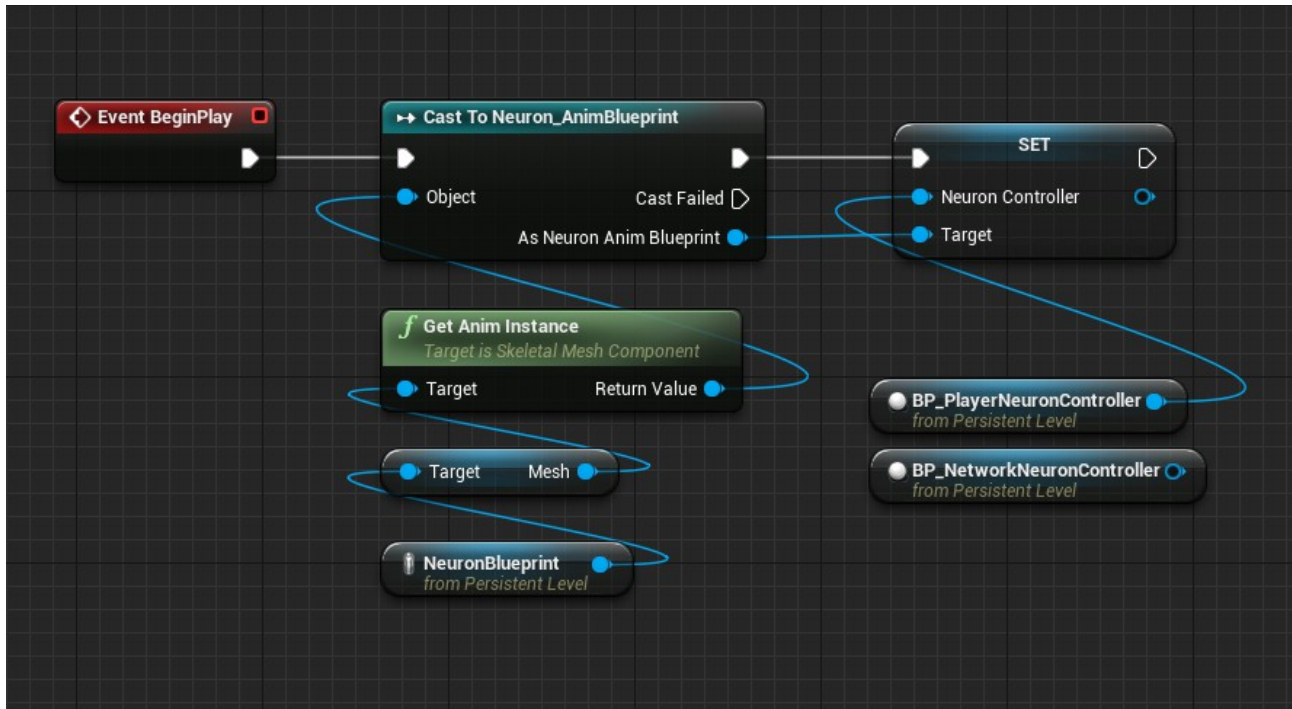


Blueprint Installation Notes:

After Plugin Installation (See README.txt) add a Neuron and a Controller Blueprint to your level.

Drop for each a reference to your Level Blueprint and connect as following:



If you use a Network Controller rewire the Neuron Animation Blueprint accordingly:

