walk downscale	The factor by which movement speed downscale to walk.
Turn	Rotation speed as applied by keyboard.
Mouse turn	Rotation speed as applied by mouse (on right click+drag).
Jump	Upwards velocity strength applied on jump.
Grounding check	
Grounding layers	All layers holding colliders for the character to stand on.
Offset	Offset applied to the one unit raycast checking grounding.
Mouse control	
Require lock	Must the cursor be locked before mouse input works?
Control lock	Should this component lock the cursor on mouse down?
Show gizmos	Show or hide component handles and gizmos.

Details

Apart from the standard W, A, S, D and space, this component requires two additional axis to be set up in the input manager - namely "Sidestep" (set up like "Horizontal", with the Q and E keys) and "ToggleWalk" (set up like "Jump", with a suitable button mapping).

The ThirdPersonController operates on a rigidbody component. On start it will enable gravity and lock rotation on it. Apart from this, the controller has no requirements for the controlled object.

Although designed to work with it, the ThirdPersonController does not require use of the ThirdPersonCamera component.