

Component:CharacterControllerModifier

Fields

		Fields	
Name	Type		Description
persistent	Bool		Determines whether or not this item will be saved to the server.
UpdateOrder	Int		Controls the order in which this component is updated.
Enabled	Bool		Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
Parameter	CharacterControllerParameter		The parameter to modify.
ModificationMode	Mode		How to modify the parameter.

Mode

		Values	
Name	Value		Description
Override	0		Override the original value, replacing it with another value.
Add	1		Add to the original value with another value.
Multiply	2		Multiply the original value with another value.

Usage

This is an abstract class used as a base for other components in the code.

See Also