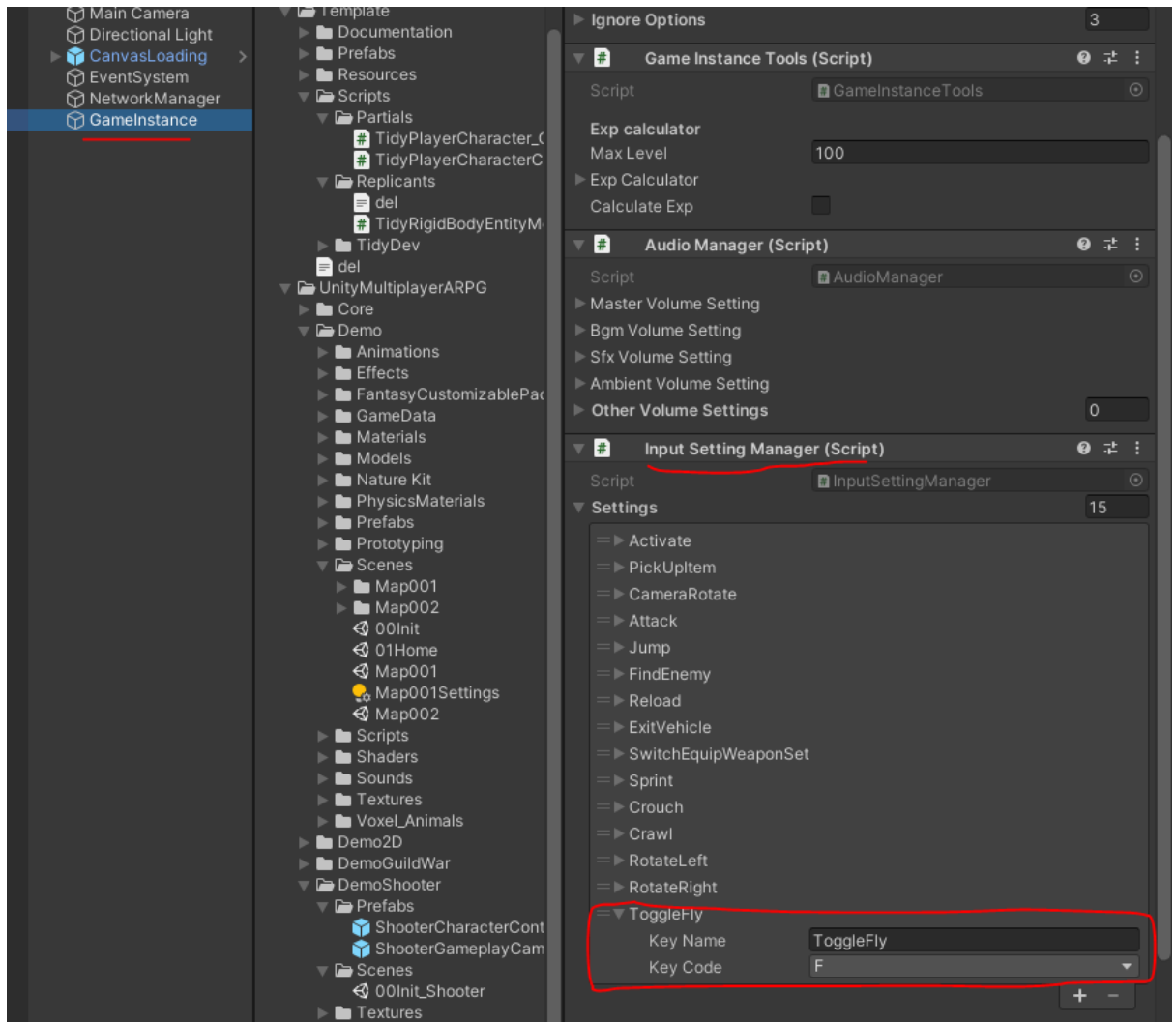**Instructions**

1. Install the addon package
2. Add a new setting to your Input Settings Manager on the Init scene called "ToggleFly", can be any key code you like.

3. (Optional Step) Create a mount as you normally would.
4. Add the "TidyRigidBodyEntityMovement_MountFly" component to your mount then remove the other "RigidBodyEntityMovement" component. *(Note: if you have custom settings for the original RigidBodyEntityMovement dont forget to copy them to the TidyRigidBodyEntityMovement_MountFly)*
5. Play the game, mount up, jump and then press your chosen ToggleFly key. You should now be flying like Bastian & Falkor (Play Bastian's Happy Flight Theme!)

TidyRigidBodyEntityMovement_MountFly Settings

Bool Can Fly: Default = True
- Set false if your mount shouldn't be able to fly.

Bool Use Smooth Velocity: Default = True
- Set false if you don't want your mount to use smooth velocity, AKA: Slowly come to a stop when you are not moving.