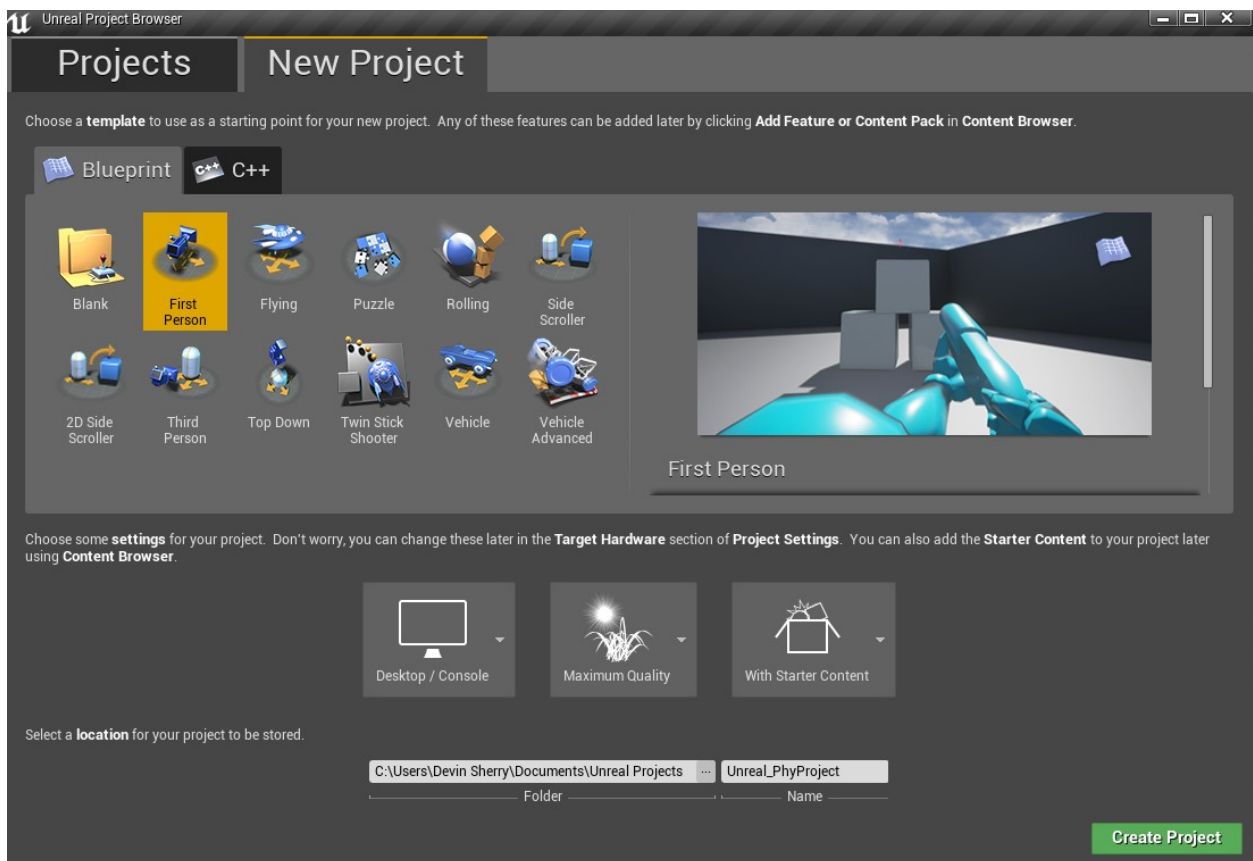
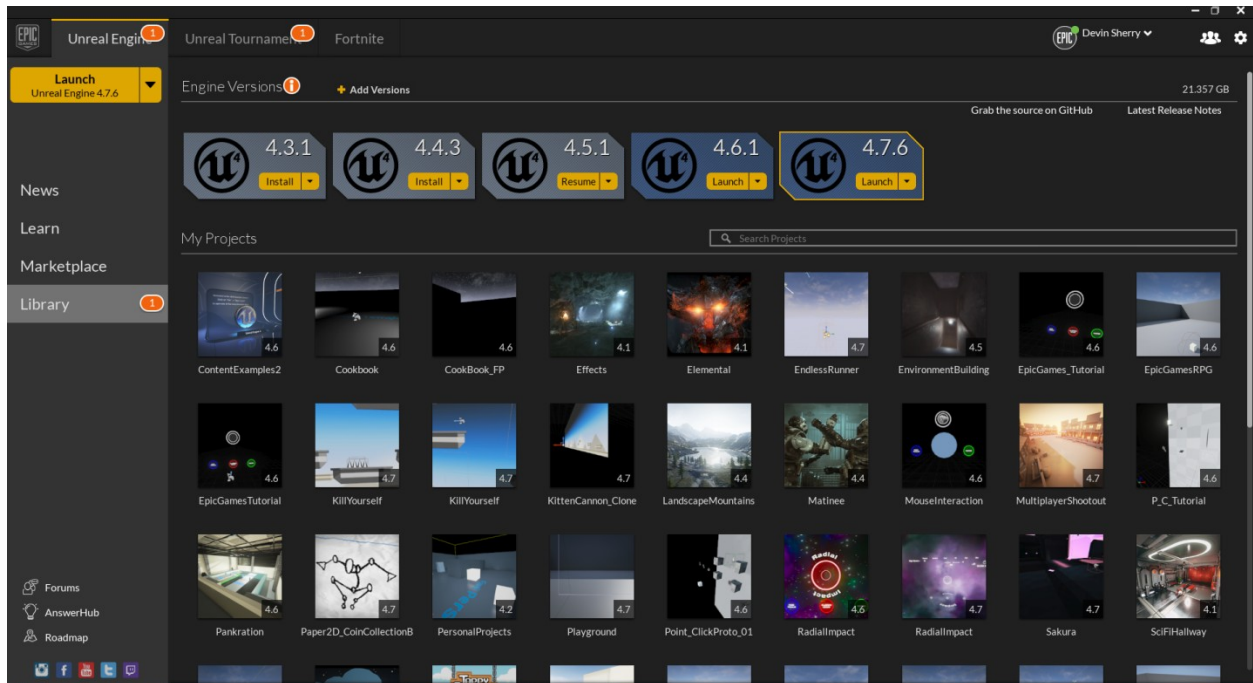
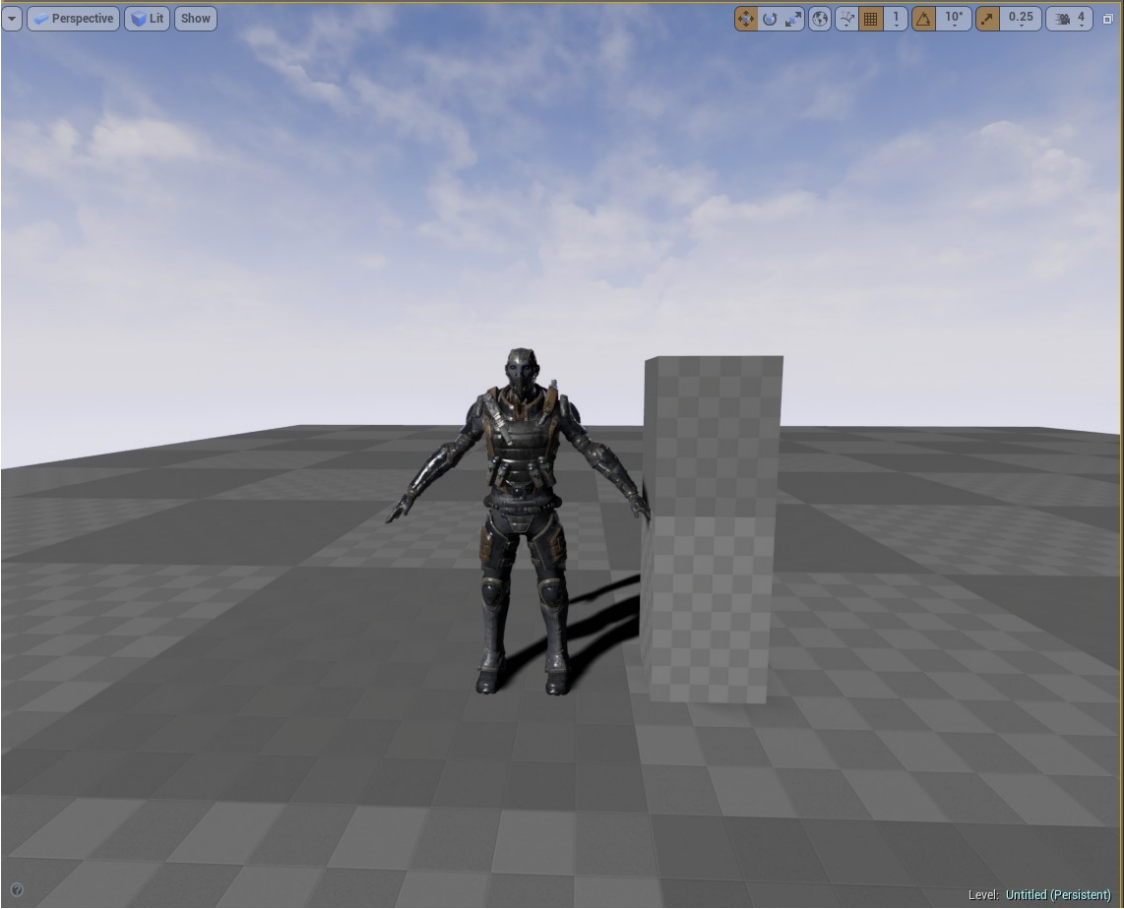
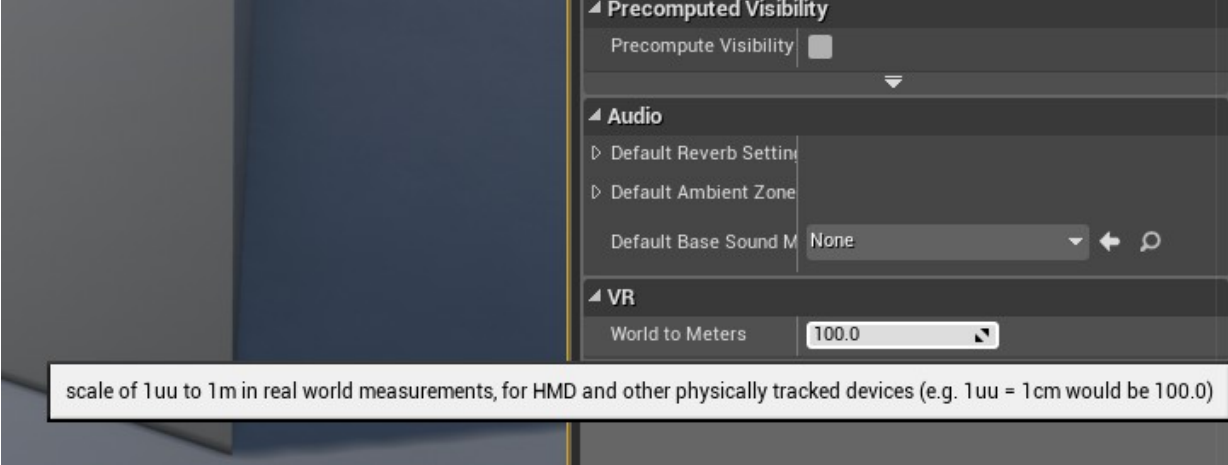


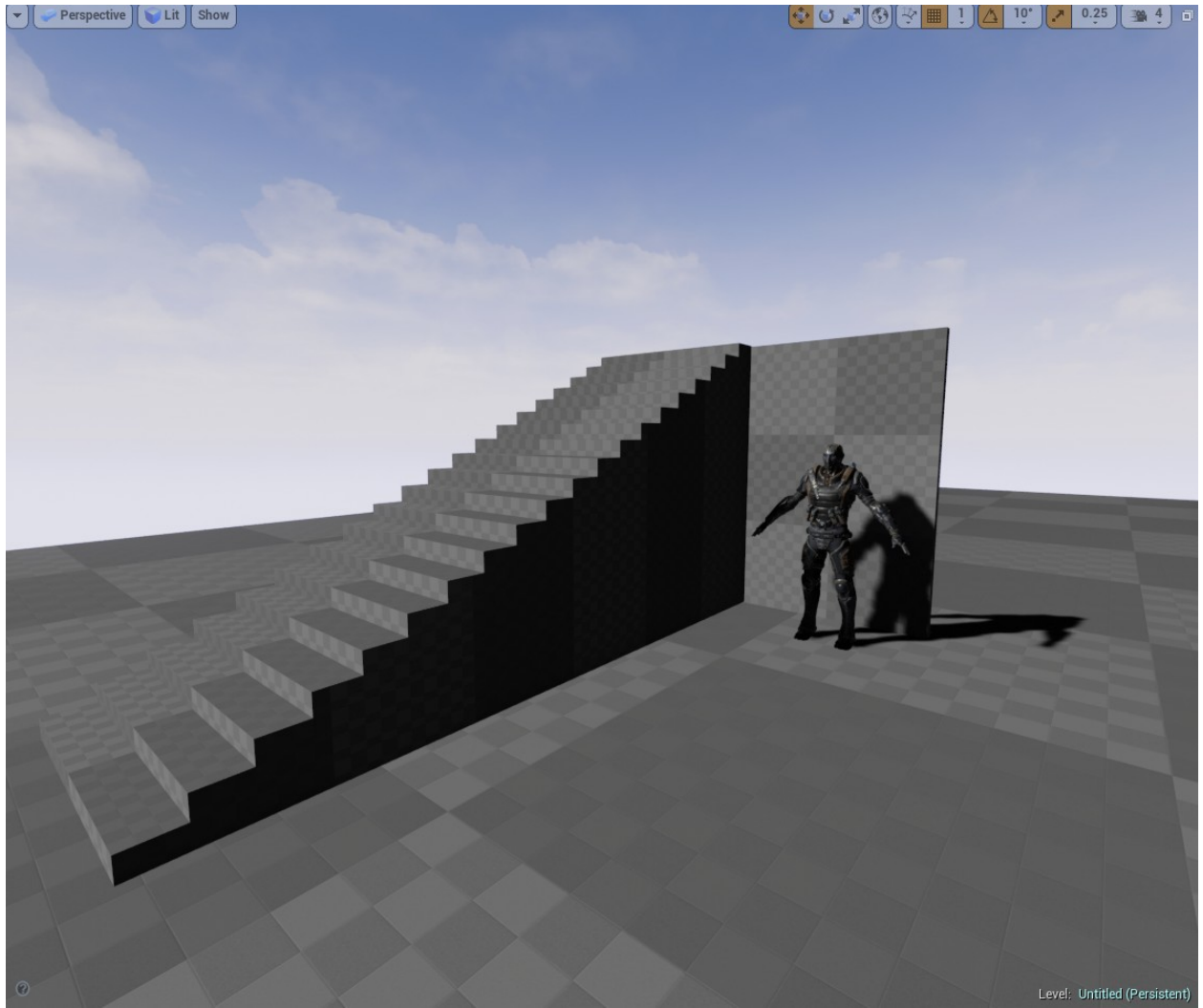
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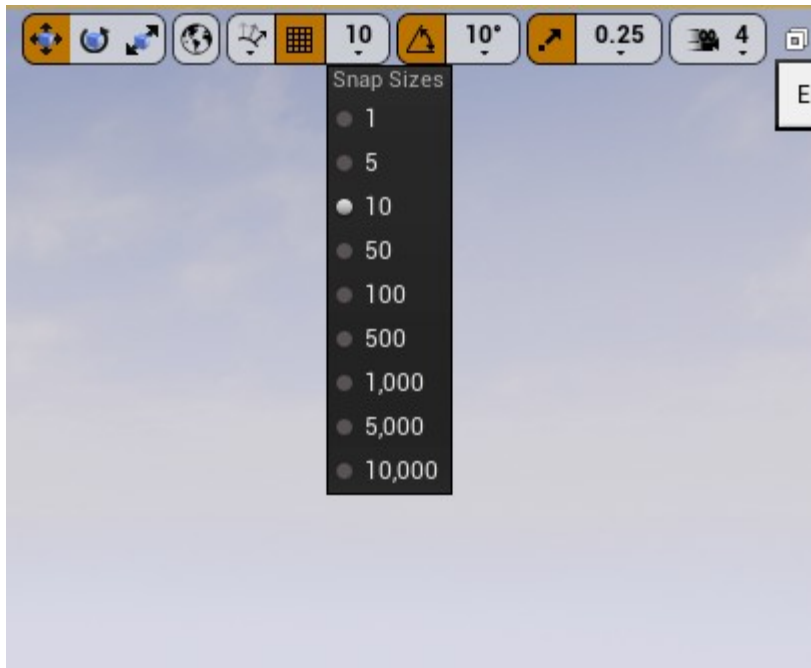
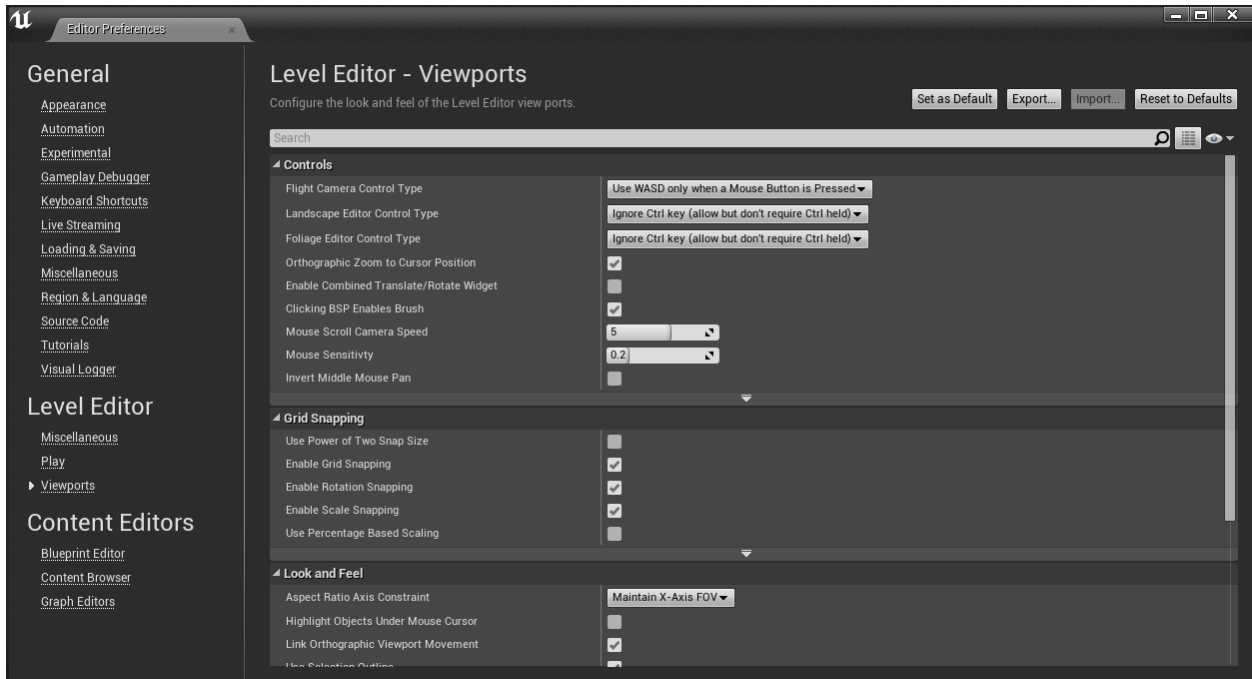


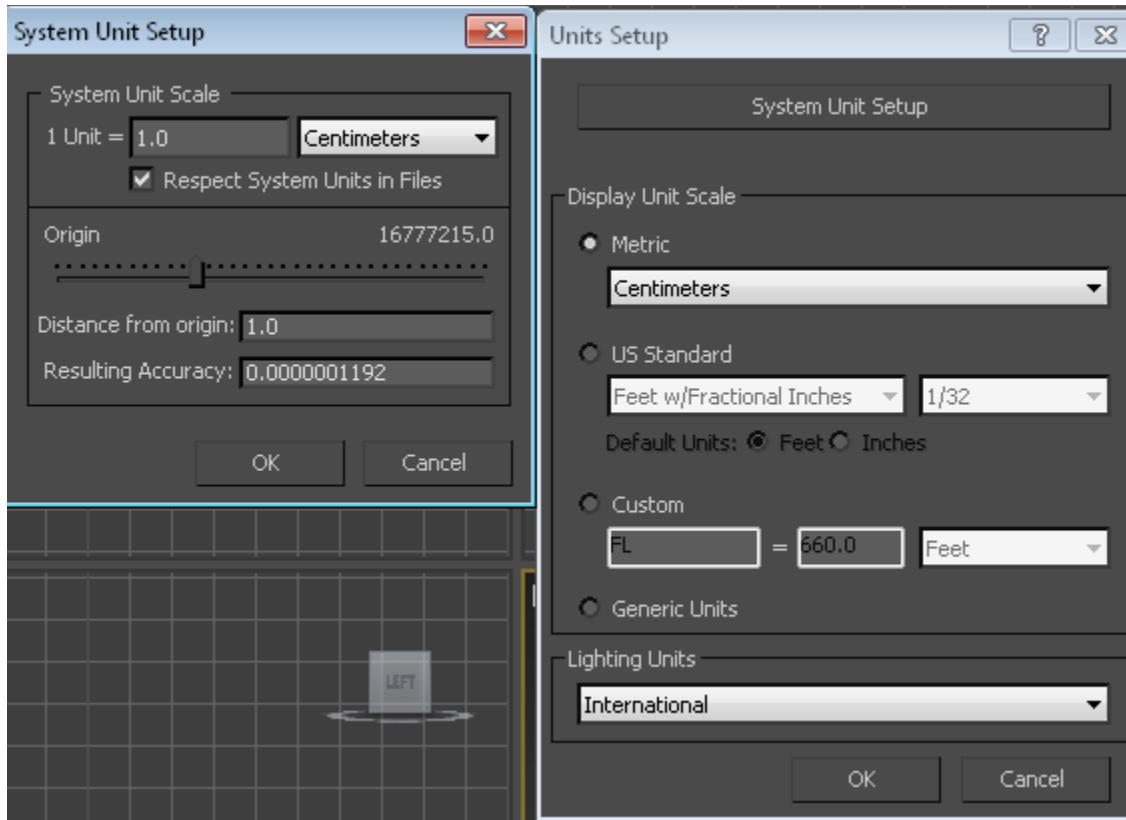


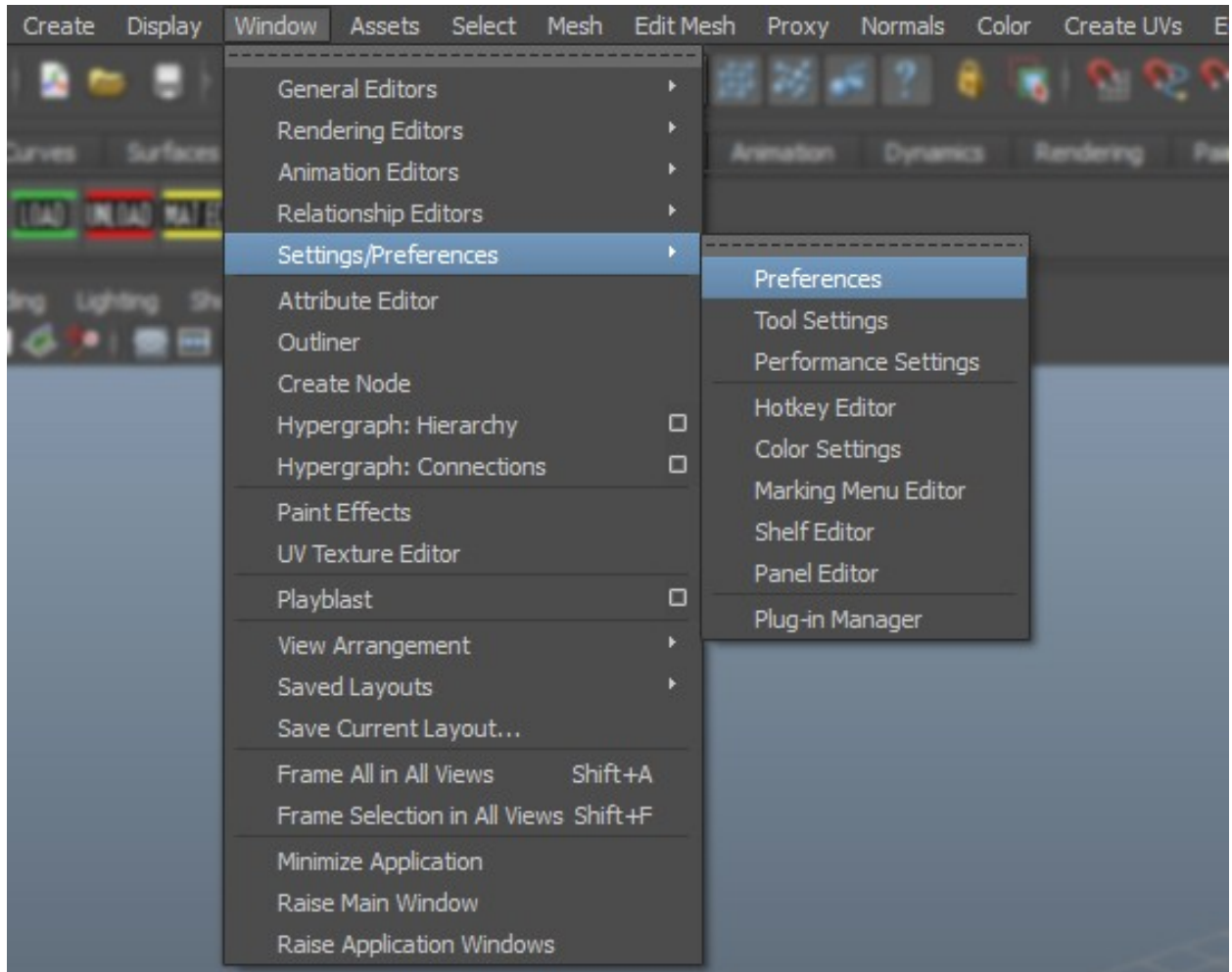


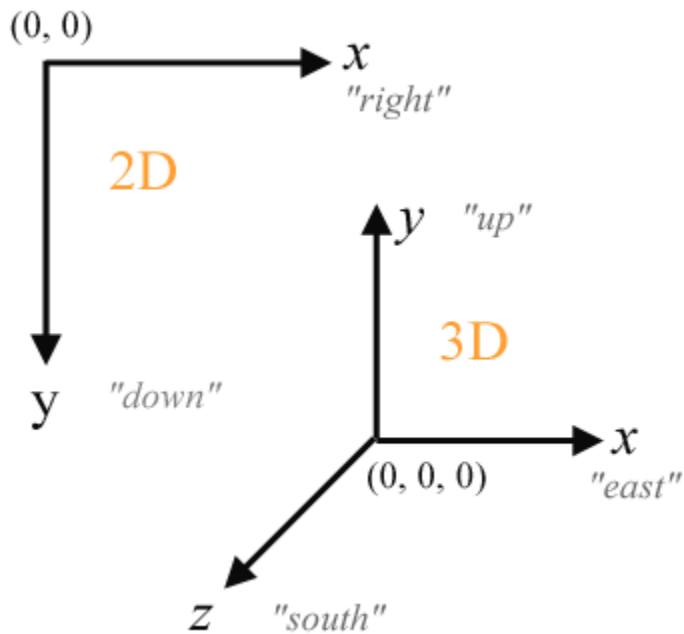
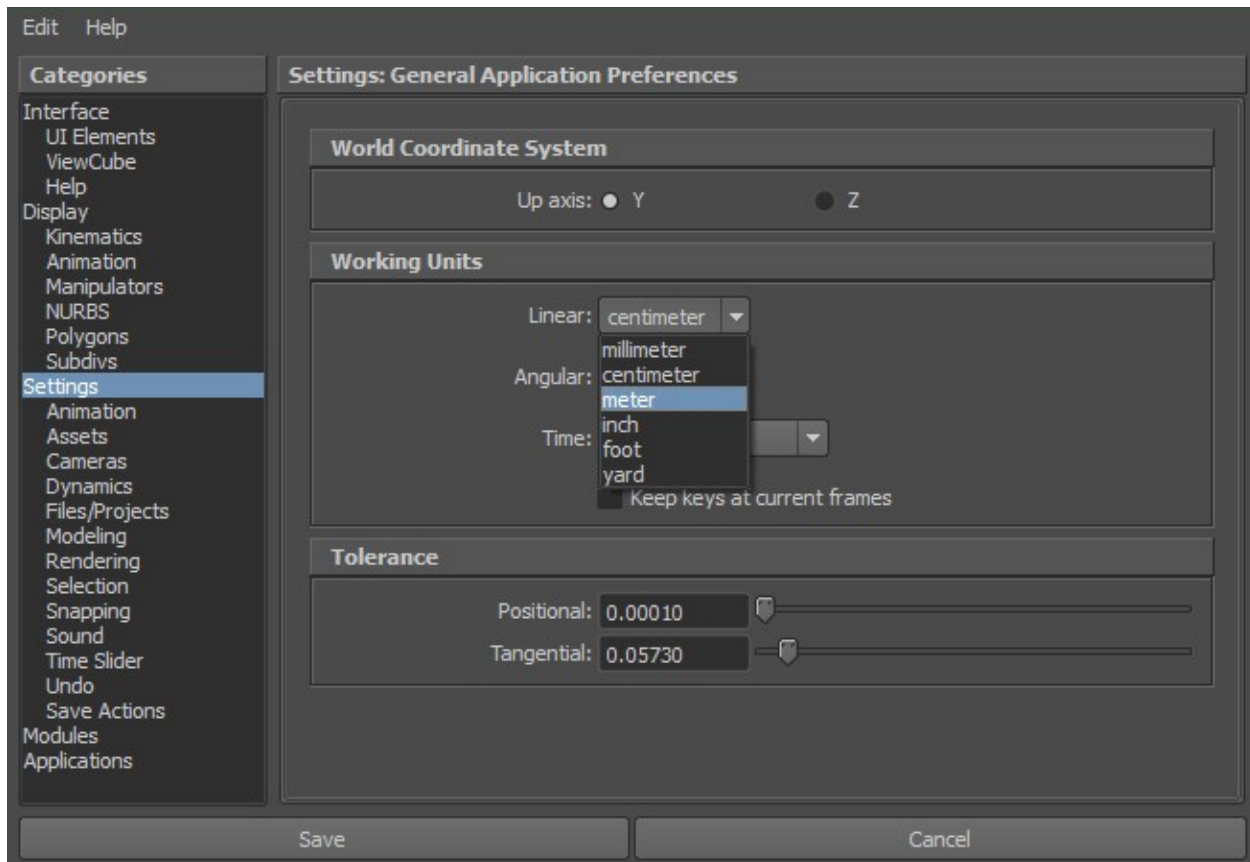


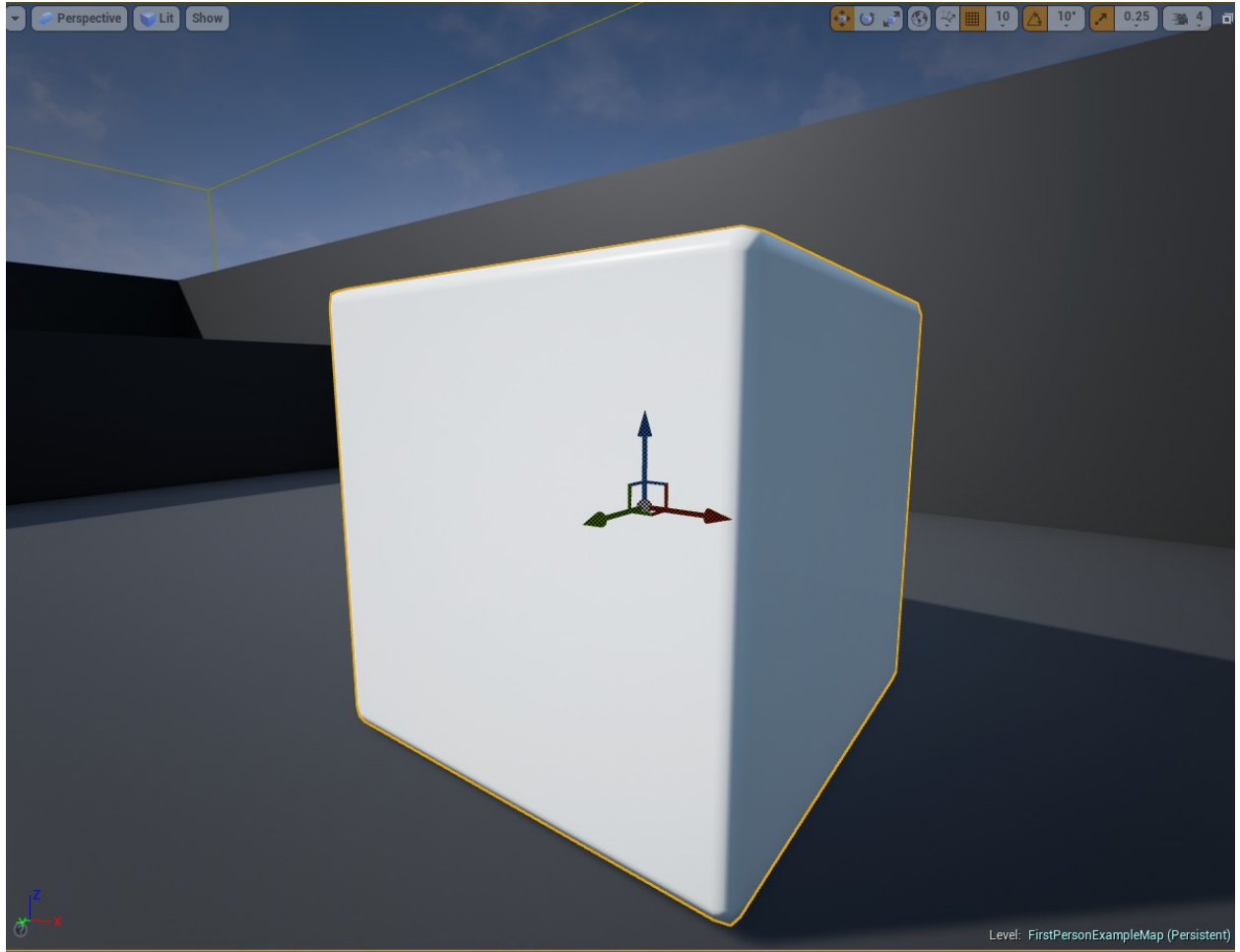


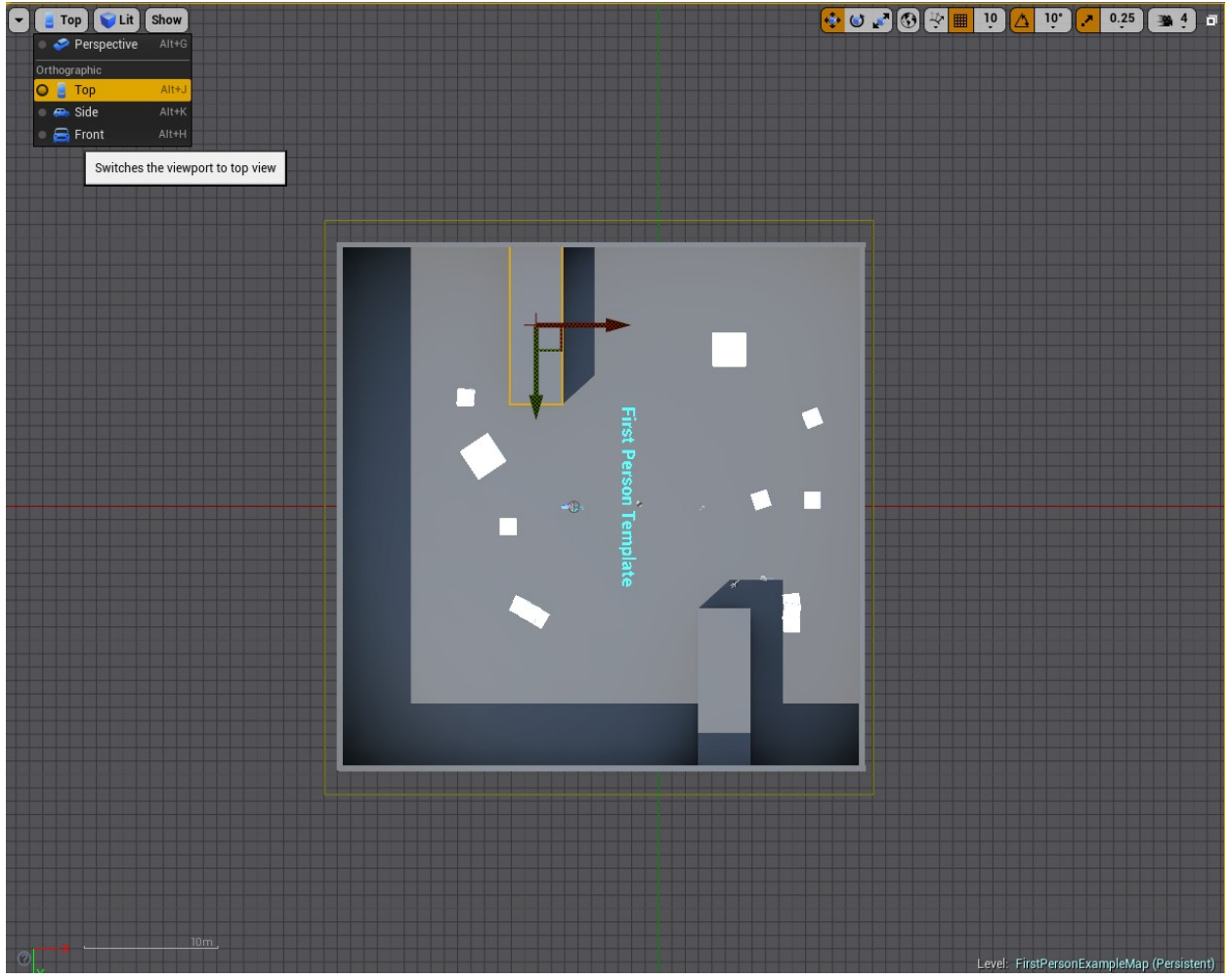


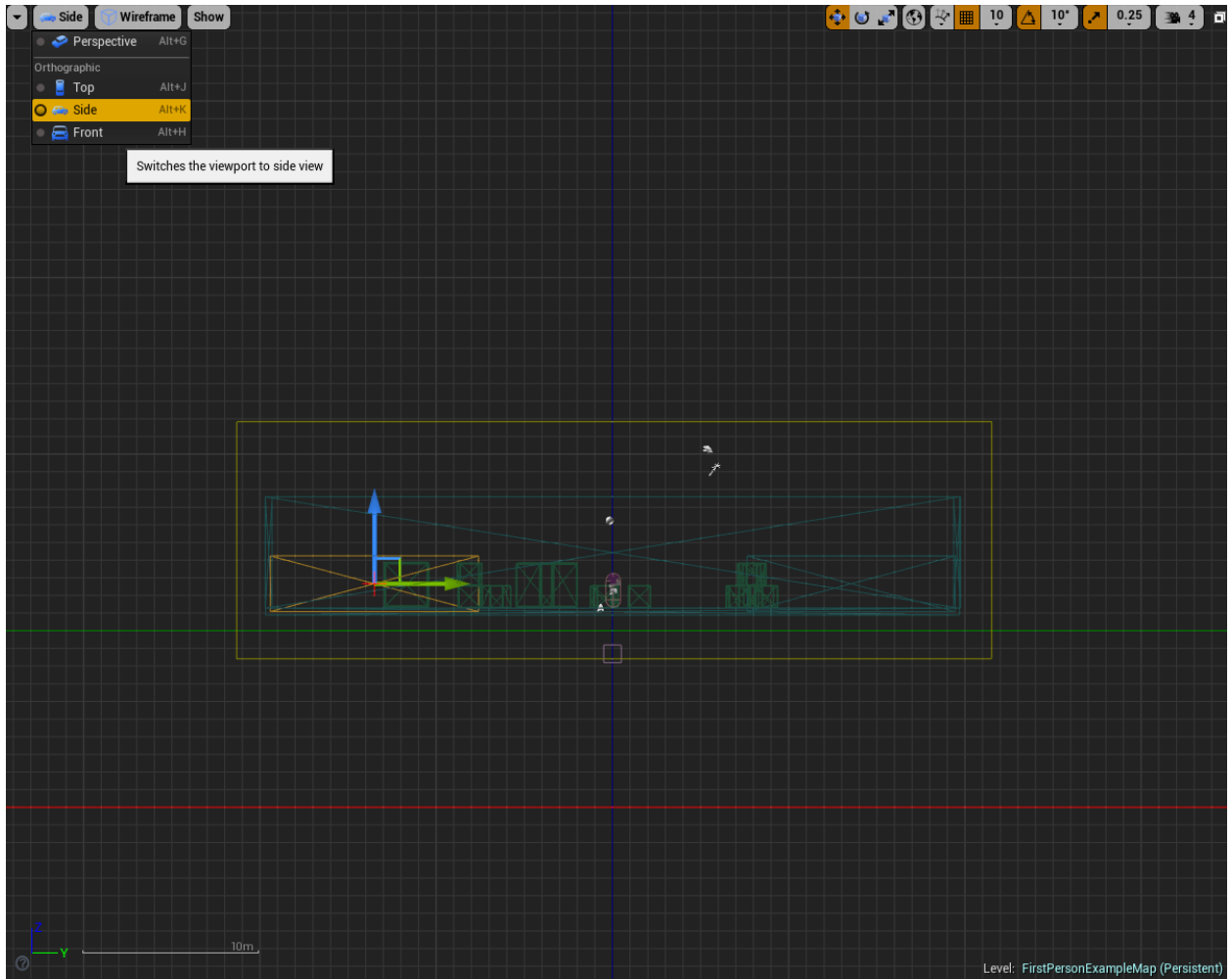


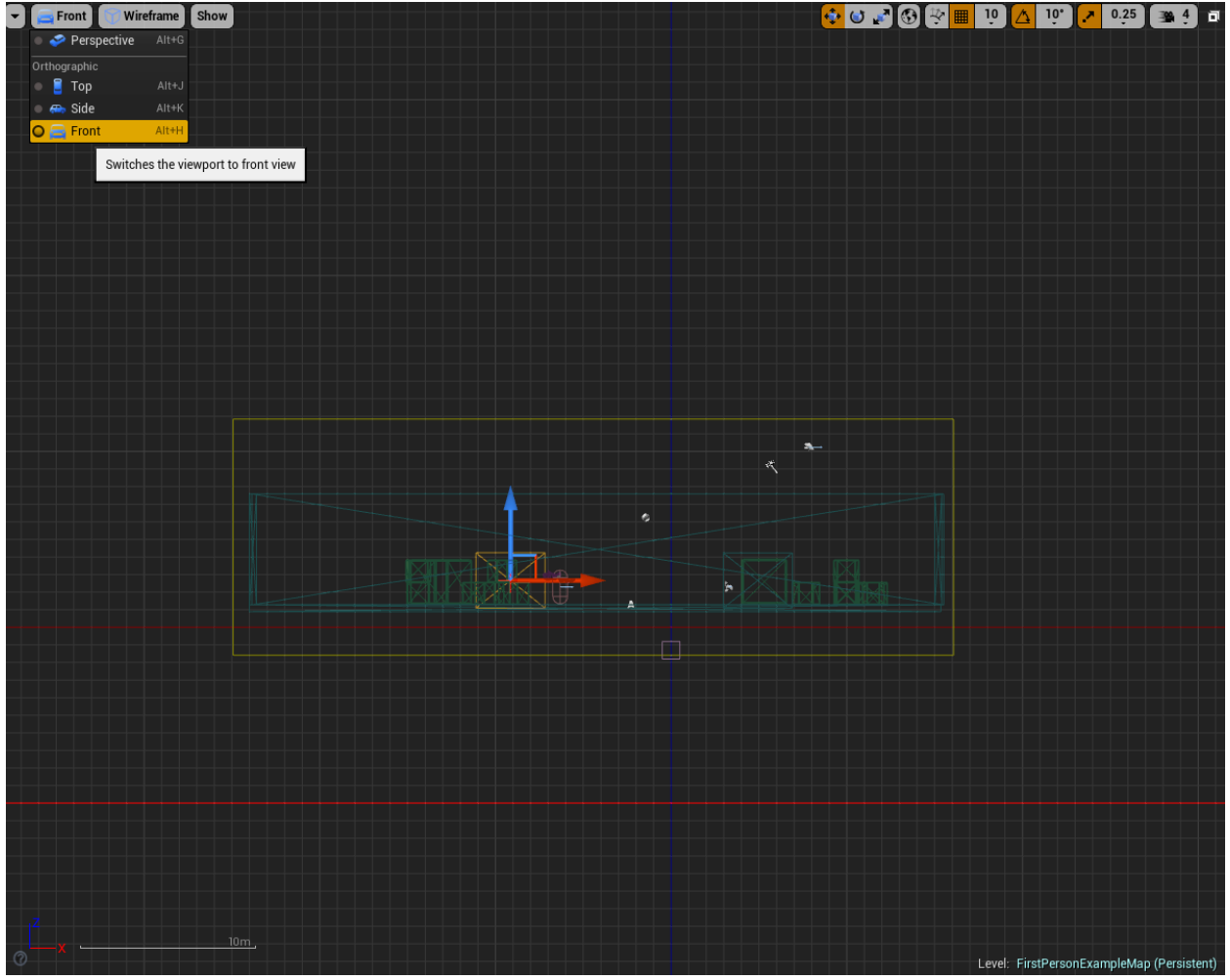


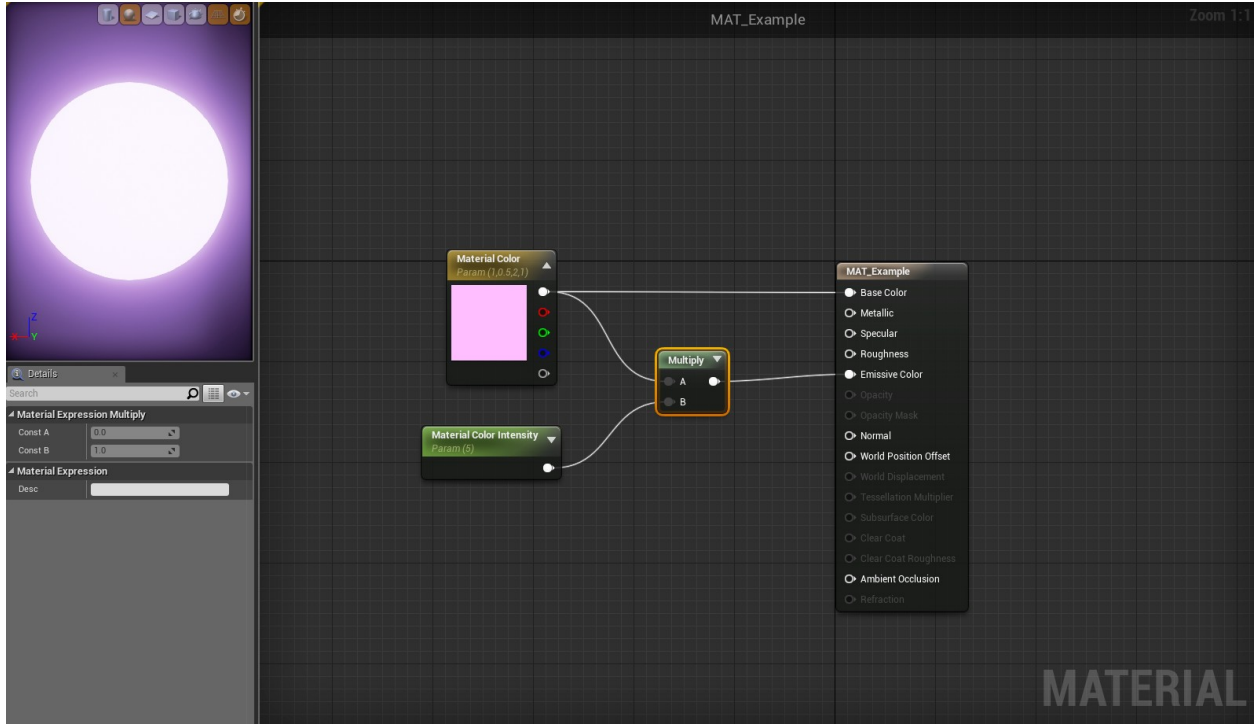












SET

▶ ◀

▶ Rotation Value Pitch 0.0 ◀

▶ Rotation Value Yaw 0.0 ◀

▶ Rotation Value Roll 0.0 ◀

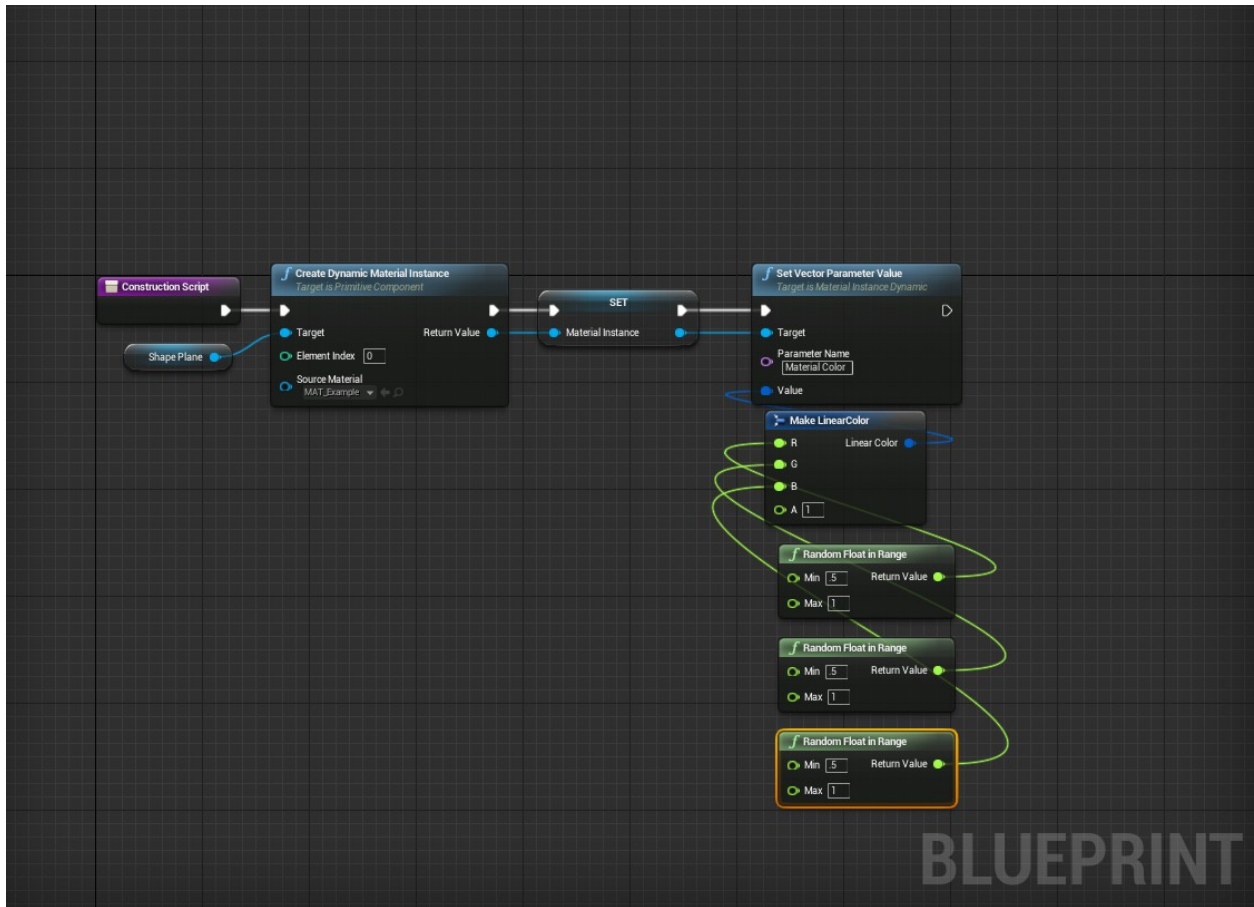
SET

▶ ◀

▶ Vector Value X 0.0 ◀

▶ Vector Value Y 0.0 ◀

▶ Vector Value Z 0.0 ◀

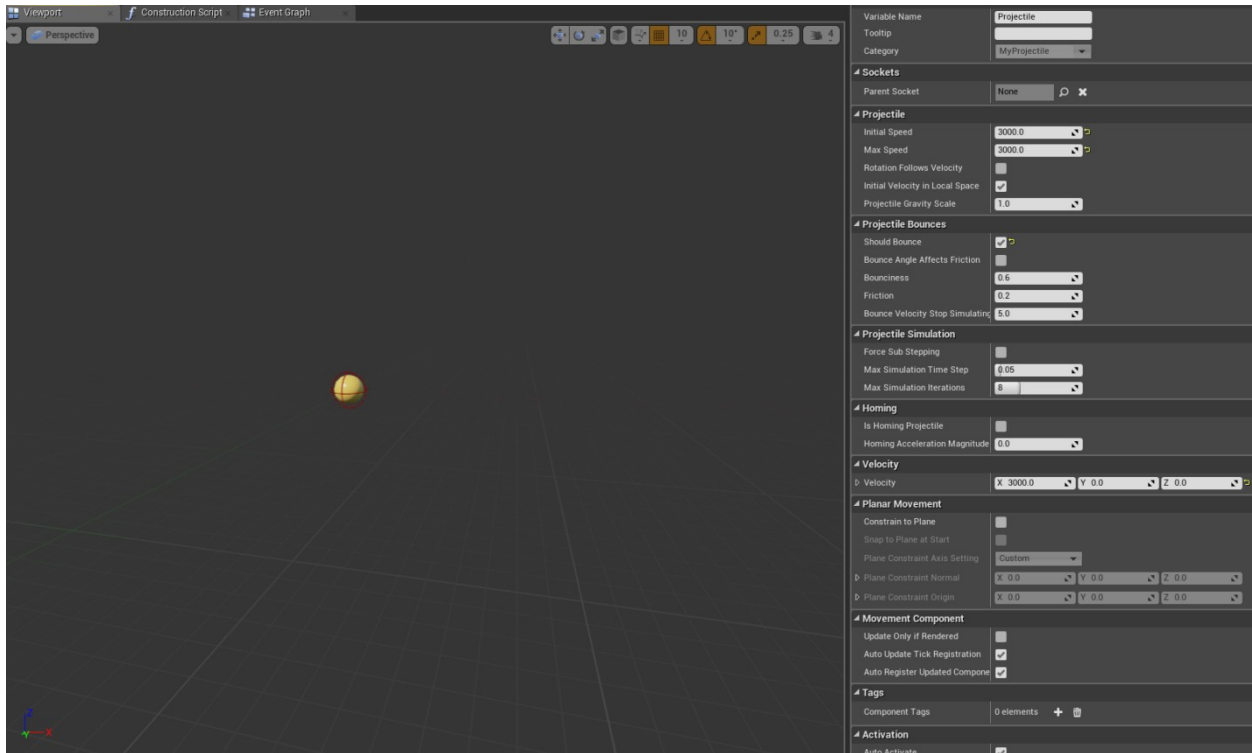


With no outside forces,
this object will
never move

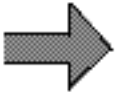


With no outside forces,
this object will
never stop

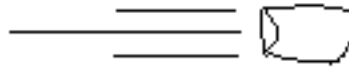




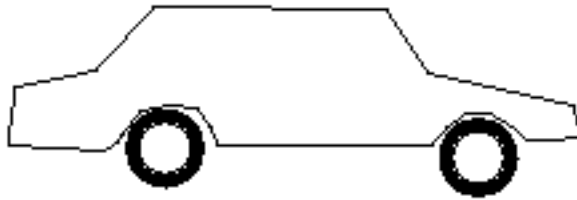
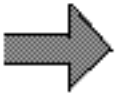
Same force



small mass: large acceleration



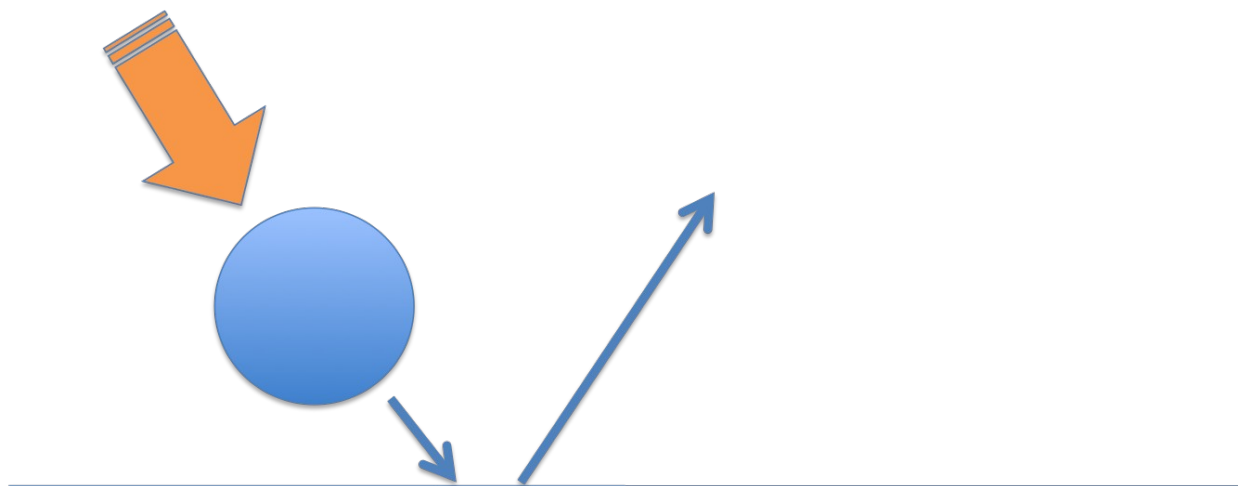
large mass: small acceleration



Force = mass x acceleration

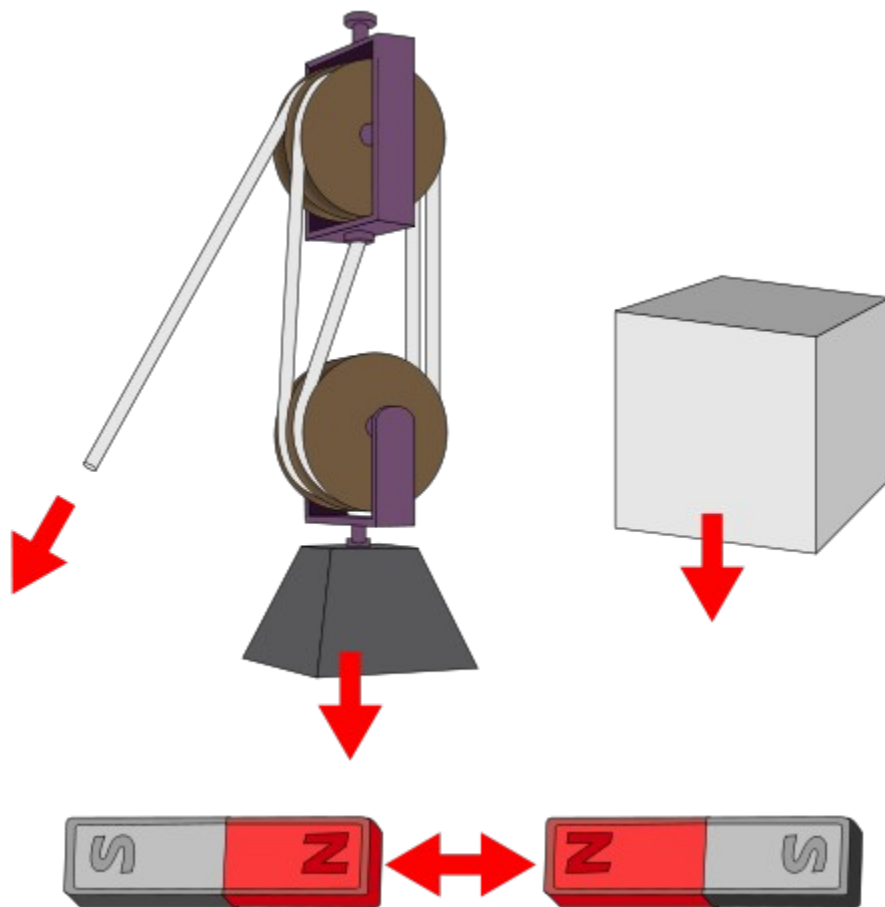
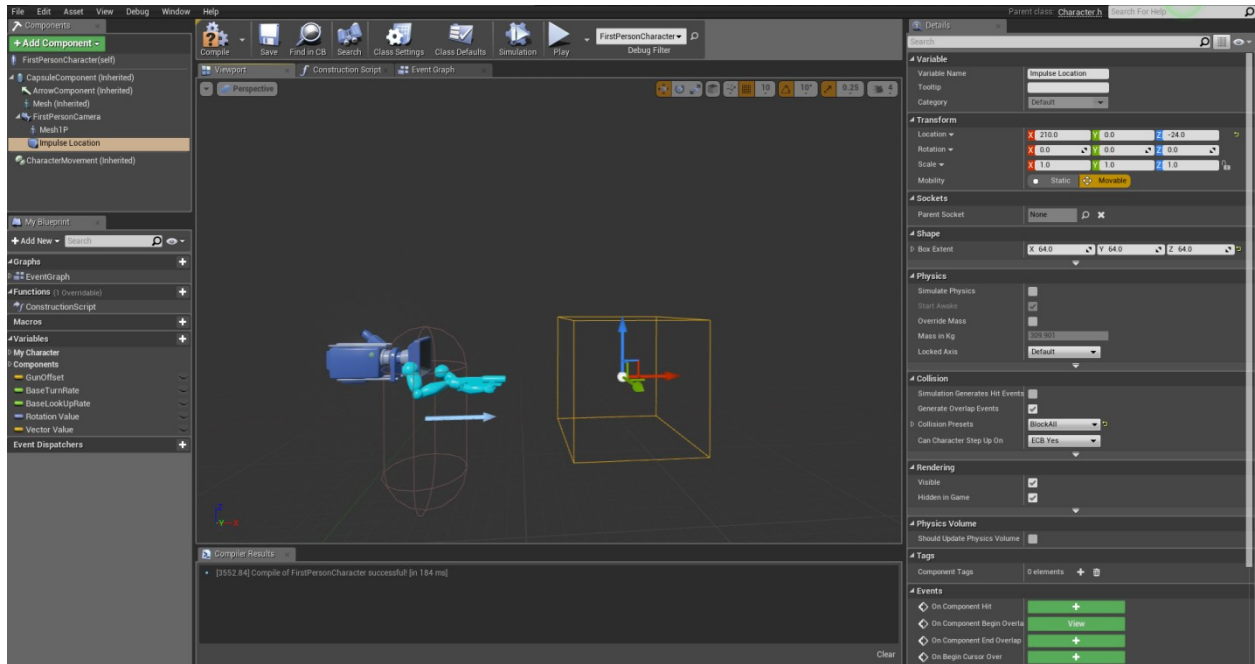
Character Movement

Max Step Height	45.0	▾		
Jump Z Velocity	420.0	▾		
Walkable Floor Angle	44.765083	▾		
Walkable Floor Z	0.71	▾		
Gravity Scale	1.0	▾		
Ground Friction	8.0	▾		
Max Walk Speed	1500.0	▾		
Max Walk Speed Crouched	300.0	▾		
Max Custom Movement Speed	600.0	▾		
Max Swim Speed	300.0	▾		
Max Fly Speed	600.0	▾		
Max Acceleration	1000.0	▾		
Braking Deceleration Walking	2048.0	▾		
Braking Deceleration Falling	0.0	▾		
Braking Deceleration Swimming	0.0	▾		
Braking Deceleration Flying	0.0	▾		
Air Control	0.05	▾		
Air Control Boost Multiplier	2.0	▾		
Air Control Boost Velocity Thres	25.0	▾		
Falling Lateral Friction	0.0	▾		
Crouched Half Height	40.0	▾		
Buoyancy	1.0	▾		
Rotation Rate	Roll 0.0	▾ Pitch 0.0	▾ Yaw 360.0	▾
Orient Rotation to Movement	<input type="checkbox"/>			
Can Walk Off Ledges	<input checked="" type="checkbox"/>			
Can Walk Off Ledges when Crouched	<input type="checkbox"/>			
Mass	500000000.0	▾		
Default Land Movement Mode	Walking	▾		
Default Water Movement Mode	Swimming	▾		
Maintain Horizontal Ground Velocity	<input checked="" type="checkbox"/>			
Impart Base Velocity X	<input checked="" type="checkbox"/>			
Impart Base Velocity Y	<input checked="" type="checkbox"/>			
Impart Base Velocity Z	<input checked="" type="checkbox"/>			
Impart Base Angular Velocity	<input checked="" type="checkbox"/>			
Ignore Base Rotation	<input type="checkbox"/>			



Every action has an equal and opposite reaction





f Add Force

Target is FirstPersonProjectile_C (CollisionComponent)



Target

Force

X Y Z

Bone Name

f Add Radial Force

Target is Character (CapsuleComponent)



Target

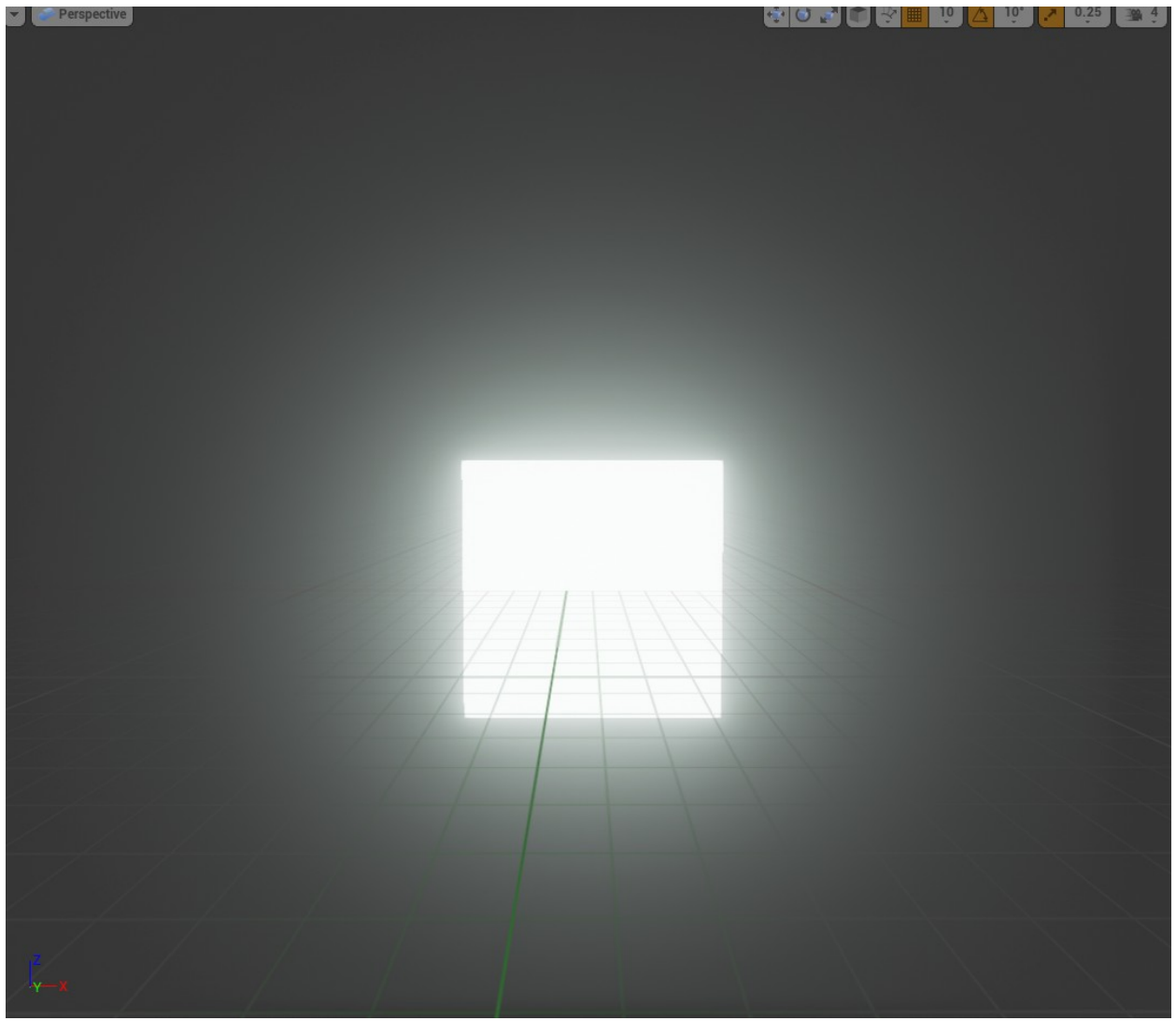
Origin

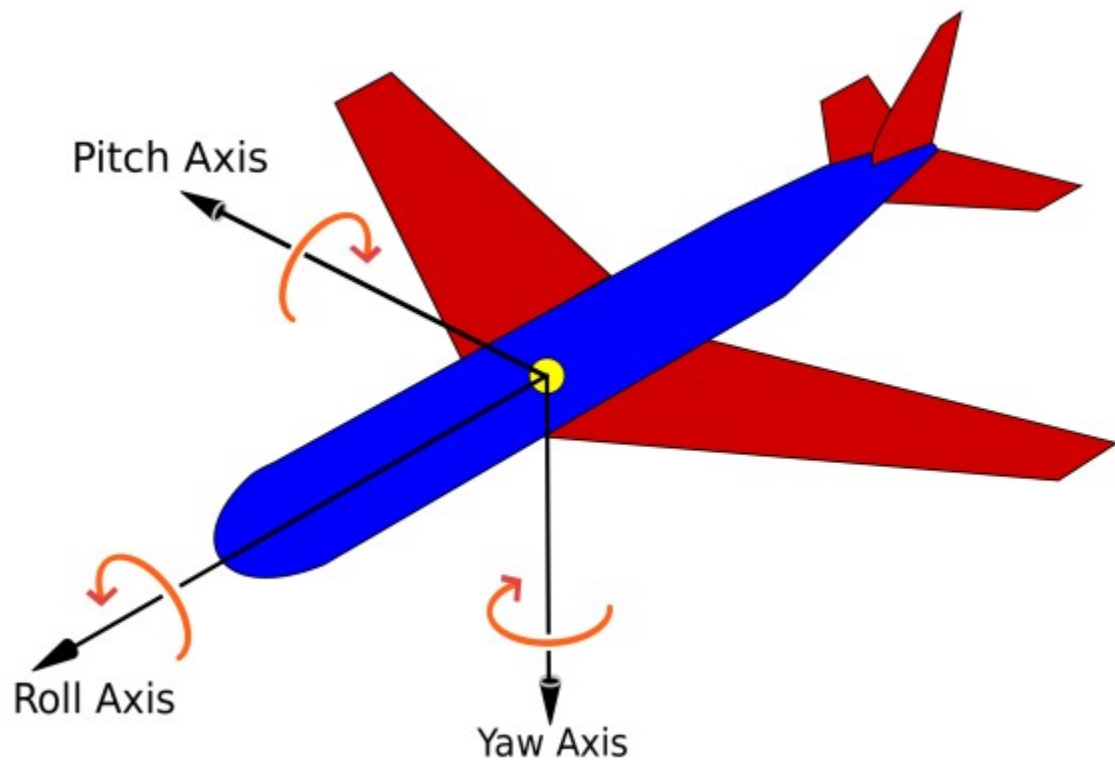
X Y Z

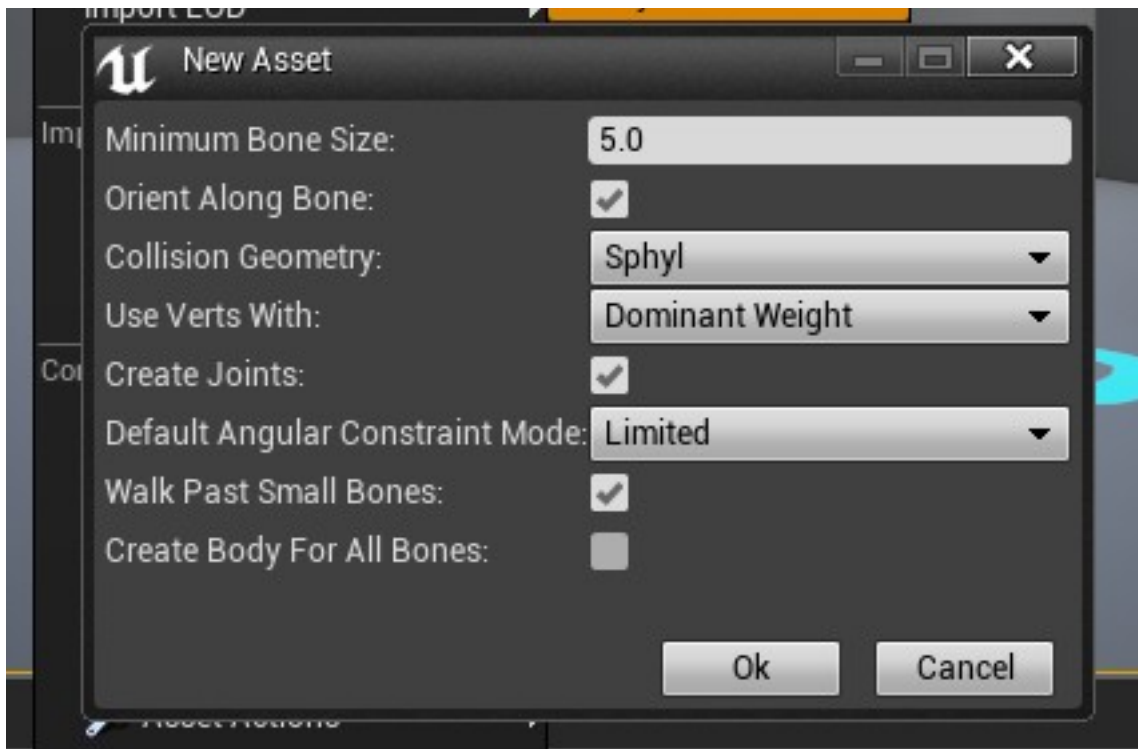
Radius

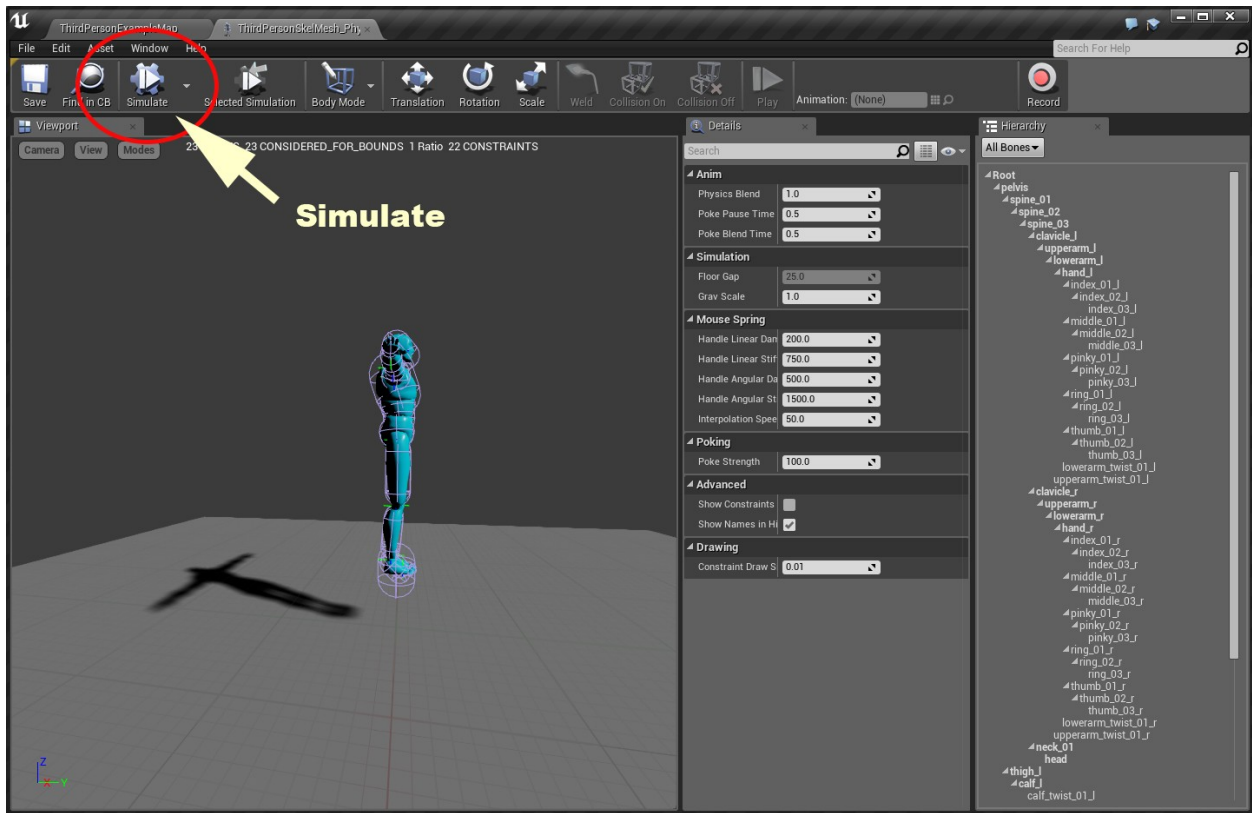
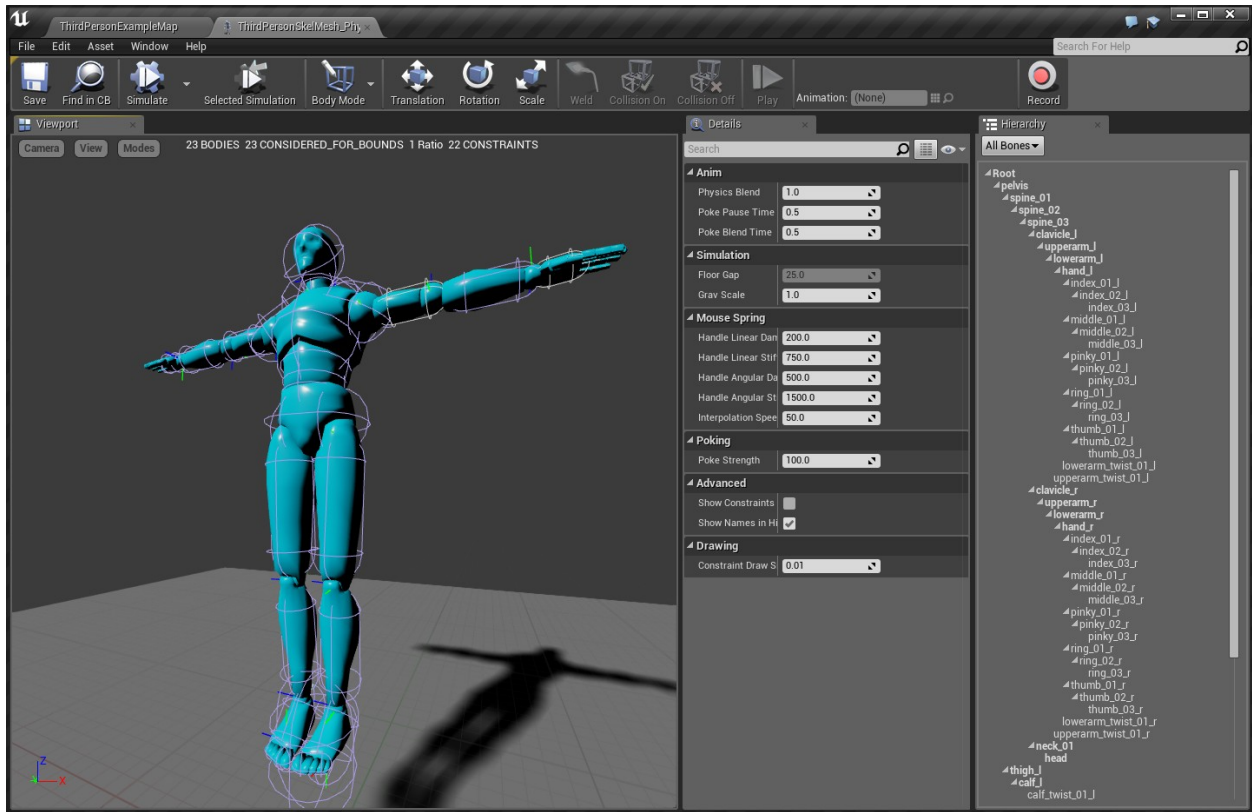
Strength

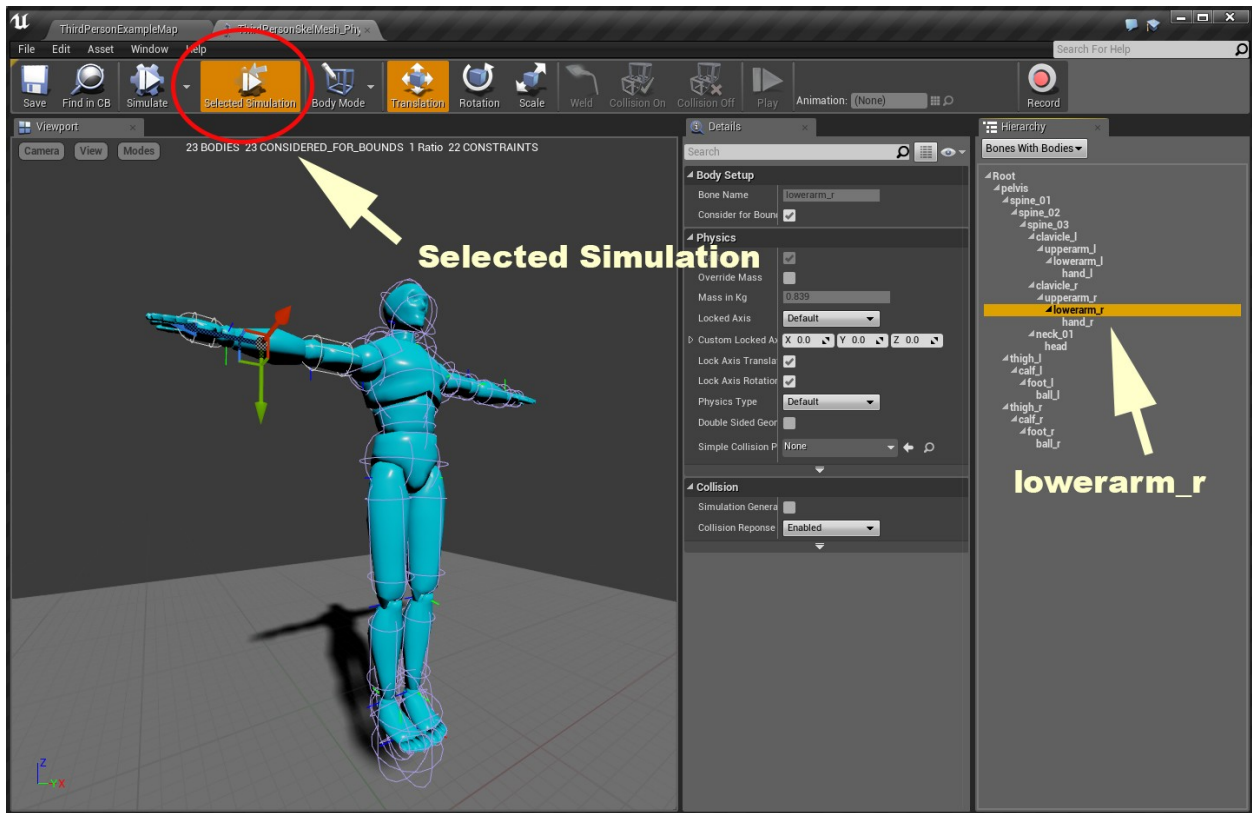
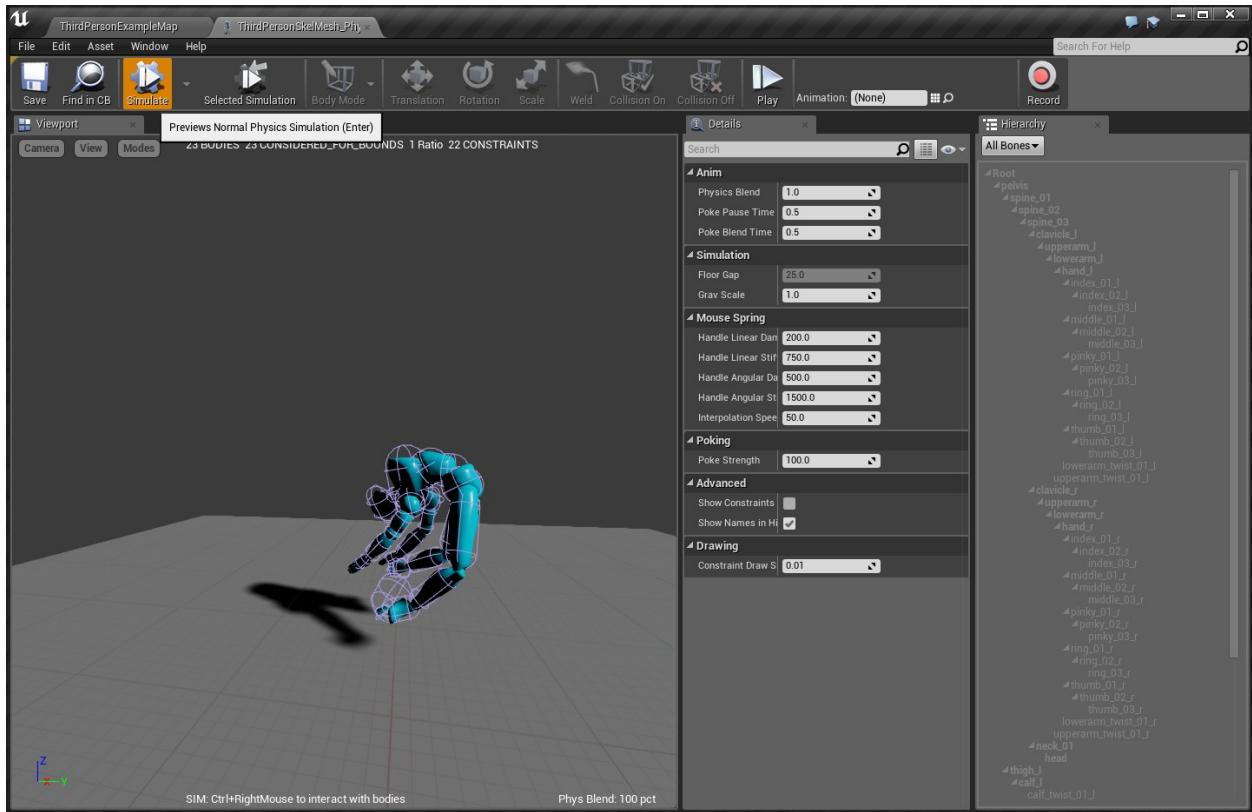
Falloff

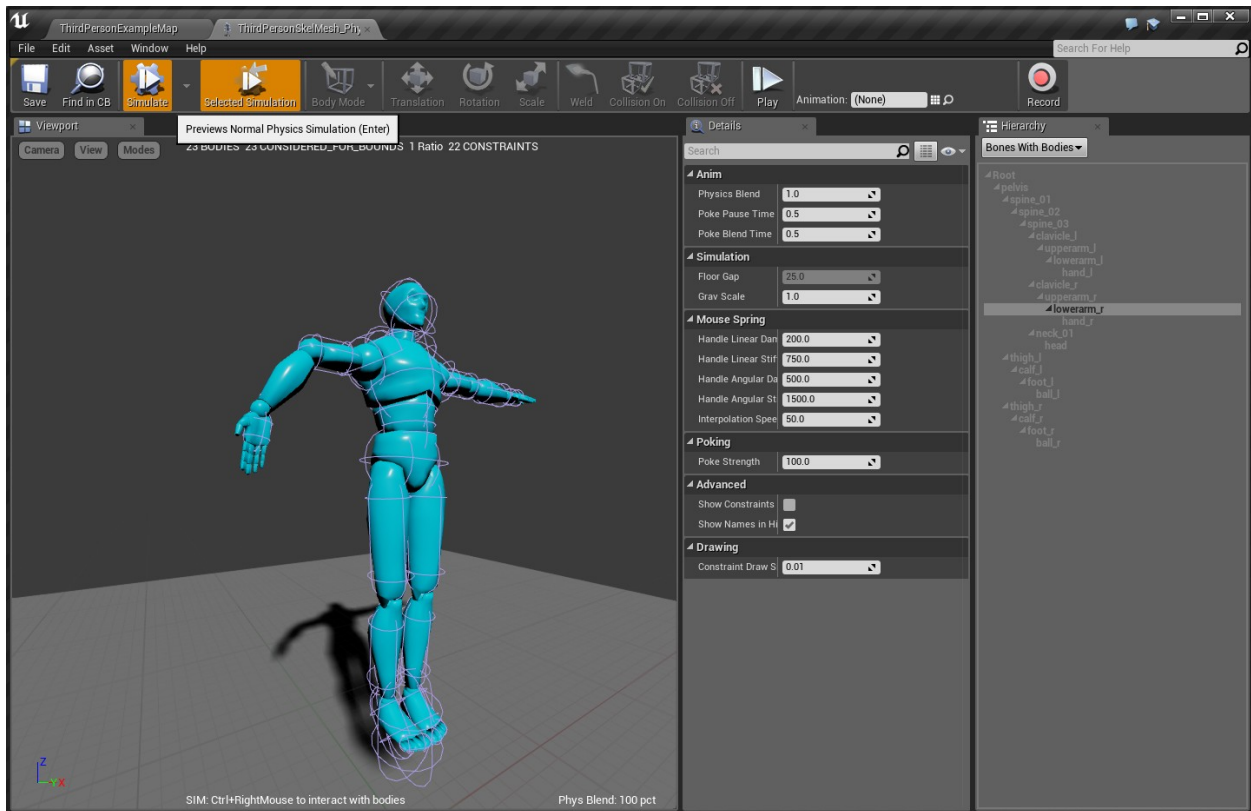


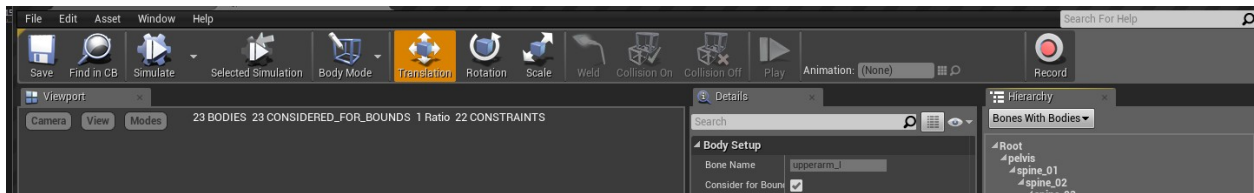
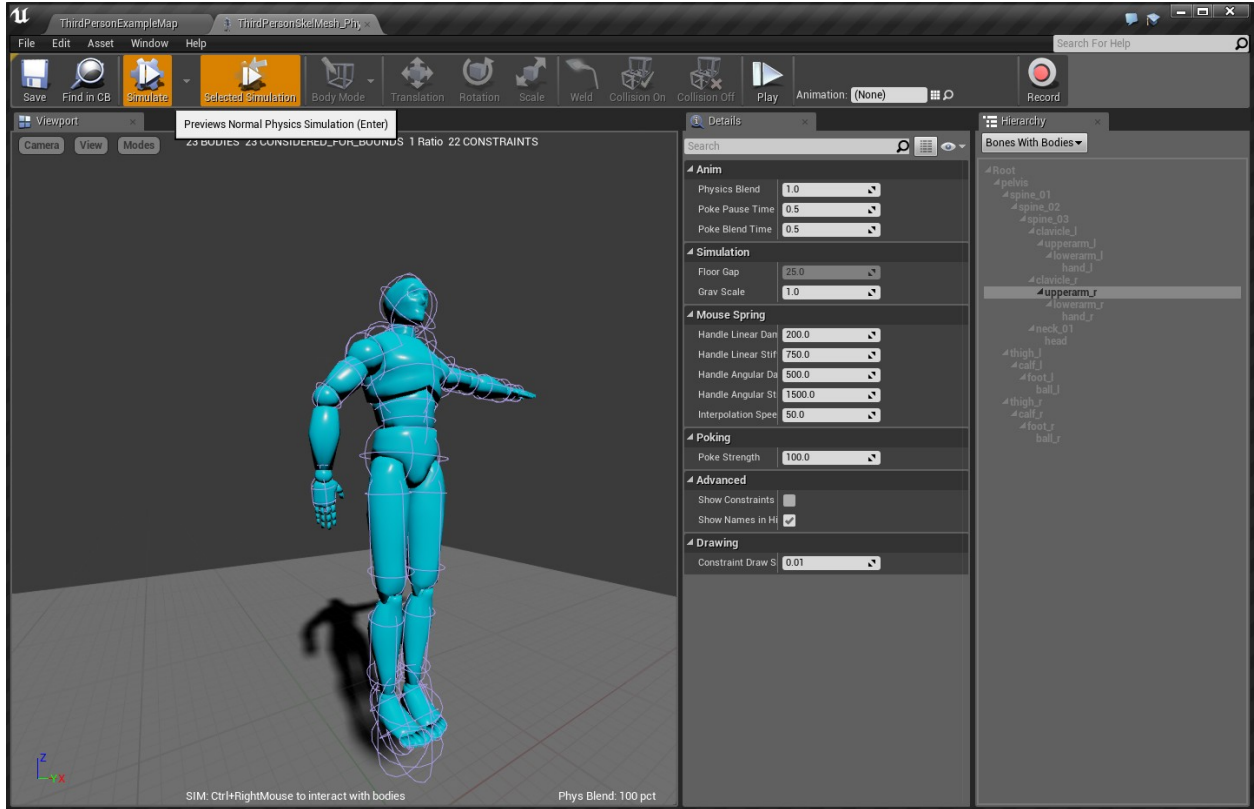


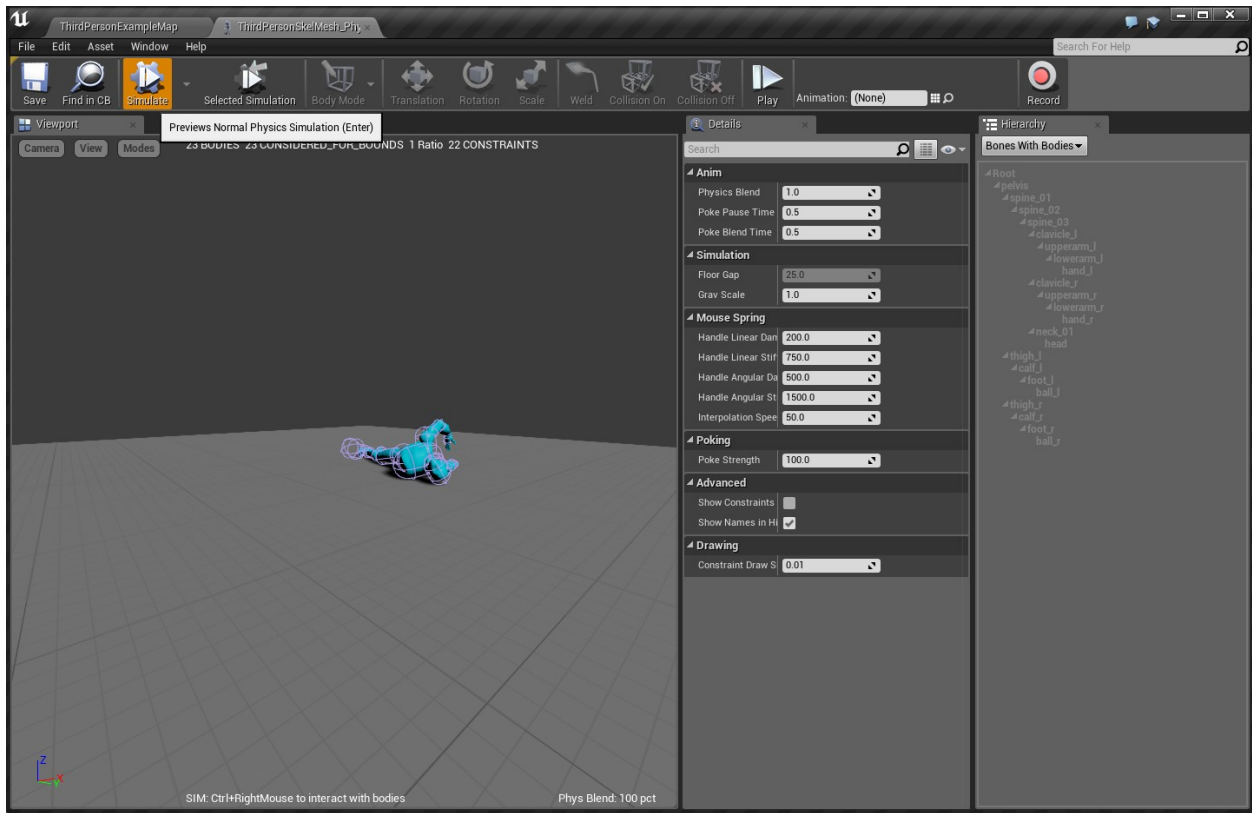
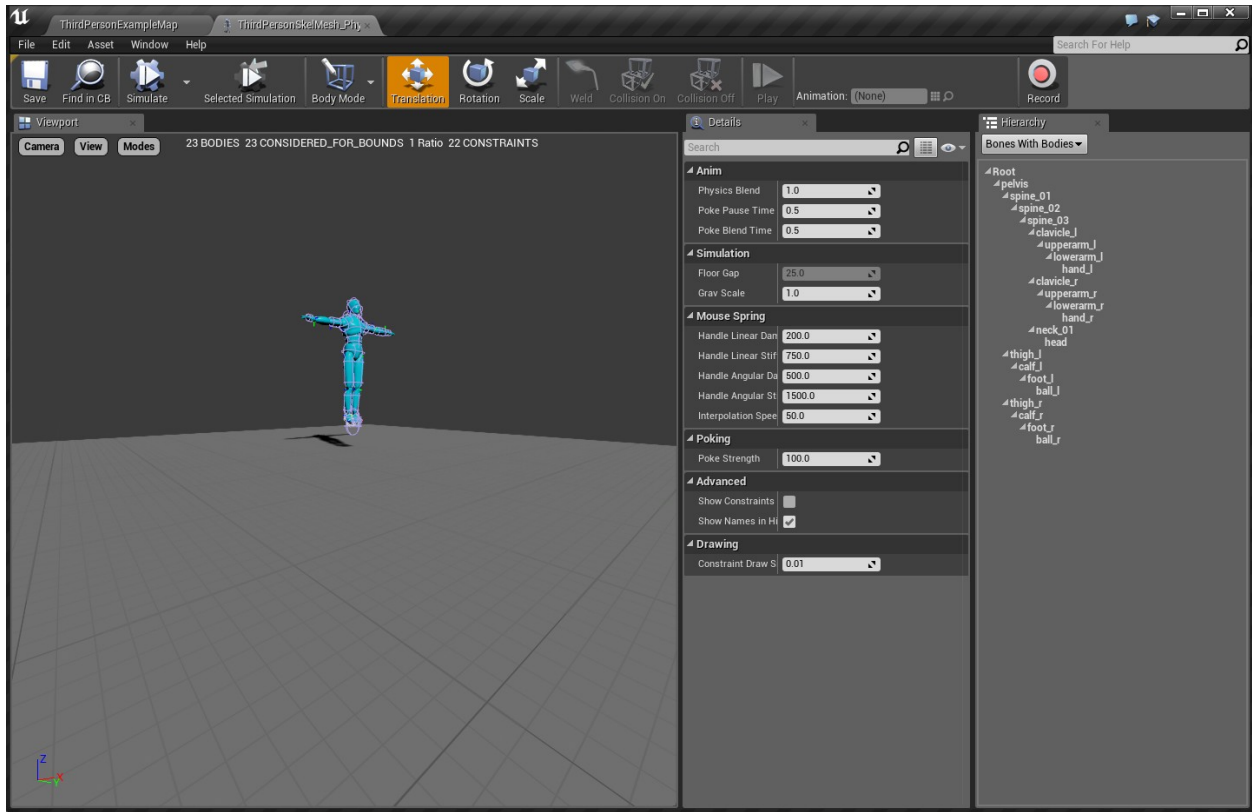


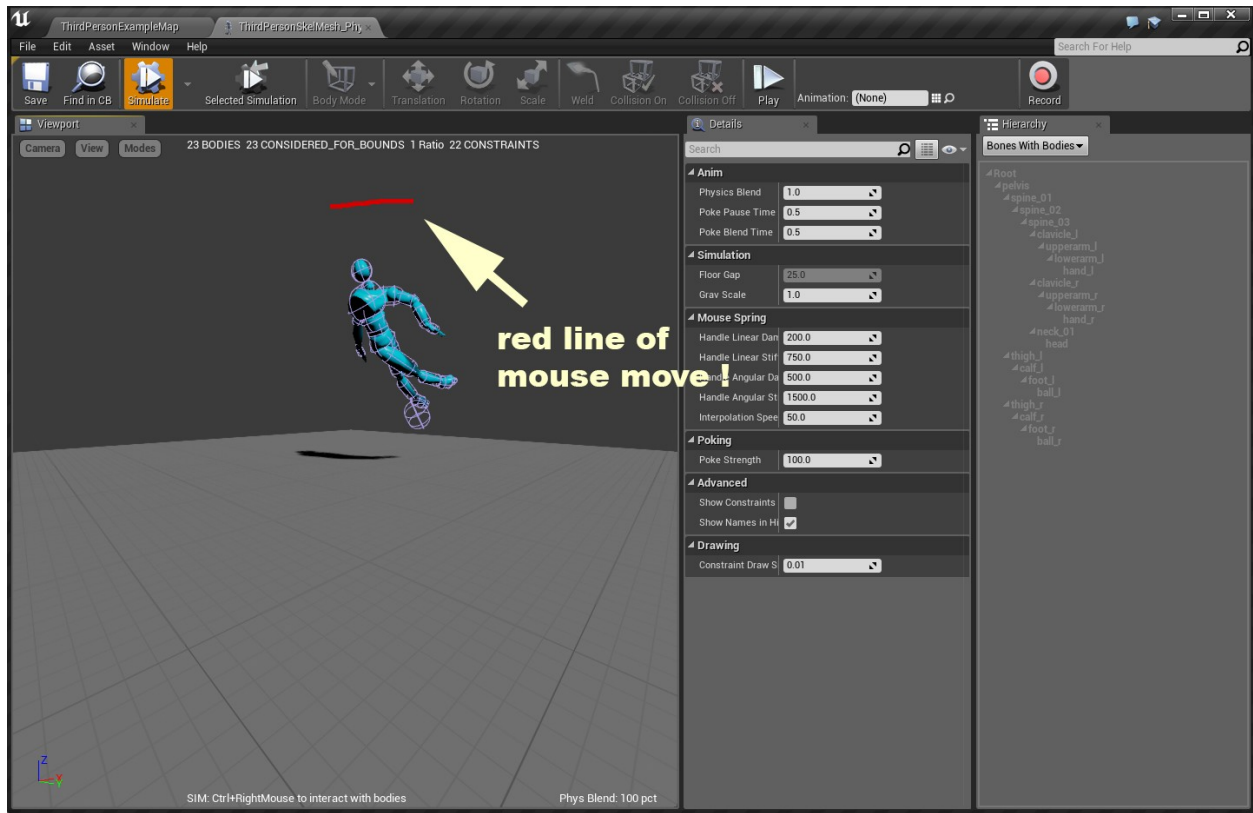
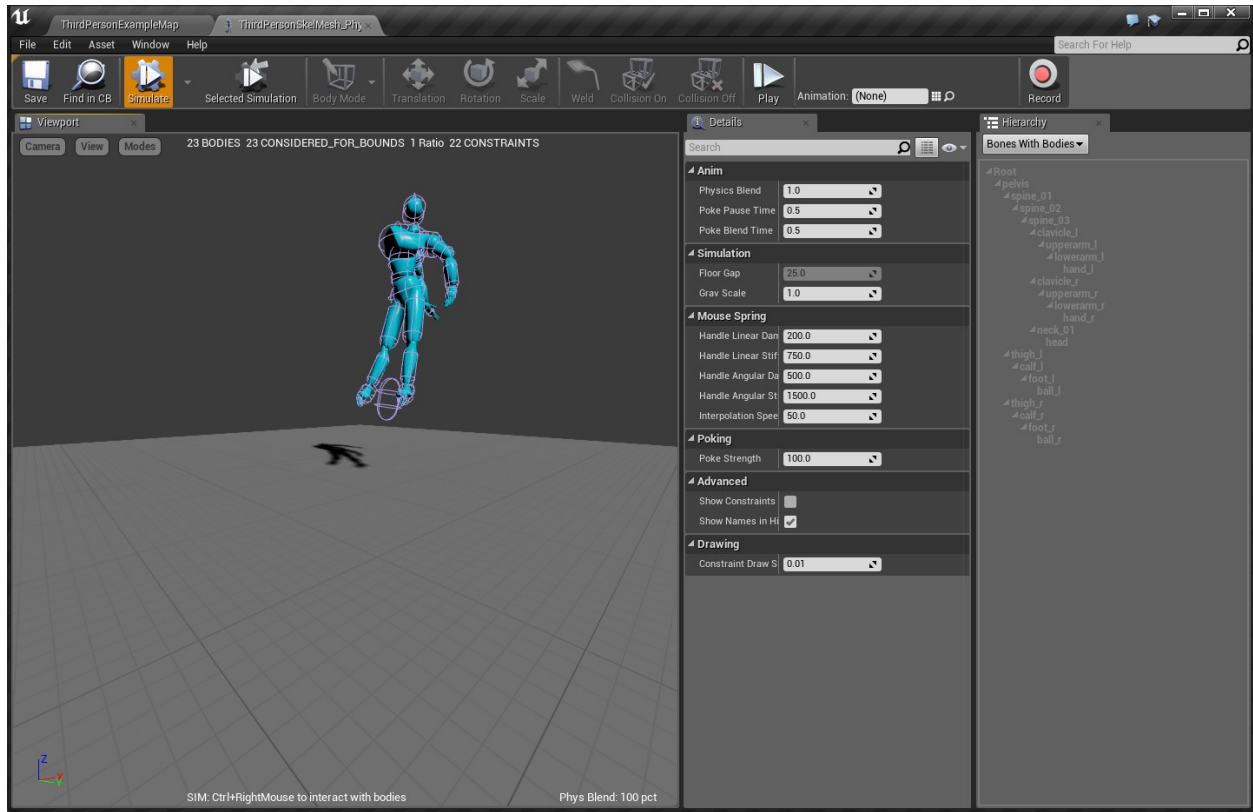


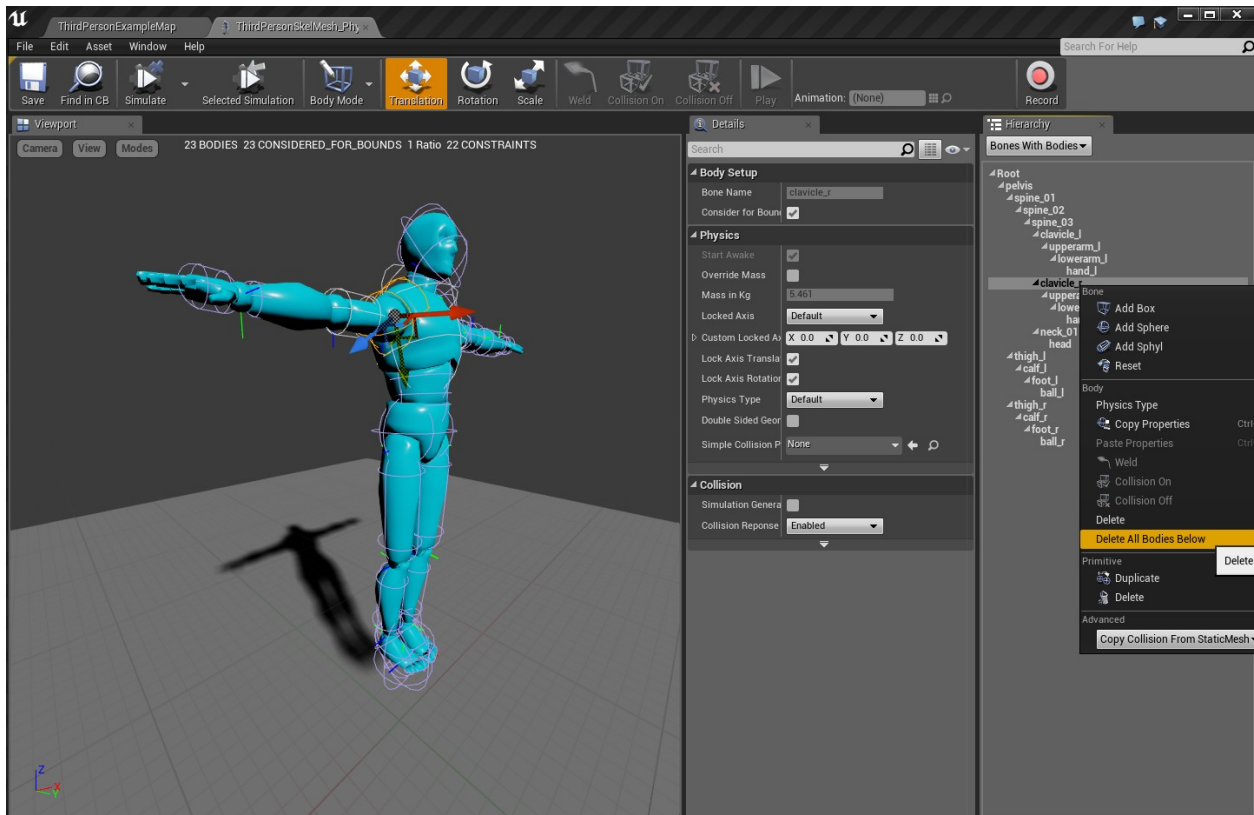
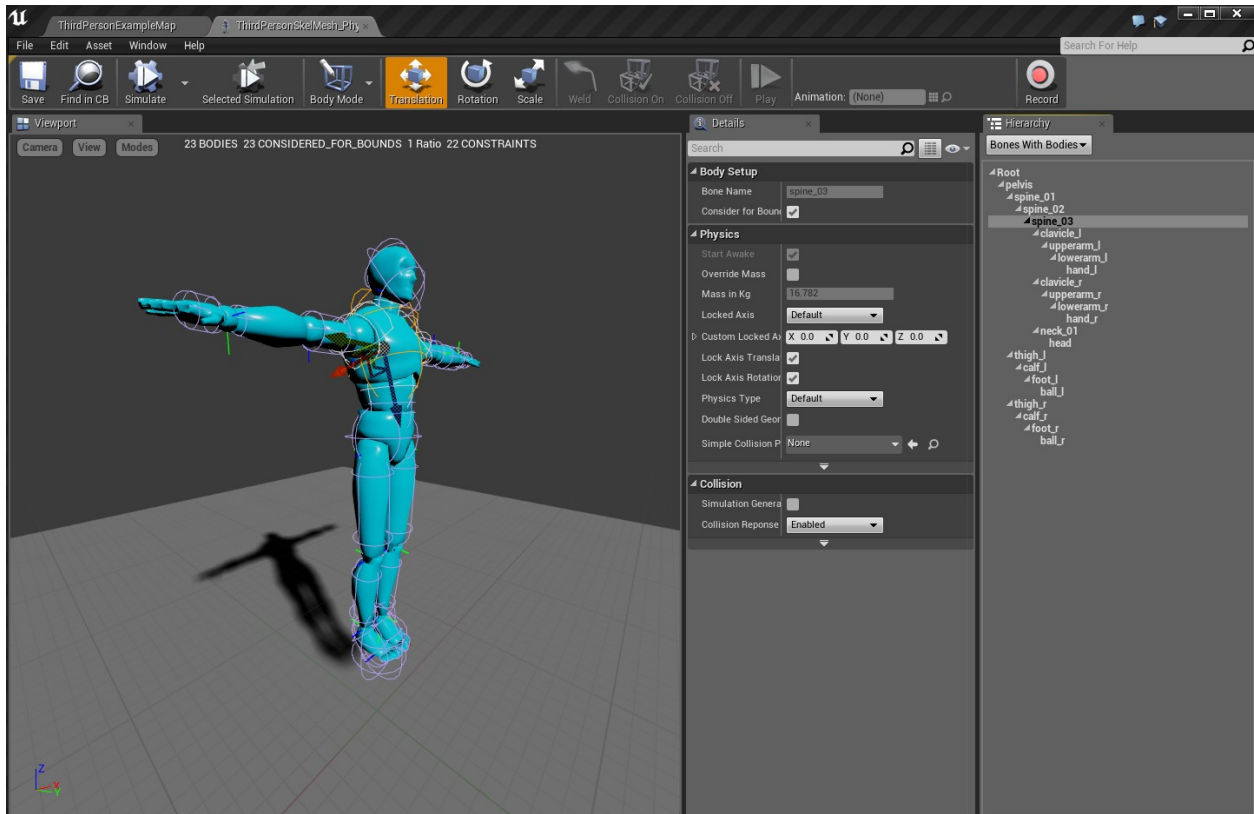


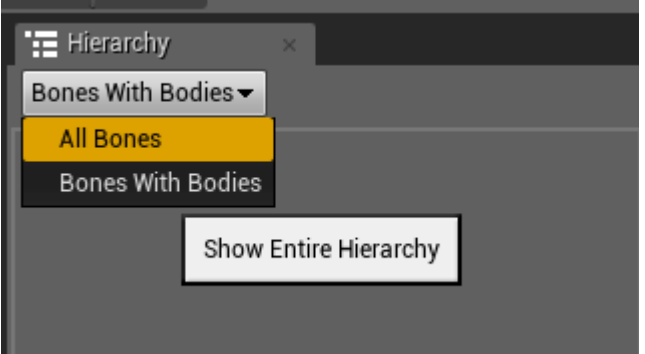
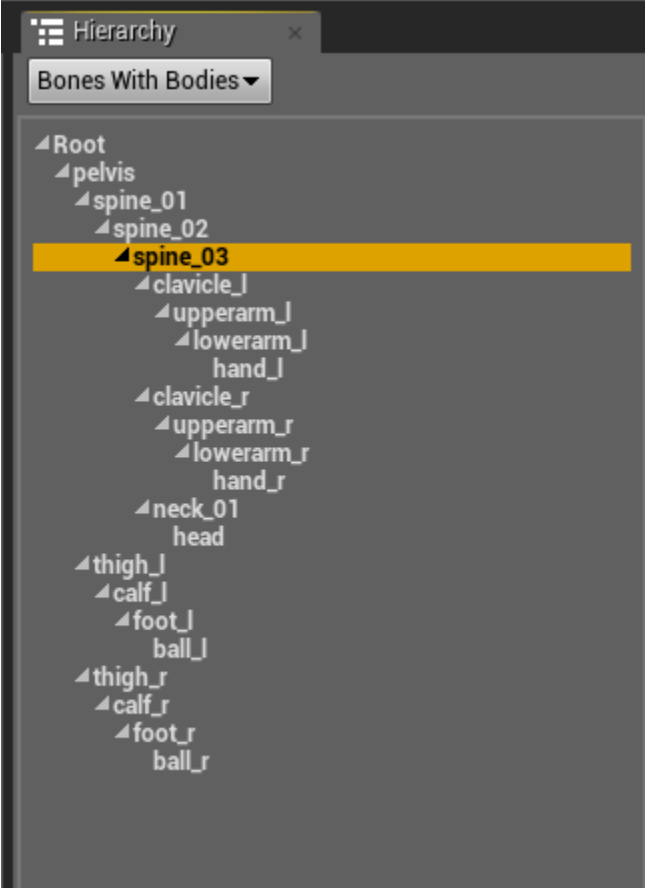


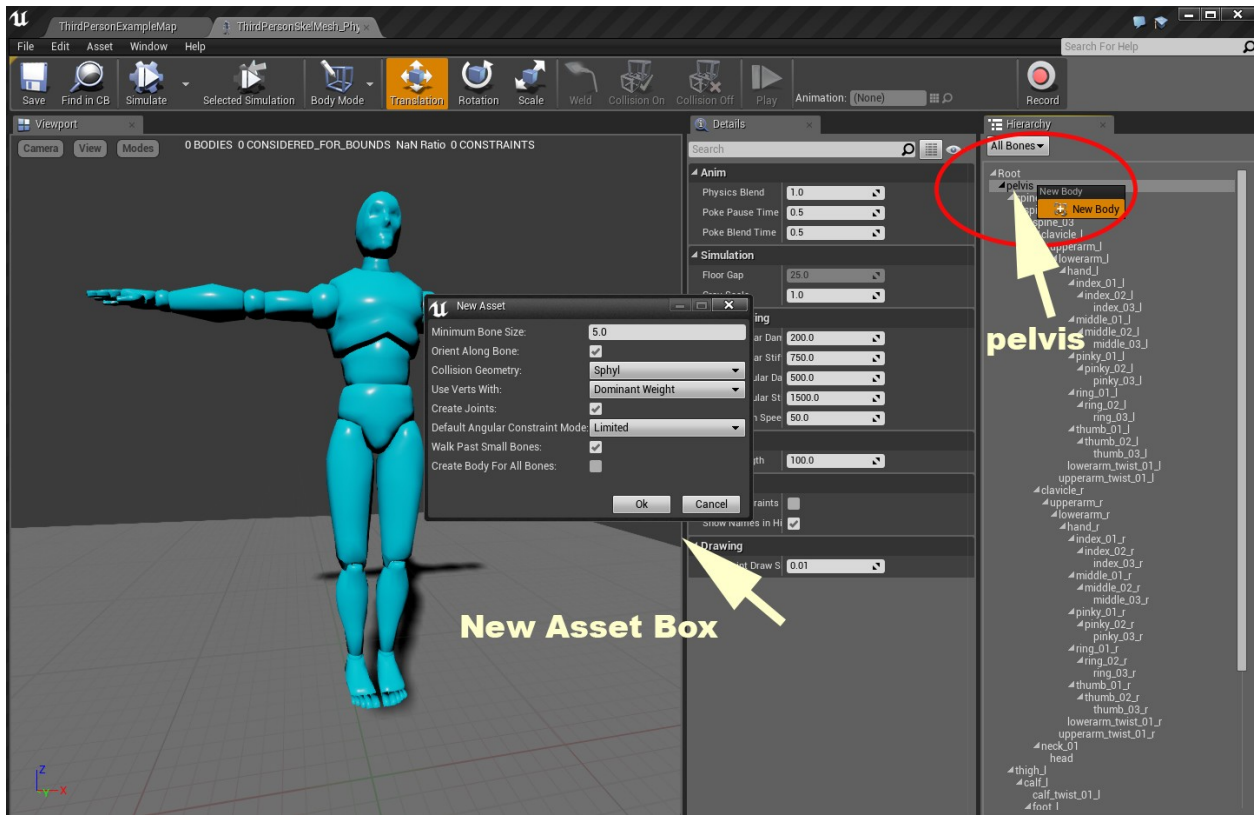


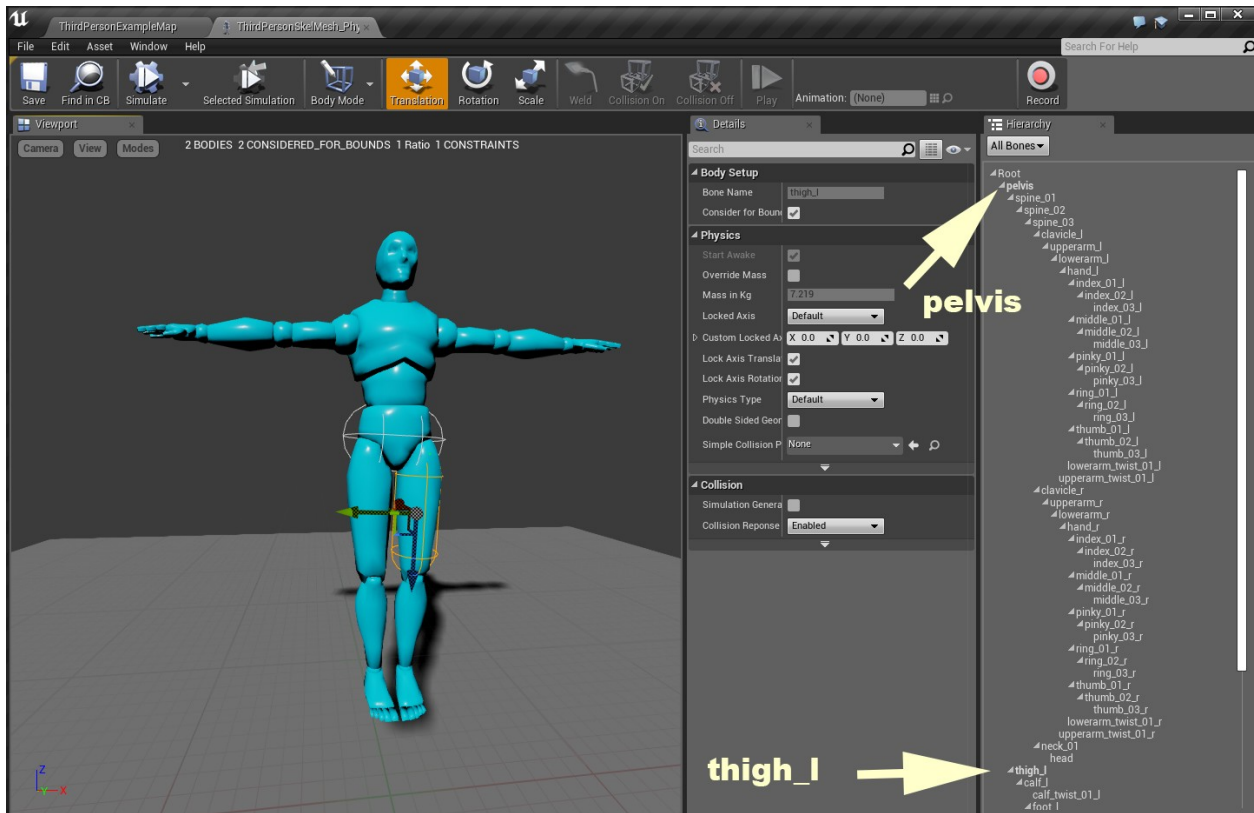
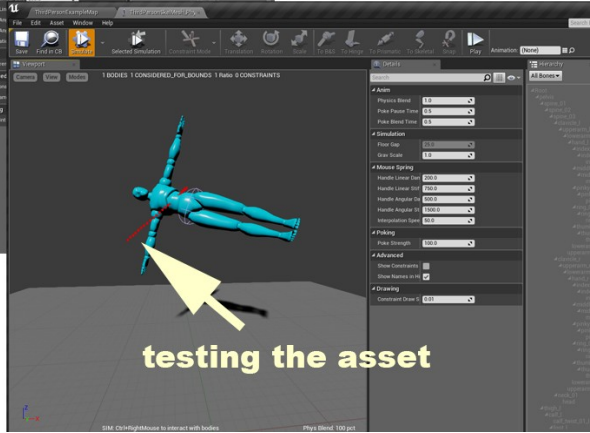
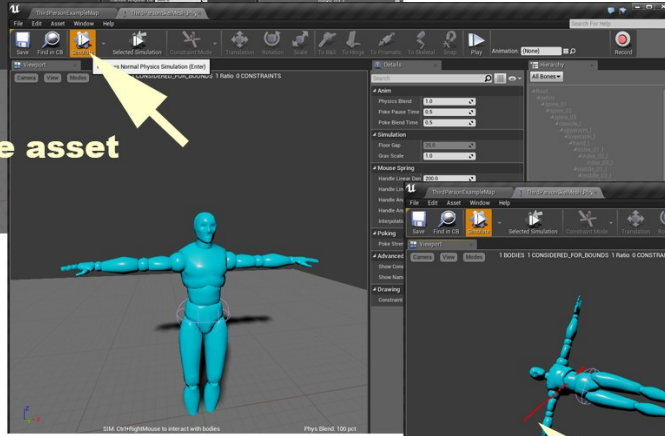
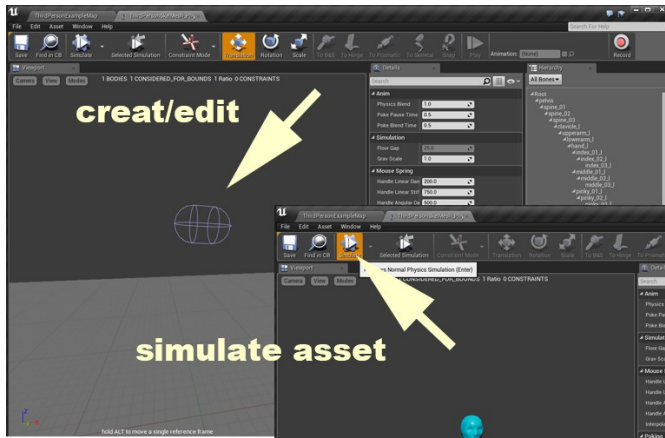


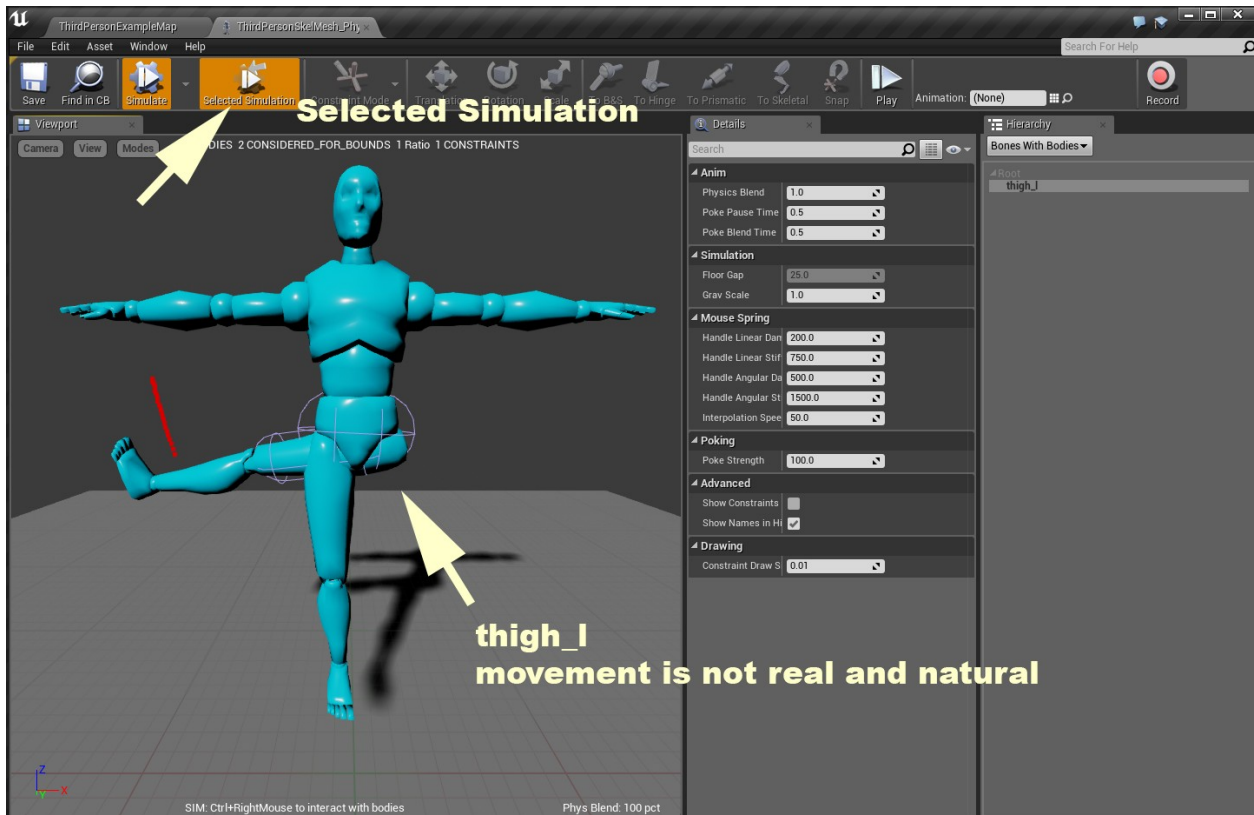
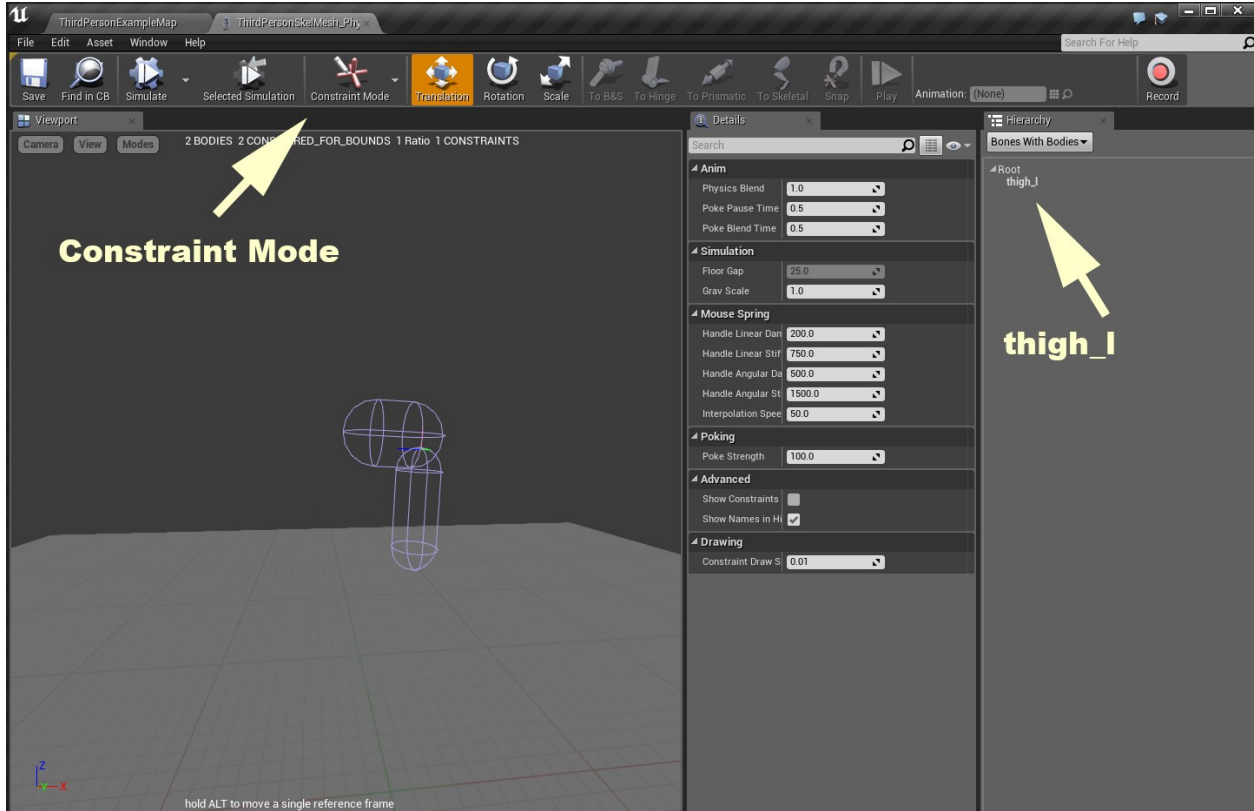












Details

Search

Constraint

Joint Name: thigh_L

Constraint Bone 1: thigh_L

Constraint Bone 2: pelvis

Disable Collision:

Linear Limits

Linear XMotion: Free Limited Locked

Linear YMotion: Free Limited Locked

Linear ZMotion: Free Limited Locked

Projection

Enable Projection:

Projection Linear Tolerance: 0.5

Projection Angular Tolerance: 10.0

Angular Limits

Angular Swing 1Motion: Free Limited Locked

Angular Twist Motion: Free Limited Locked

Angular Swing 2Motion: Free Limited Locked


Swing 2Limit Angle: 45.0

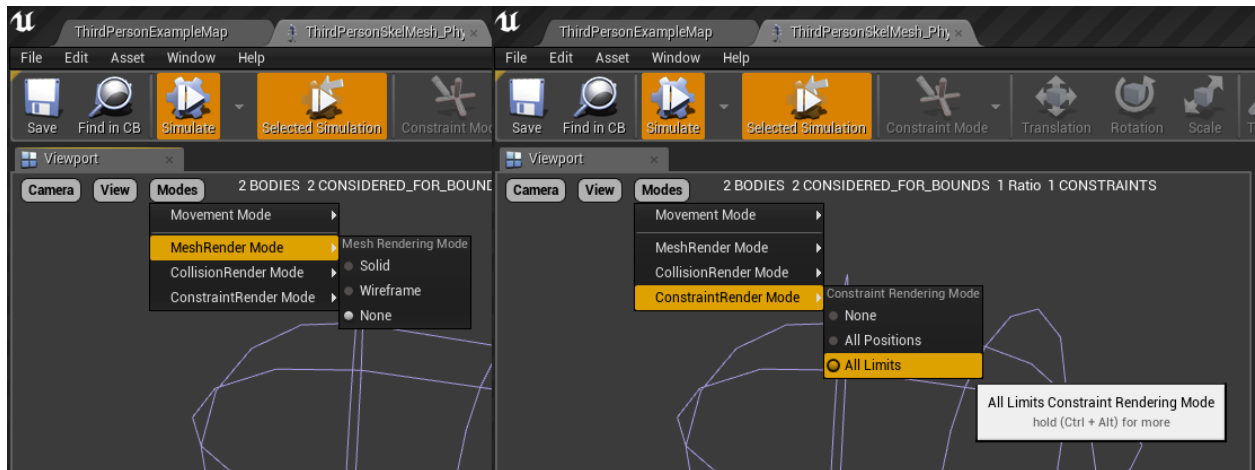
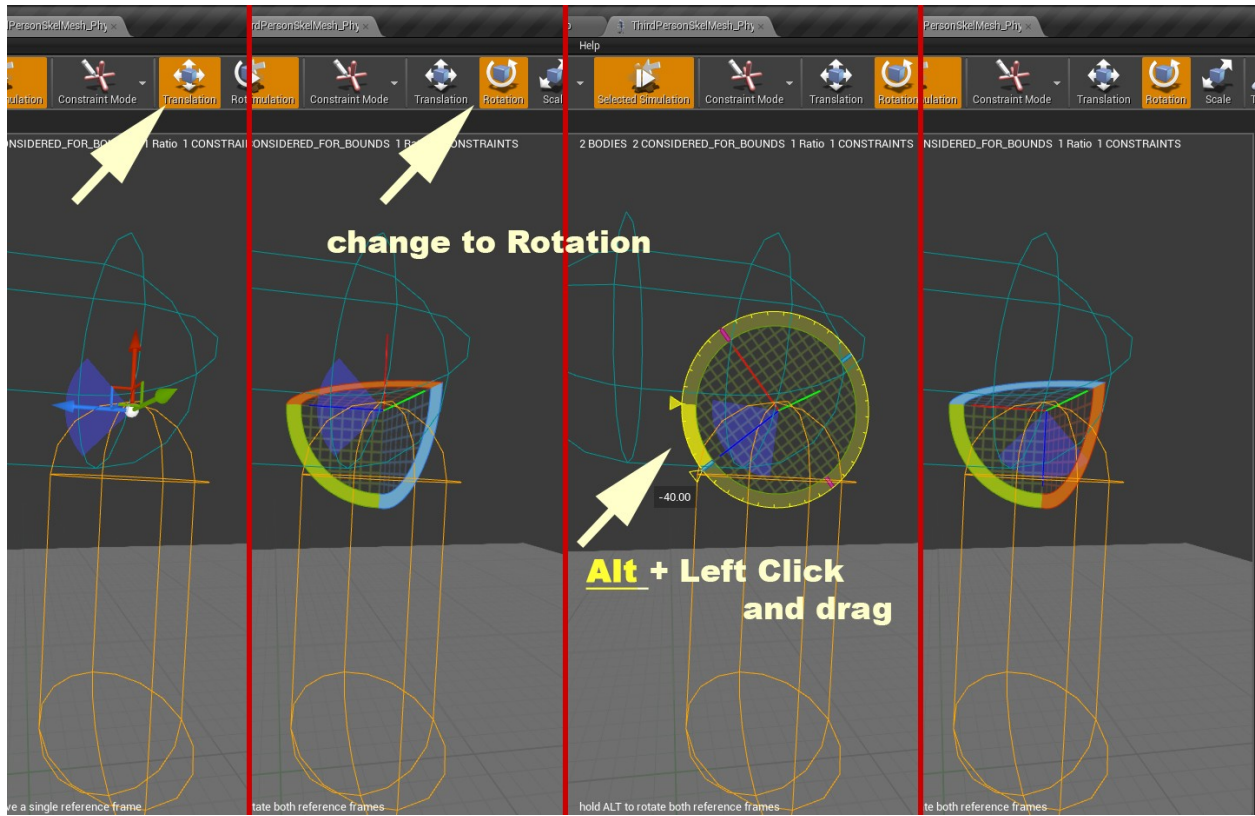
Hierarchy

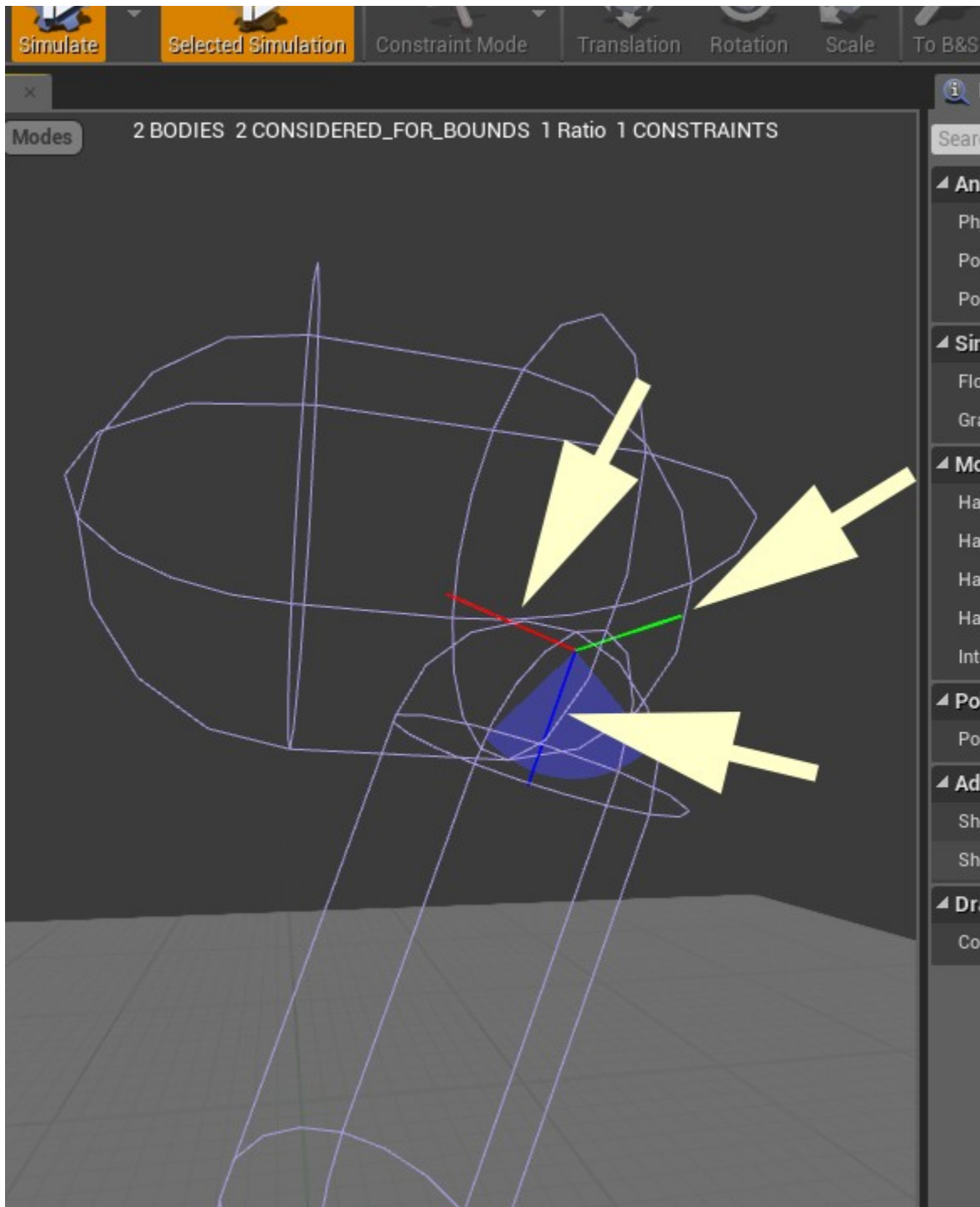
Bones With Bod

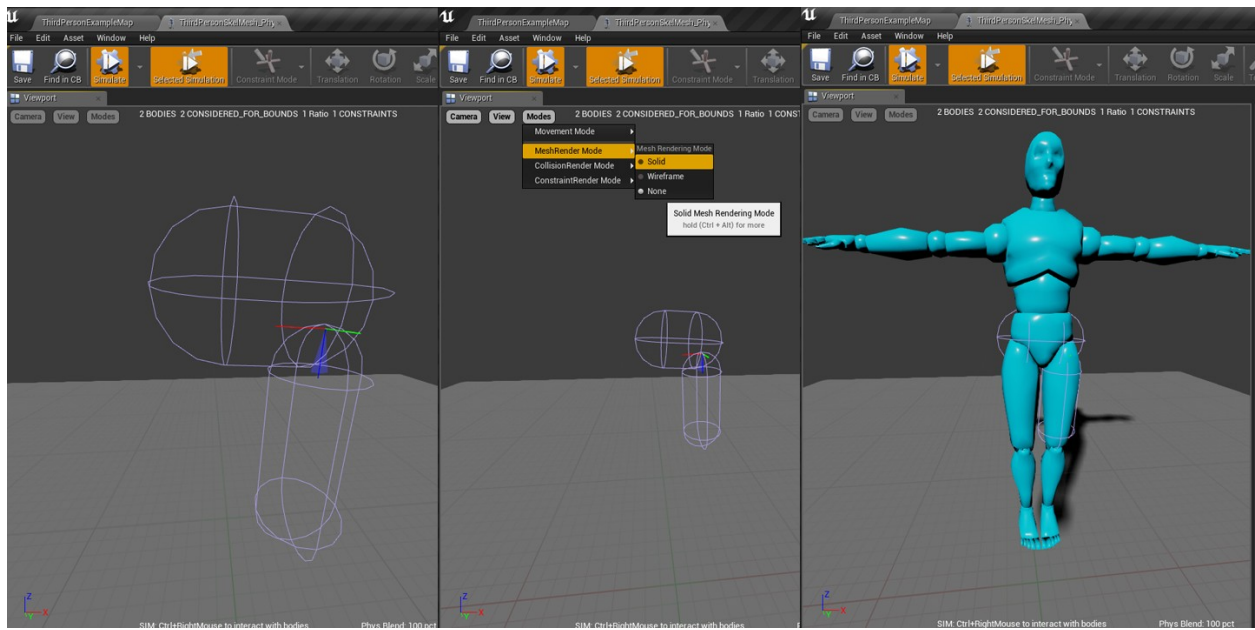
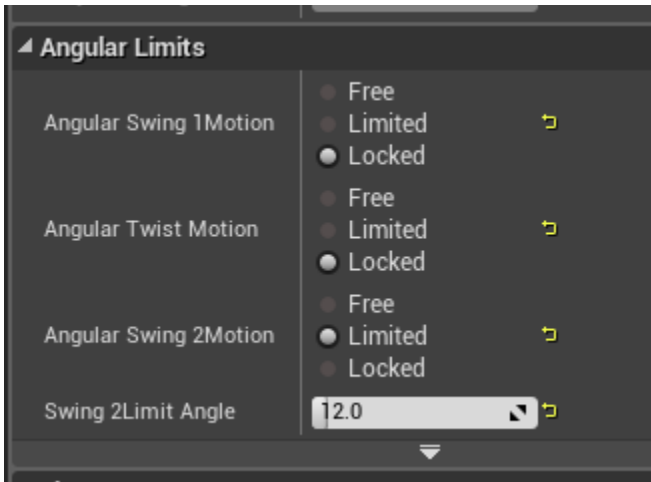
Root

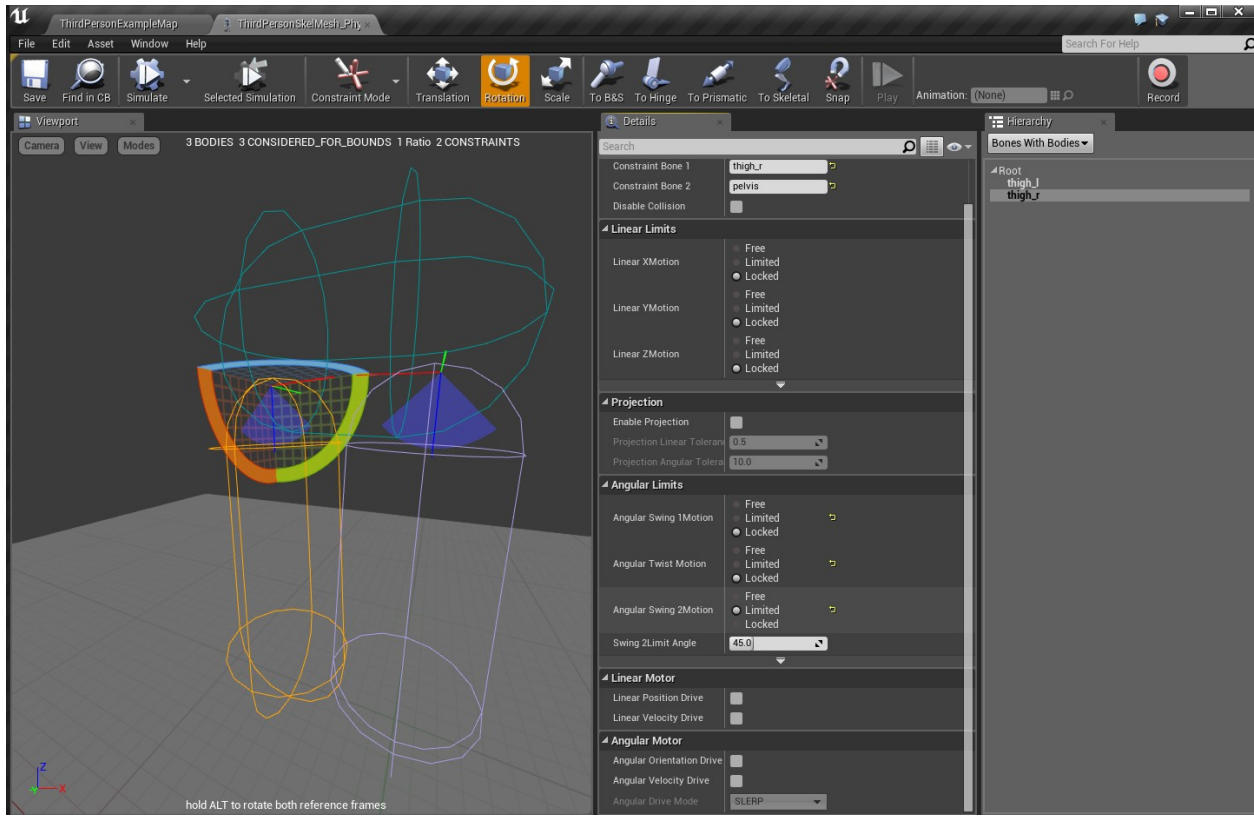
thigh_L

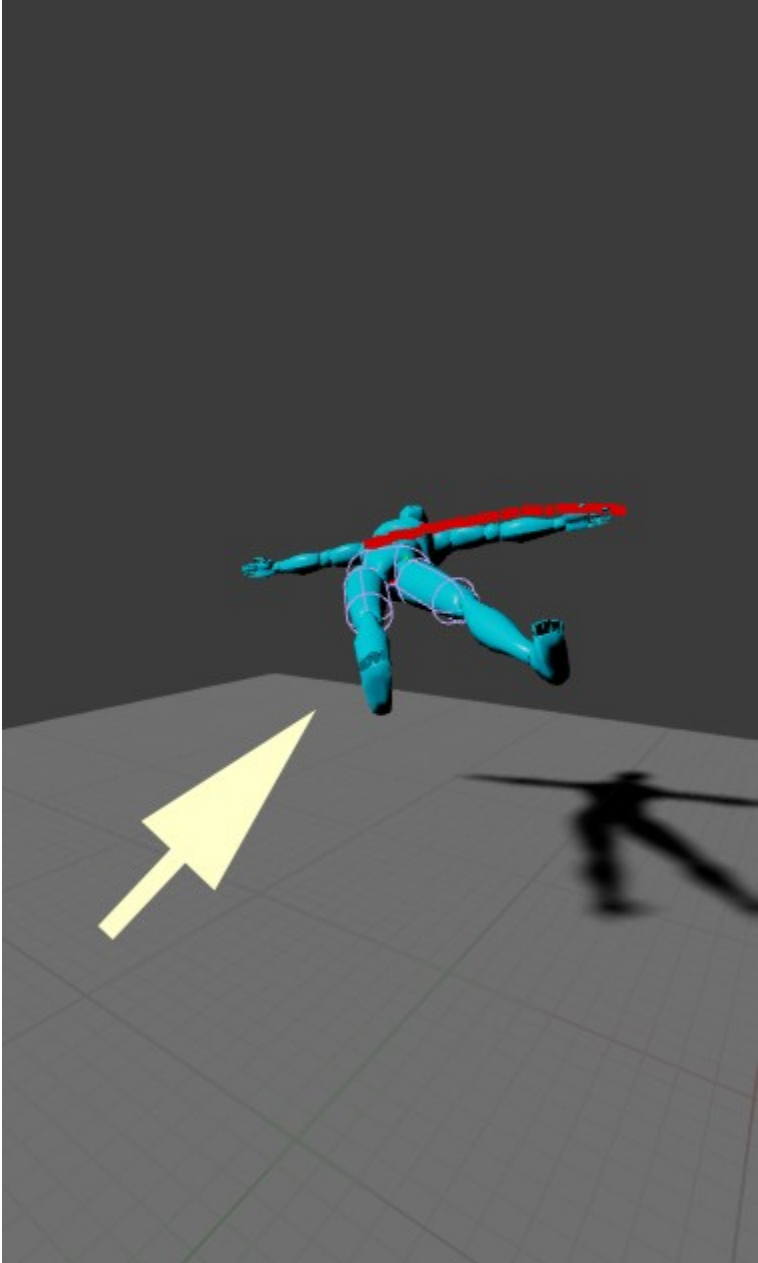


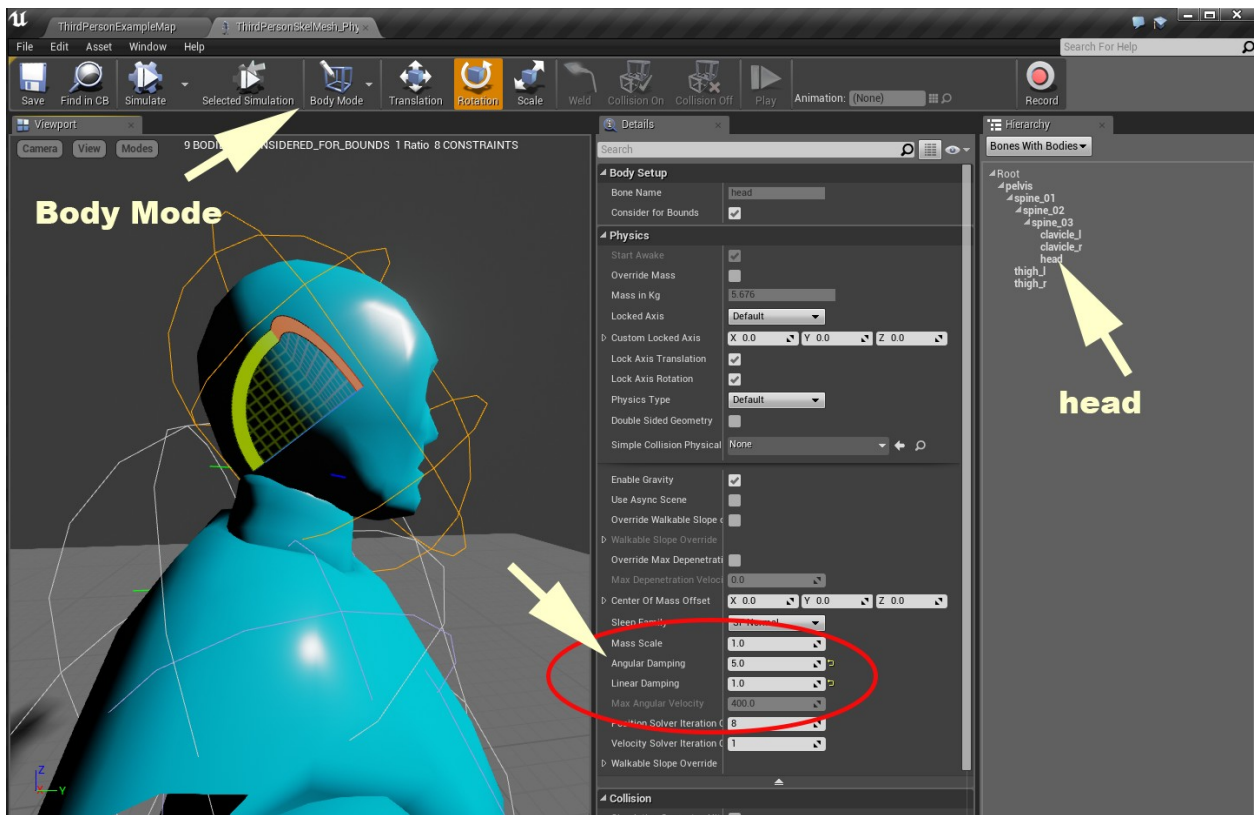
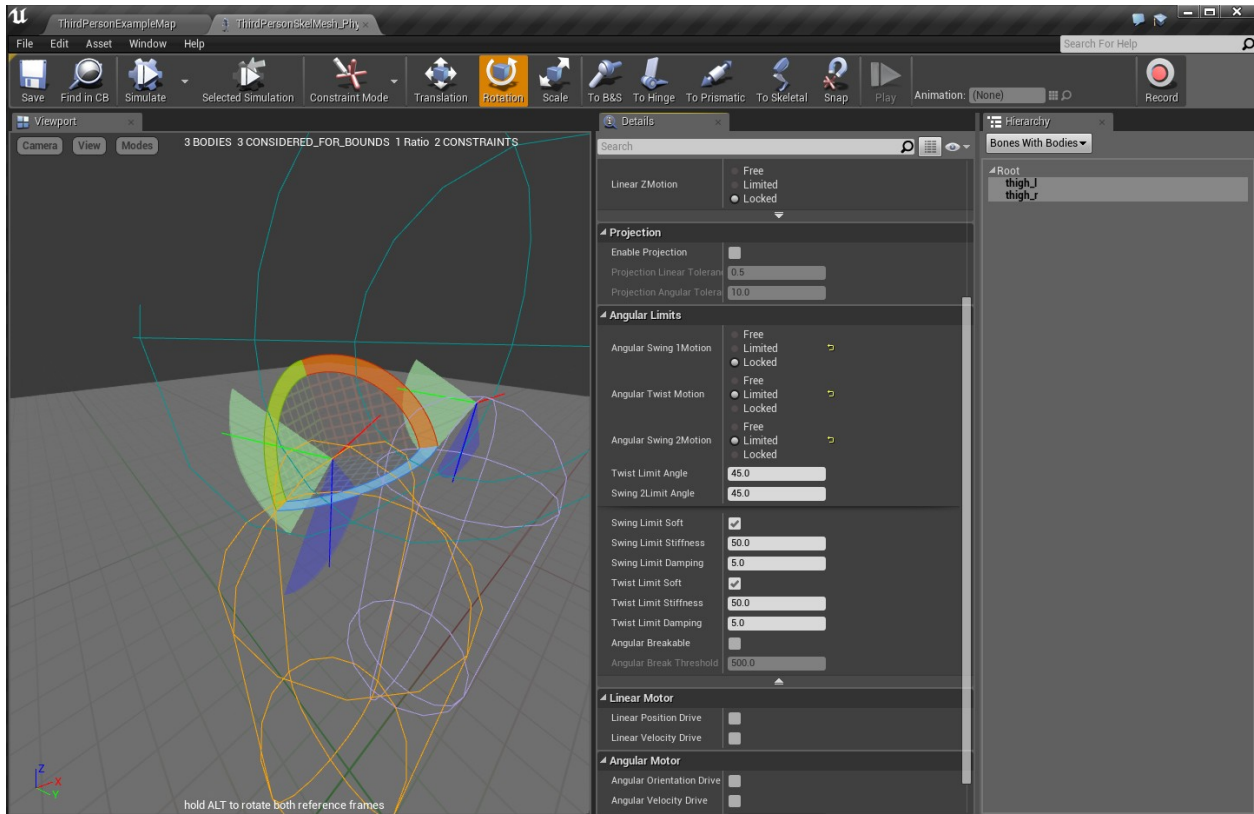


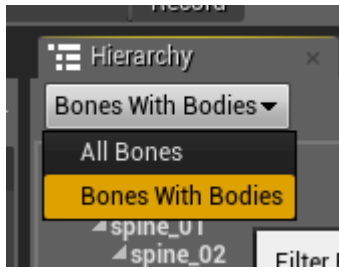




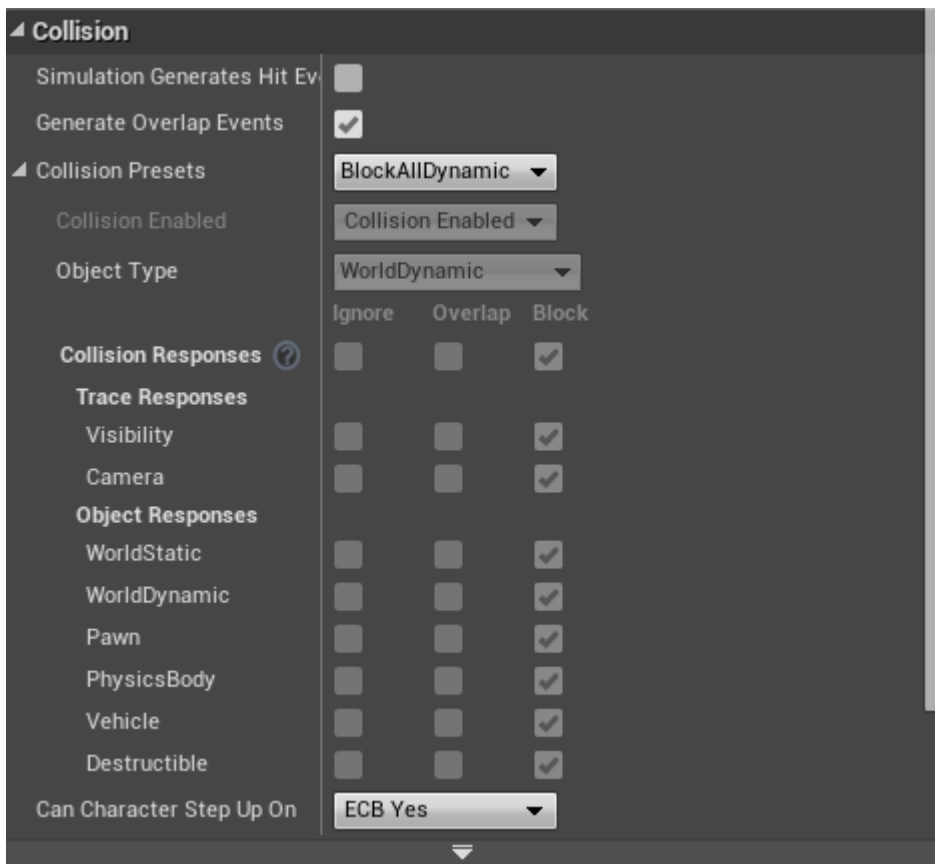


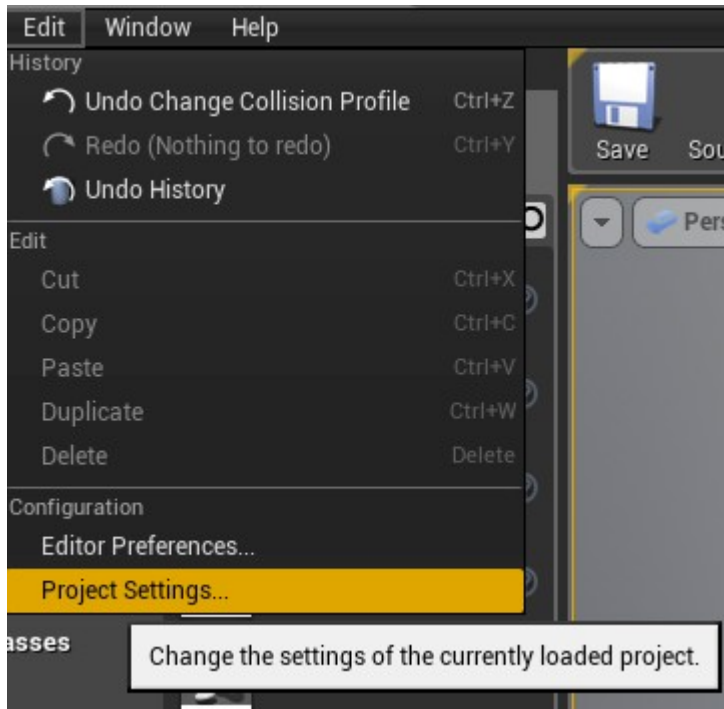






CHAPTER 3





Project

- Description
- Maps & Modes
- Movies
- Packaging
- Supported Platforms
- Target Hardware

Engine

- AI System
- Audio
- Collision**
- Console
- Cooker
- Crowd Manager
- General Settings
- Input
- Navigation Mesh
- Navigation System
- Network
- Physics
- Rendering
- Tutorials
- User Interface

Platforms

- Android
- Android SDK
- HTML5
- iOS
- Linux
- Windows

Plugins

- Pager 2D
- Slack Remote
- UDP Messaging

Engine - Collision

Set up and modify collision settings.

Export Import

These settings are saved in DefaultEngine.ini, which is currently writable.

Search

Object Channels

You can have up to 18 custom channels including object and trace channels. This is list of object type for your project. If you delete the object type that has been used by game, it will go back to WorldStatic.

New Object Channel Edit Delete

Name	Collision	Default Response
Projectile	Collision Enabled	Block

Trace Channels

You can have up to 18 custom channels including object and trace channels. This is list of trace channel for your project. If you delete the trace channel that has been used by game, the behavior of trace is undefined.

New Trace Channel Edit Delete

Name	Default Response

Presets

You can modify any of your project profiles. Please note that if you modify profile, it can change collision behavior. Please be careful when you change currently existing (used) collision profiles.

New Edit Delete

Name	Collision	Object Type	Description
NoCollision	No Collision	WorldStatic	No collision
BlockAll	Collision Enabled	WorldStatic	WorldStatic object that blocks all actors by default. All new custom channels will use its own default response.
OverlapAll	No Physics Collision	WorldStatic	WorldStatic object that overlaps all actors by default. All new custom channels will use its own default response.
BlockAllDynamic	Collision Enabled	WorldDynamic	WorldDynamic object that blocks all actors by default. All new custom channels will use its own default response.
OverlapAllDynamic	No Physics Collision	WorldDynamic	WorldDynamic object that overlaps all actors by default. All new custom channels will use its own default response.
IgnoreOnlyPawn	No Physics Collision	WorldDynamic	WorldDynamic object that ignores Pawn and Vehicle. All other channels will be set to default.
OverlapOnlyPawn	No Physics Collision	WorldDynamic	WorldDynamic object that overlaps Pawn, Camera, and Vehicle. All other channels will be set to default.
Pawn	Collision Enabled	Pawn	Pawn object. Can be used for capsule of any playable character or AI.
Spectator	No Physics Collision	Pawn	Pawn object that ignores all other actors except WorldStatic.
CharacterMesh	No Physics Collision	Pawn	Pawn object that is used for Character Mesh. All other channels will be set to default.
PhysicaActor	Collision Enabled	PhysicsBody	Simulating actors.
Deconstructive	Collision Enabled	WorldStatic	WorldStatic object that is destructible.
InvisibleWall	Collision Enabled	WorldStatic	WorldStatic object that is invisible.
InvisibleWallDynamic	Collision Enabled	WorldDynamic	WorldDynamic object that is invisible.
Trigger	No Physics Collision	WorldDynamic	WorldDynamic object that is used for trigger. All other channels will be set to default.
Ragdoll	Collision Enabled	PhysicsBody	Simulating Skeletal Mesh Component. All other channels will be set to default.
Vehicle	Collision Enabled	Vehicle	Vehicle object that blocks Vehicle, WorldStatic, and WorldDynamic. All other channels will be set to default.
AI	No Physics Collision	WorldDynamic	WorldStatic object that overlaps all actors by default. All new custom channels will use its own default response.
Projectile	No Physics Collision	Projectile	Preset for projectiles.

Collision

Simulation Generates Hit Events

Generate Overlap Events

Collision Presets **NoCollision** ▾

Collision Enabled **No Collision** ▾

Type of Collision Enabled

No Collision : No collision is performed against this neither trace or physics

No Physics Collision : This body is only used for collision raycasts, sweeps and overlaps

Collision Enabled : This body is used for physics simulation and collision queries

Visibility	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ▾
Camera	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ▾
Object Responses			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Projectile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Can Character Step Up On	ECB Yes ▾		

Collision

Simulation Generates Hit Events

Generate Overlap Events

Collision Presets

BlockAll

WorldStatic object that blocks all actors by default. All new custom channels will use its own default response.

Object Type

WorldStatic

Ignore Overlap Block

Collision Responses

Trace Responses

Visibility

Camera

Object Responses

WorldStatic

WorldDynamic

Pawn

PhysicsBody

Vehicle

Destructible

Projectile

Can Character Step Up On

ECB Yes

Lighting

NT

Collision

Simulation Generates Hit Events

Generate Overlap Events

Collision Presets

OverlapAll

WorldStatic object that overlaps all actors by default. All new custom channels will use its own default response.

Object Type

WorldStatic

Ignore Overlap Block

Collision Responses

Trace Responses

Visibility

Camera

Object Responses

WorldStatic

WorldDynamic

Pawn

PhysicsBody

Vehicle

Destructible

Projectile

Can Character Step Up On

ECB Yes

INT

Collision

Simulation Generates Hit Events

Generate Overlap Events

Collision Presets **Pawn**

Collision Enabled

Object Type **Pawn**

	Ignore	Overlap	Block
Collision Responses	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trace Responses			
Visibility	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Object Responses			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Projectile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Can Character Step Up On **ECB Yes**


Pawn object. Can be used for capsule of any playerable character or AI.

Collision


Simulation Generates Hit Events

Generate Overlap Events

Collision Presets

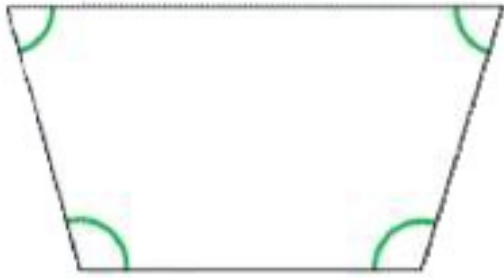
Collision Enabled **PhysicsActor** 

Object Type **PhysicsBody**

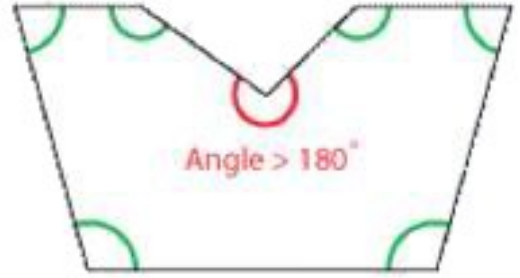
	Ignore	Overlap	Block
Collision Responses 	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trace Responses			
Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Object Responses			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Projectile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Can Character Step Up On **ECB Yes**

Simulating actors

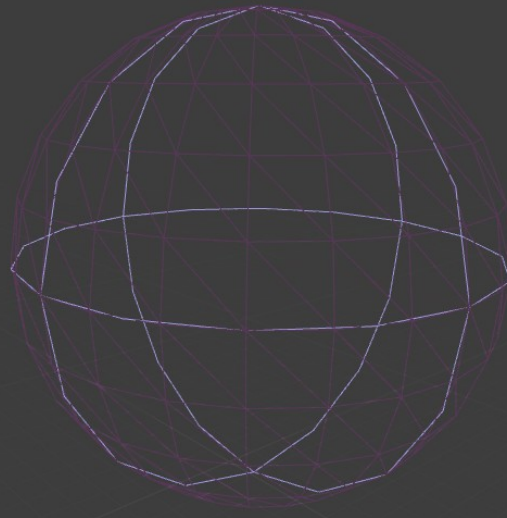


Convex

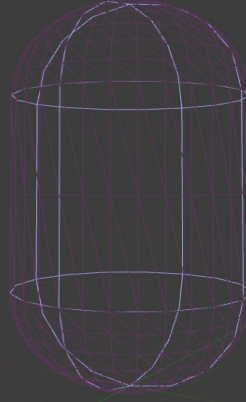


Concave

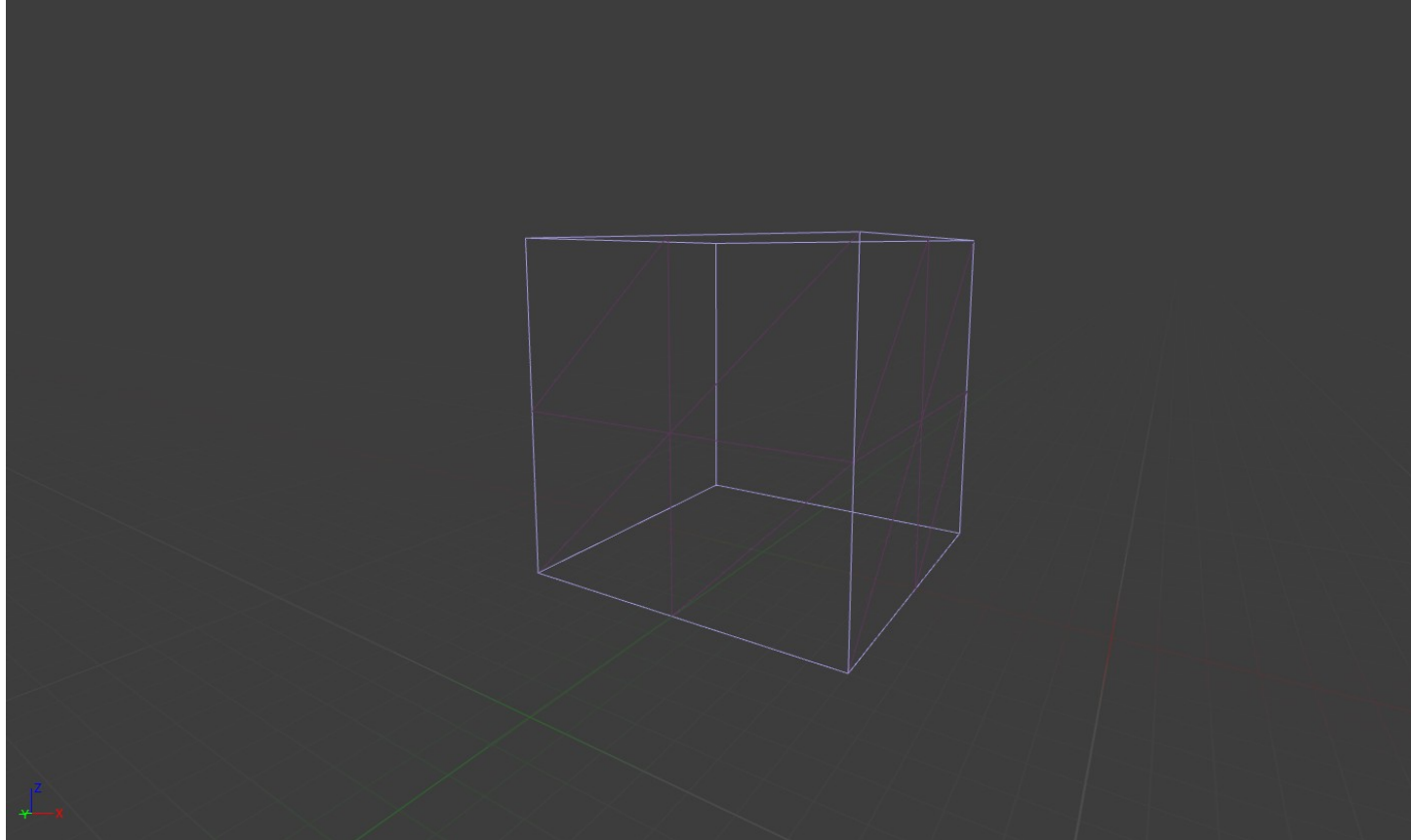
LOD: 0
Current Screen Size: 0.330742
Triangles: 528
Vertices: 323
UV Channels: 1
Approx Size: 320x320x320
Num Primitives: 1



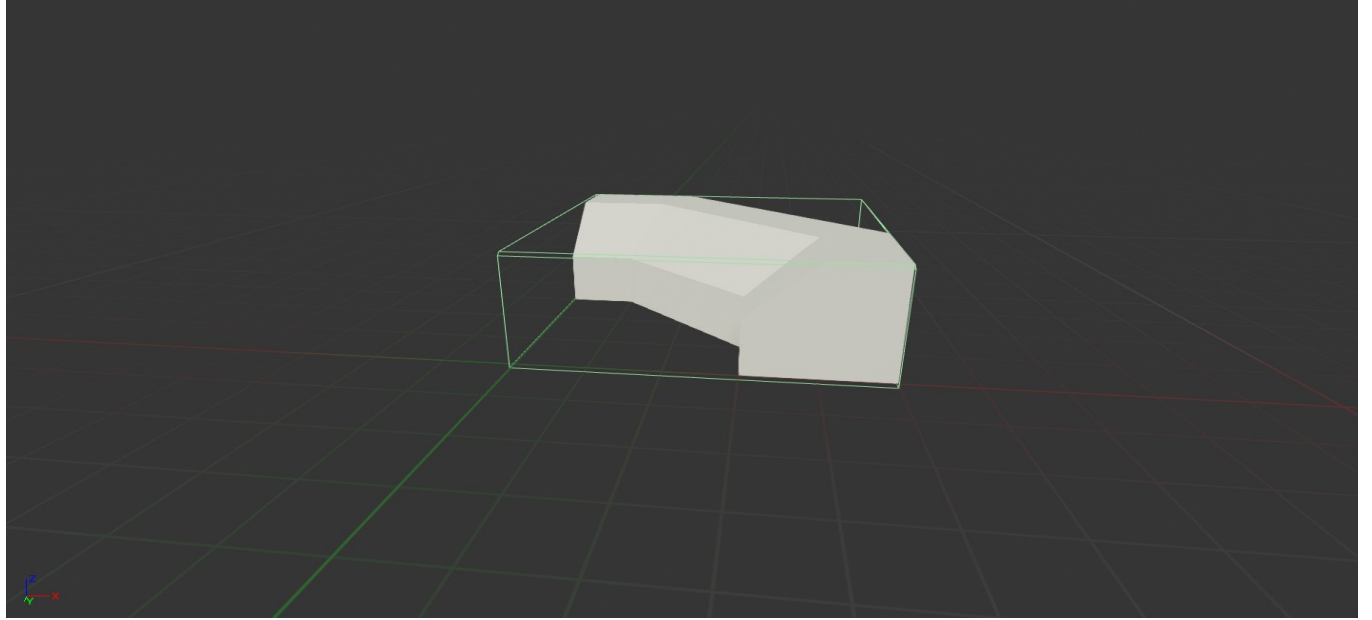
LOD: 0
Current Screen Size: 0.219466
Triangles: 1,088
Vertices: 645
UV Channels: 2
Approx Size: 50x50x100
Num Primitives: 1



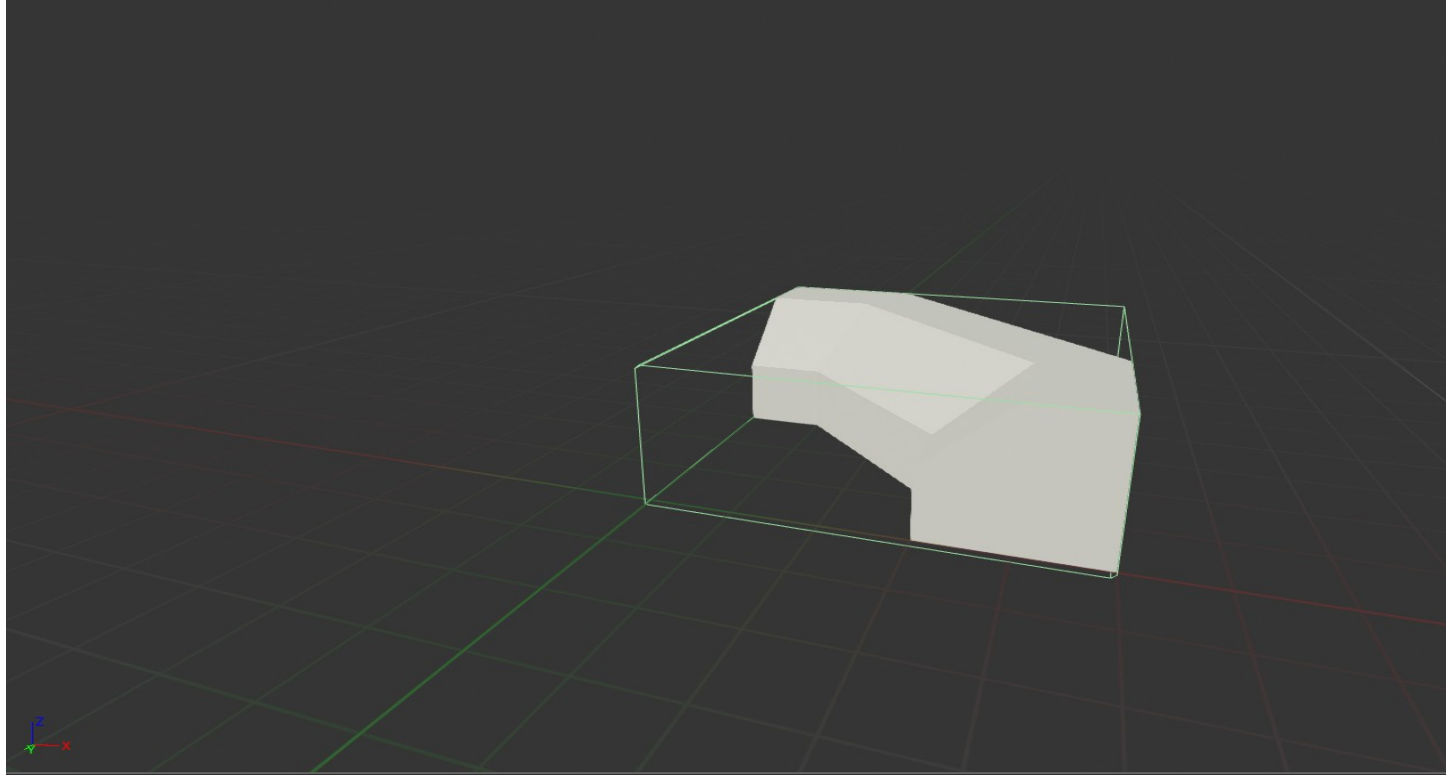
LOD: 0
Current-Screen Size: 0.170329
Triangles: 48
Vertices: 54
UV Channels: 2
Approx Size: 100x100x100
Num Primitives: 1



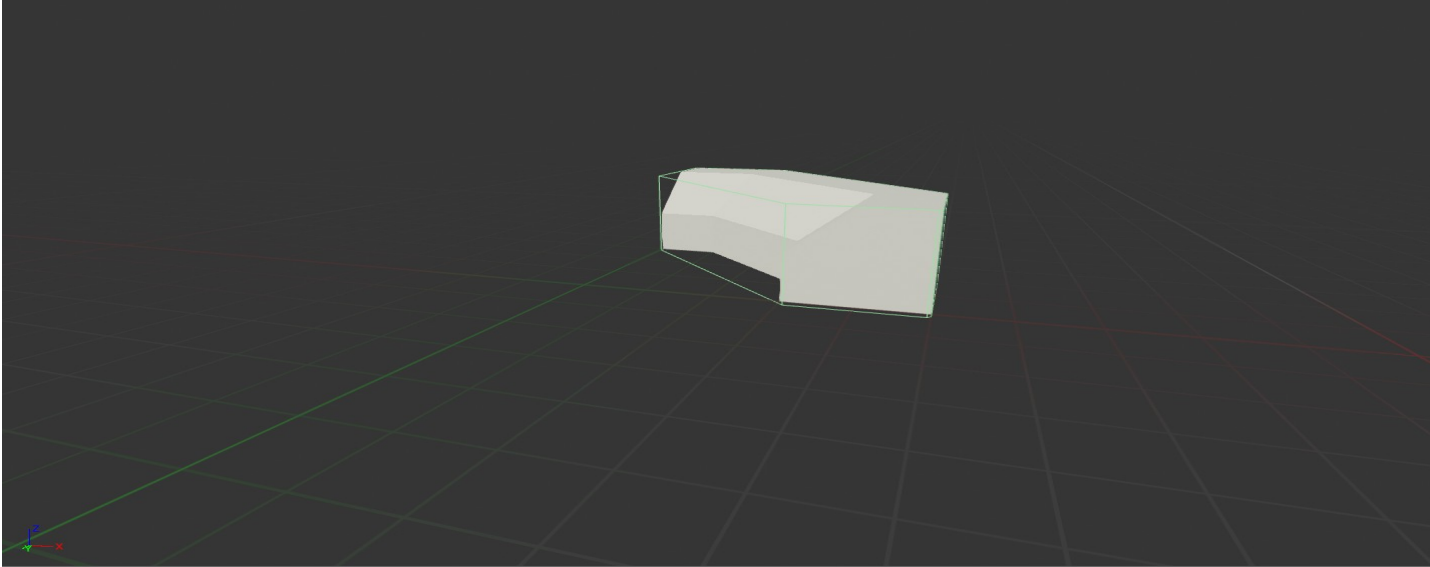
LOD: 0
Current Screen Size: 0.133577
Triangle: 346
Vertices: 355
UV Channels: 2
Approx Size: 50x50x20
Num Primitives: 1



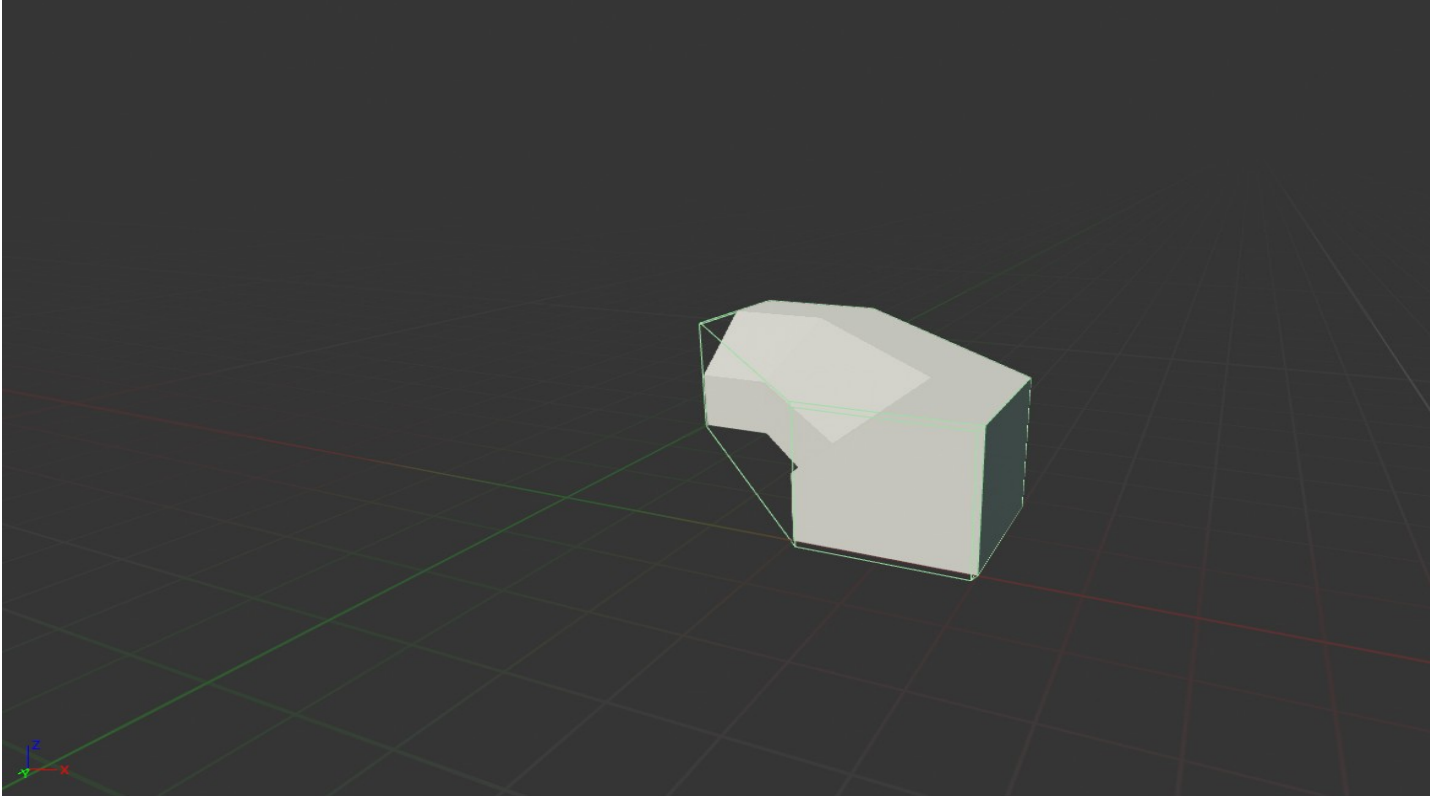
LOD: 0
Current Screen Size: 0.143552
Triangles: 346
Vertices: 355
UV Channels: 2
Approx Size: 50x50x20
Num Primitives: 1



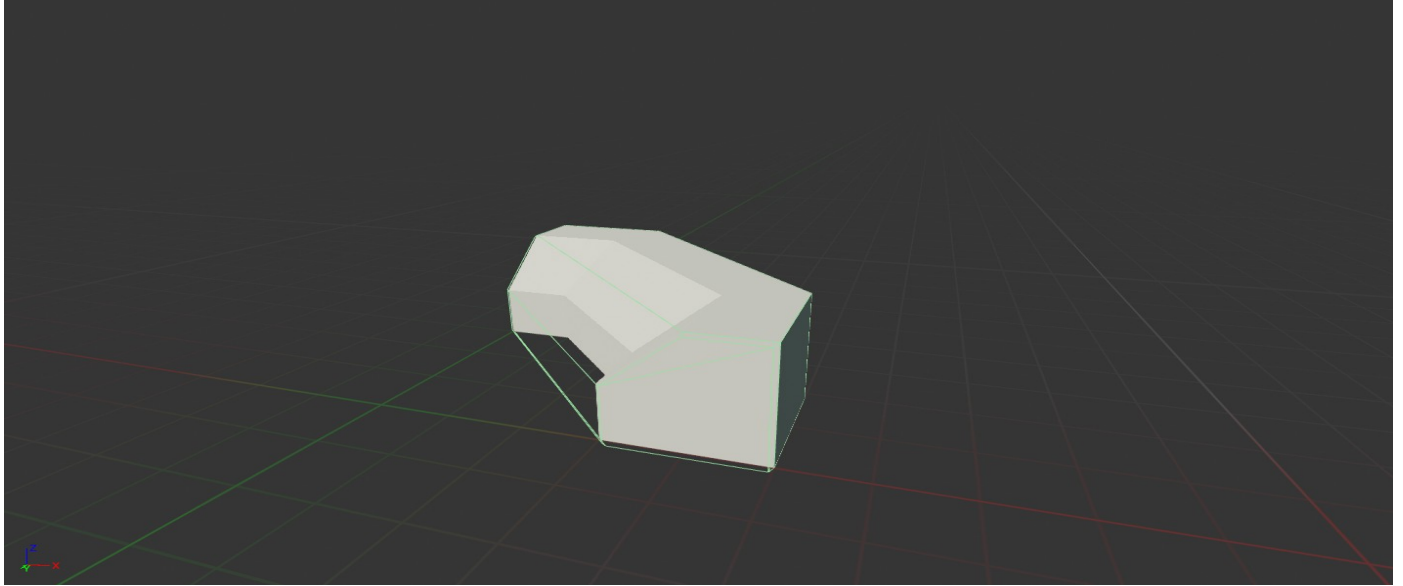
LOD: 0
Current Screen Size: 0.109602
Triangles: 346
Vertices: 355
UV Channels: 2
Approx Size: 50x50x20
Num Primitives: 1



LOD: 0
Current Screen Size: 0.123266
Triangles: 346
Vertices: 355
UV Channels: 2
Approx Size: 50x50x20
Num Primitives: 1



LOD: 0
Current Screen Size: 0.158044
Triangles: 346
Vertices: 355
UV Channels: 2
Approx Size: 50x50x20
Num Primitives: 1



Static Mesh Settings

Simple Collision Physical M: None

Collision Complexity

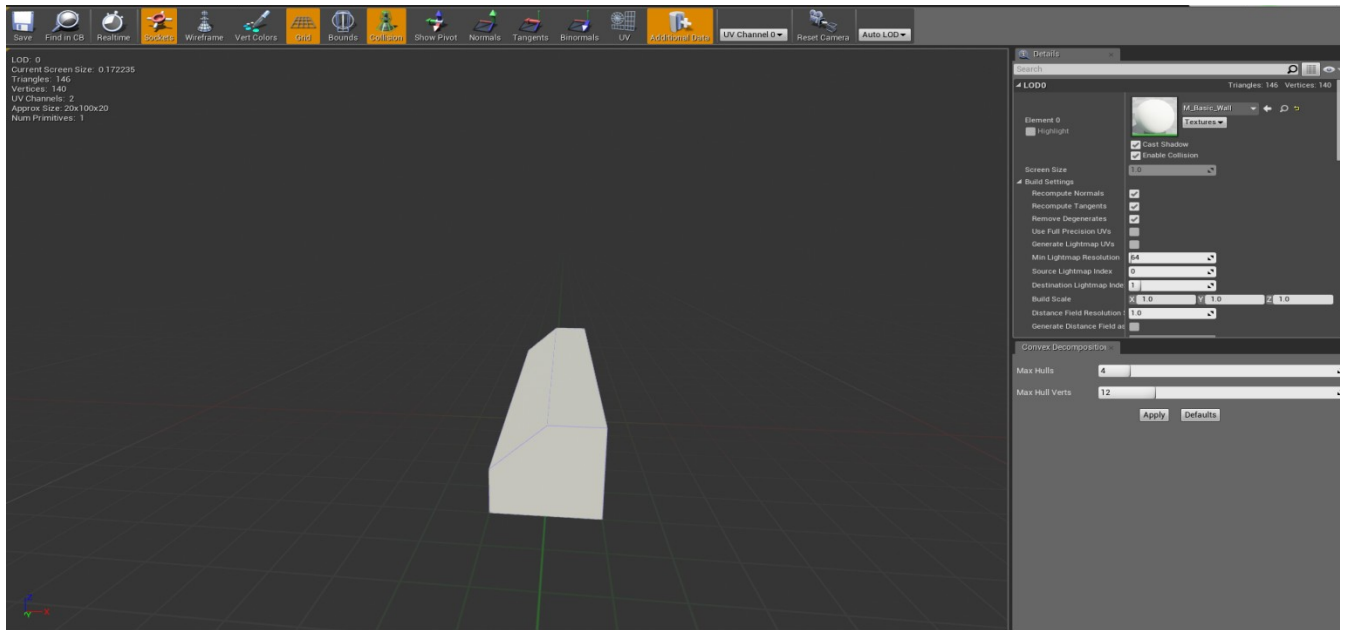
Default

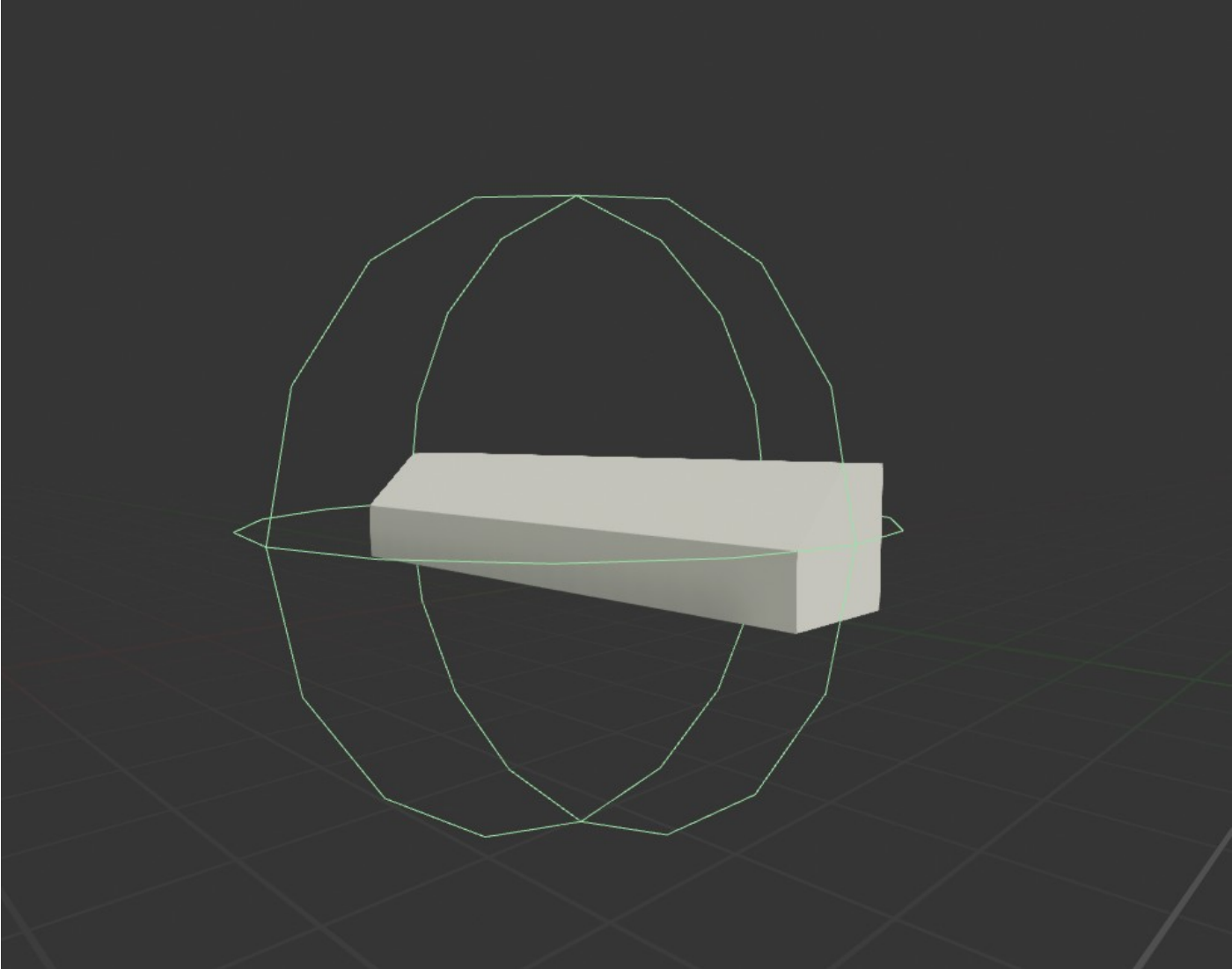
Default

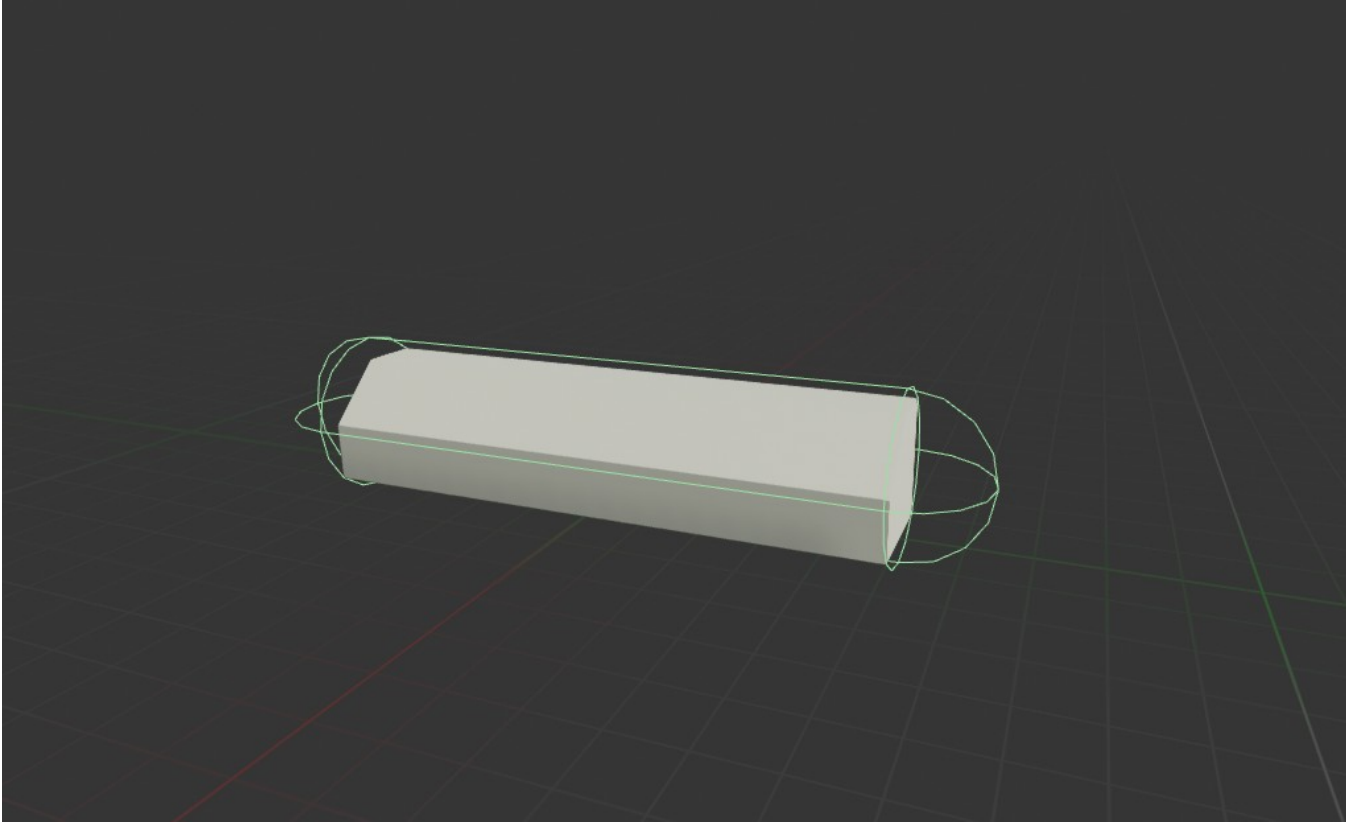
Use Simple Collision As Complex

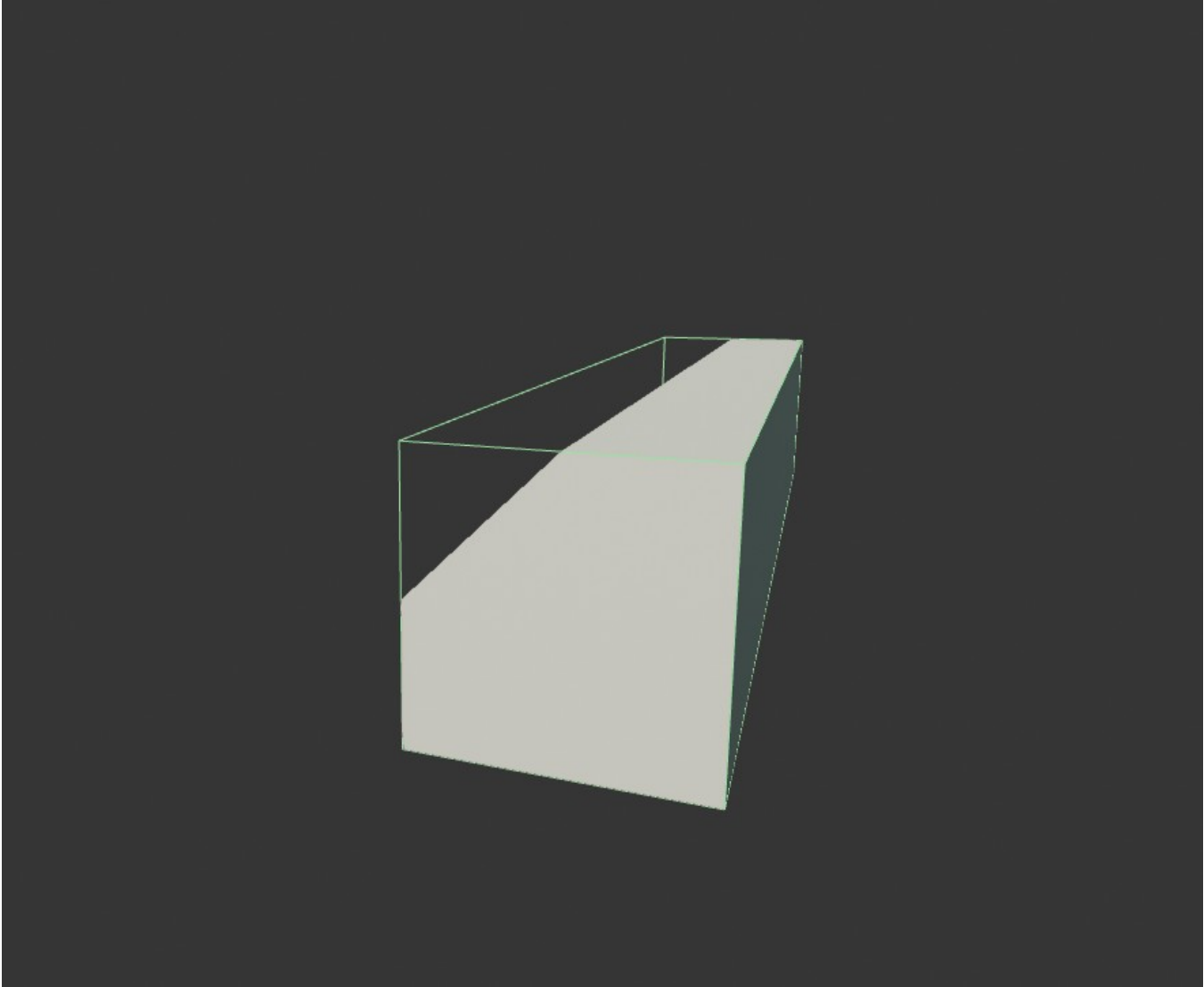
Use Complex Collision As Simple

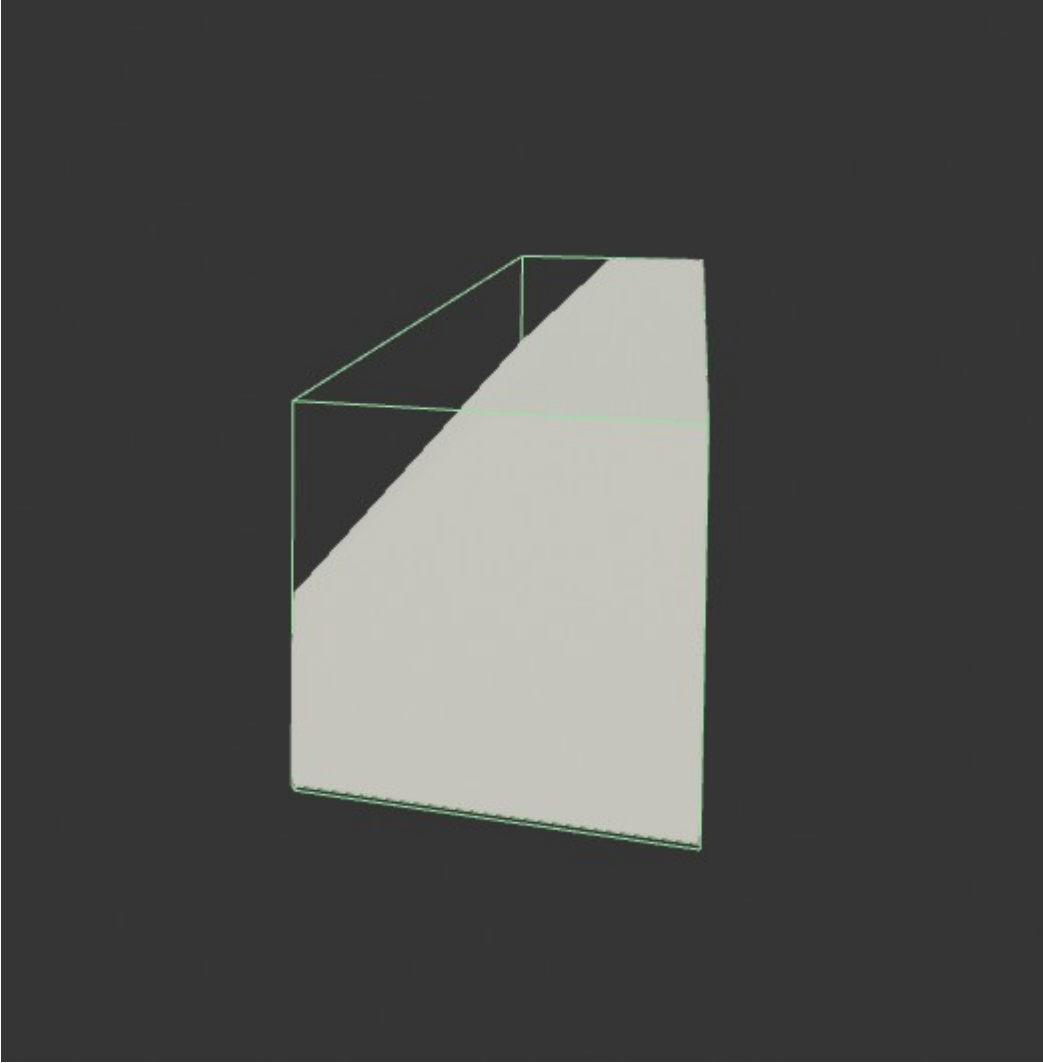
Import Settings

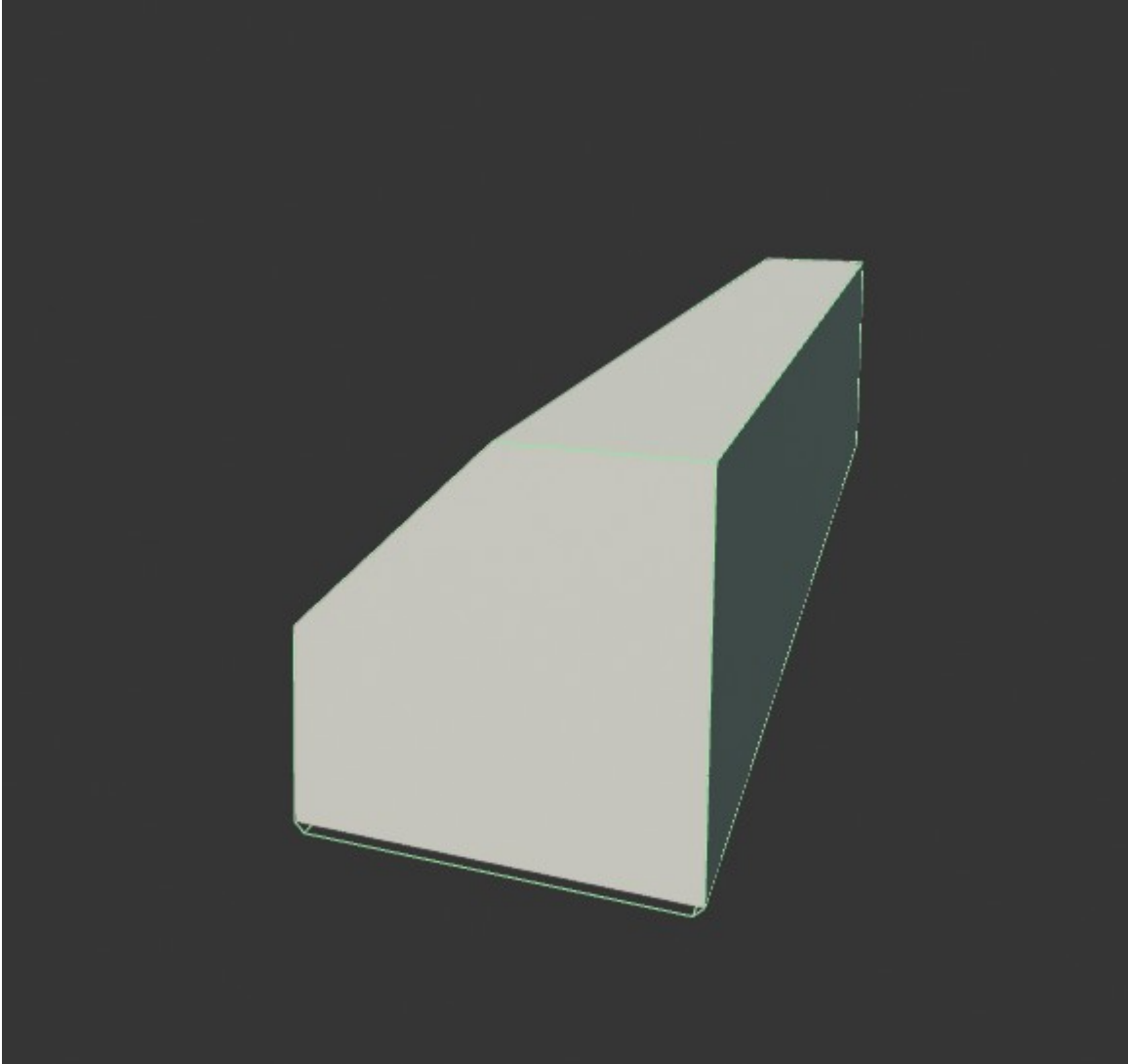


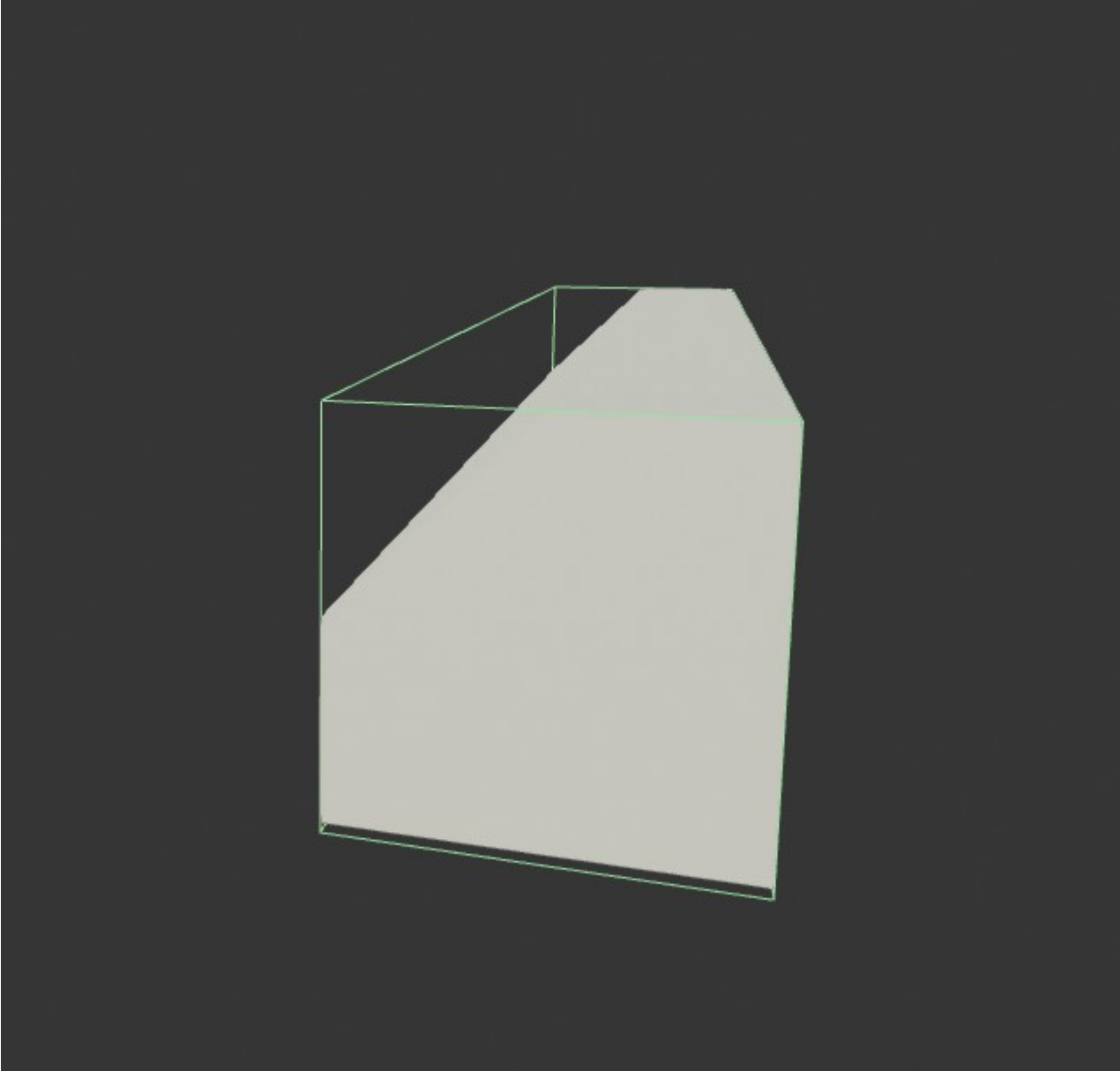


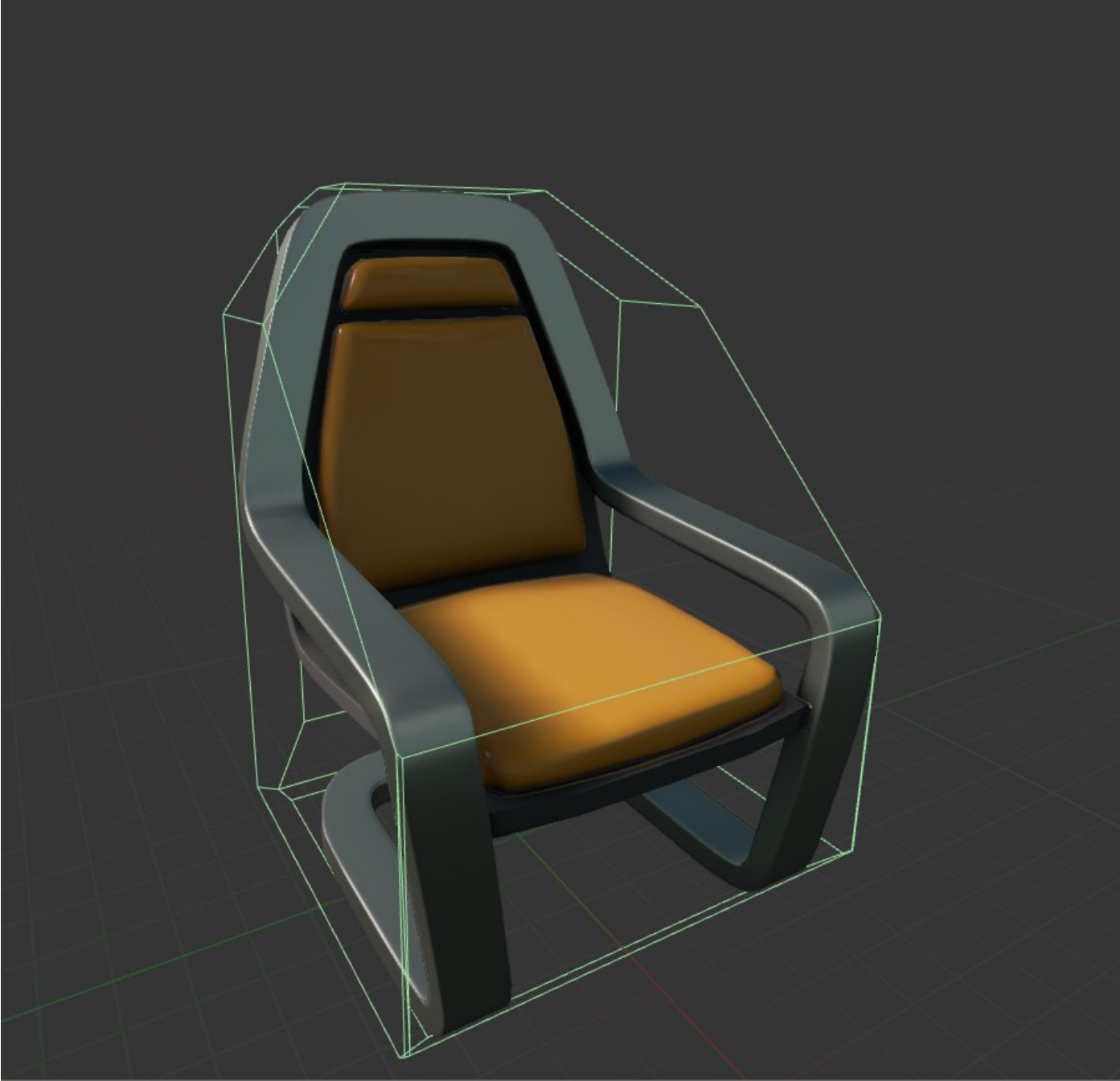


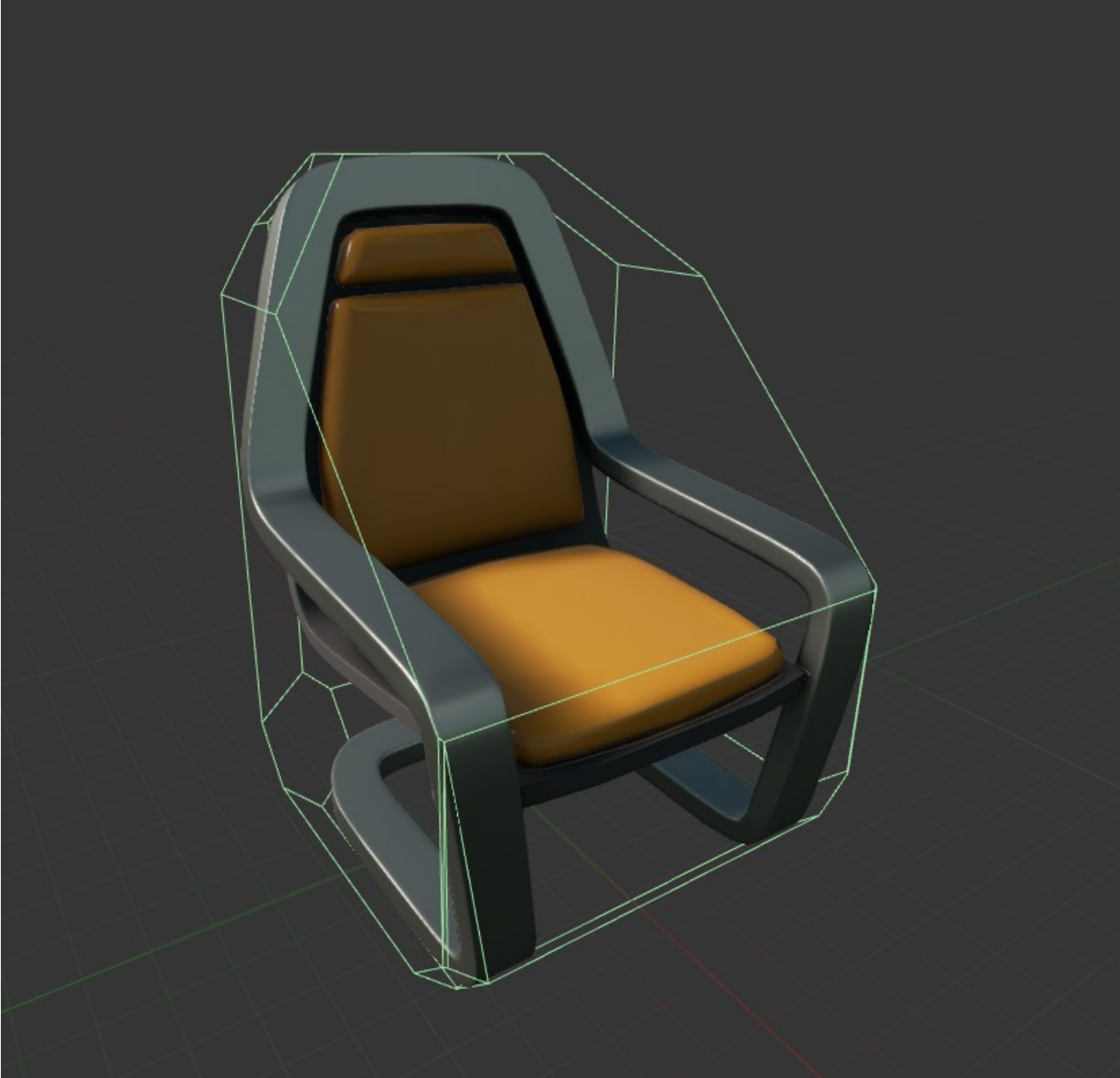


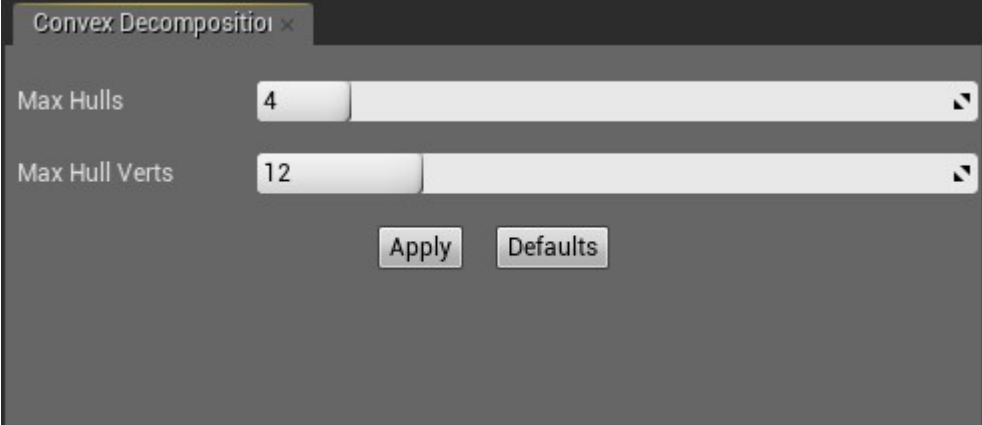


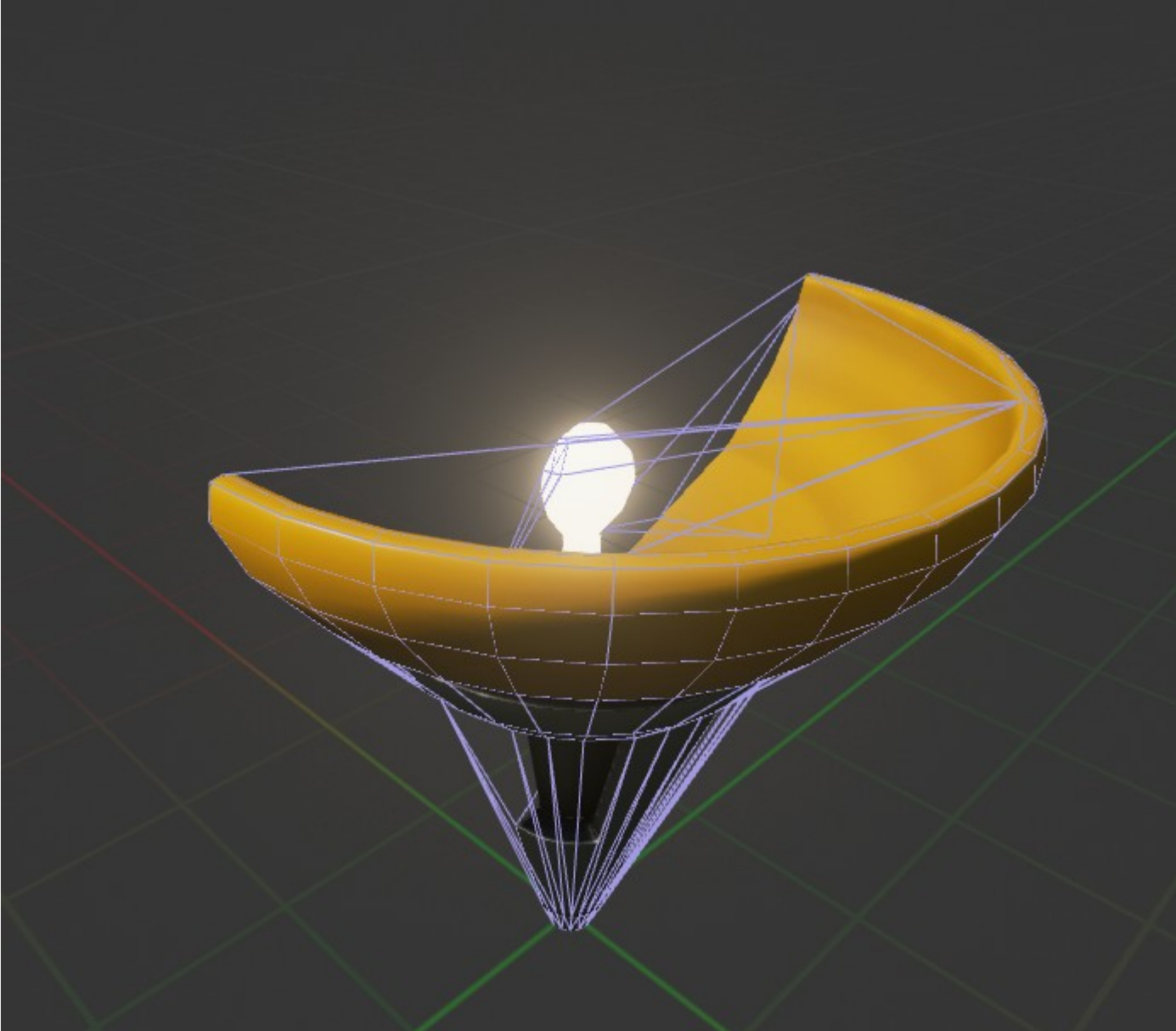


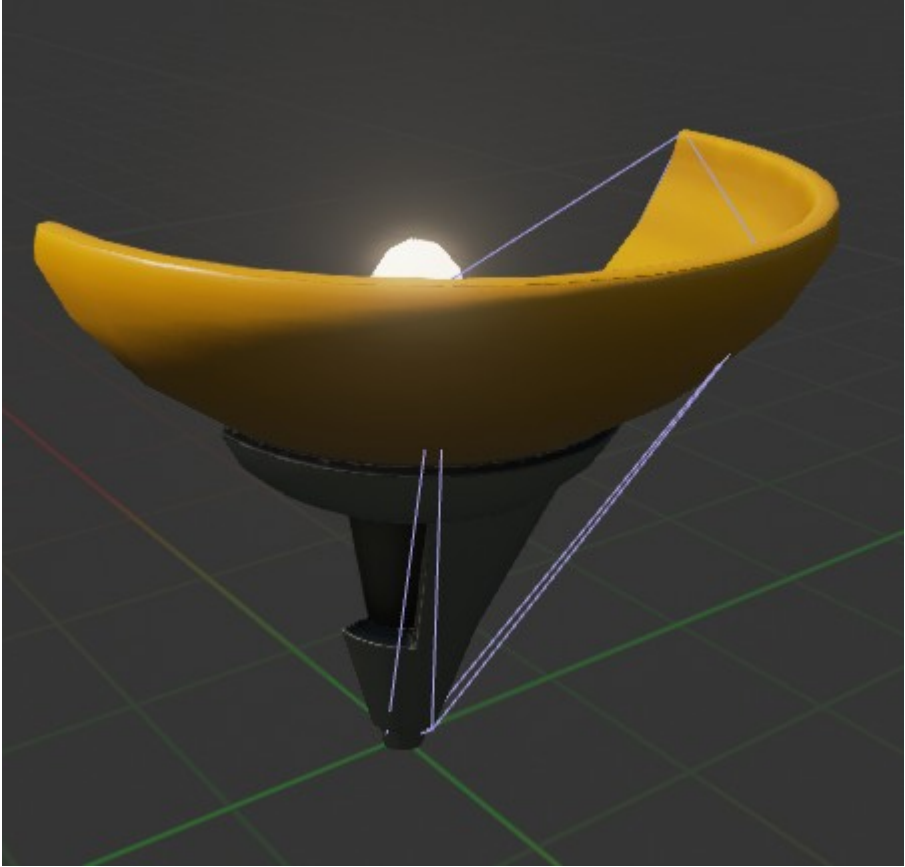


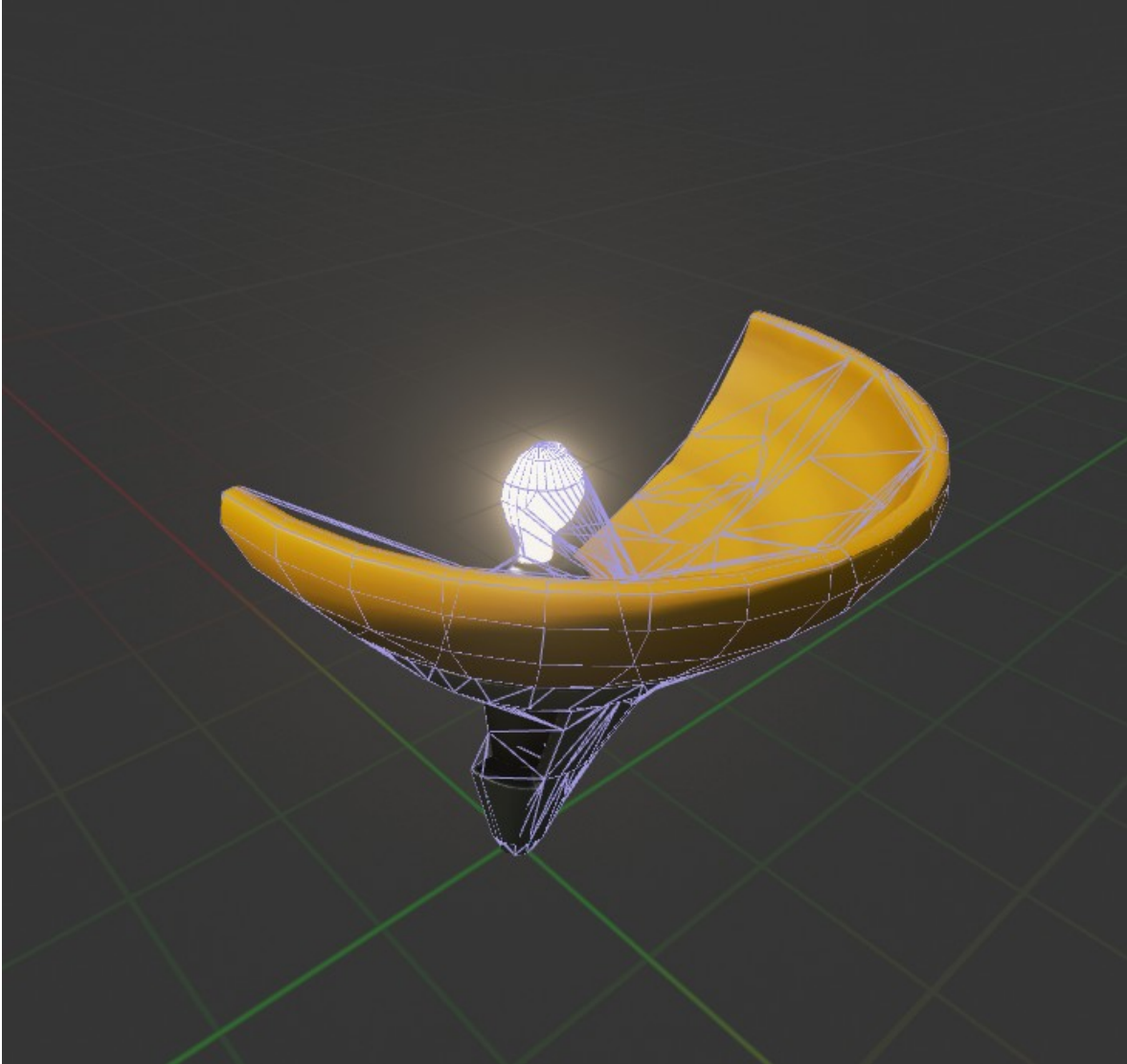












Collision

Simulation Generates Hit

Generate Overlap Events

Collision Presets

PhysicsActor

Collision Enabled

Collision Enabled

Object Type

PhysicsBody

Ignore Overlap Block

Collision Responses

<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
--------------------------	--------------------------	-------------------------------------

Trace Responses

Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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Object Responses

WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
--------------	--------------------------	--------------------------	-------------------------------------

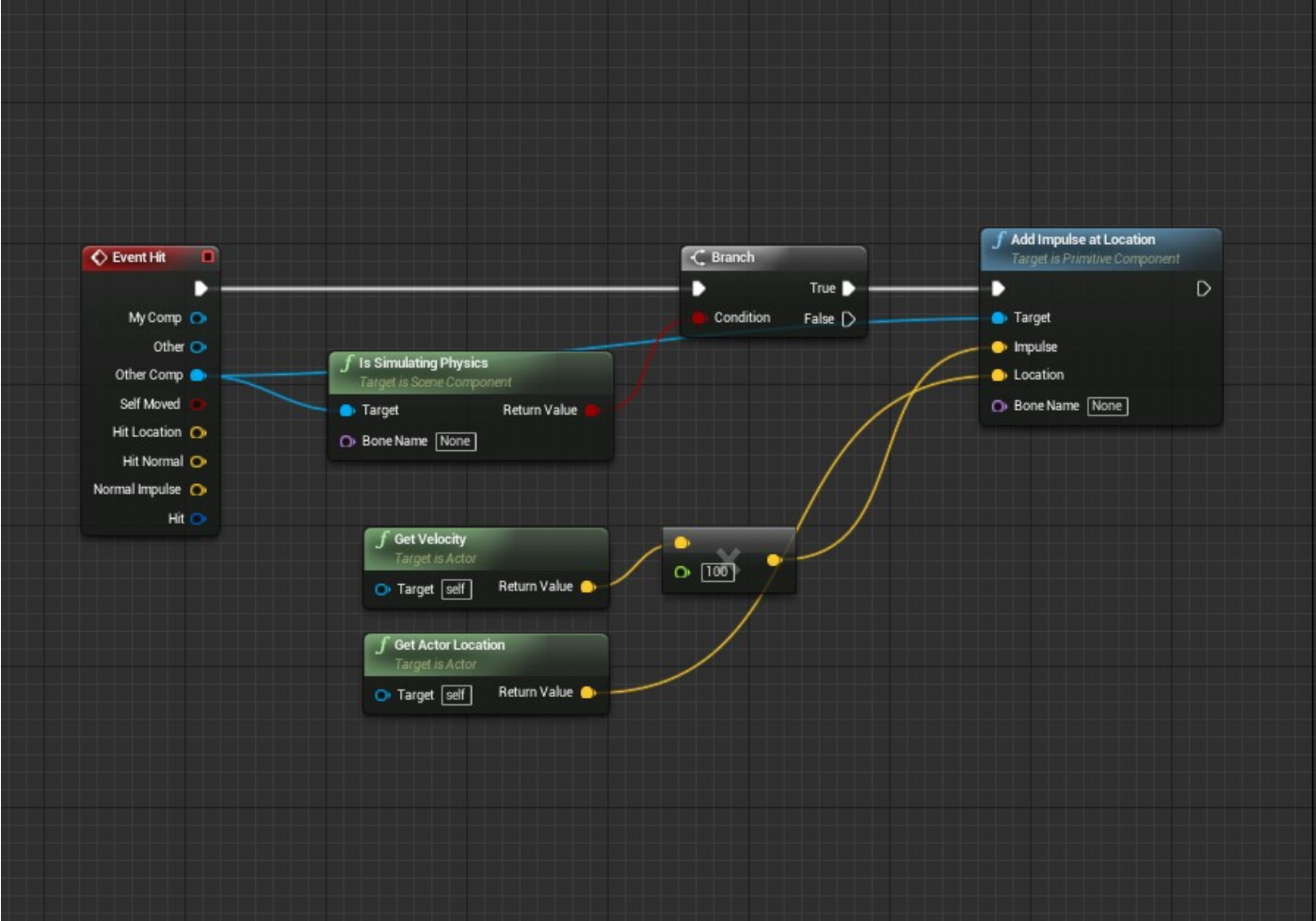
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
------	--------------------------	--------------------------	-------------------------------------

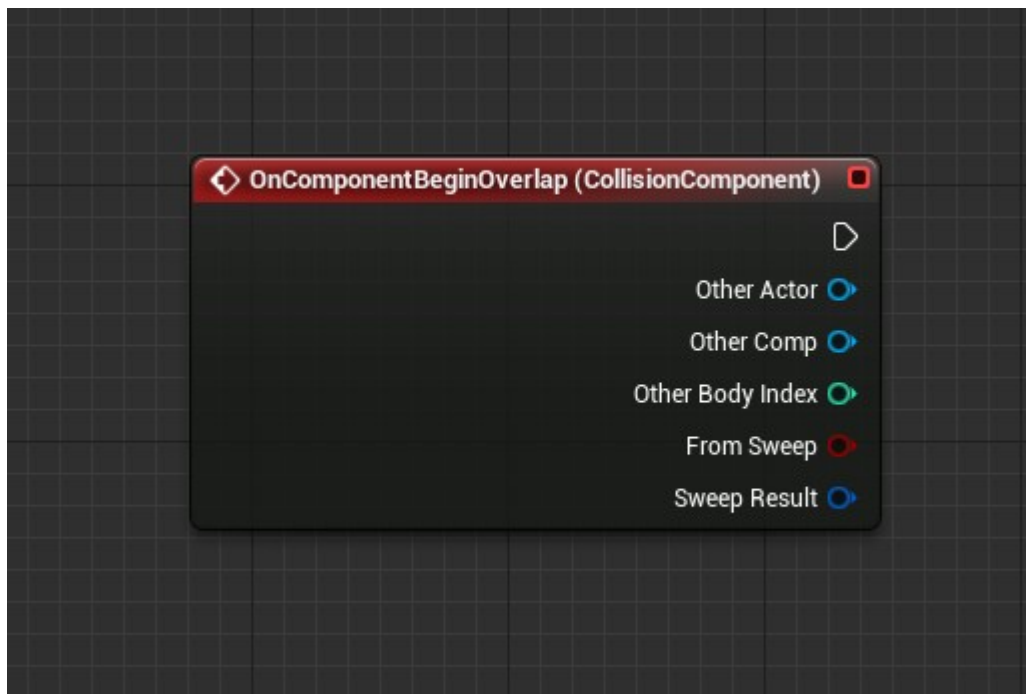
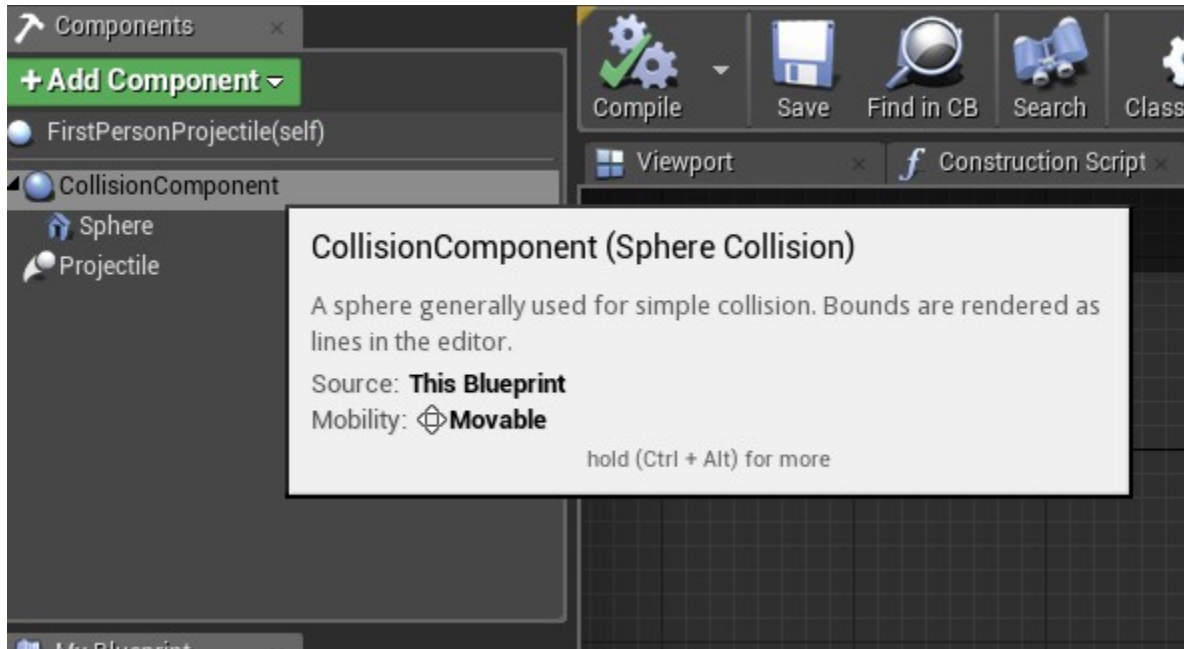
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
-------------	--------------------------	--------------------------	-------------------------------------

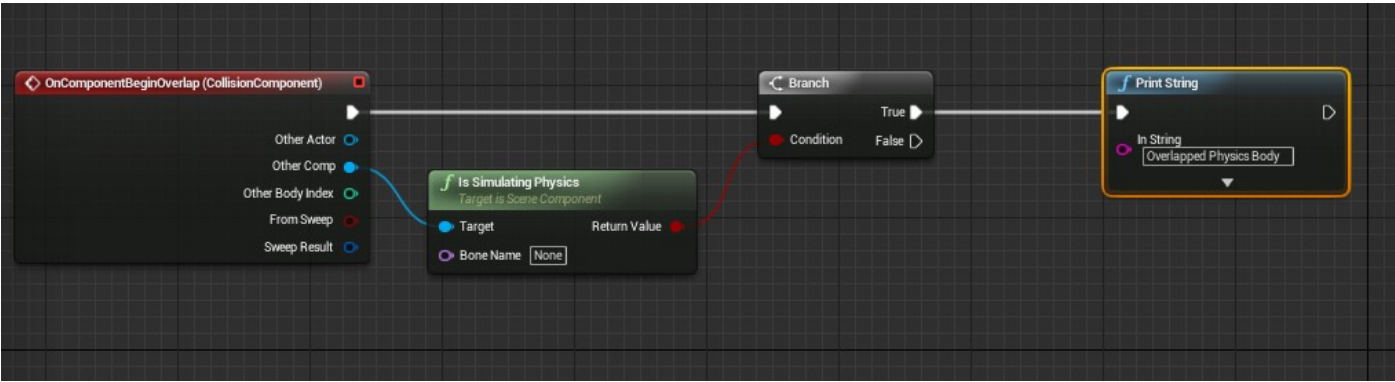
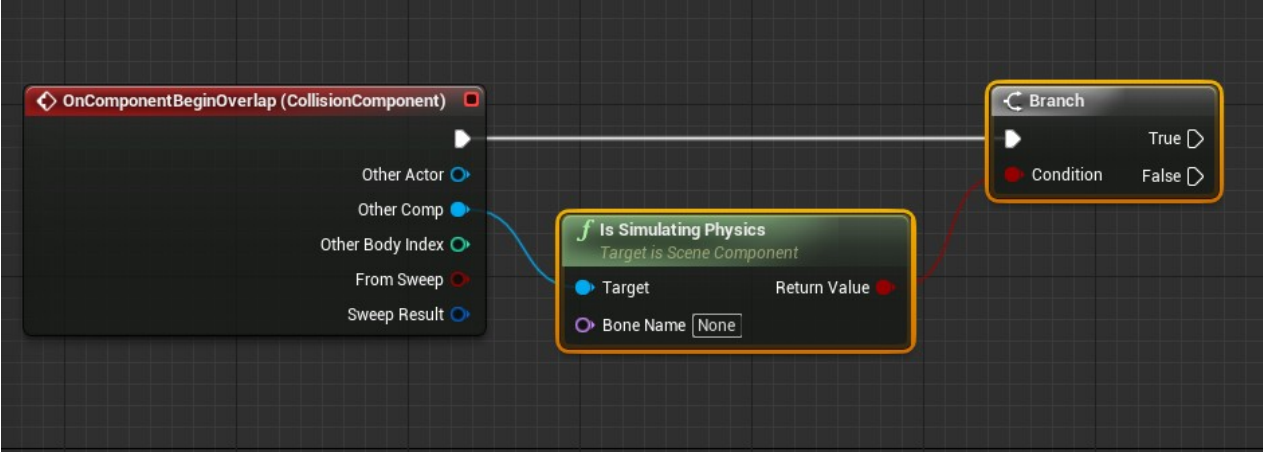
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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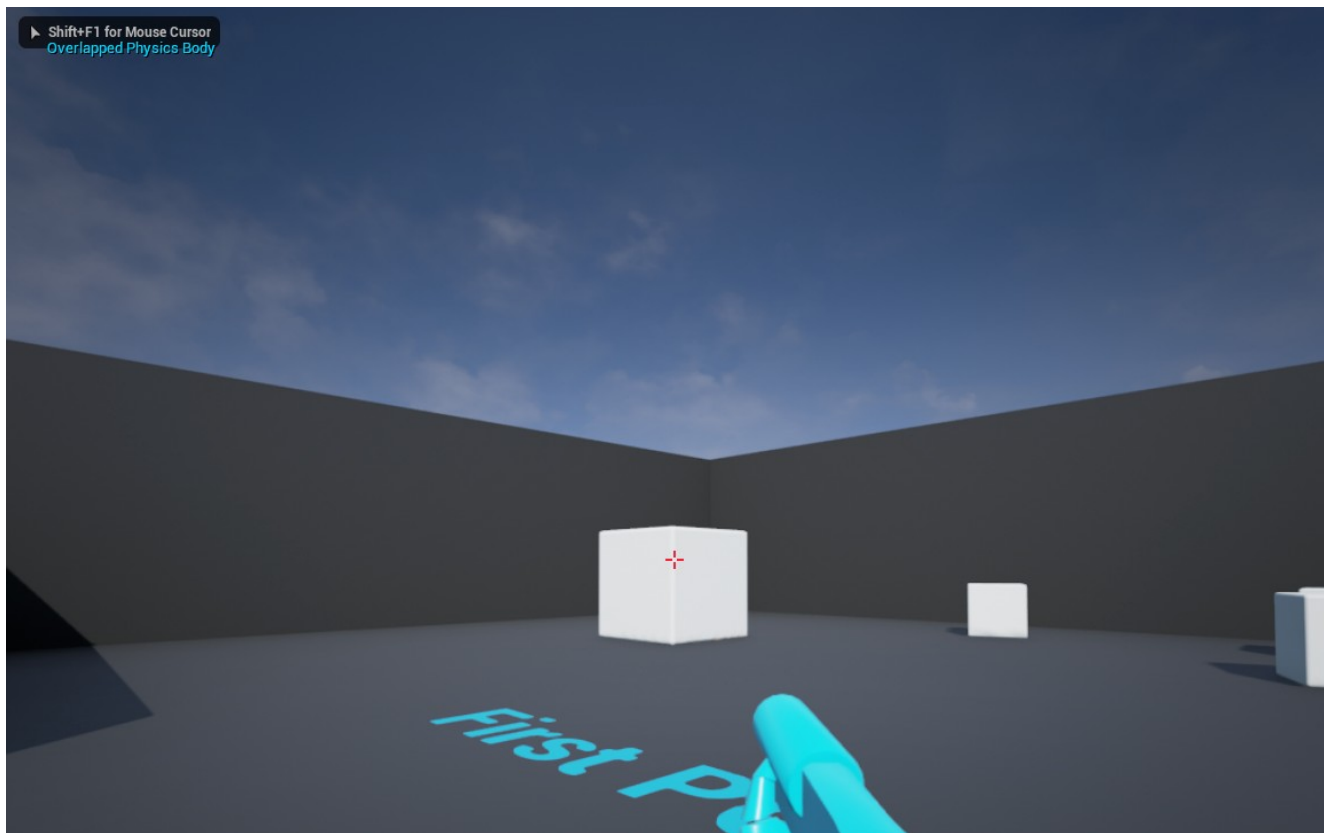
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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Projectile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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These settings are saved in DefaultEngine.ini, which is currently writable.

Search

Object Channels

You can have up to 18 custom channels including object and trace channels. This is list of object type for your project. If you delete the object type that has been used by game, it will go back to WorldStatic.

New Object Channel... Edit... Delete...

Name	Collision
Projectile	No Physics Collision
NoCollision	No Collision
BlockAll	Collision Enabled
OverlapAll	No Physics Collision
BlockAllDynamic	Collision Enabled
OverlapAllDynamic	No Physics Collision
IgnoreOnlyPawn	No Physics Collision
OverlapOnlyPawn	No Physics Collision
Pawn	Collision Enabled
Spectator	No Physics Collision
CharacterMesh	No Physics Collision
PhysicsActor	Collision Enabled
Destructible	Collision Enabled
InvisibleWall	Collision Enabled
InvisibleWallDynamic	Collision Enabled
Trigger	No Physics Collision
Ragdoll	Collision Enabled
Vehicle	Collision Enabled
LI	No Physics Collision
Projectile	No Physics Collision

New Profile

Name:

CollisionEnabled: No Collision

ObjectType: WorldStatic

Description: Needs description

Collision Resp: Ignore Overlap Block

Trace Type

Visibility:

Camera:

ObjectType

WorldStatic:

WorldDynamic:

Pawn:

PhysicsBody:

Vehicle:

Destructible:

Projectile:

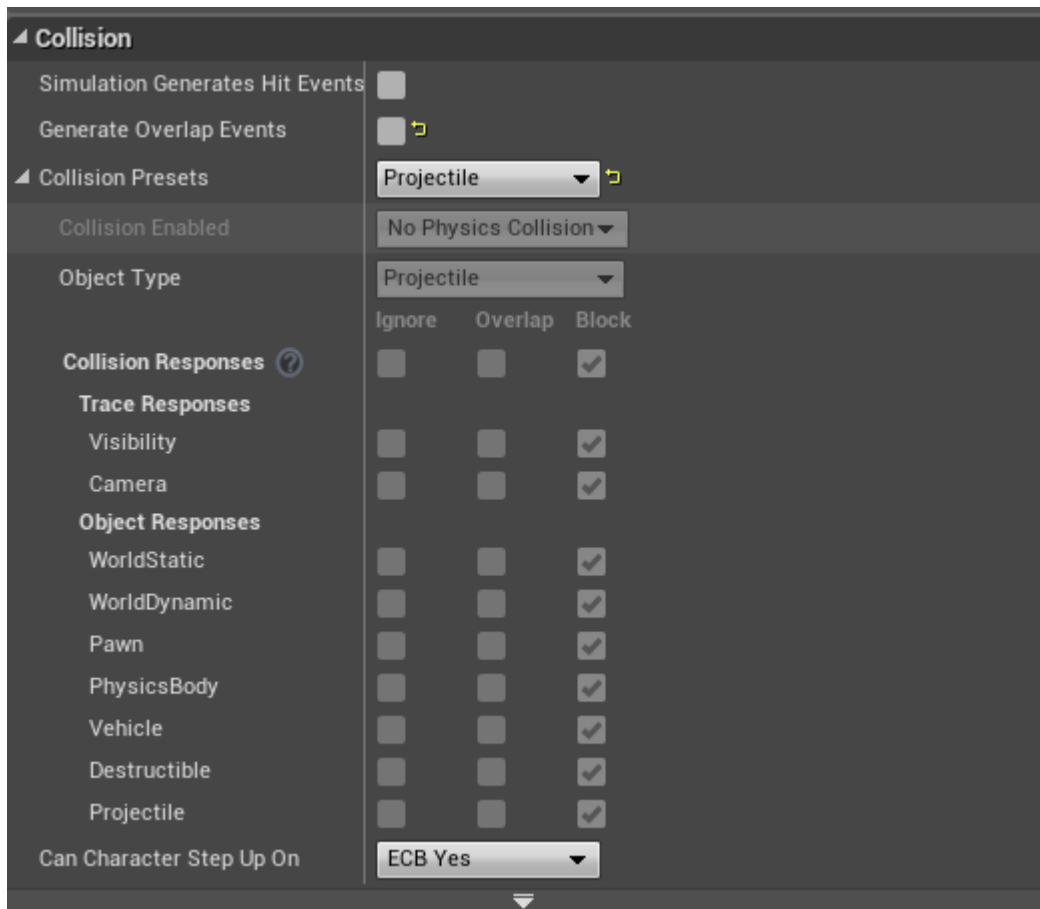
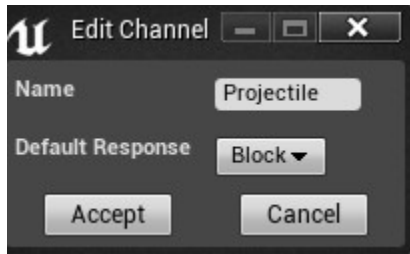
Accept Cancel

collision profiles

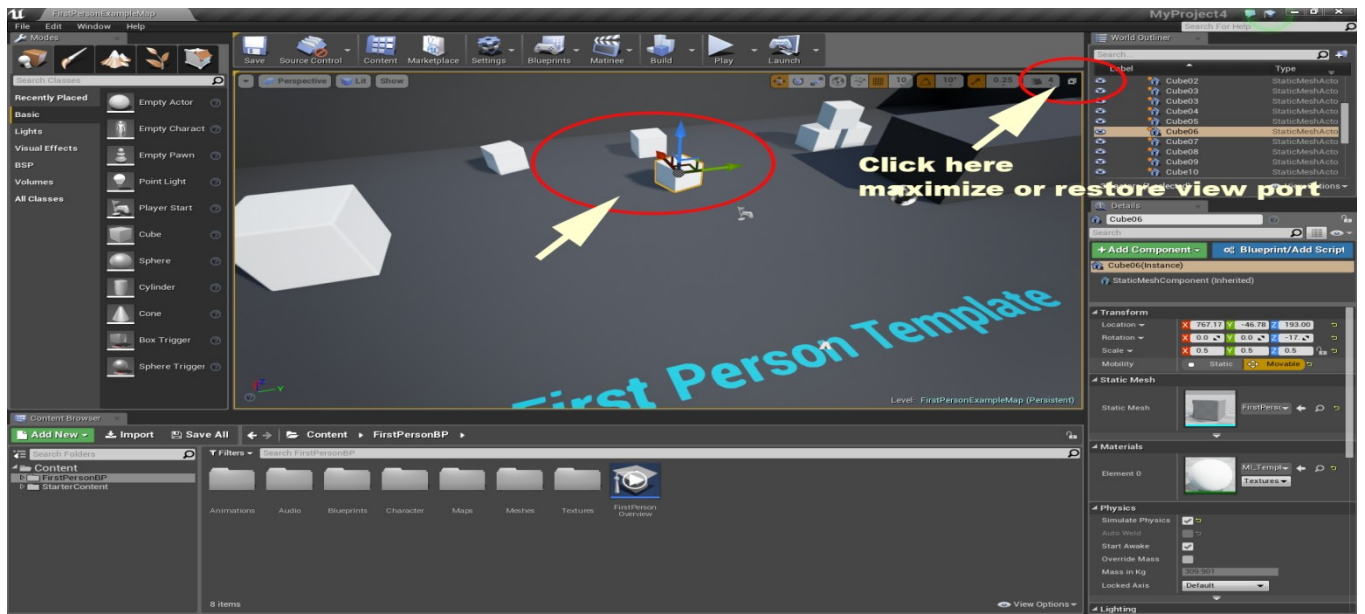
New... Edit... Delete...

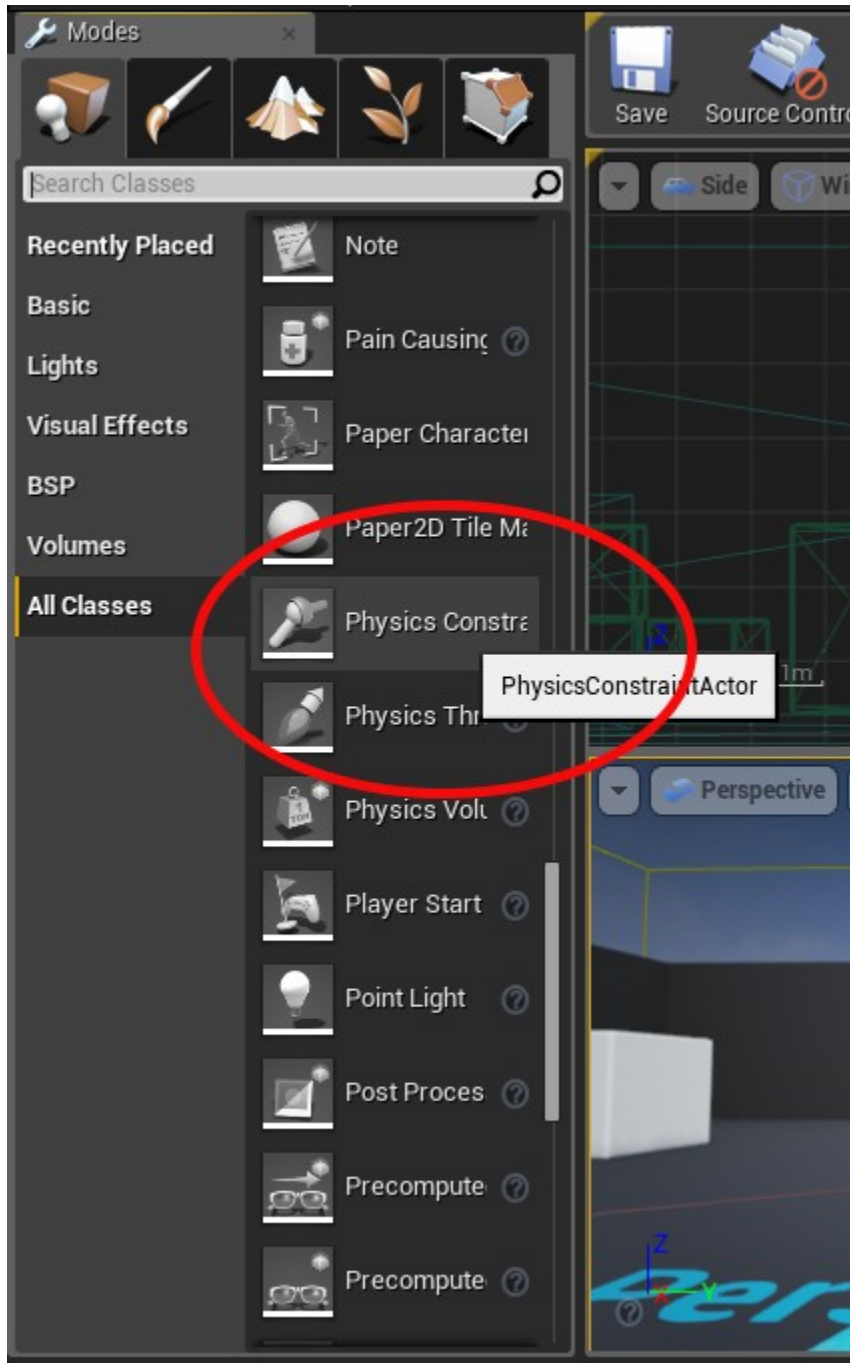
Description

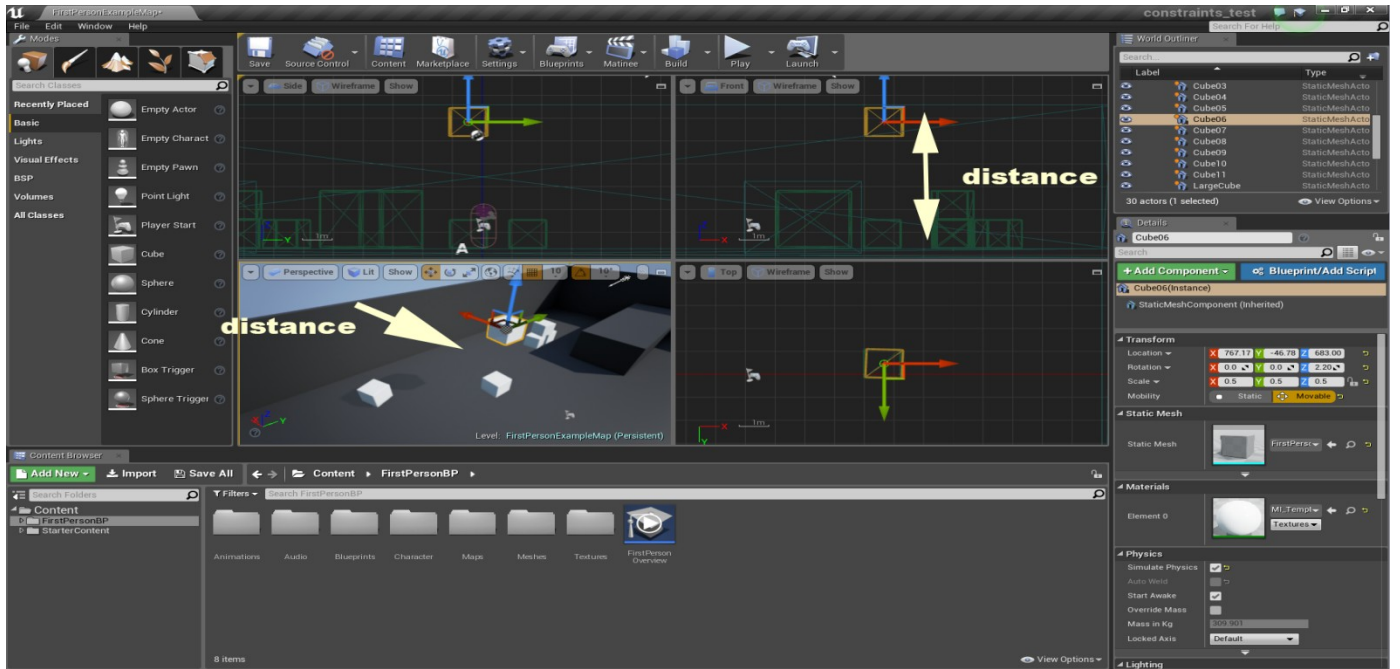
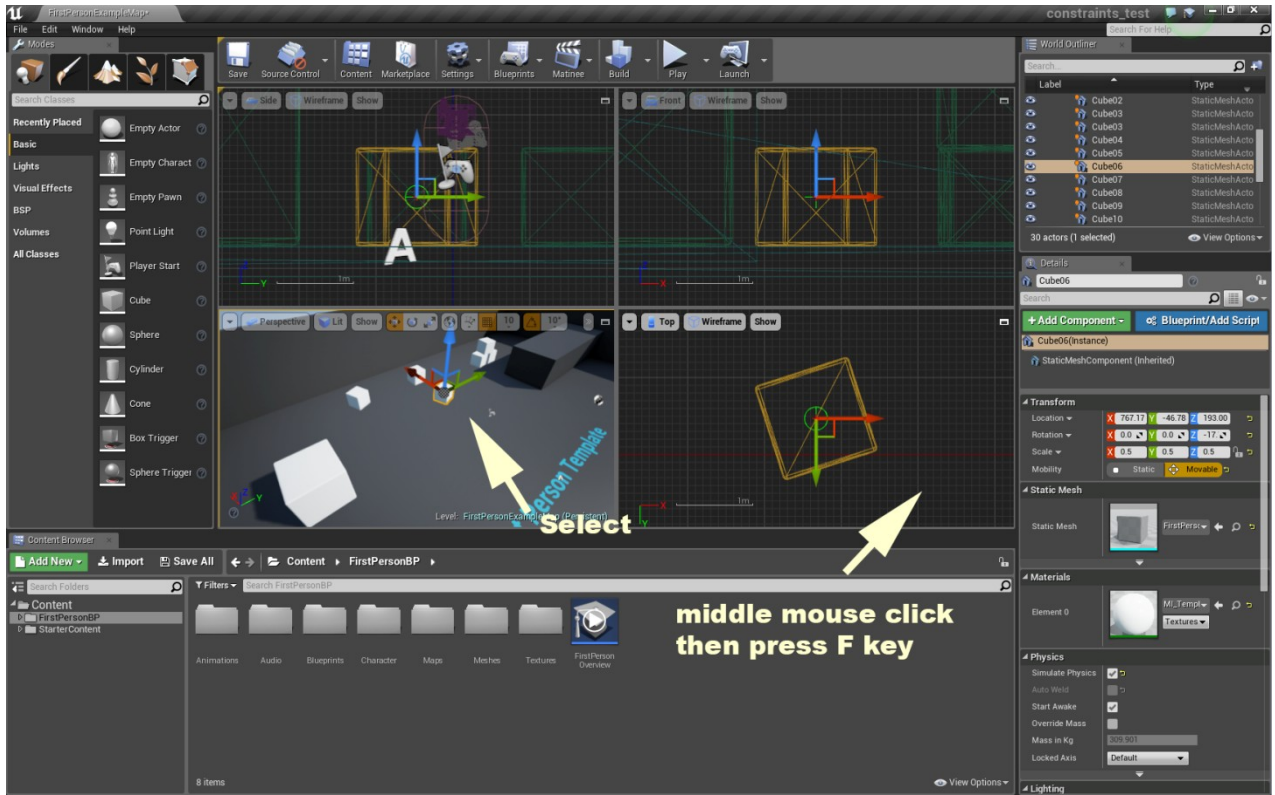
- No collision
- WorldStatic object that blocks all actors by default. All new custom channels will use its own default response.
- WorldStatic object that overlaps all actors by default. All new custom channels will use its own default response.
- WorldDynamic object that blocks all actors by default. All new custom channels will use its own default response.
- WorldDynamic object that overlaps all actors by default. All new custom channels will use its own default response.
- WorldDynamic object that ignores Pawn and Vehicle. All other channels will be set to default.
- WorldDynamic object that overlaps Pawn, Camera, and Vehicle. All other channels will be set to default.
- Pawn object. Can be used for capsule of any playable character or AI.
- Pawn object that ignores all other actors except WorldStatic.
- Pawn object that is used for Character Mesh. All other channels will be set to default.
- Simulating actors
- Destructible actors
- WorldStatic object that is invisible.
- WorldDynamic object that is invisible.
- WorldDynamic object that is used for trigger. All other channels will be set to default.
- Simulating Skeletal Mesh Component. All other channels will be set to default.
- Vehicle object that blocks Vehicle, WorldStatic, and WorldDynamic. All other channels will be set to default.
- WorldStatic object that overlaps all actors by default. All new custom channels will use its own default response.
- Preset for projectiles

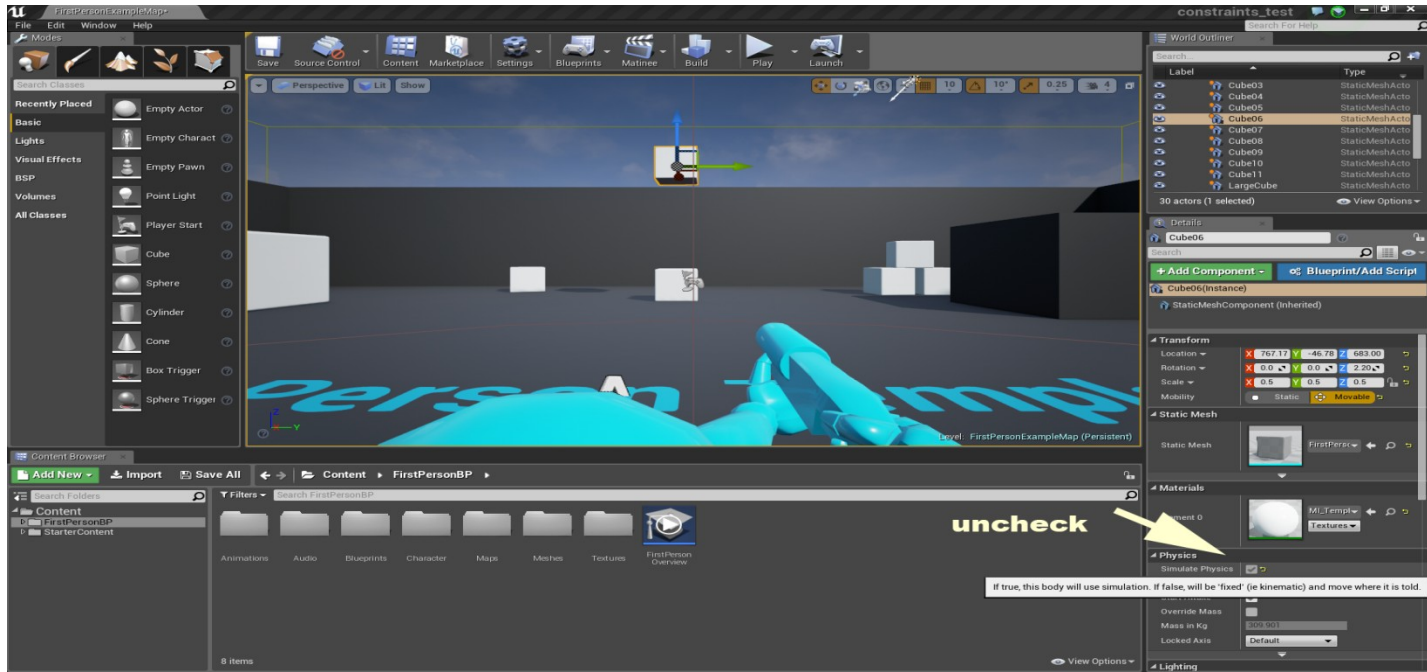


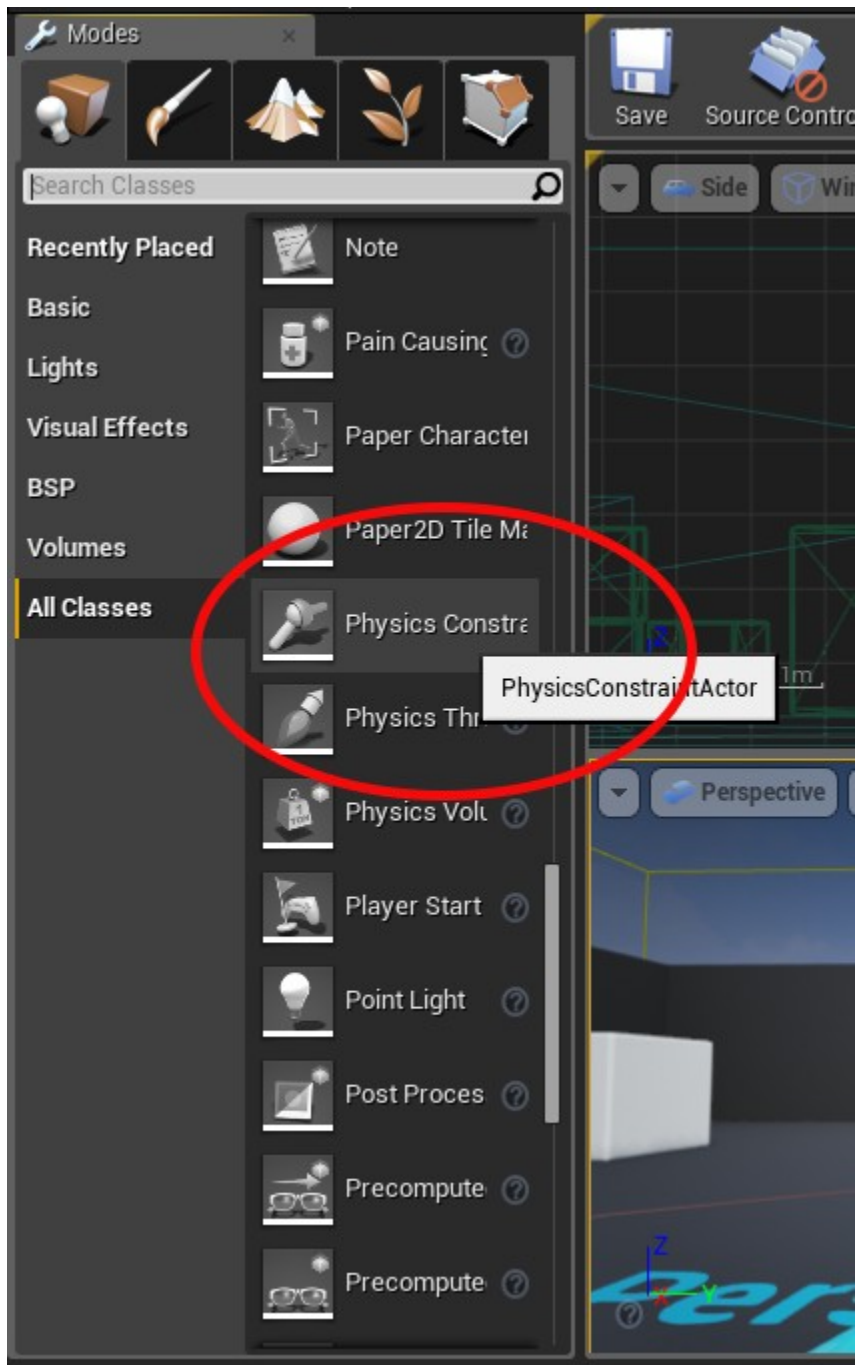
CHAPTER 4

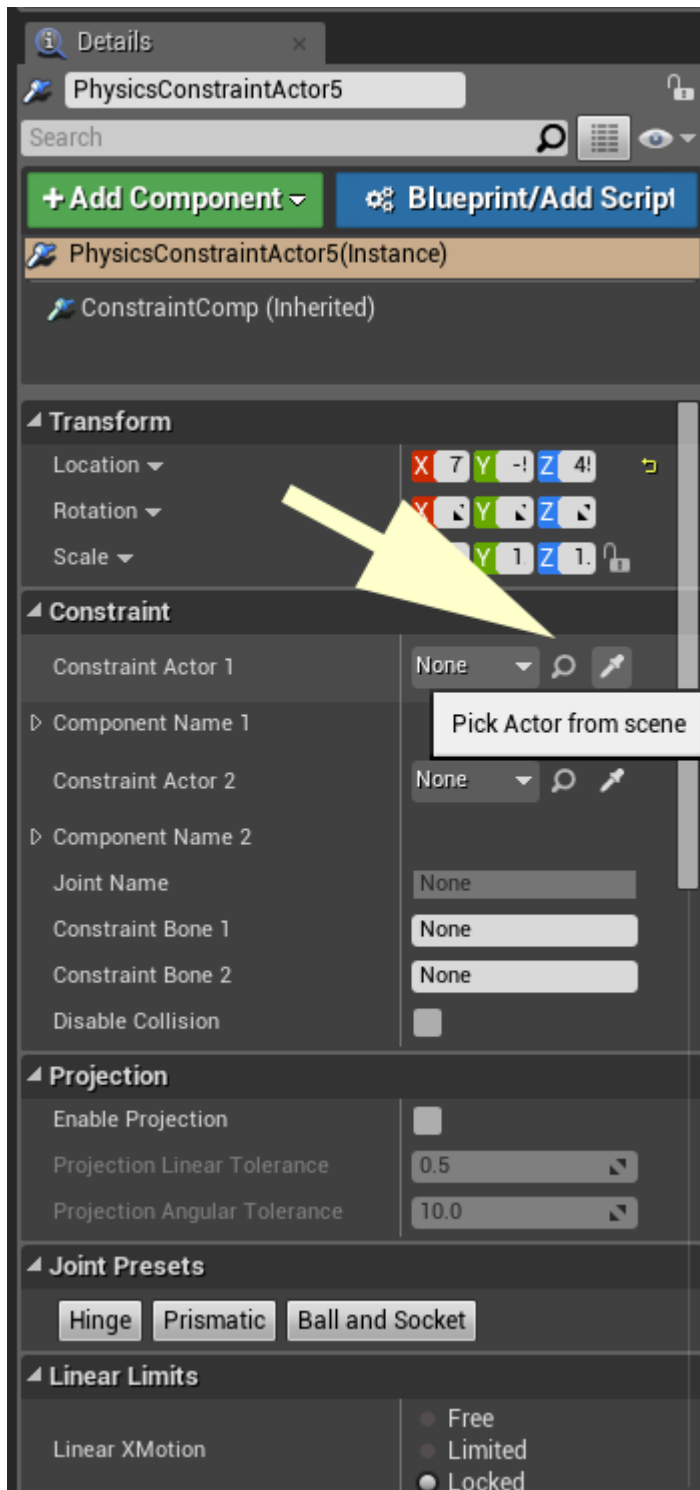


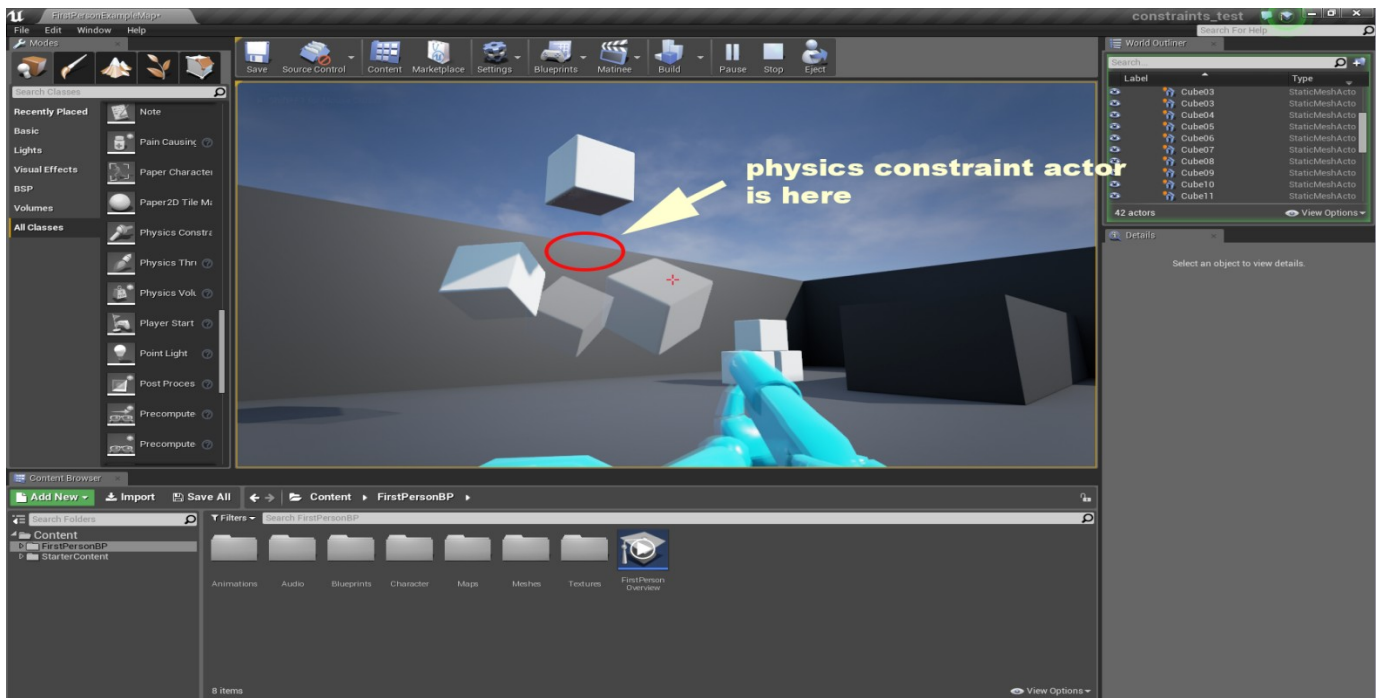
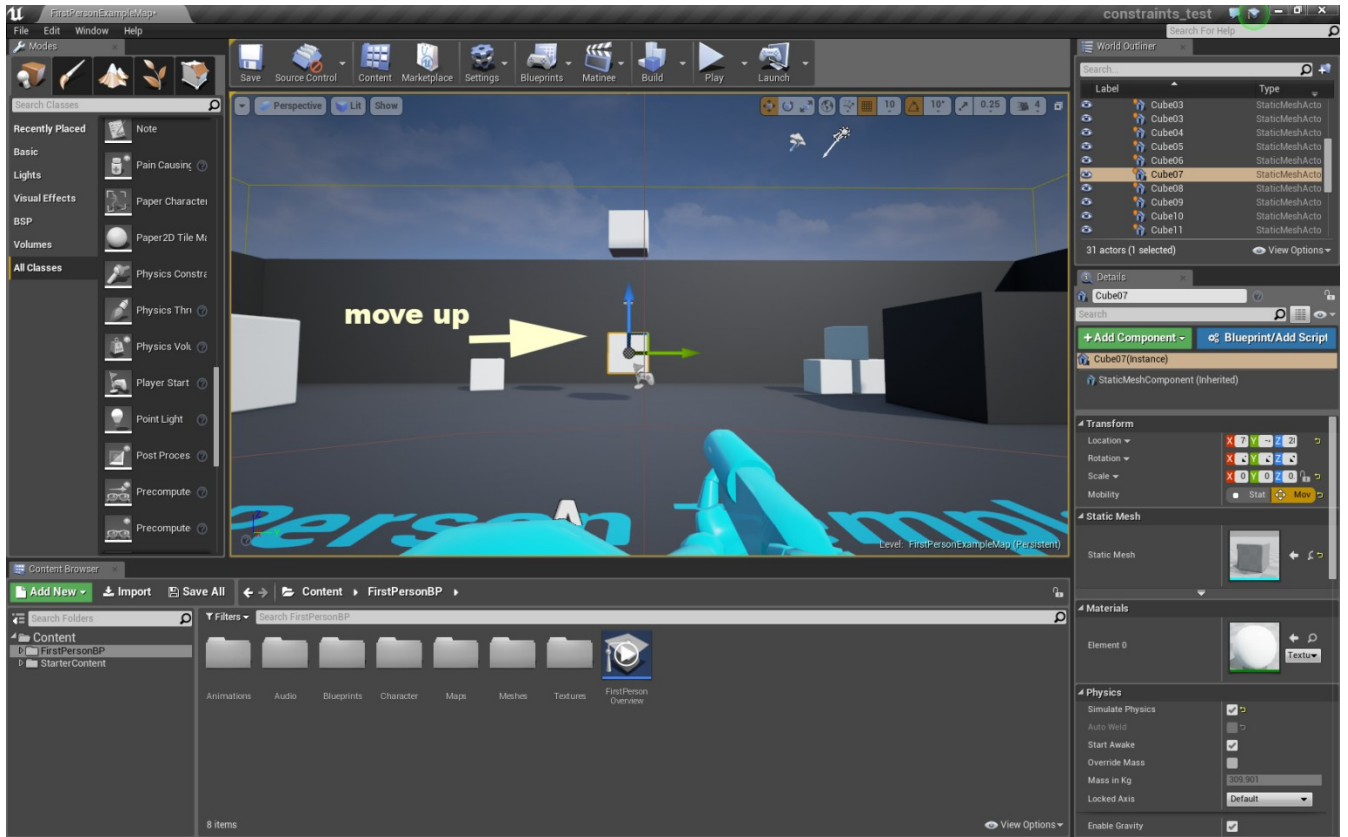


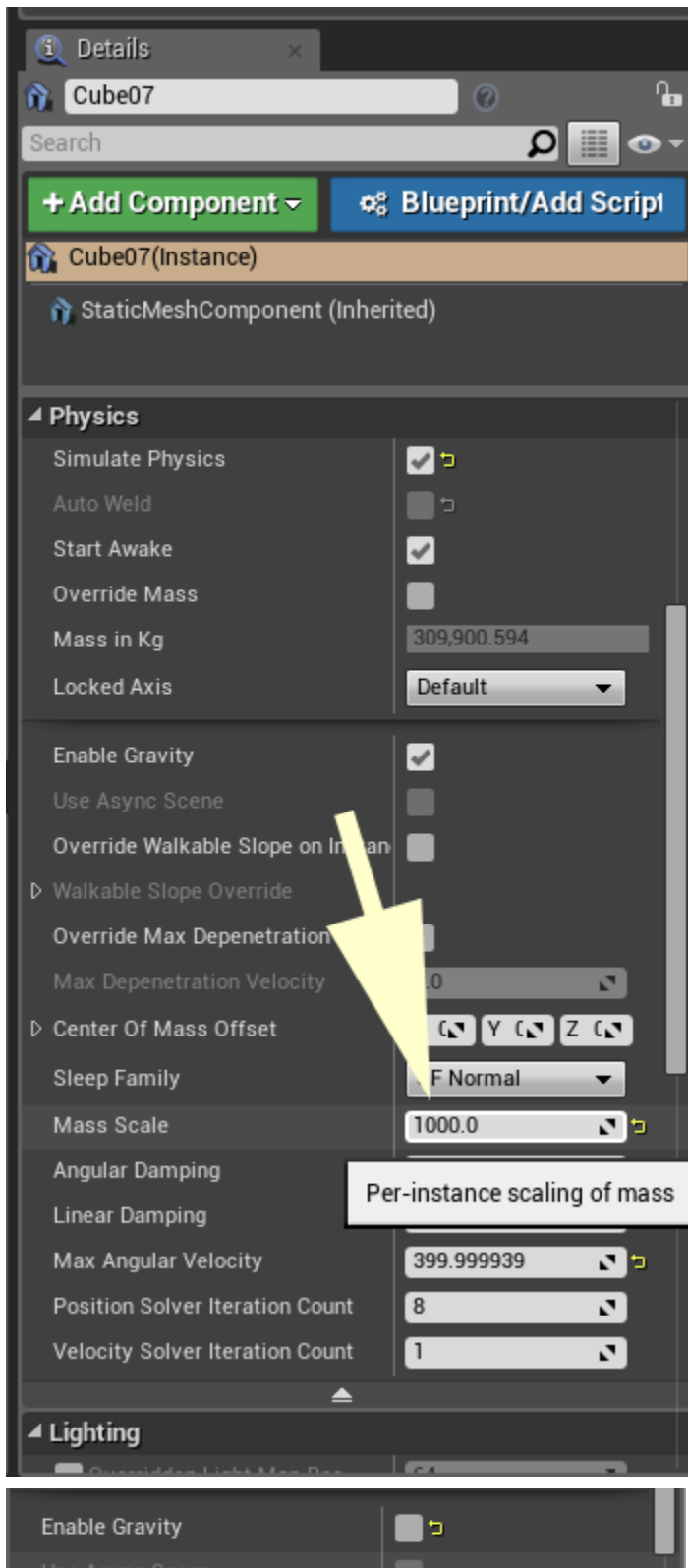


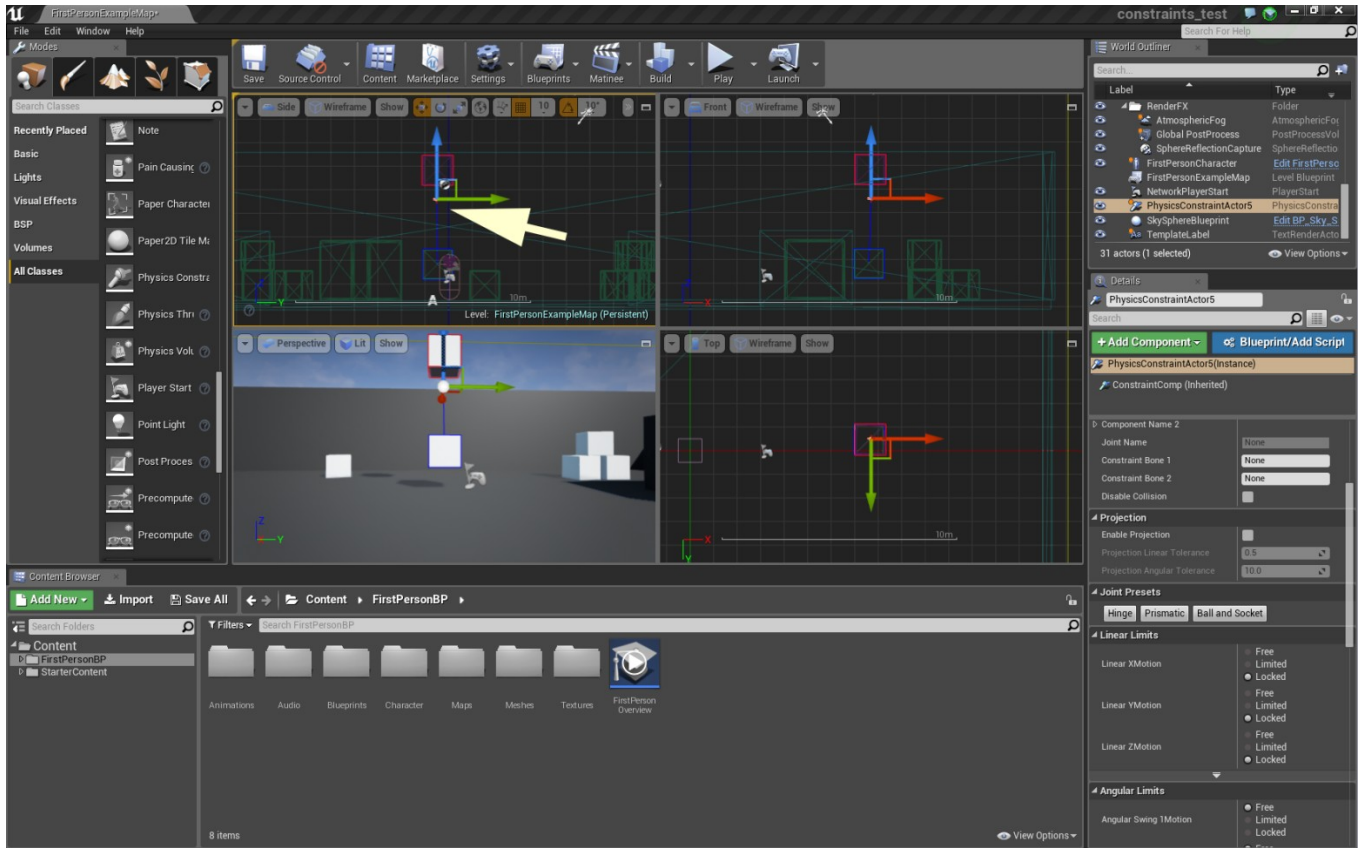








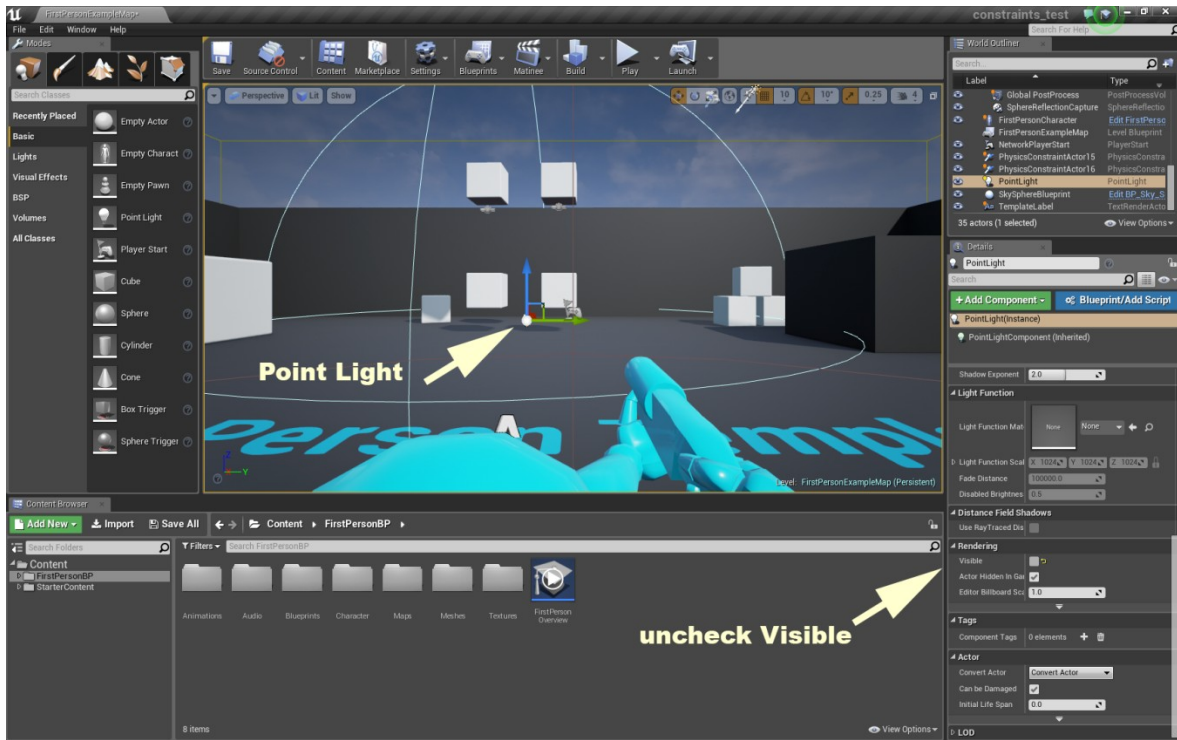
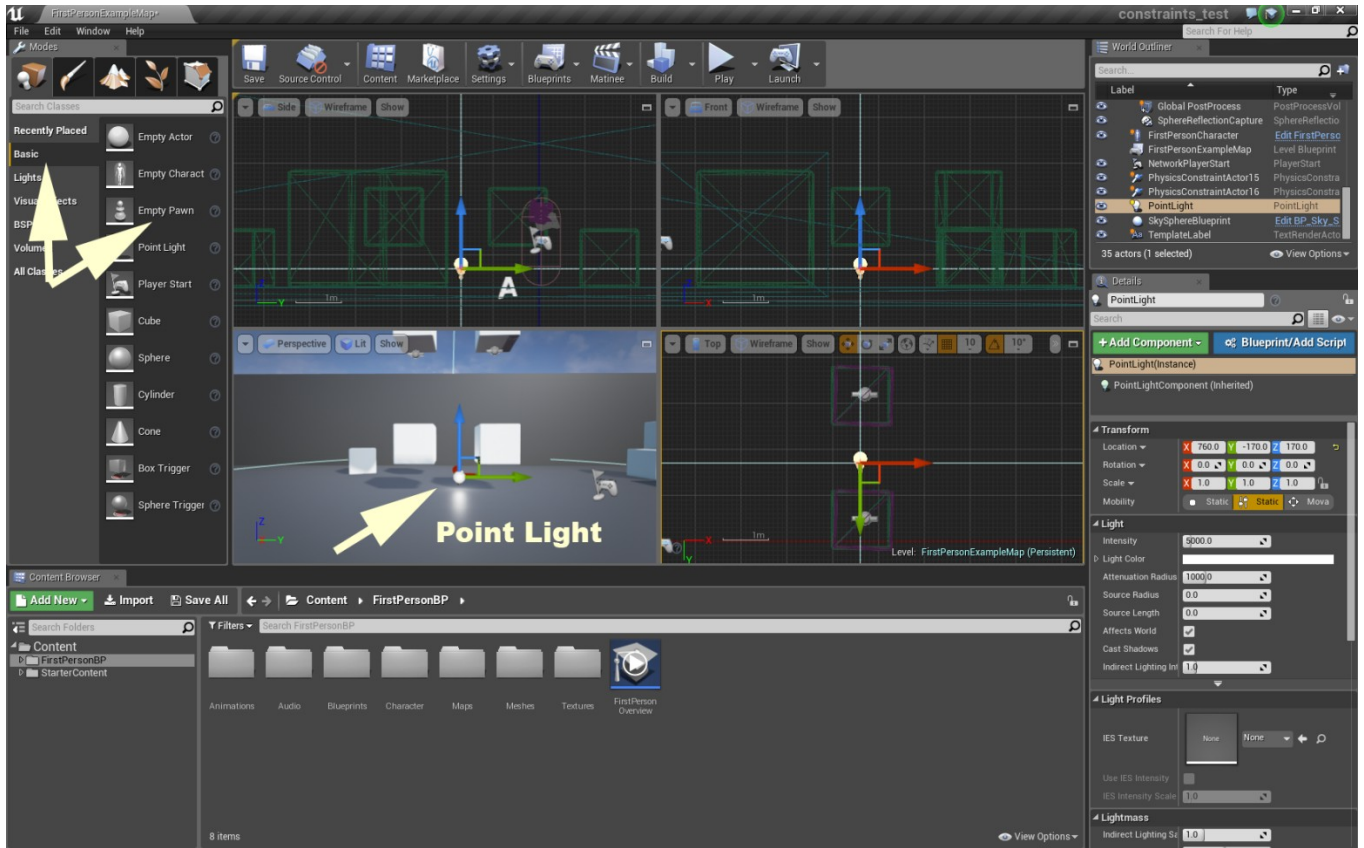


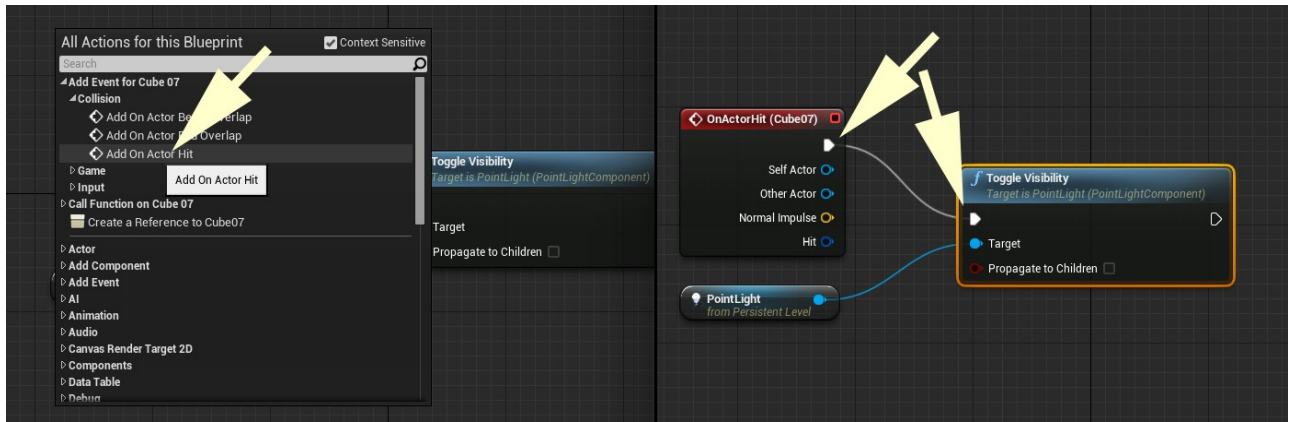
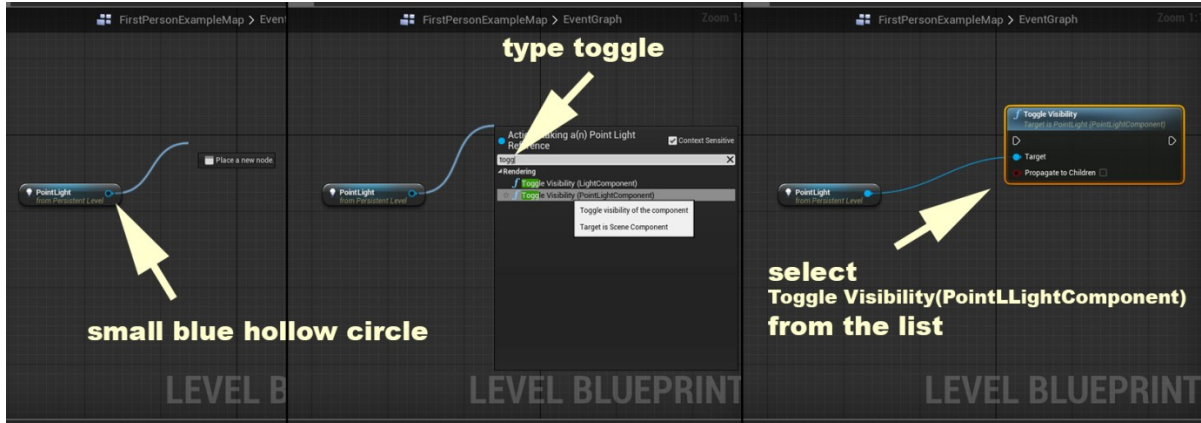


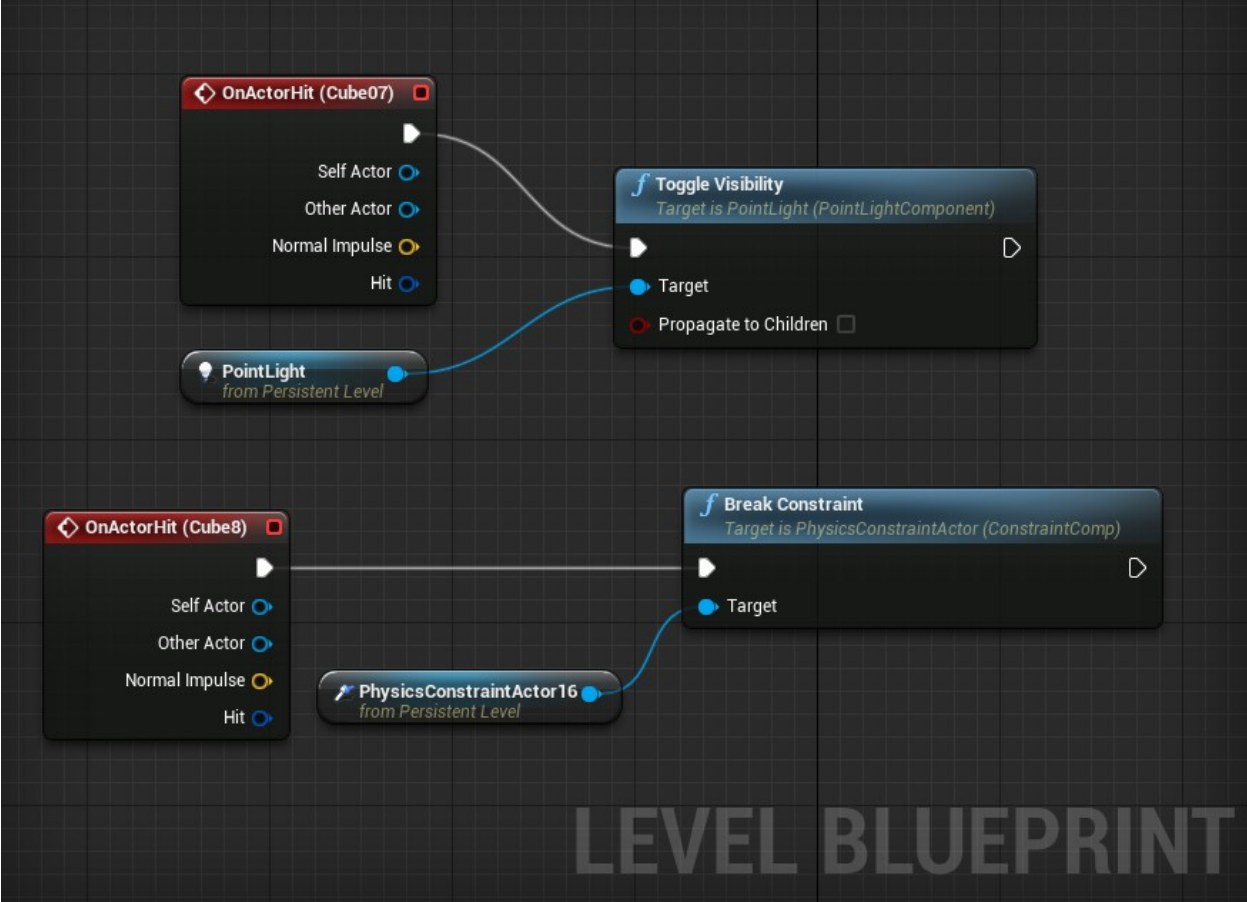
Angular Limits

Angular Swing 1Motion	<input type="radio"/> Free <input type="radio"/> Limited <input checked="" type="radio"/> Locked	↗
Angular Twist Motion	<input type="radio"/> Free <input checked="" type="radio"/> Limited <input type="radio"/> Locked	↗
Angular Swing 2Motion	<input type="radio"/> Free <input checked="" type="radio"/> Limited <input type="radio"/> Locked	↗
Twist Limit Angle	60.0	↗
Swing 2Limit Angle	60.0	↗
Angular Rotation Offset	Roll Pitch Yaw	
Roll	0.0	↗
Pitch	0.0	↗
Yaw	0.0	↗
Swing Limit Soft	<input checked="" type="checkbox"/>	
Swing Limit Stiffness	50.0	↗
Swing Limit Damping	5.0	↗
Twist Limit Soft	<input checked="" type="checkbox"/>	
Twist Limit Stiffness	50.0	↗
Twist Limit Damping	5.0	↗
Angular Breakable	<input type="checkbox"/>	
Angular Break Threshold	500.0	↗

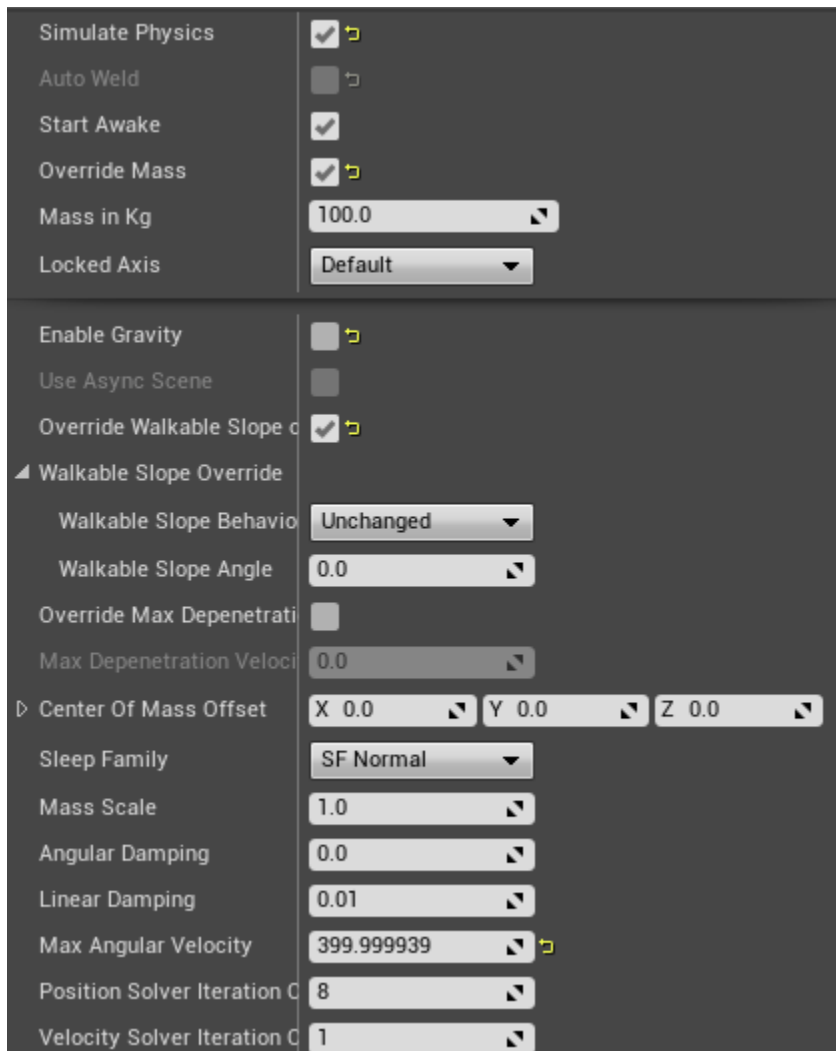
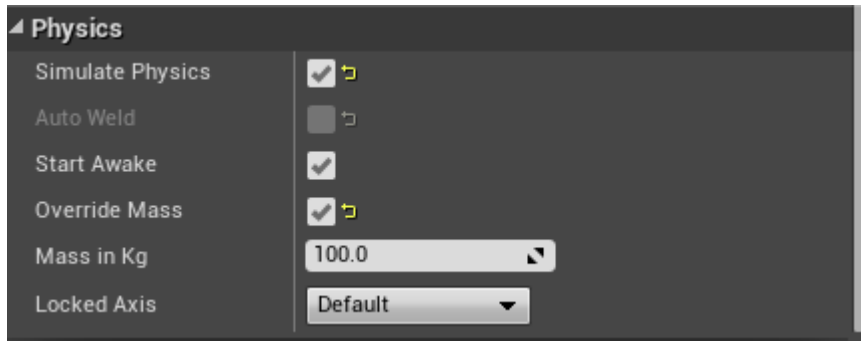
Linear Motor

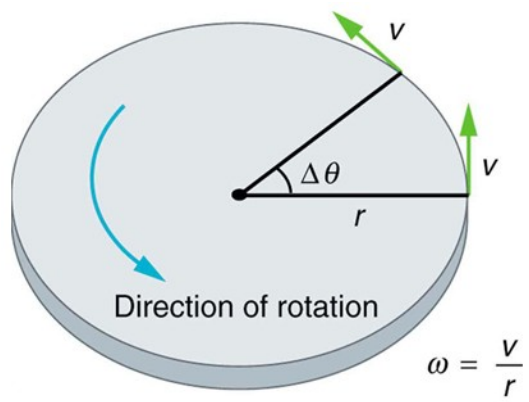






CHAPTER 5





Physics

Simulate Physics



Auto Weld



Start Awake

Override Mass



Mass in Kg

10.0



Locked Axis

Default



Enable Gravity



Use Async Scene

Override Walkable Slope on Instance

▷ Walkable Slope Override

Override Max Depenetration Velocity

Max Depenetration Velocity

0.0



▷ Center Of Mass Offset

X 0.0



Y 0.0



Z 0.0



Sleep Family

SF Normal



Mass Scale

1.0



Angular Damping

0.0



Linear Damping

100.0



Max Angular Velocity

800.0



Position Solver Iteration Count

8

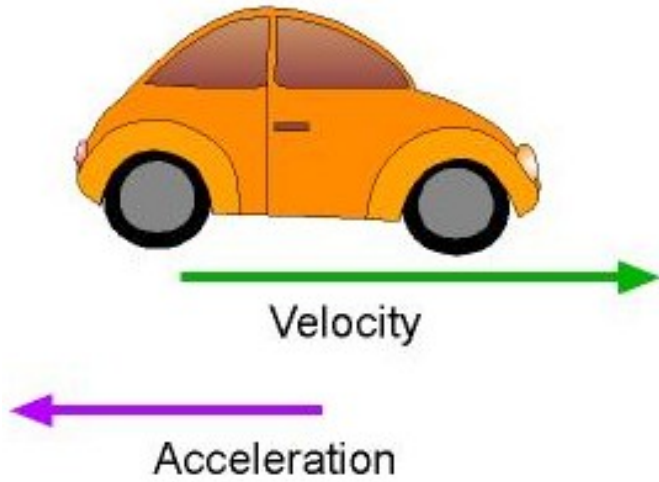


Velocity Solver Iteration Count

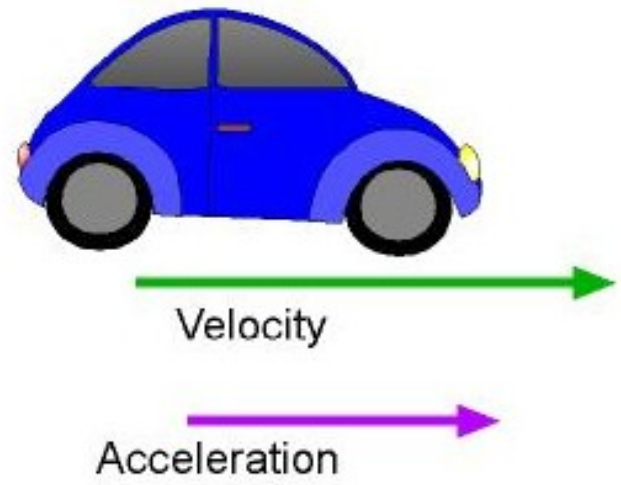
1

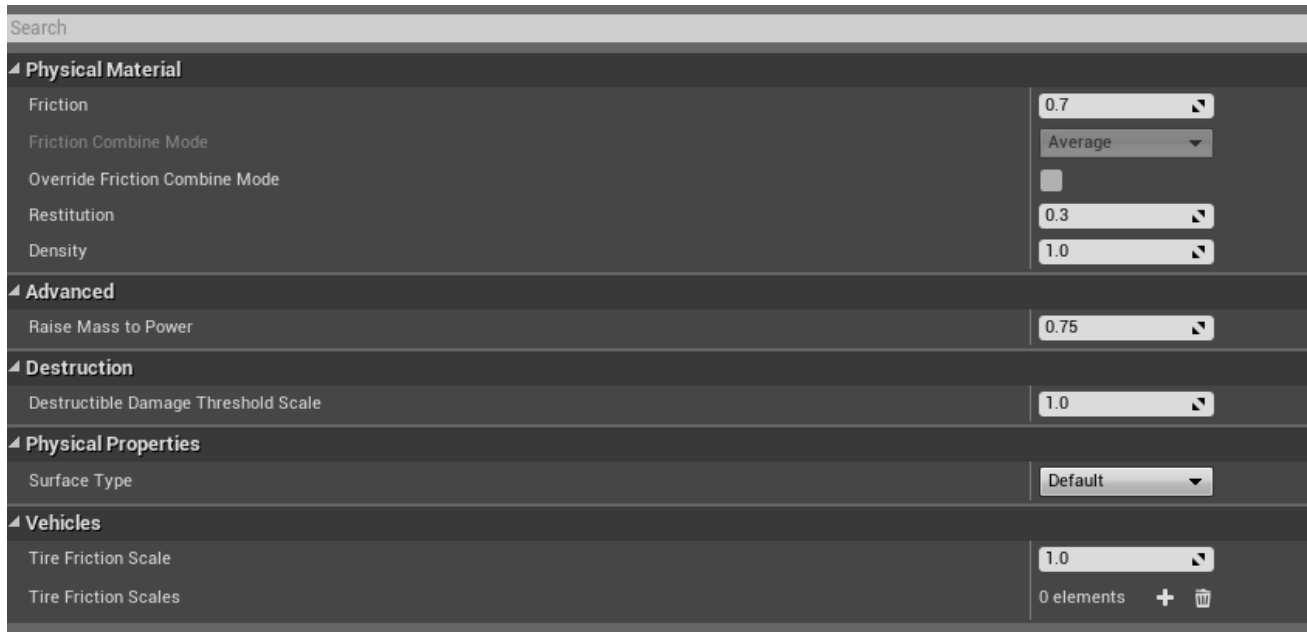
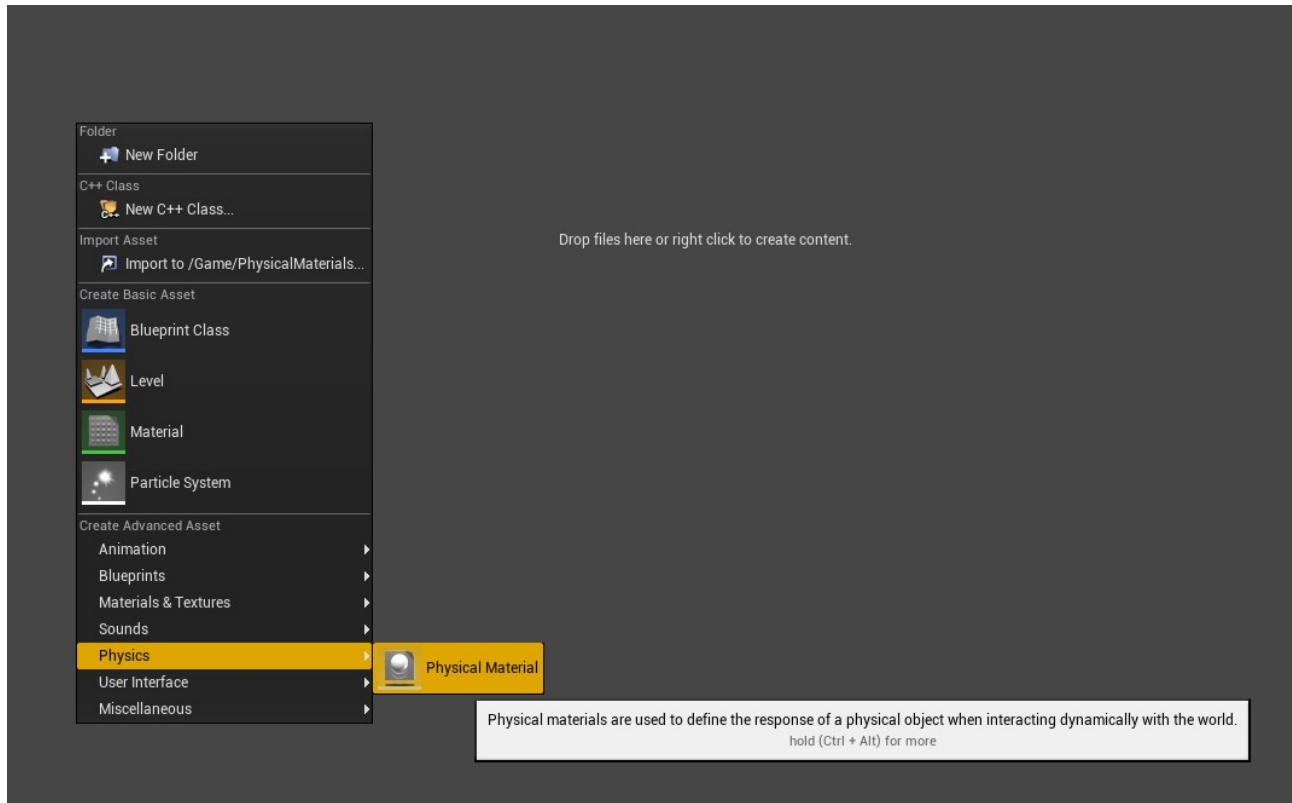


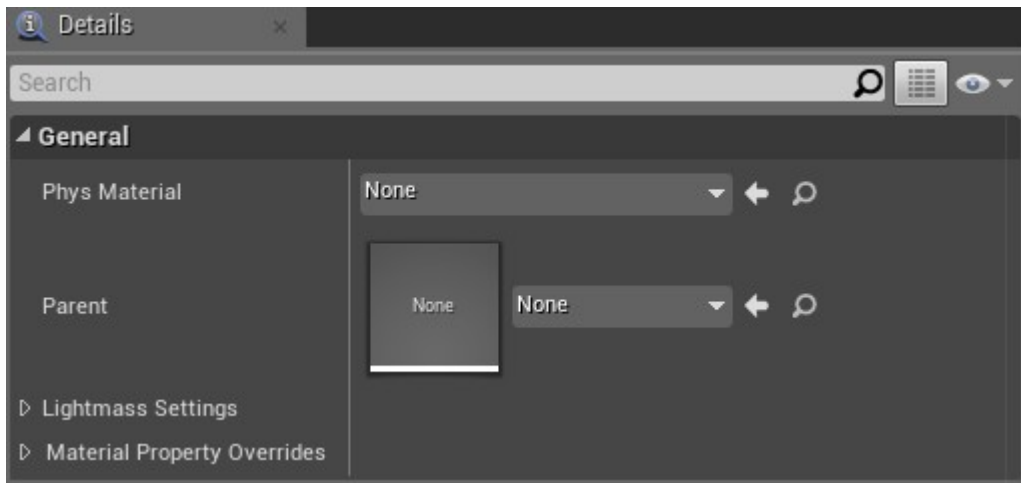
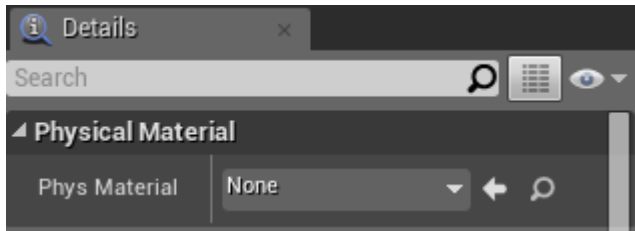
This car is slowing down

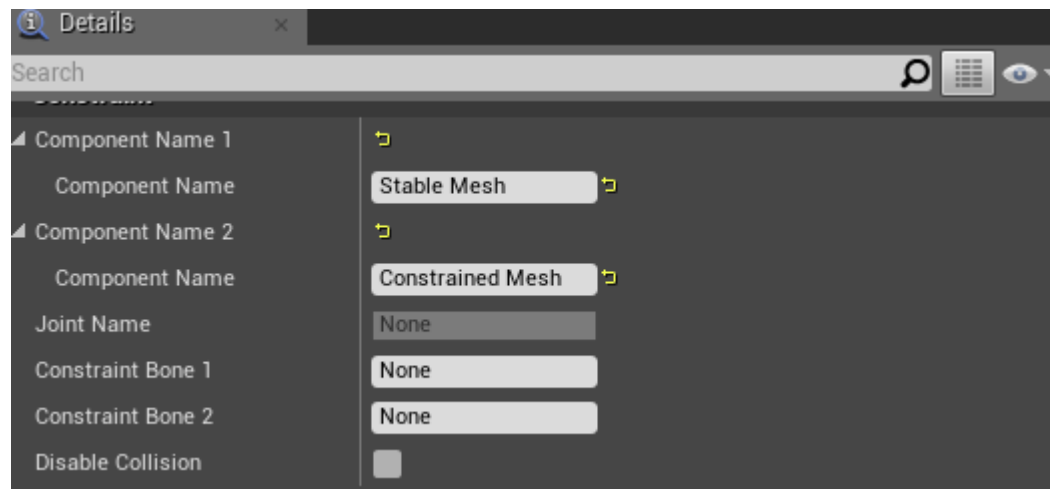
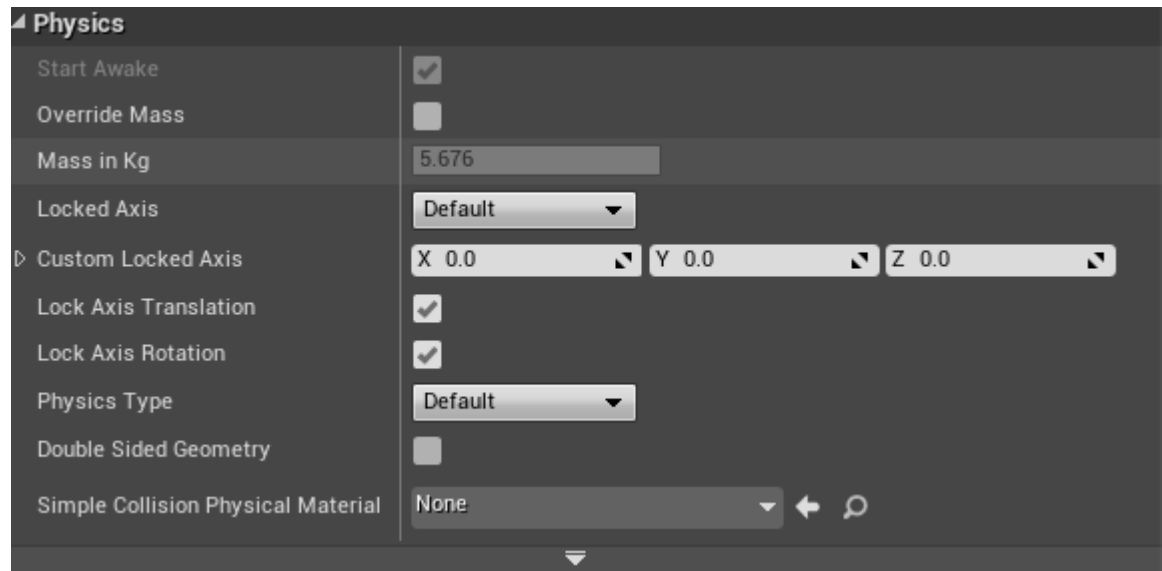


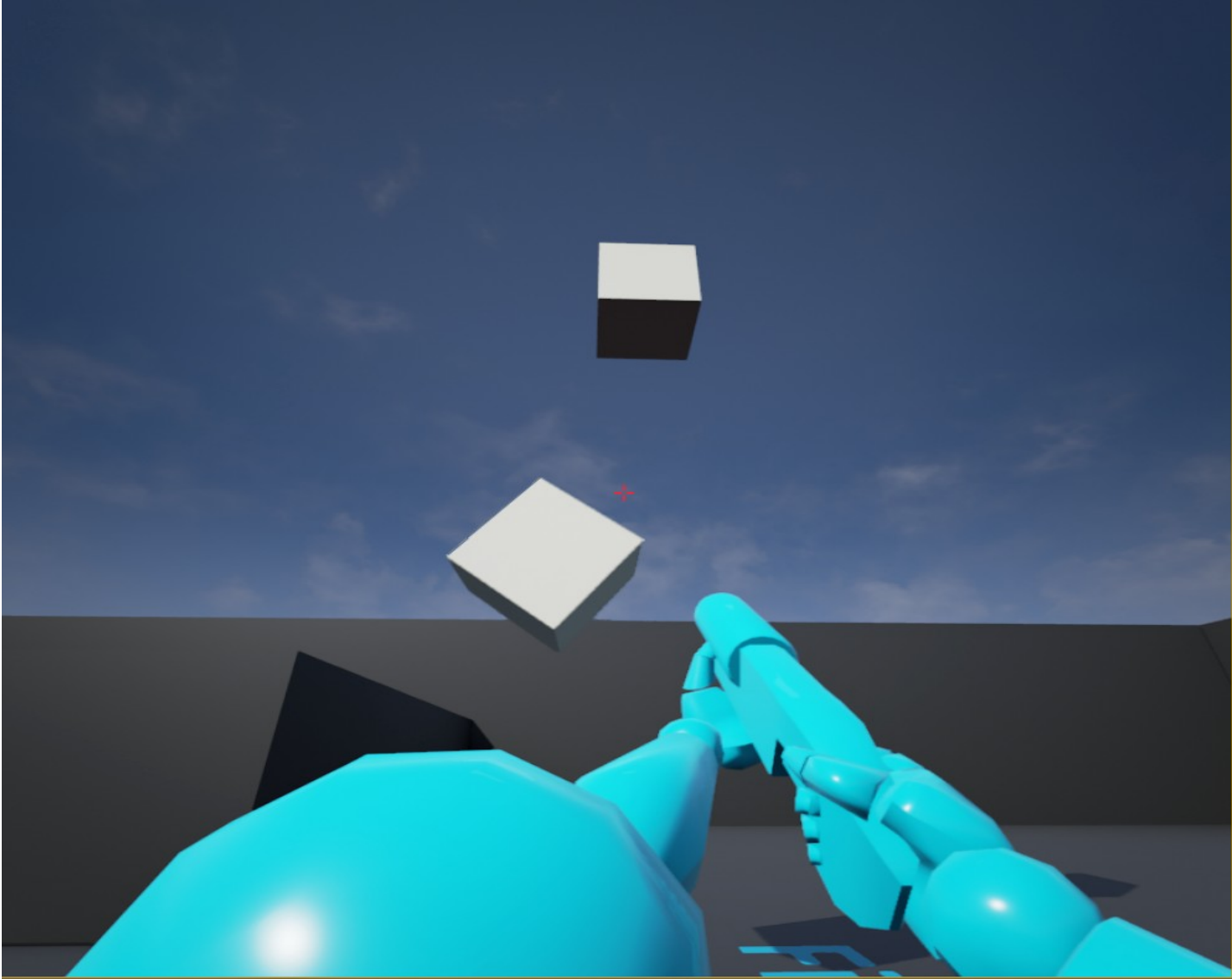
This car is speeding up

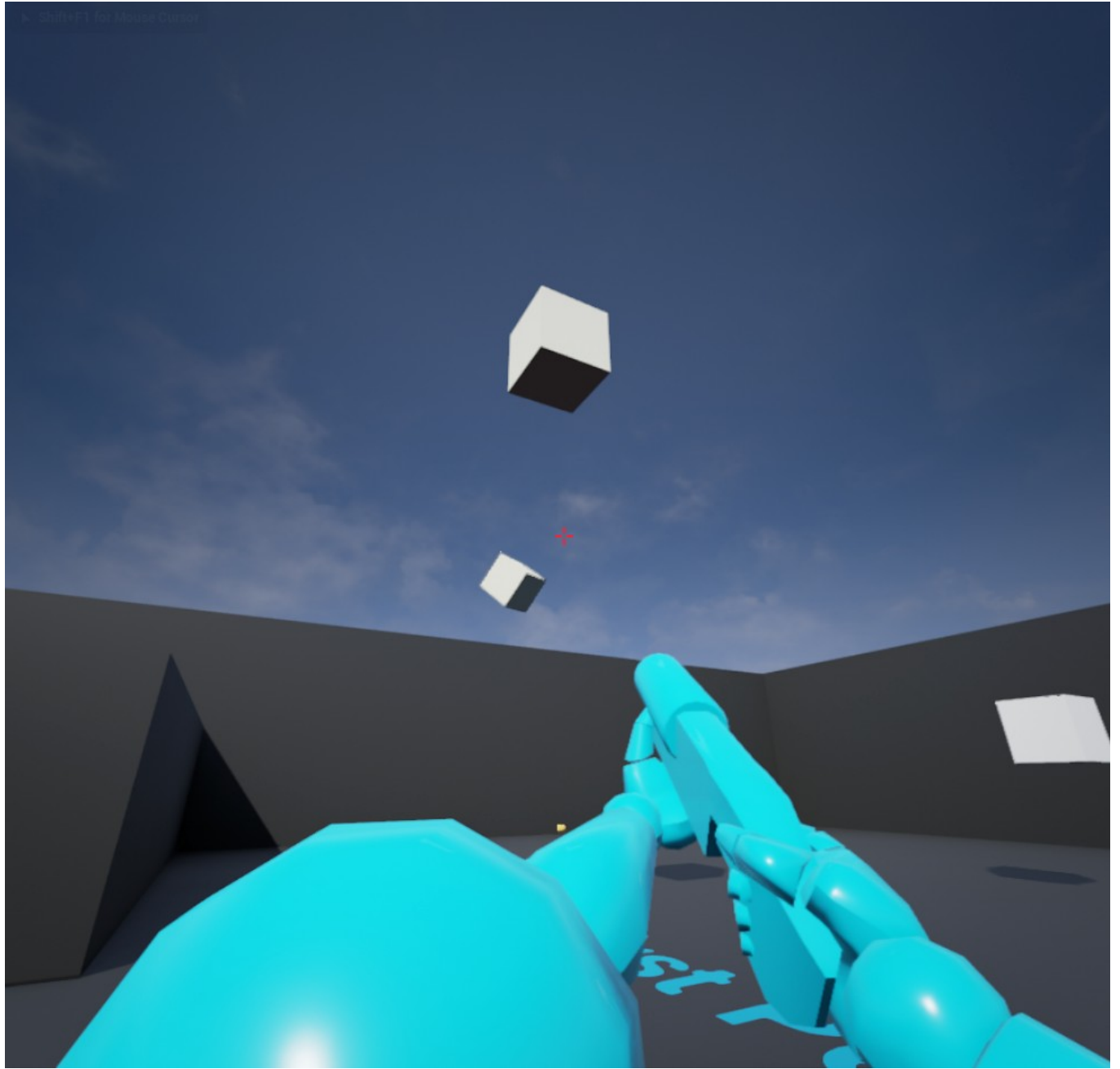




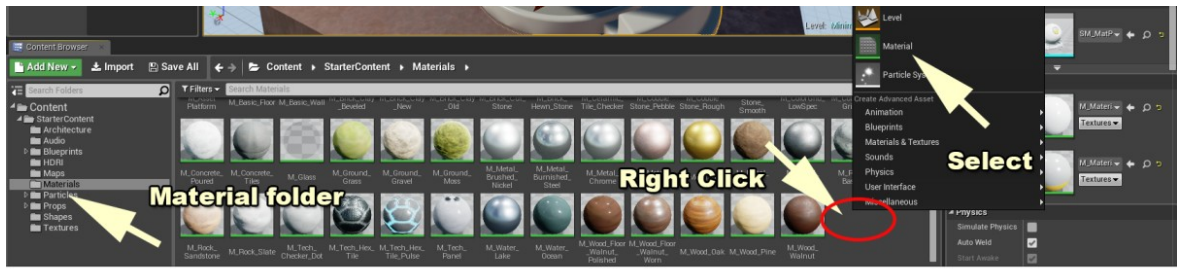


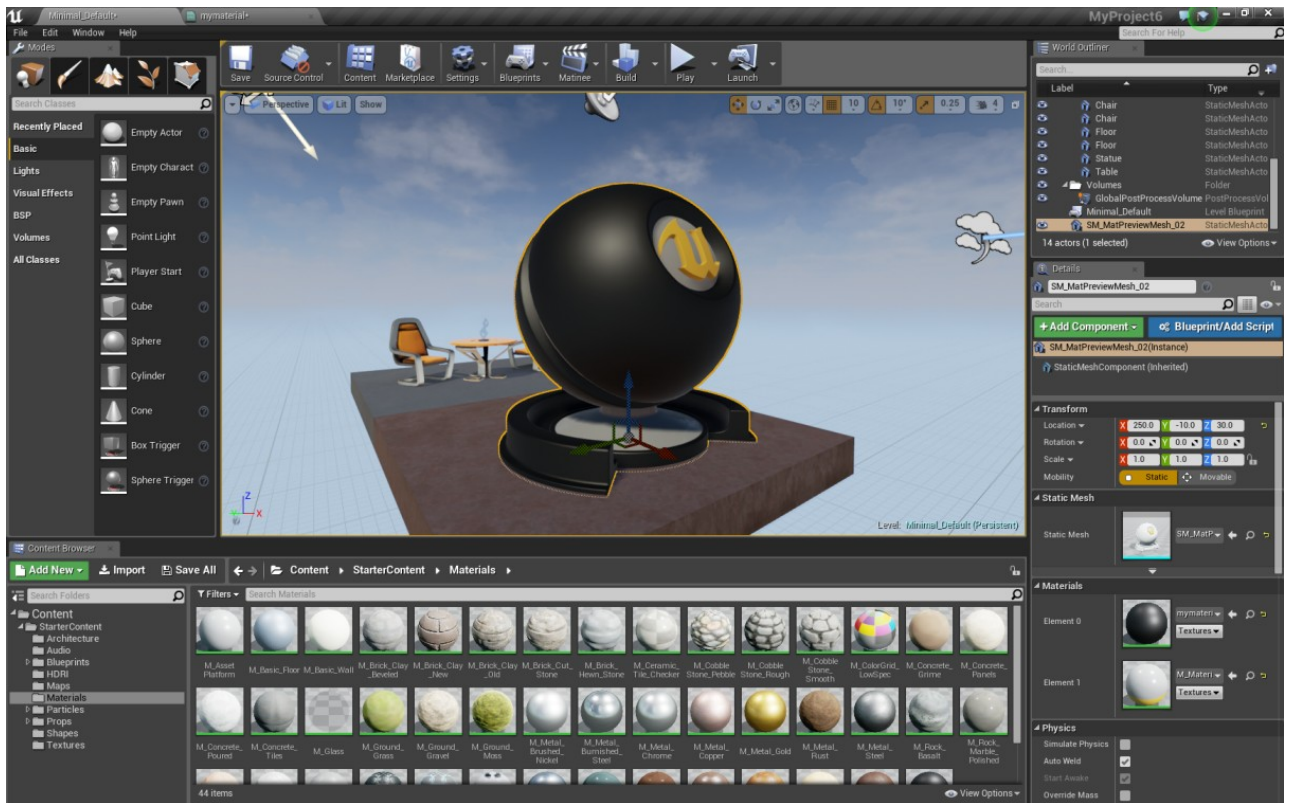


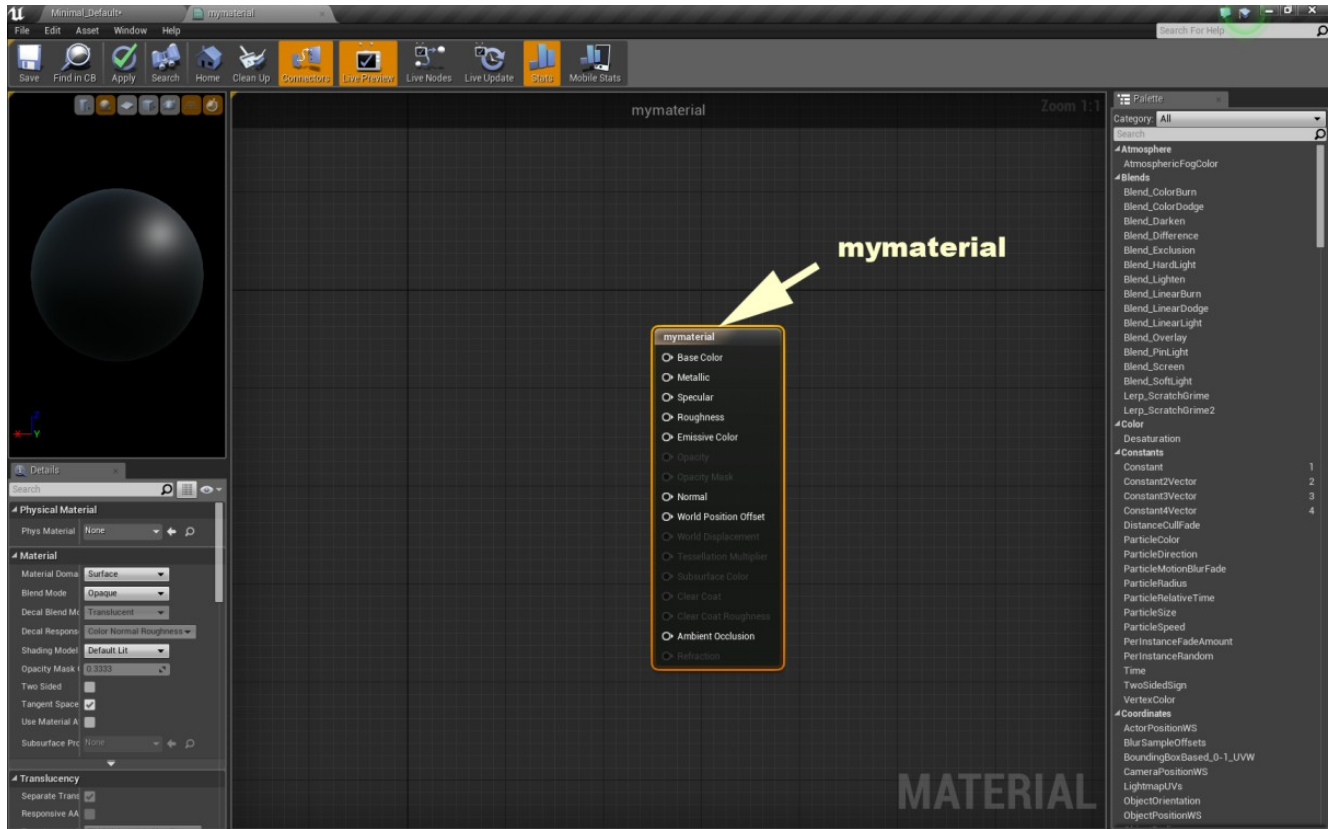


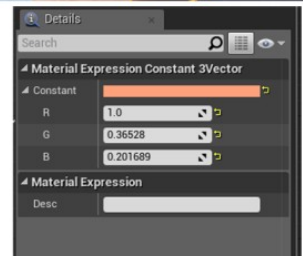
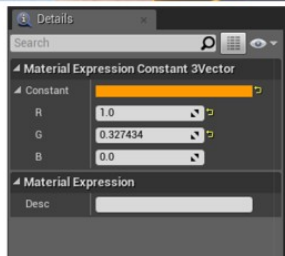
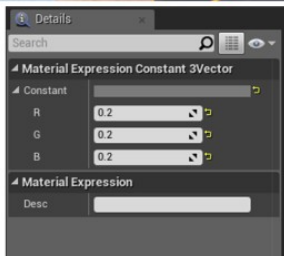
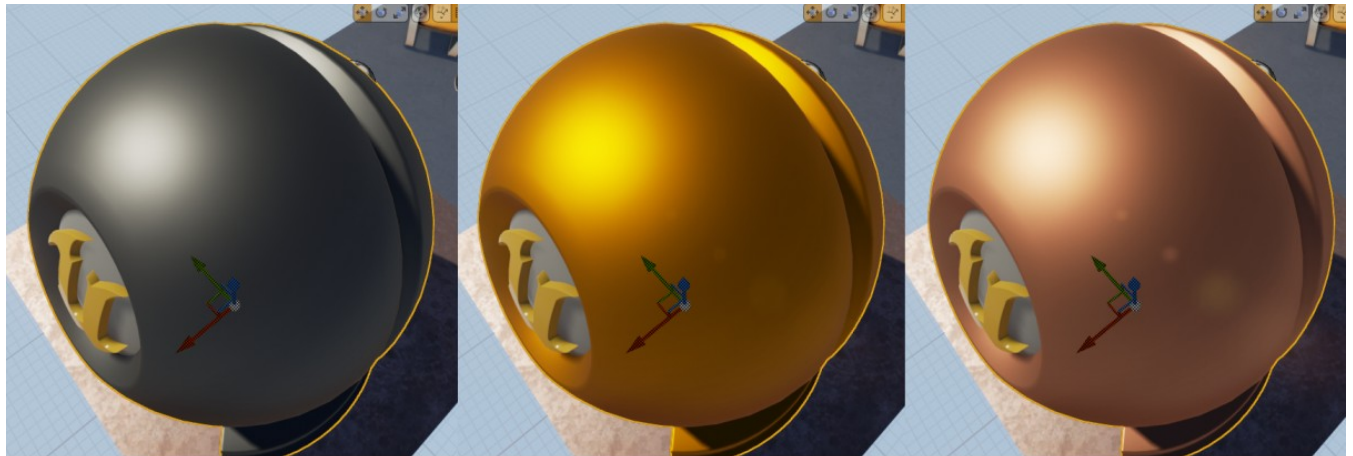
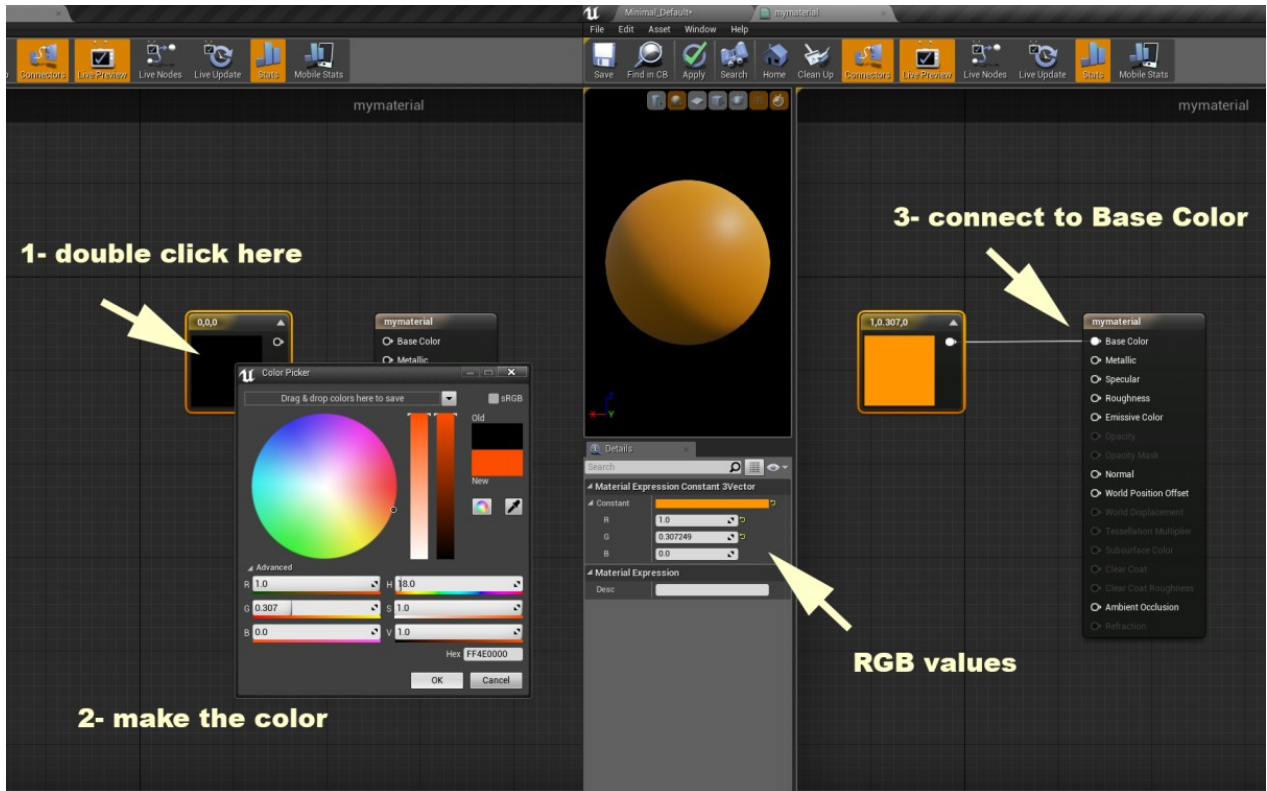


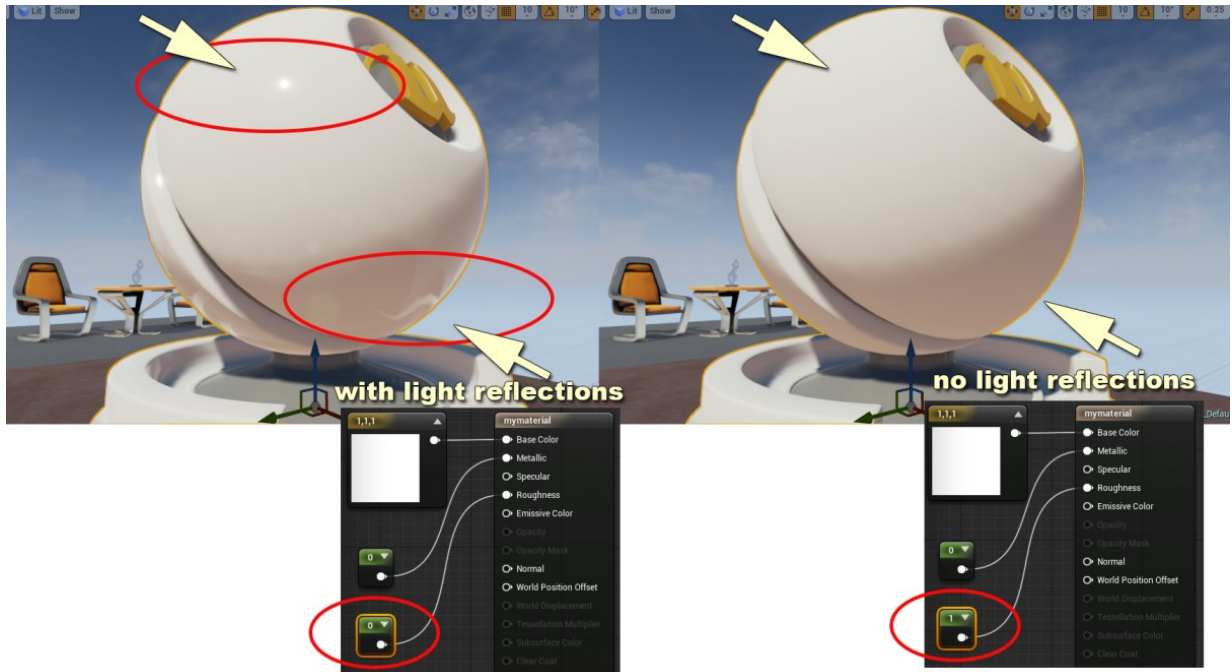
CHAPTER 6

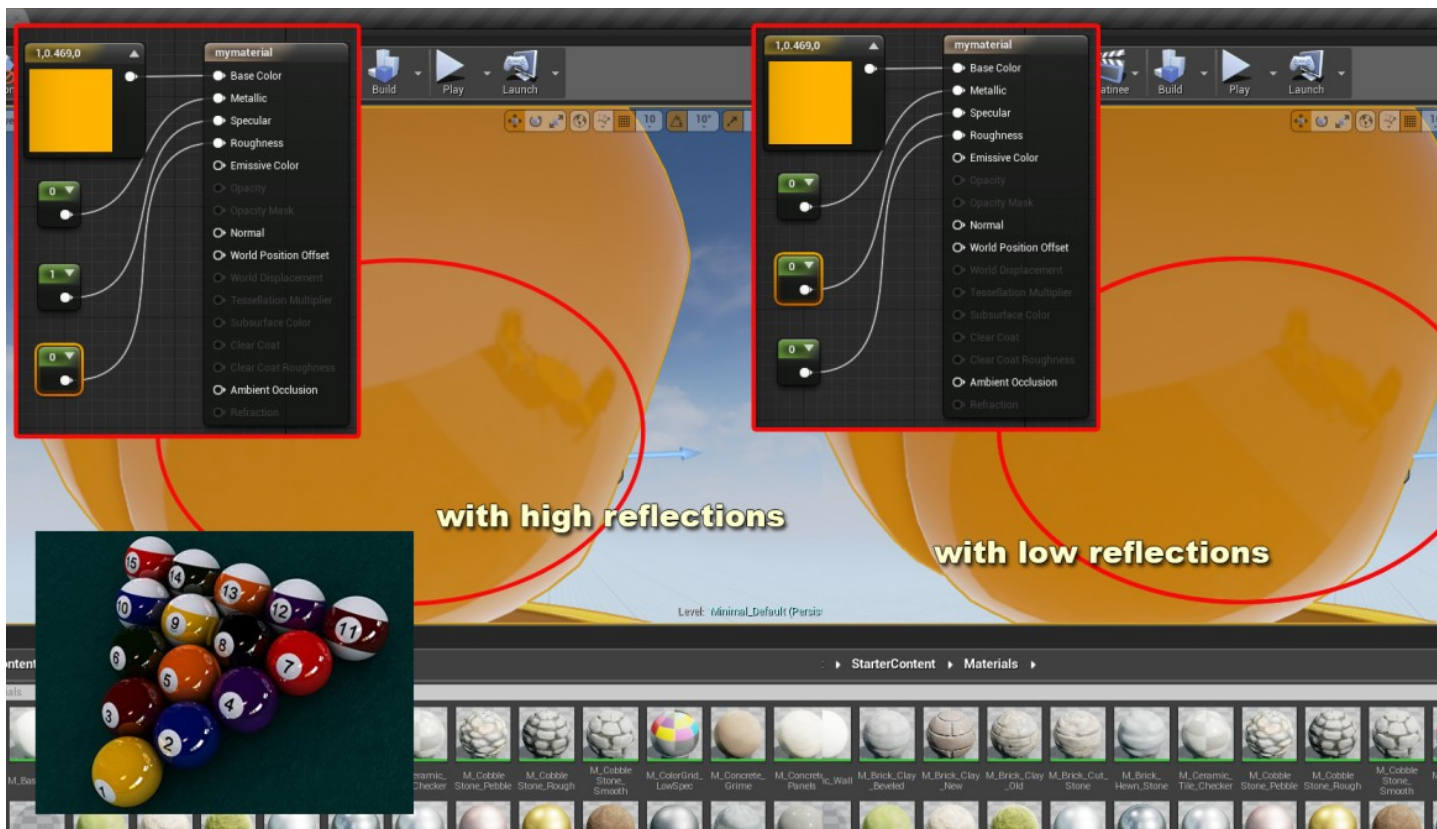
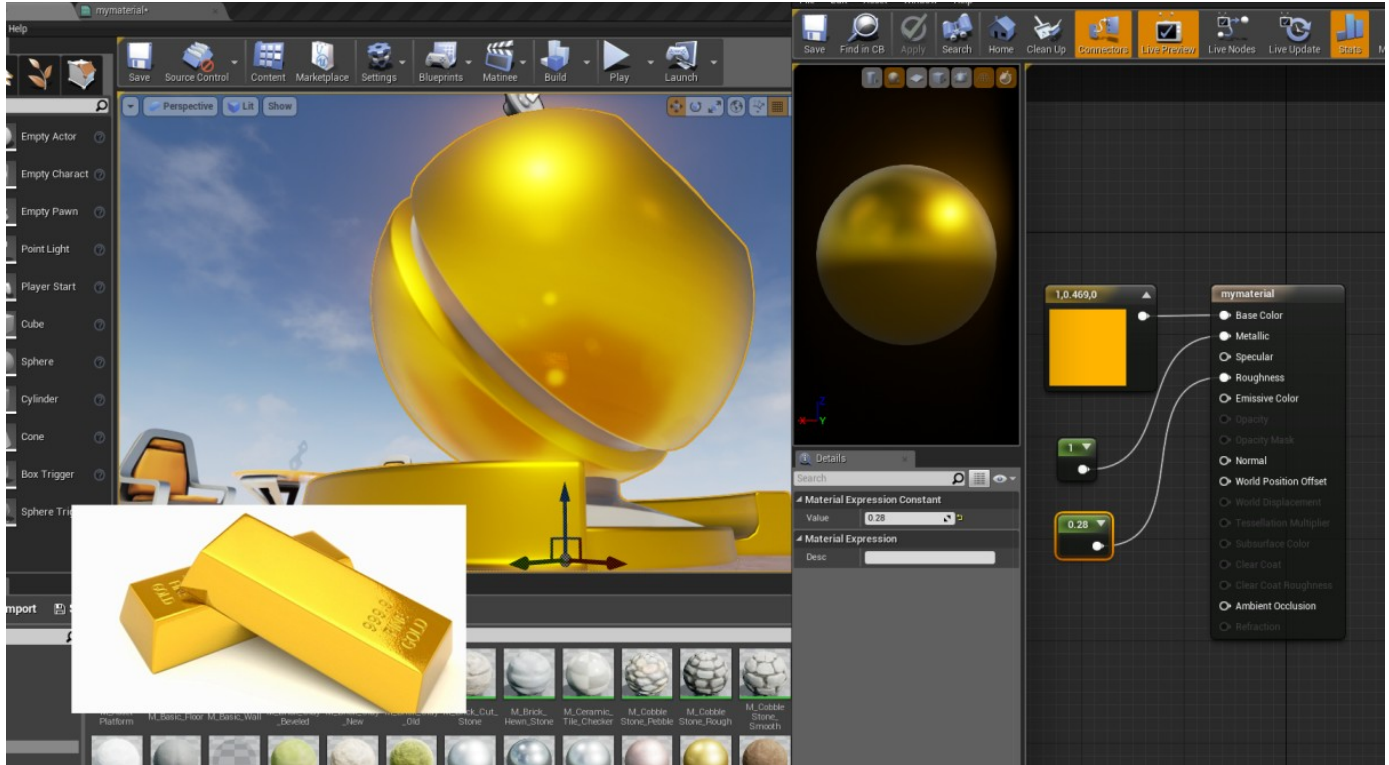




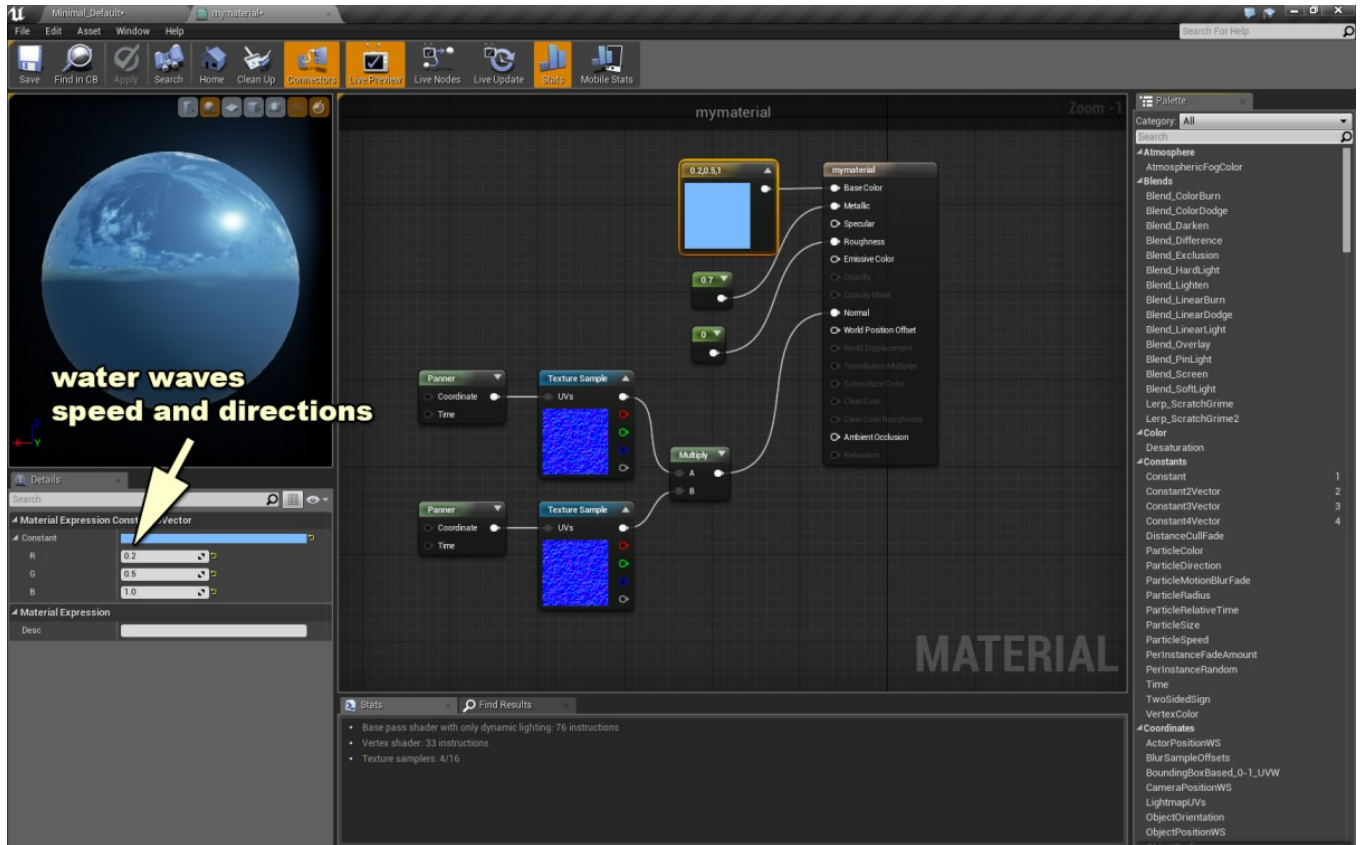


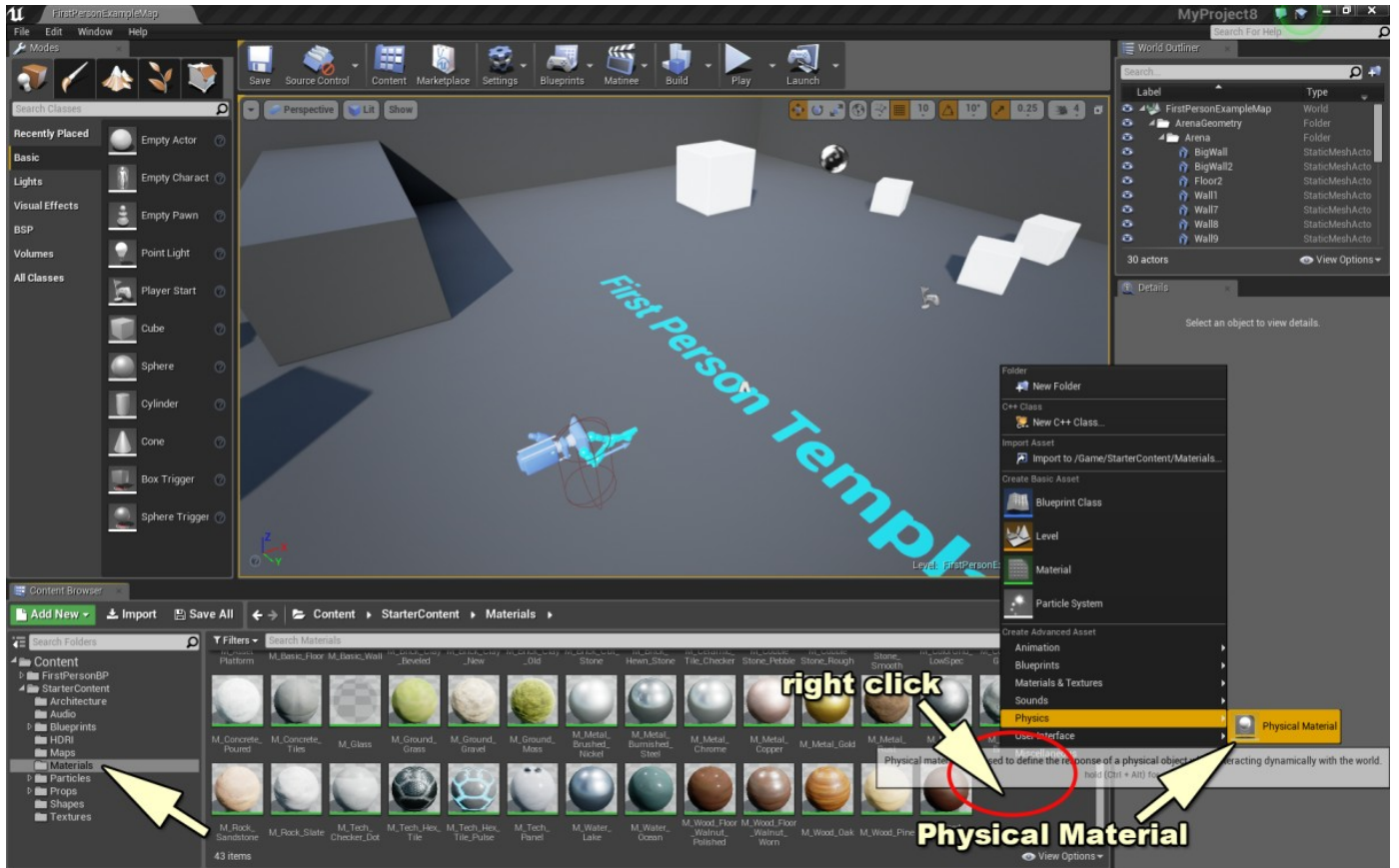


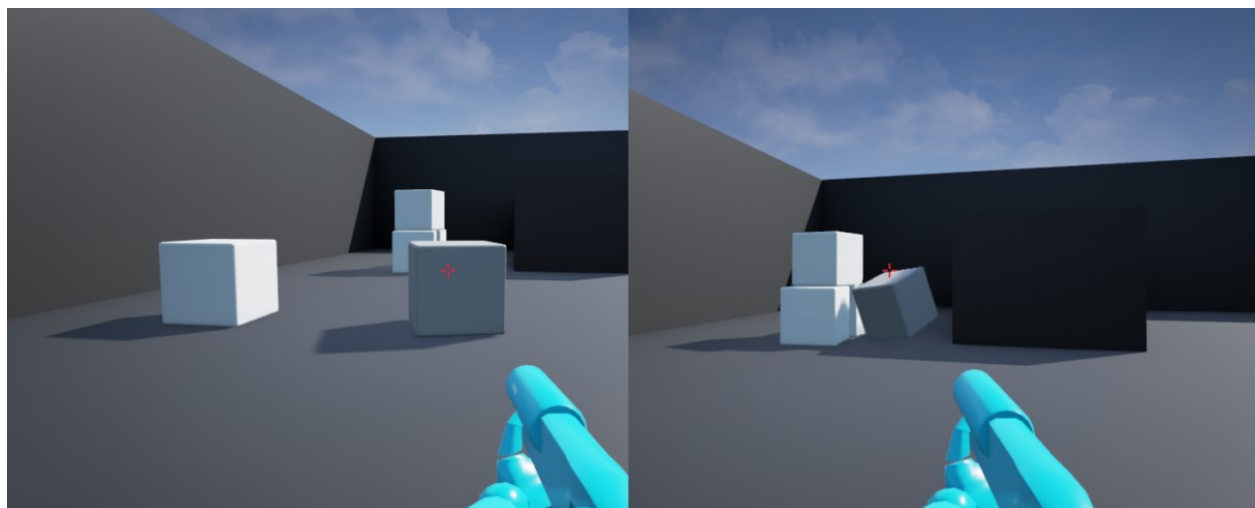
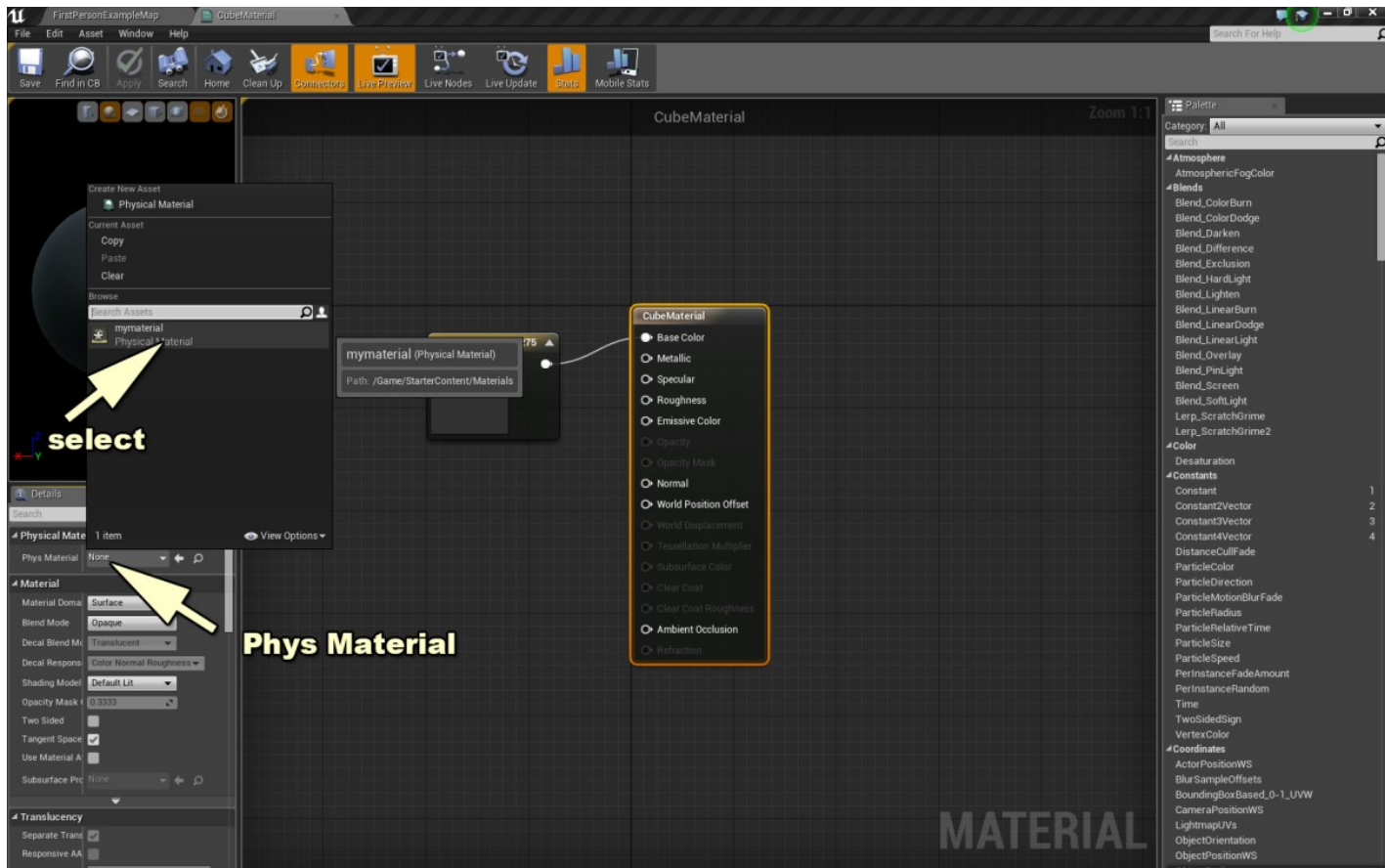












CHAPTER 7

Unreal Engine 4.8.1 | Unreal Tournament 2 | Fortnite | Devin Sherry

Launch Unreal Engine 4.8.1

Community
Learn
Marketplace
Library 1

Vehicle Game


by Epic Games - May 4, 2015
Tap into UE4's full vehicle support! Kick the tires with this sample game.

Download 4.8

Description

Kick the tires and light the fires in this sample game showing off UE4's vehicle support! This sample off-road racing experience will help you implement vehicles into your project. Everything is exposed through Blueprint, and you can use the materials, audio, physics and more as desired!

Licensed for Use Only with Unreal Engine-based Products



Unreal Engine 4.8.1 | Unreal Tournament 2 | Fortnite | Devin Sherry











Launch Unreal Engine 4.8.1

Community
Learn
Marketplace
Library 1

ShootingRange 4.5 | StrategyGame 4.7 | TappyChicken 4.7 | ThirdPersonGame 4.0 | ThirdPersonTutorials 4.6 | TopDownProject 4.5 | TutorialShooter 4.5

TutorialsProject 4.6 | UMG_Tutorial 4.5 | Unreal_PhysicsProject 4.7 | UnrealRPG_2D 4.7 | UnrealStickFigure2D 4.7 | VehicleGame 4.7

Vault 15.4 GB Search Vault

 <p>Animation Starter Pack 10.7 MB 4.4 - 4.7 Add to project</p>	 <p>Content Examples 4.4 GB 4.6 Create Project</p>	 <p>Inventory UI with UMG 625.7 MB 4.6 Create Project</p>	 <p>Multiplayer Shootout 24.1 MB 4.7 Create Project</p>
 <p>Open World Demo Collection 6.4 GB 4.7 - 4.8 Add to project</p>	 <p>Radial Impact 532.6 MB 4.7 - 4.8 Create Project</p>	 <p>Strategy Game 1.2 GB 4.7 Create Project</p>	 <p>Tappy Chicken 605.6 MB 4.7 Create Project</p>
 <p>Unreal Stick Figure 2D 48.4 MB 4.7 Create Project</p>	 <p>Vehicle Game 1.6 GB 4.7 Create Project</p>		



Skeletal Mesh Actions

- Create**
- Import LOD
- Skeleton

- Imported Asset
 - Reimport
 - Open Source Location
 - Open In External Editor

- Common
 - Edit...
 - Rename F2
 - Duplicate Ctrl+W
 - Save
 - Delete Delete
 - Asset Actions

- Copy Reference
- Reference Viewer...

- Open SkeletalMesh.h

- View Documentation

- Connect To Source Control

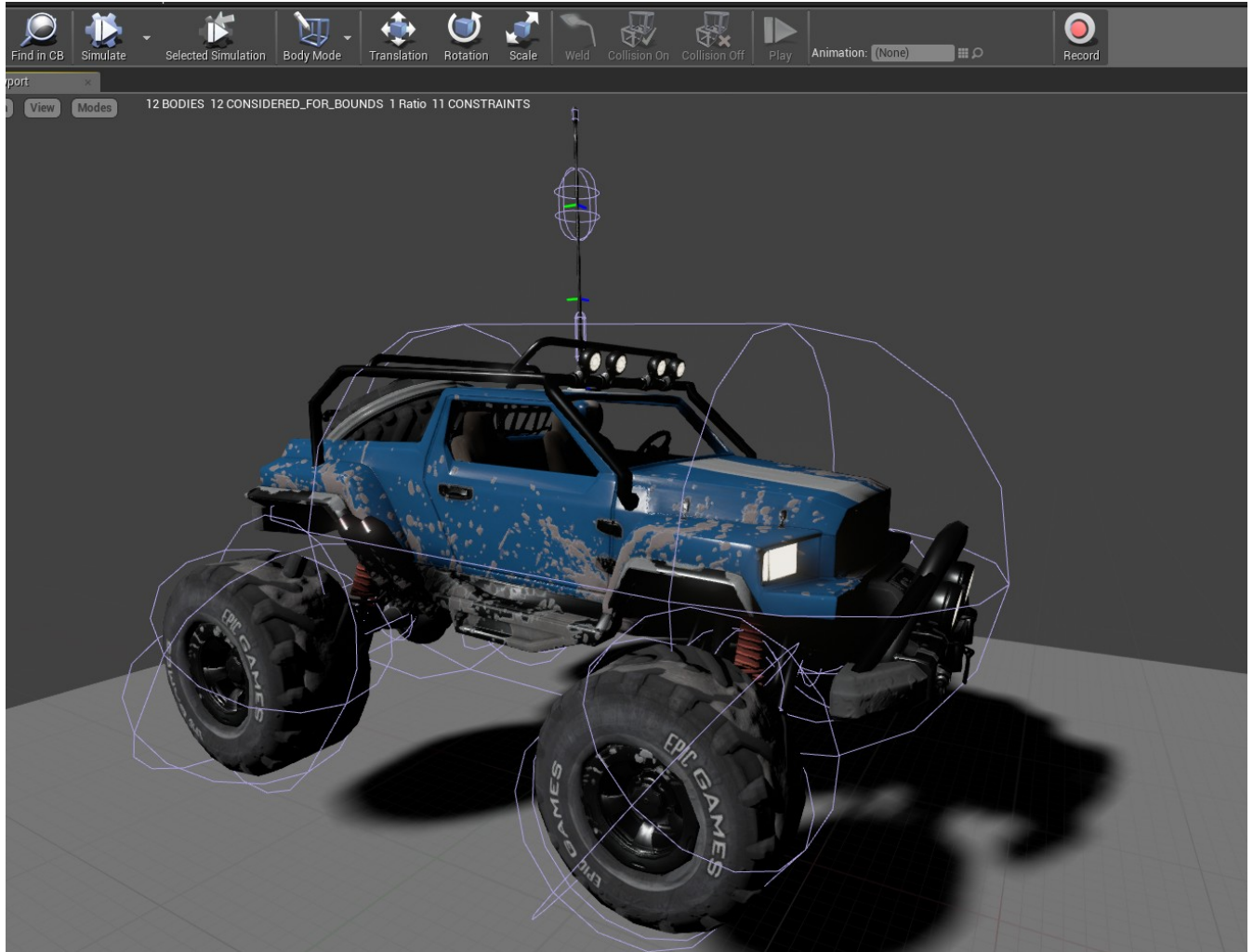
- Physics Asset
 - Physics Asset

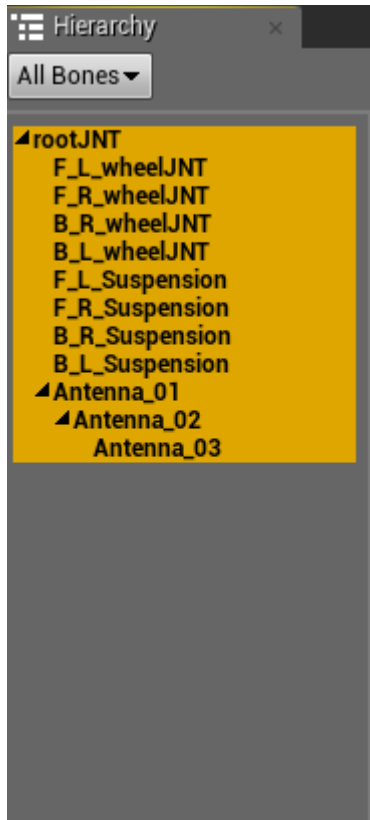
- Anim Assets
 - Anim Blueprint
 - Anim Composite
 - Anim Montage

- Blend Spaces
 - Blend Space
 - Blend Space 1D

- Aim Offsets
 - Aim Offset
 - Aim Offset 1D

Create related assets





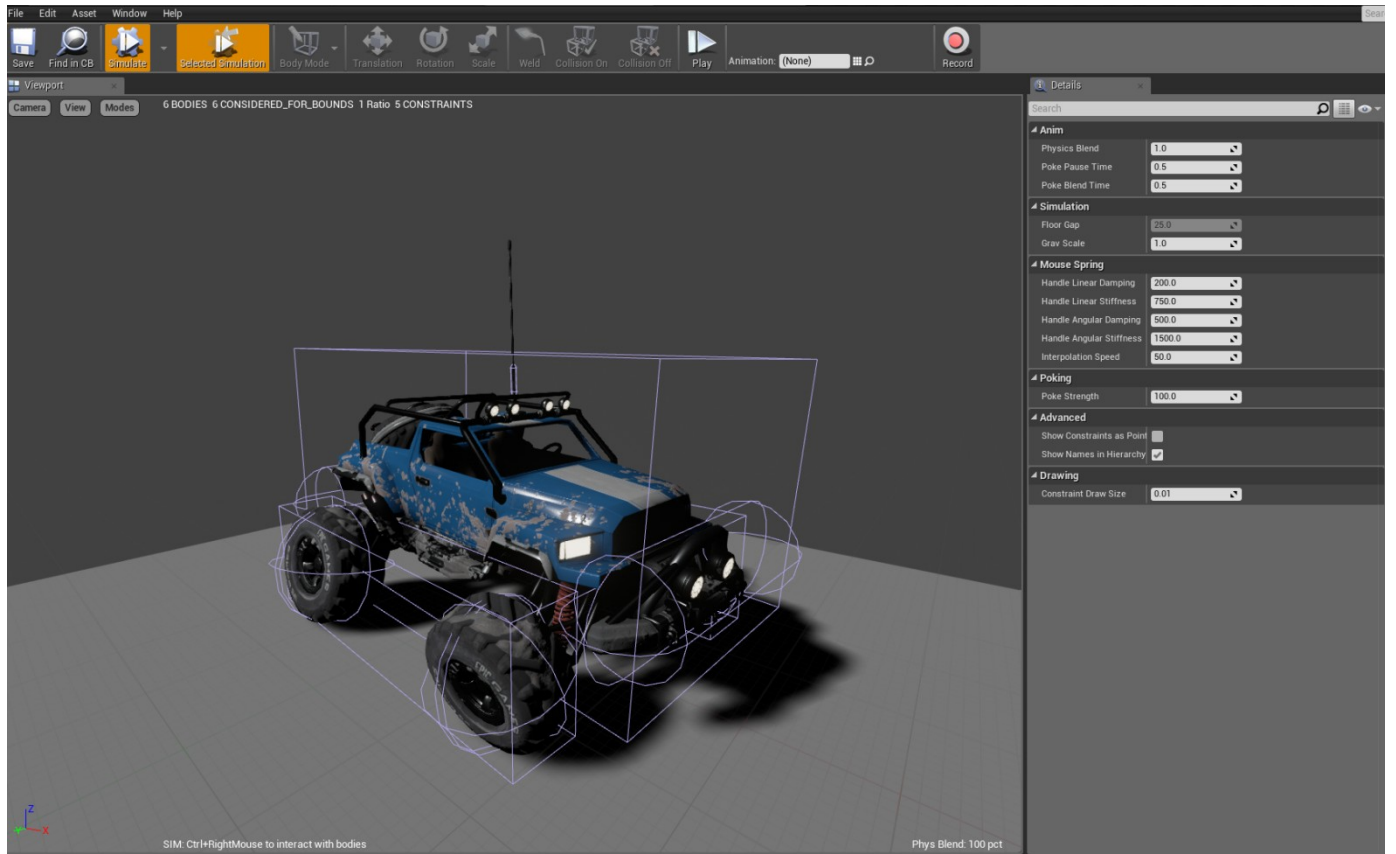


Body Mode Translation Rotation

Body Mode

Constraint Mode 5 CONSTRAINTS

Constraint Editing Mode
hold (Ctrl + Alt) for more



Pick Parent Class

Common Classes

- Actor: An Actor is an object that can be placed or spawned in the world.
- Pawn: A Pawn is an actor that can be 'possessed' and receive input from a controller.
- Character: A character is a type of Pawn that includes the ability to walk around.
- Player Controller: A Player Controller is an actor responsible for controlling a Pawn used by the player.
- Game Mode: Game Mode defines the game being played, its rules, scoring, and other facets of the game type.
- Actor Component: An ActorComponent is a reusable component that can be added to any actor.
- Scene Component: A Scene Component is a component that has a scene transform and can be attached to other scene components.

All Classes

wheeled

- Object
 - Actor
 - Pawn
 - WheelVehicle

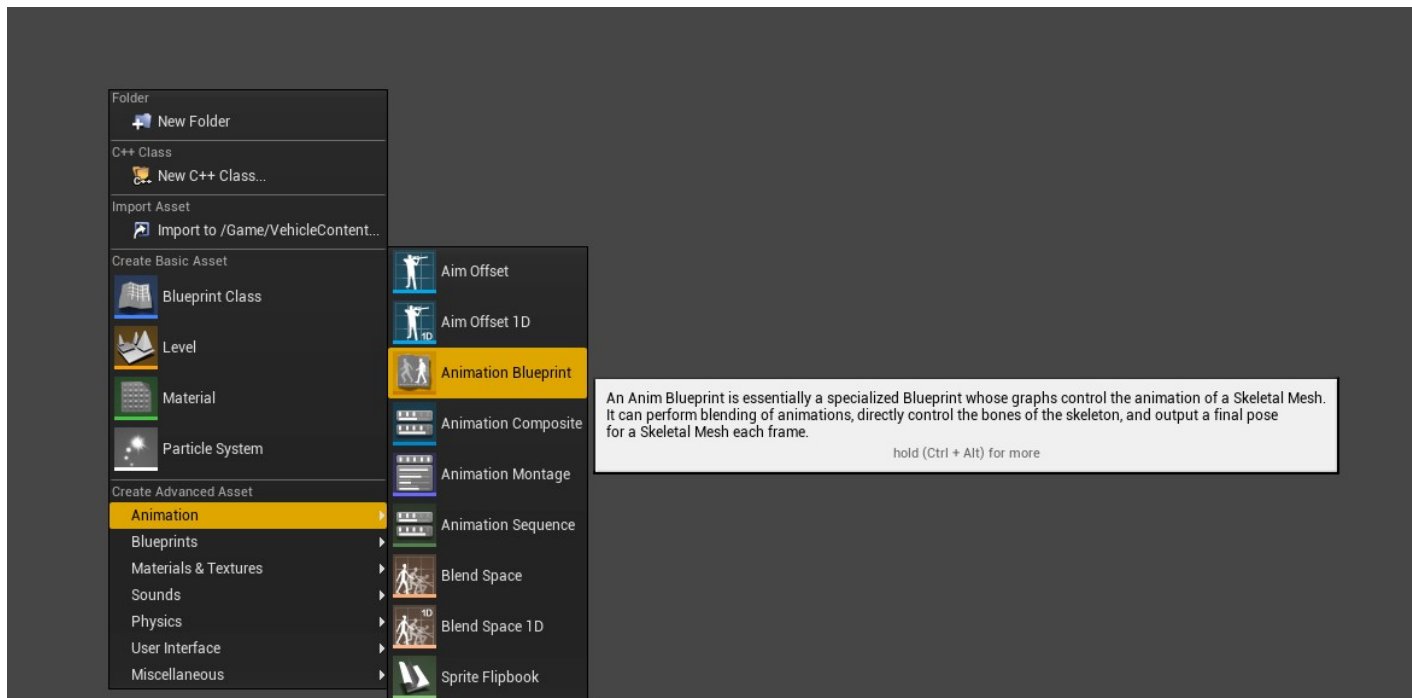
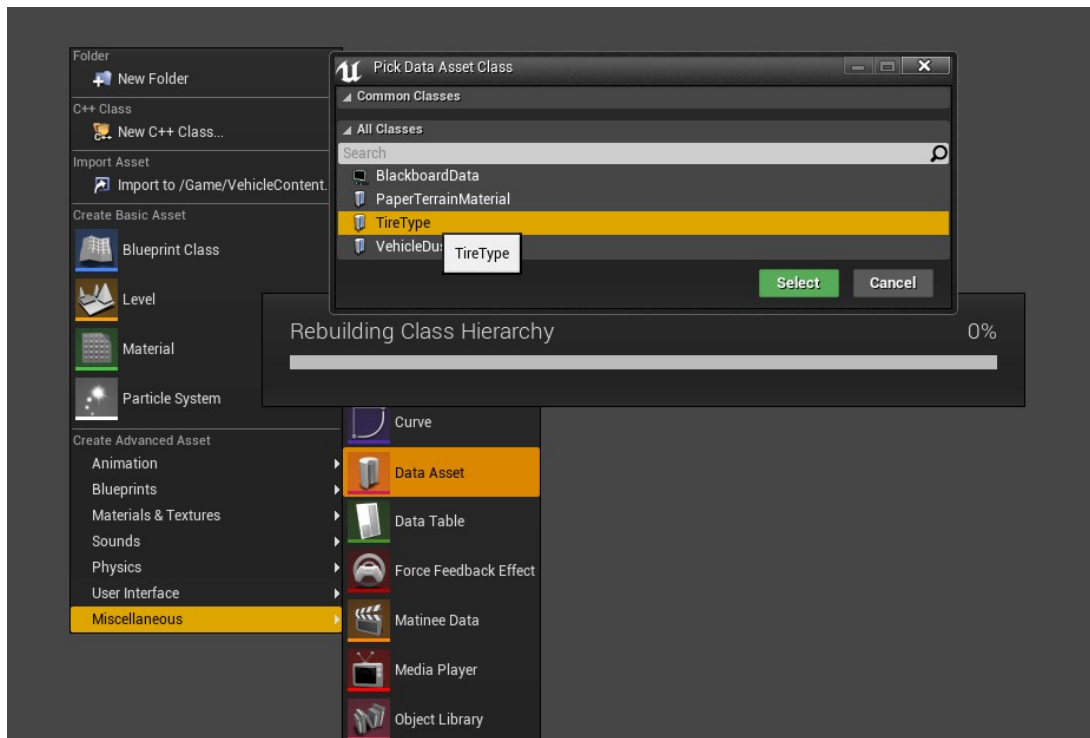
Cancel

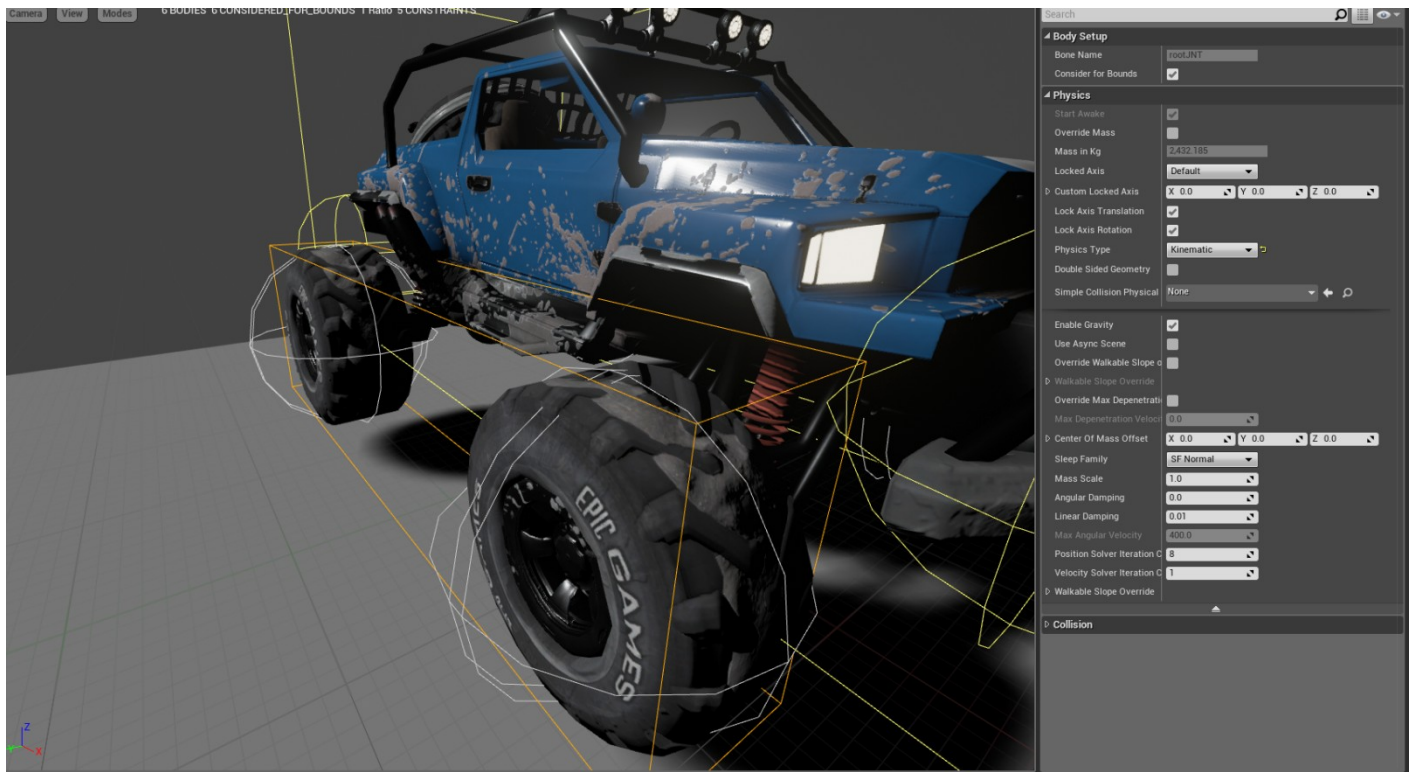
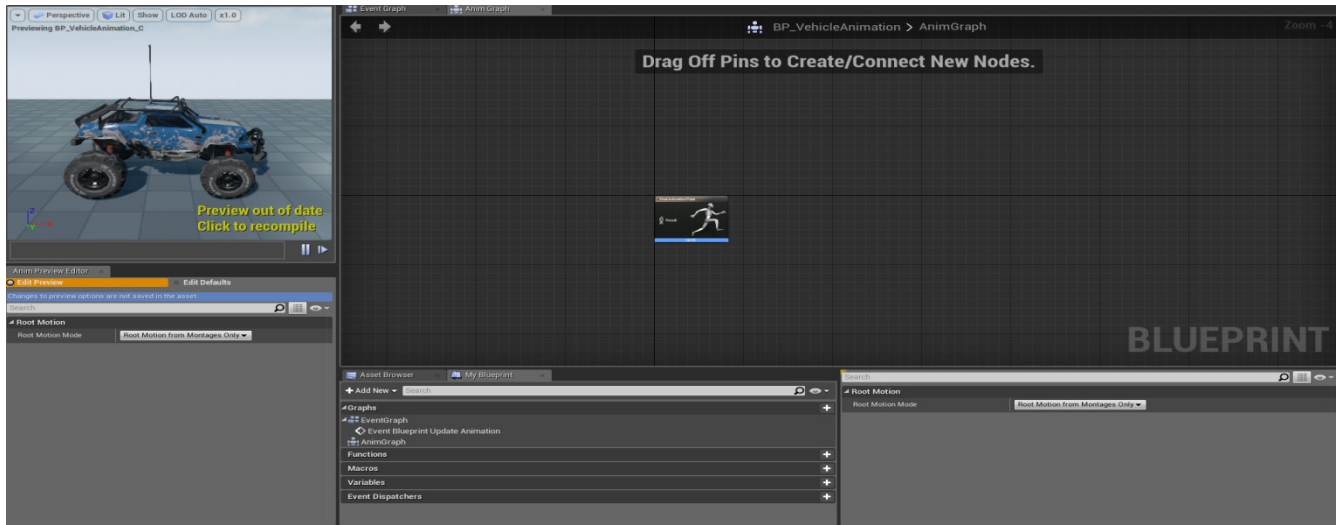
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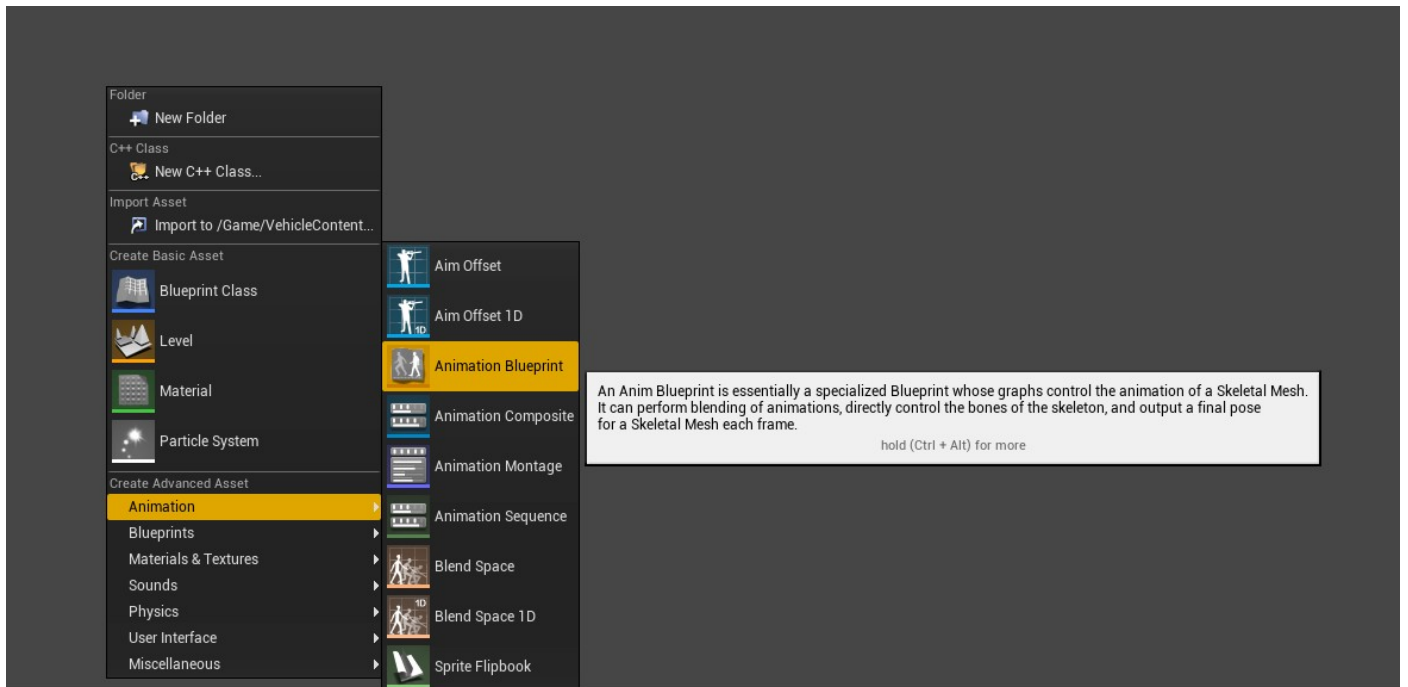
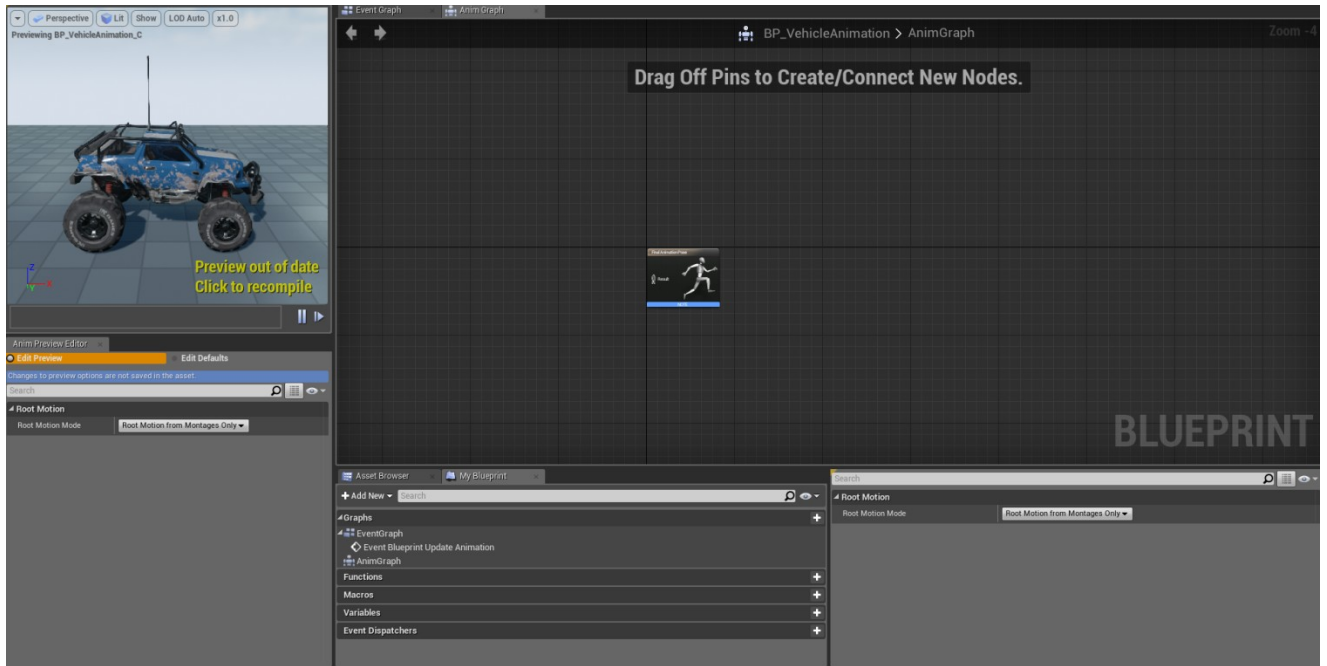
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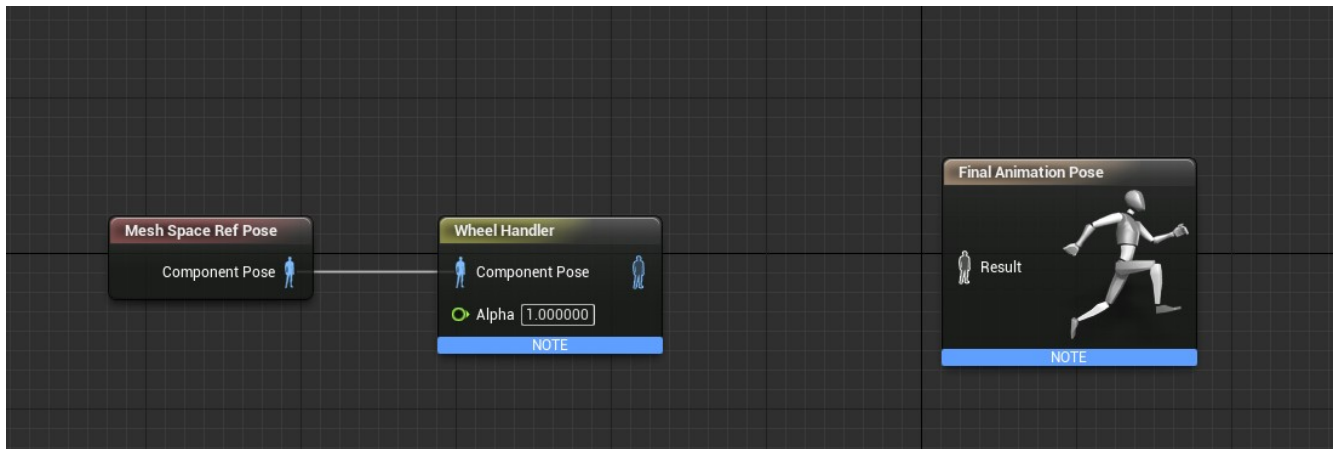
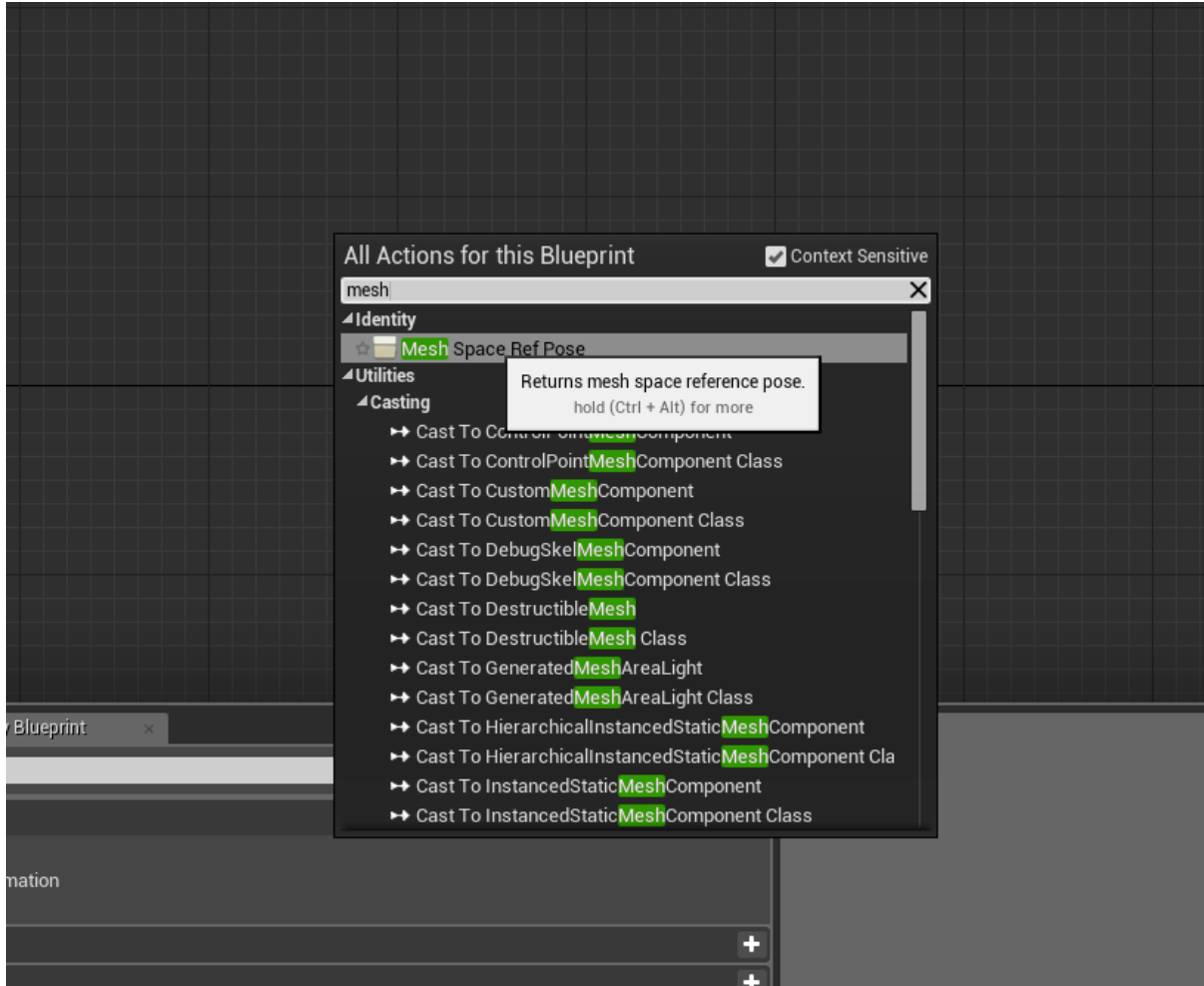
WheelVehicle is the base wheeled vehicle pawn actor. By default it uses UWheeledVehicleMovementComponent4W for its simulation, but this can be overridden by inheriting from the class and modifying its constructor like so: `Super(ObjectInitializer.SetDefaultSubobjectClass<UMyMovement>(VehicleMovementComponentName))` Where UMyMovement is the new movement type that inherits from UWheeledVehicleMovementComponent

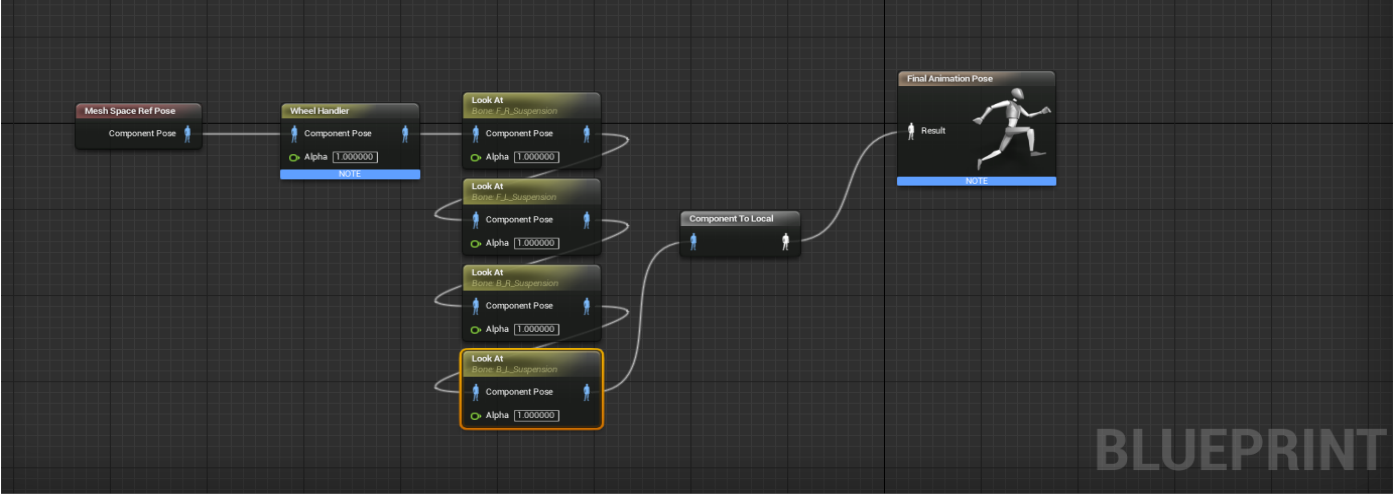
hold (Ctrl + Alt) for more











BLUEPRINT

Asset Browser

My Blueprint

New Search

- Mesh
- Material
- Texture
- Sound
- Animation
- Blueprint
- Particle
- Light
- Camera
- Level
- World
- Environment
- Geometry
- Material
- Texture
- Sound
- Animation
- Blueprint
- Particle
- Light
- Camera
- Level
- World
- Environment
- Geometry

Search

Skeletal Control

Bone to Modify: B.L_Suspension

Look at Bone: B.L_wheelJNT

(As pin) Look at Location: X 0.0, Y 0.0, Z 0.0

Look at Axis: X

Settings

- (As pin) Alpha
- Alpha Scale Bias: 0
- Input scaling: 1

Details

Search


Tire Type

Friction Scale

Scale the tire friction for this tire type

Search

Shape

Collision Mesh  Cylinder

Dont Create Shape

Auto Adjust Collision Size

Wheel

Offset X 0.0 Y 0.0 Z 0.0

Shape Radius

Shape Width

Mass

Damping Rate

Affected by Handbrake

Wheels Setup

Steer Angle

Tire

Tire Type DA_Tire

Lat Stiff Max Load

Lat Stiff Value

Long Stiff Value

Suspension

Suspension Force Offset

Suspension Max Raise

Suspension Max Drop

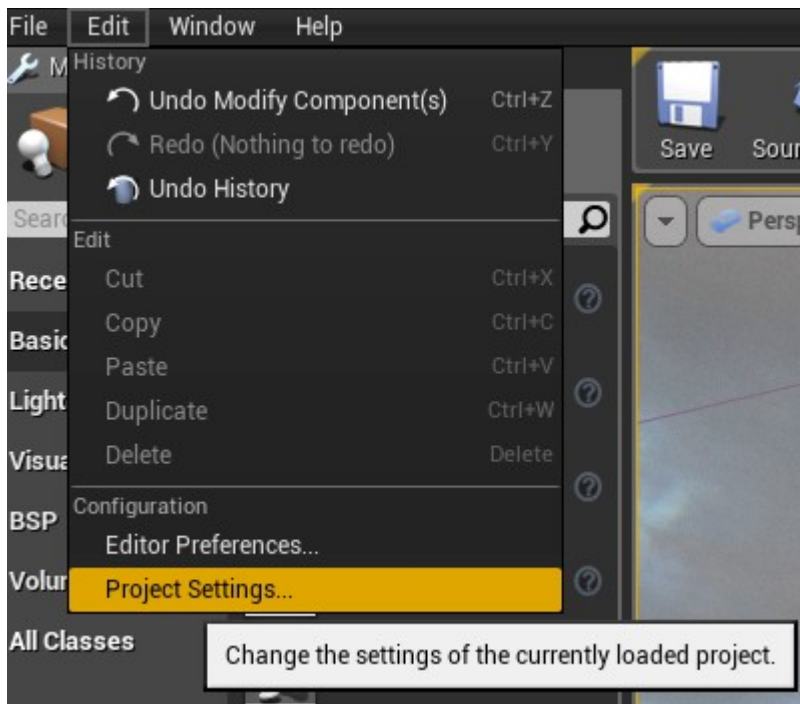
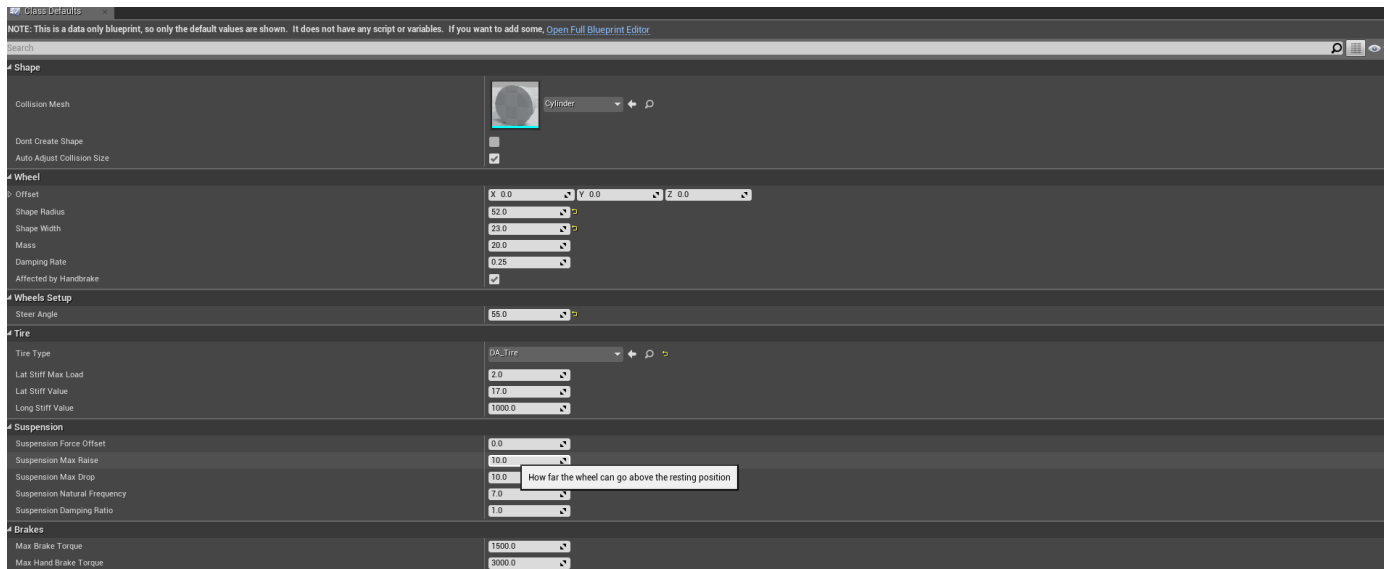
Suspension Natural Frequency

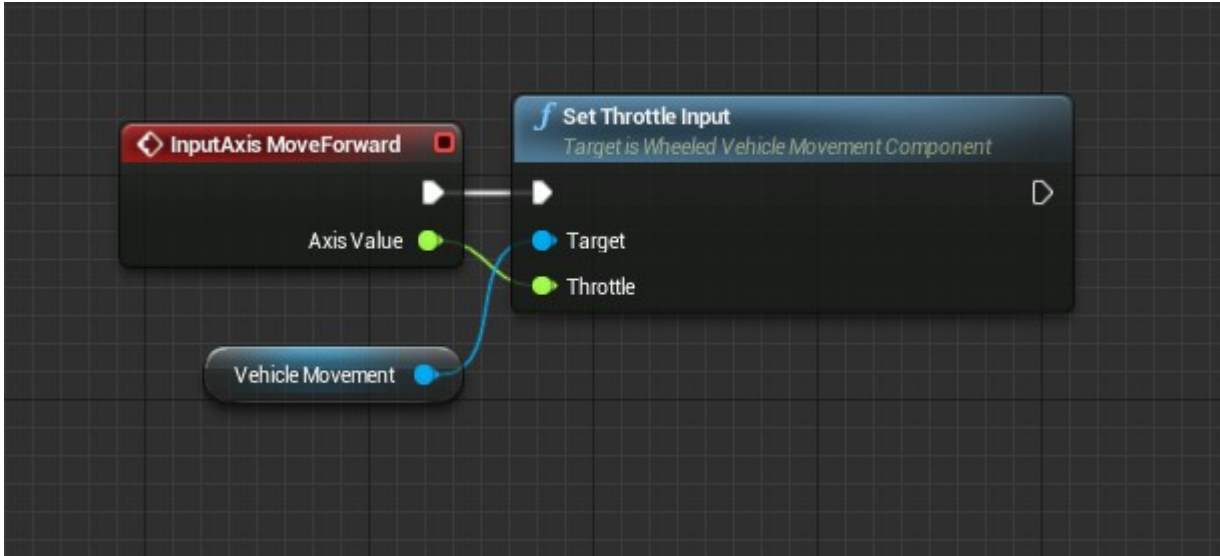
Suspension Damping Ratio

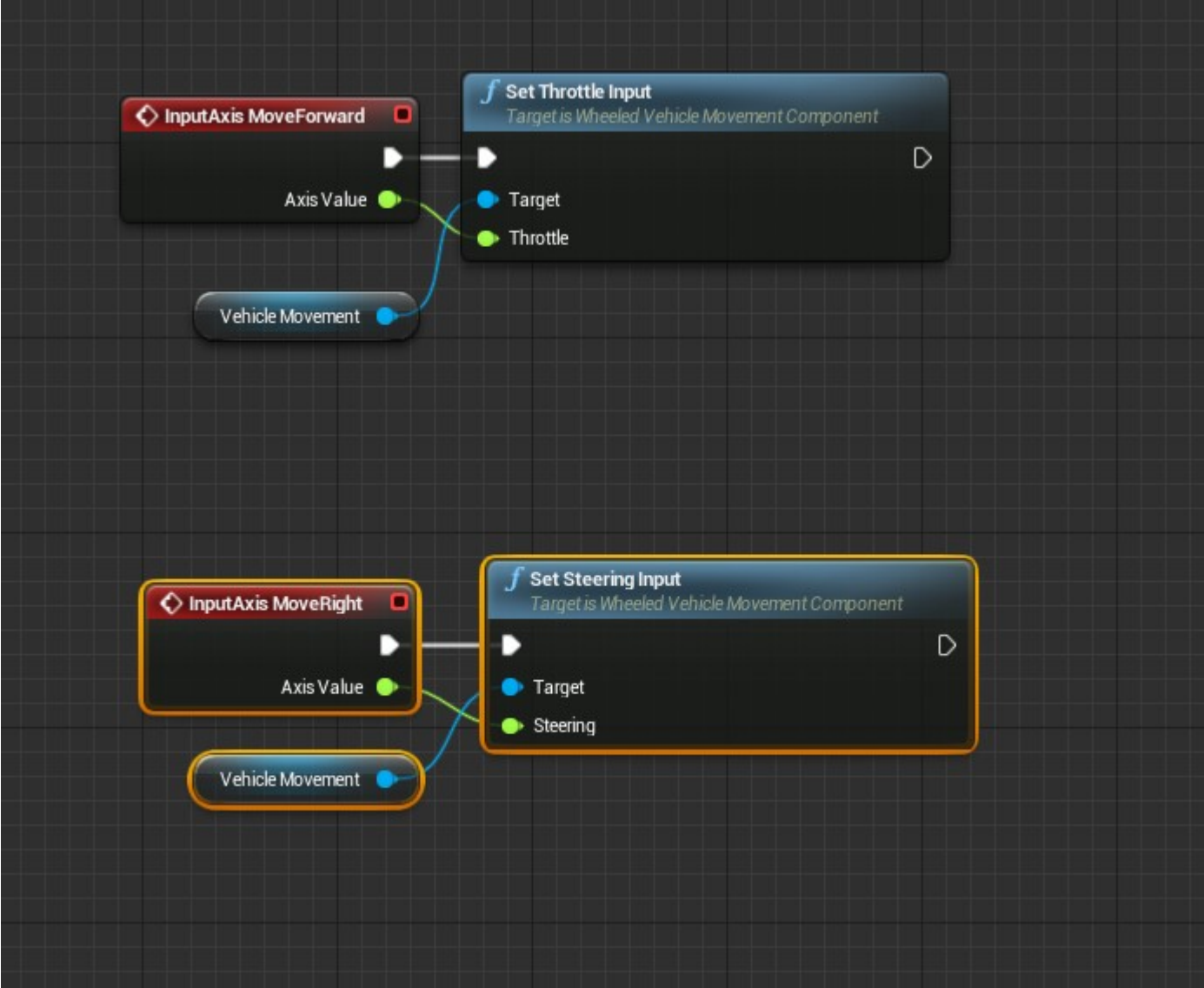
Brakes

Max Brake Torque

Max Hand Brake Torque





























































Event for when the keys bound to input action Handbrake are pressed or released.





Vehicle Setup

Wheel Setups	4 elements					
0	3 members					
Wheel Class	BP_FrontWheel					
Bone Name	F_L_wheelJNT					
Additional Offset	X 0.0		Y 0.0		Z 0.0	
1	3 members					
Wheel Class	BP_FrontWheel					
Bone Name	F_R_wheelJNT					
Additional Offset	X 0.0		Y 0.0		Z 0.0	
2	3 members					
Wheel Class	BP_BackWheel					
Bone Name	B_L_wheelJNT					
Additional Offset	X 0.0		Y 0.0		Z 0.0	
3	3 members					
Wheel Class	BP_BackWheel					
Bone Name	B_R_wheelJNT					
Additional Offset	X 0.0		Y 0.0		Z 0.0	
Mass	1500.0					
Drag Coefficient	0.0					
Chassis Width	180.0					
Chassis Height	140.0					

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to in

Action Mappings +

- ▷ BackOnTrack +
- ▷ InGameMenu +
- ◀ Handbrake +

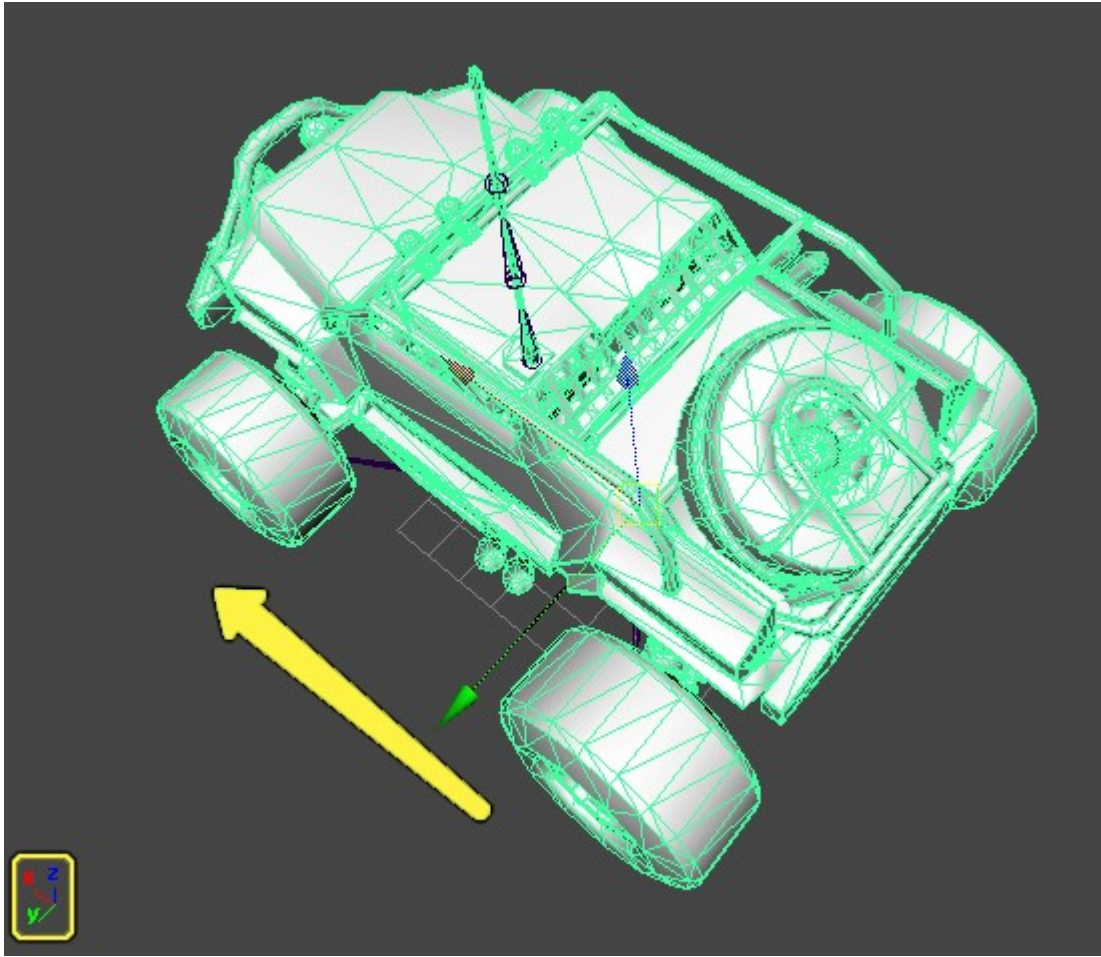
Space Bar Shift Ctrl Alt Cmd

Axis Mappings +

- ◀ MoveForward +
 - W Scale 1.0
 - S Scale -1.0
- ◀ MoveRight +
 - A Scale -1.0
 - D Scale 1.0

Collision

Simulation Generates Hit Events	<input checked="" type="checkbox"/>
Phys Material Override	None
Collision Reponse	Enabled



CHAPTER 8

FirstPersonProjectile > EventGraph

Add physics impulse to any physics object we hit

2 branches

BLUEPRINT

