

Component:TextureCharacterController Modifier

Component image



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

The **TextureCharacterControllerModifier** component reacts to [character controllers](#) that collide with [mesh colliders](#) in its children hierarchy. It starts by finding what the contact triangle and point on the [mesh collider](#) a [character controller](#) hit was. That point is mapped to what part of a texture the [character controller](#) hit. Finally, the texture data in Texture is used to determine what the value should be used for Modifying the [character controller](#) that hit that [mesh collider](#).

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 of the contacting character controller to modify.
ModificationMode	Mode	How to modify the parameter on the contacting character controller .

MinValue	Float	When the mapped value on Texture maps to a value of 0, what should the value be for the character controller modification?
MaxValue	Float	When the mapped value on Texture maps to a value of 100% brightness or 1, what should the value be for the character controller modification?
Channel	ColorChannel	The channel to use on Texture when getting a value for UV contact points.
Texture	Texture2D	The texture to use for character controller modification data.

Usage

Attach to the same slot as a mesh collider for best results. A packed texture of RBGA can be used and reused for this component to save on resources and modify 4 different values on 4 different instances of this component to allow for Modifying 4 different character controller properties at the same time.

Examples

Can be used as the character physics equivalent of a [color splat map material](#) to allow different terrain like sand or gravel to affect user speed or jump height when walking on it. This can also be used to make a golf course, where the simulated ball can be affected by sand pits or goo.

See Also

- [Color Splat Materials](#) to create terrain that acts as the visuals for the physical effects of this component.