

## VRSpace.org - Feature #222

### physics character controller

12/14/2024 10:58 AM - Josip Almasi

<b>Status:</b>	New	<b>Start date:</b>	12/14/2024
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<a href="https://forum.babylonjs.com/t/physics-character-controller/55265">https://forum.babylonjs.com/t/physics-character-controller/55265</a>			
see how it can be used in AvatarController			
requires Babylon 7			

#### History

#1 - 01/22/2025 12:14 PM - Josip Almasi

- Description updated

#2 - 01/22/2025 12:14 PM - Josip Almasi

- Priority changed from Normal to Low