

Component:SubmeshCharacterControllerModifier

Component image



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

The **SubmeshCharacterController** is a component able to change properties of a [Person or NPC locomotion \(Character Controller\)](#) walking on a mesh based on what submesh of the mesh they are walking on.

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.
Values	<i>direct</i> SyncFieldList`1<Float>		What value to use when modifying for each sub mesh. In order of submesh number.

Usage

Attach to the same slot as a mesh collider with a mesh set to static and IsCharacterCollider in order for this to work.

Examples

Can be used to make a checkered floor that has sticky or slidy tiles depending on what a user steps on within one mesh if the submeshes are set up correctly.

See Also