

# Component:ConstantCharacterController Modifier

## Component image



**Constant Character Controller Modifier** component as seen in the [Scene Inspector](#)

The **ConstantCharacterController** component modifies the properties of a [Component:CharacterController](#) that makes contact with a character collider on the same Slot as this component.

## Fields

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

## Usage

Attach to a slot with a collider that is a character collider. Then specify the settings this component should change and how. Then this component will be ready to use.

## Examples

Can be used to simulate sticky or slippery surfaces. Can also be used to simulate speedy

gel from Portal2.

## **See Also**