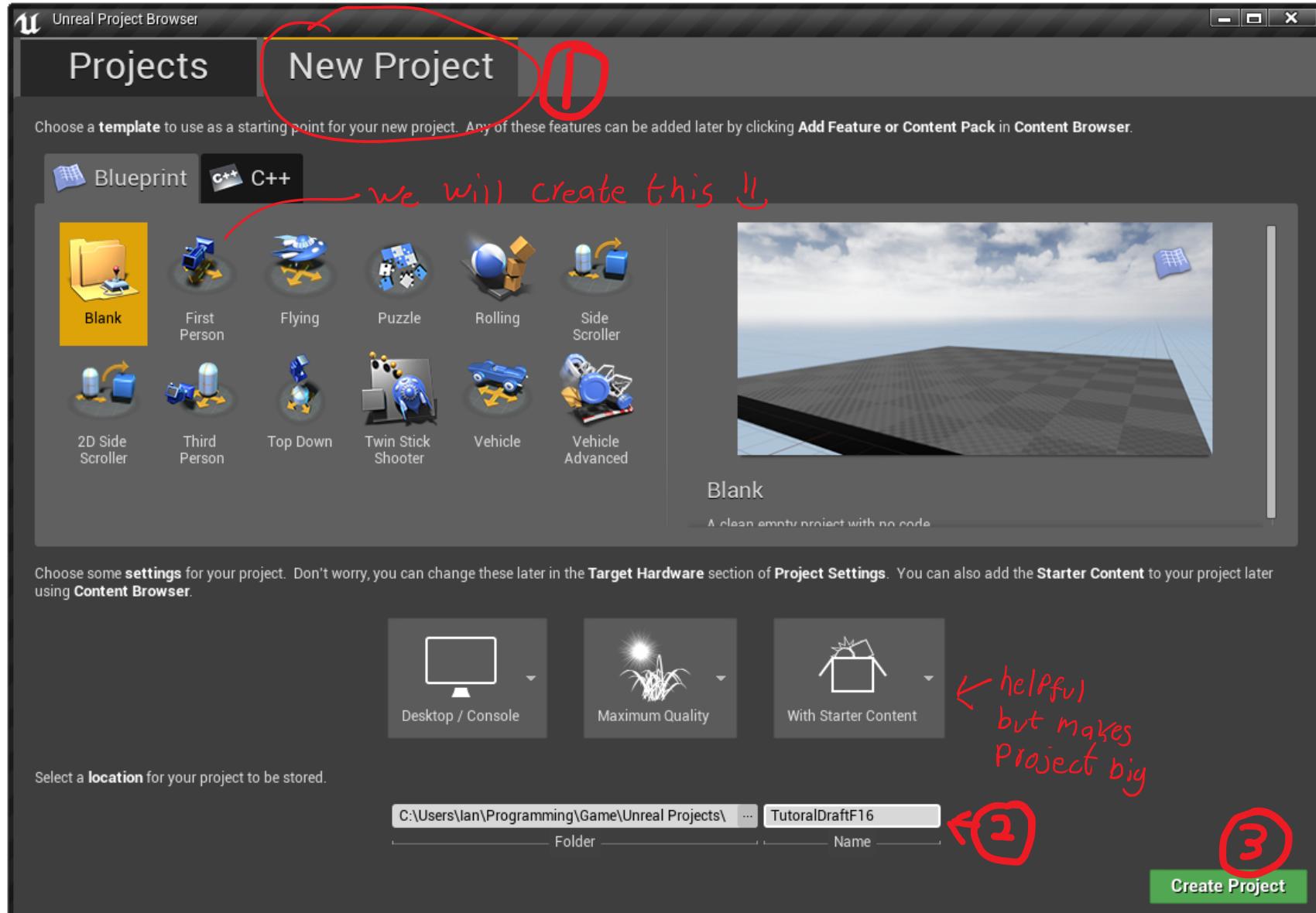
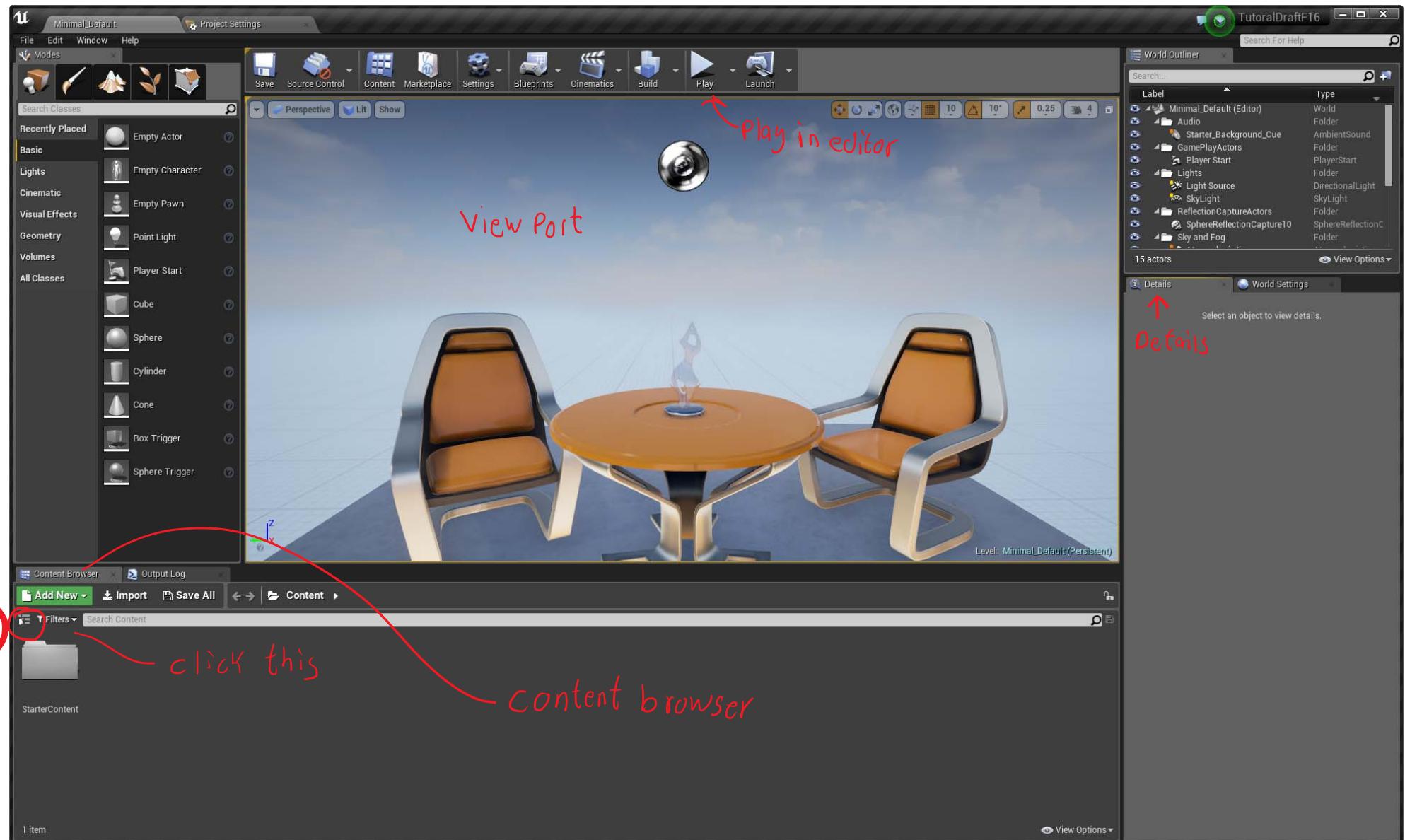


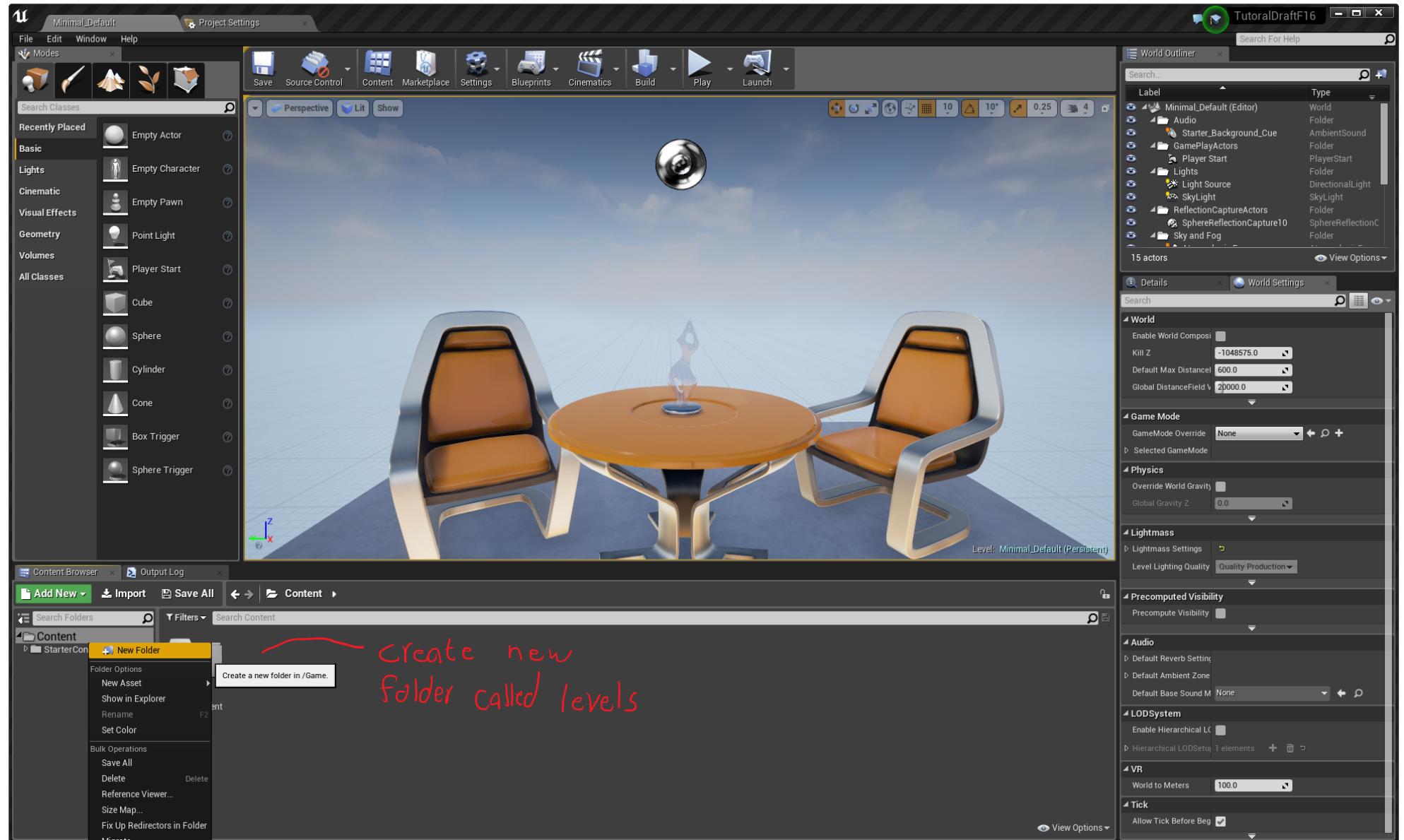
UE4 FPS Basics Tutorial

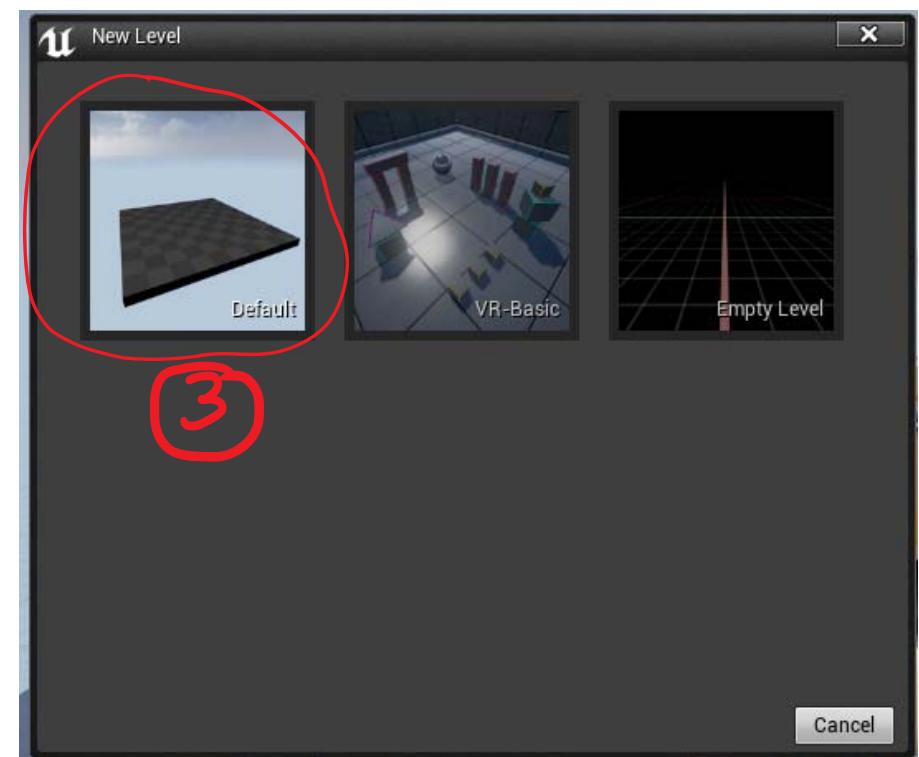
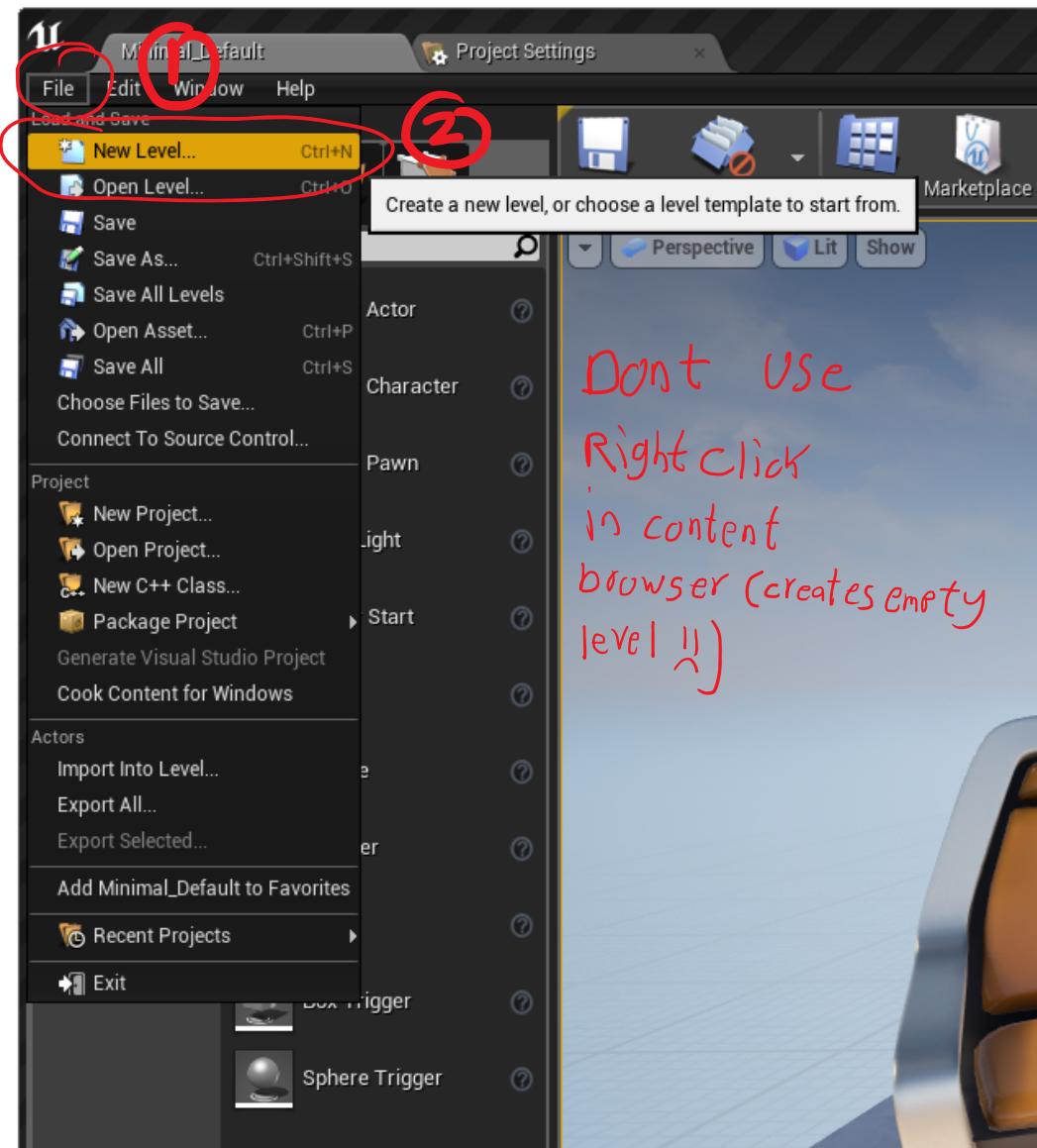
Lets spend about 1-2 hours building the template you could start with!

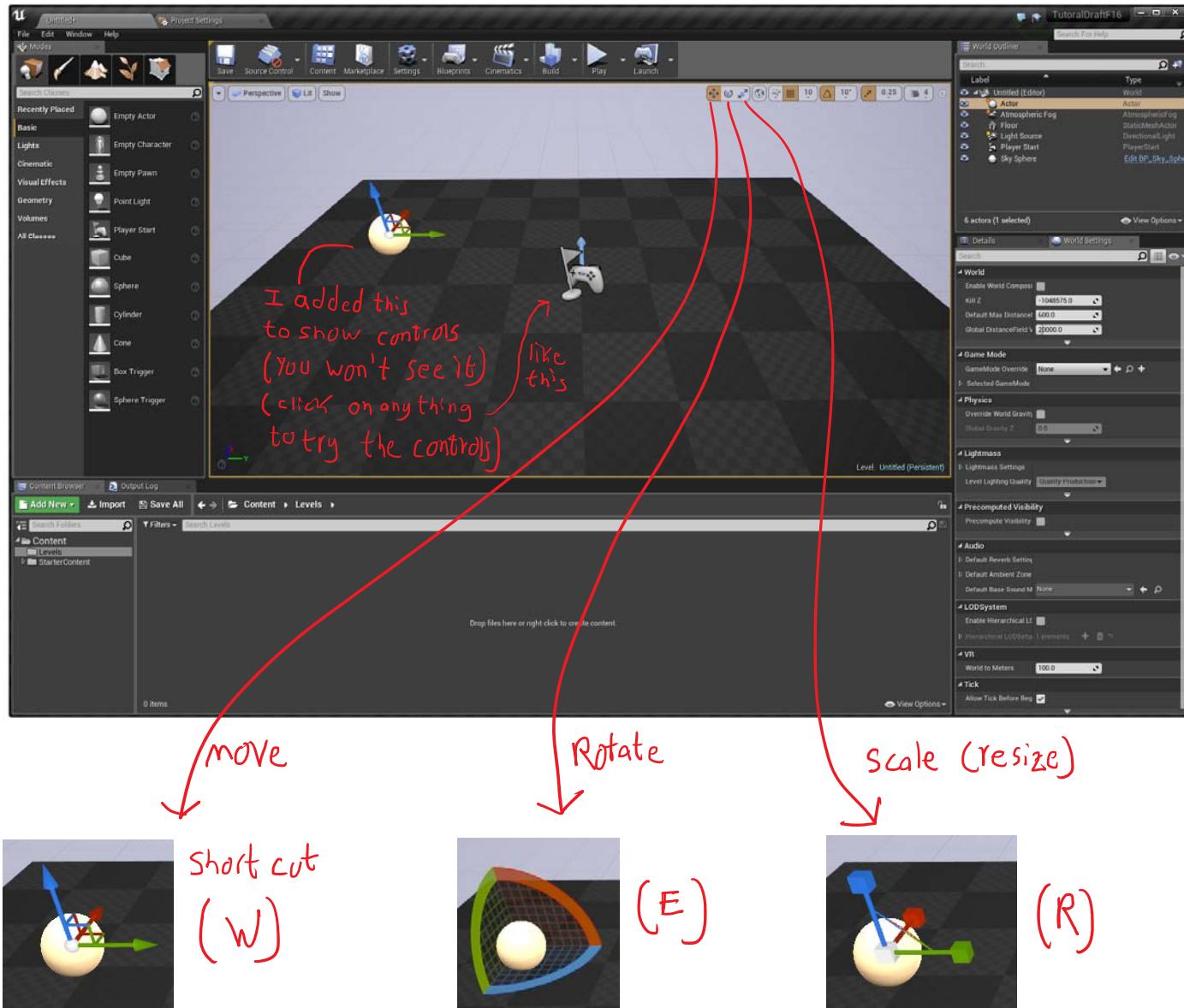
featuring Ian's poor handwriting & spelling 







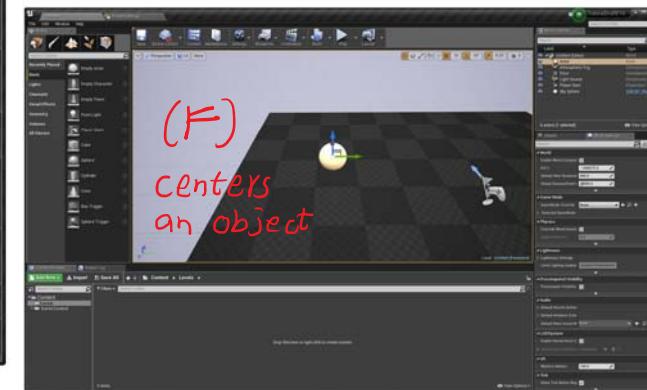




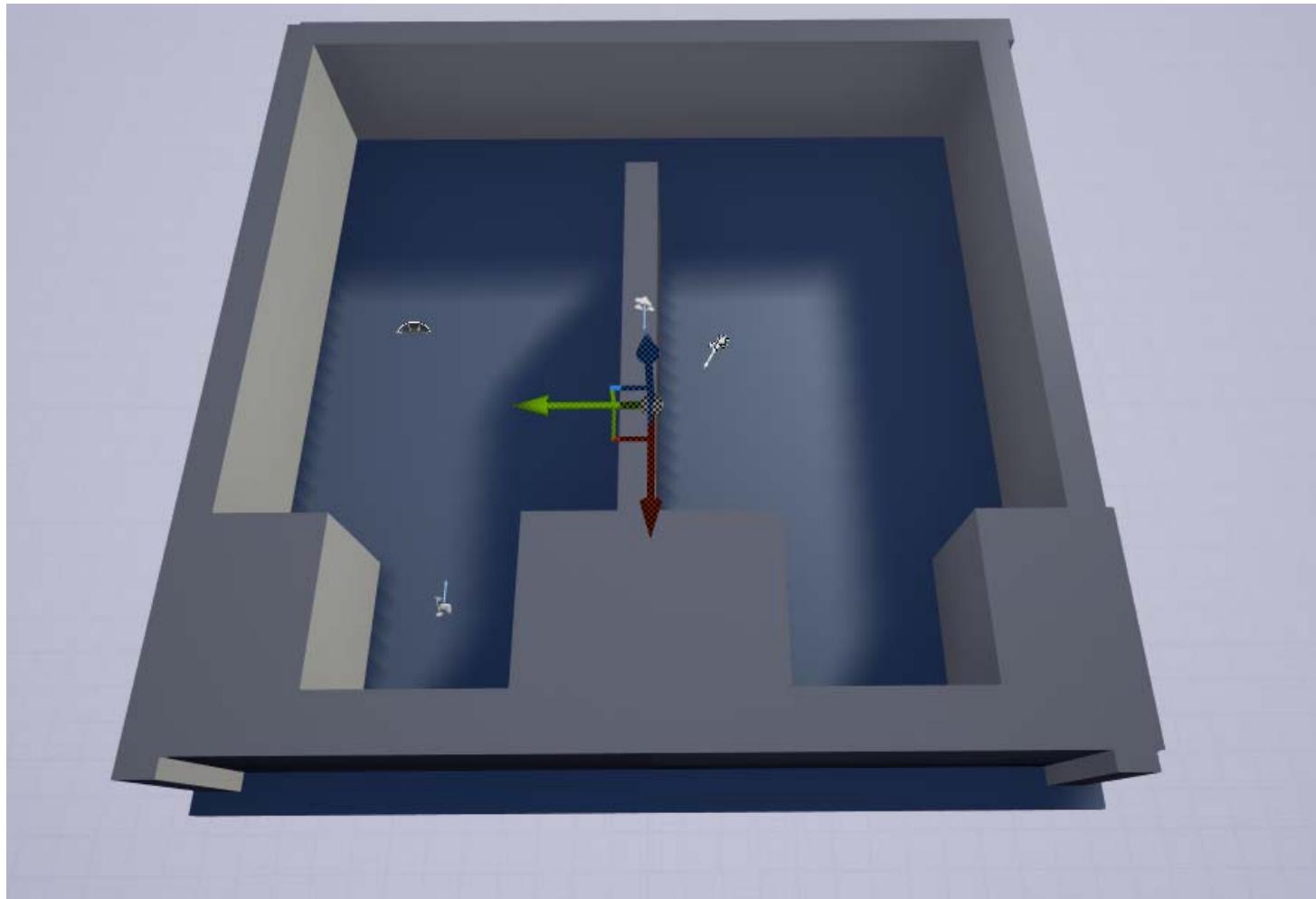
ViewPort controls

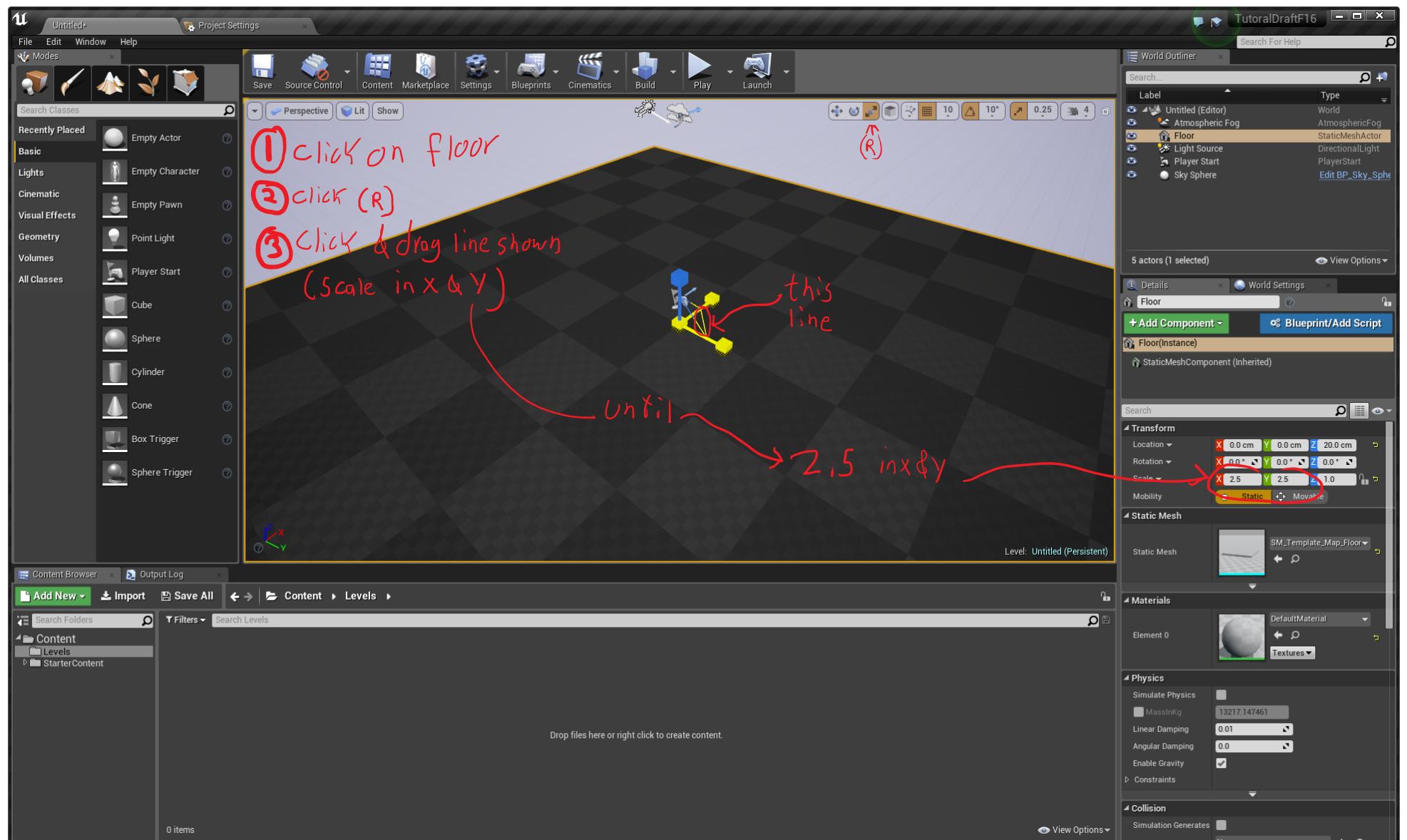
Right click to look

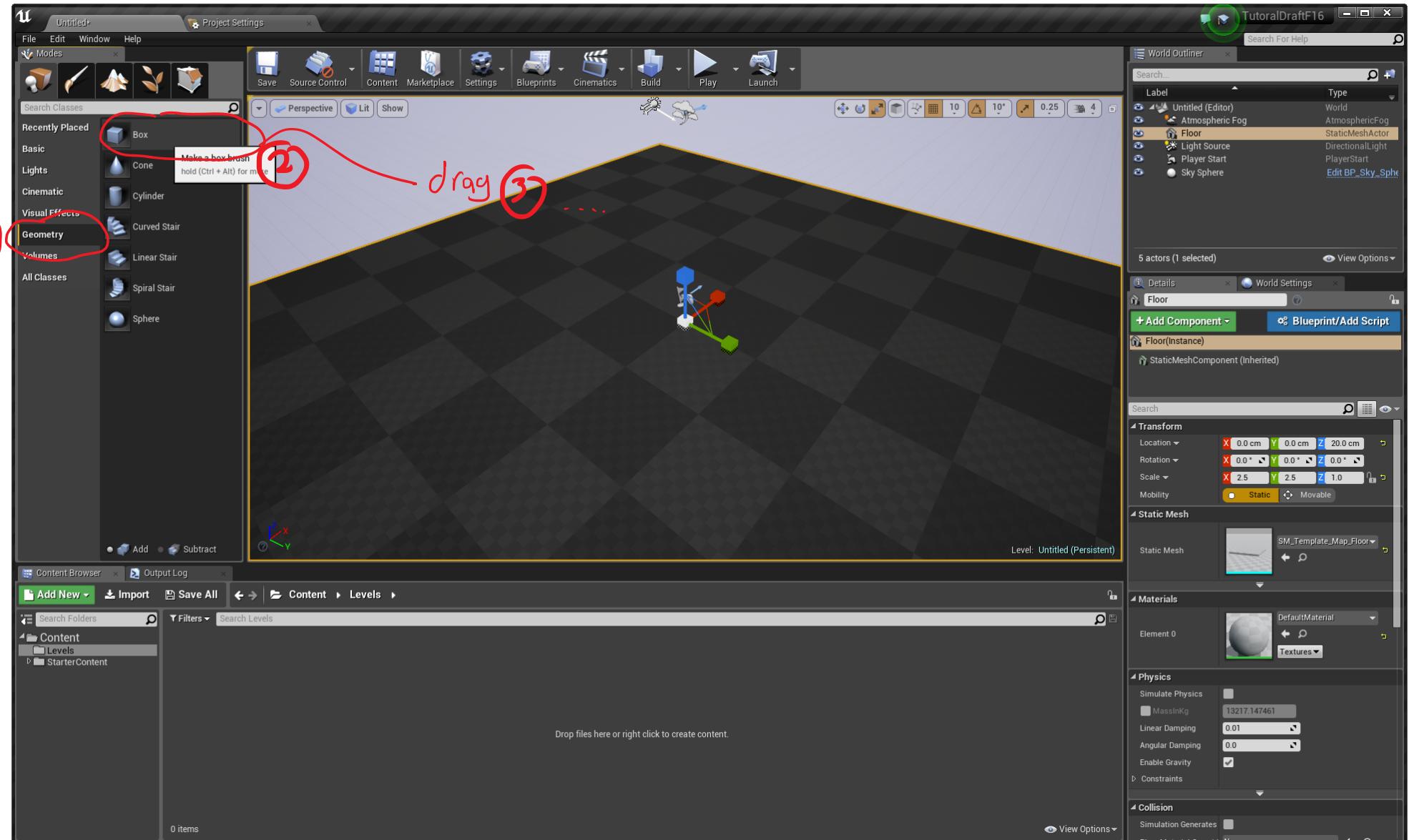
Right click + WASD
to fly

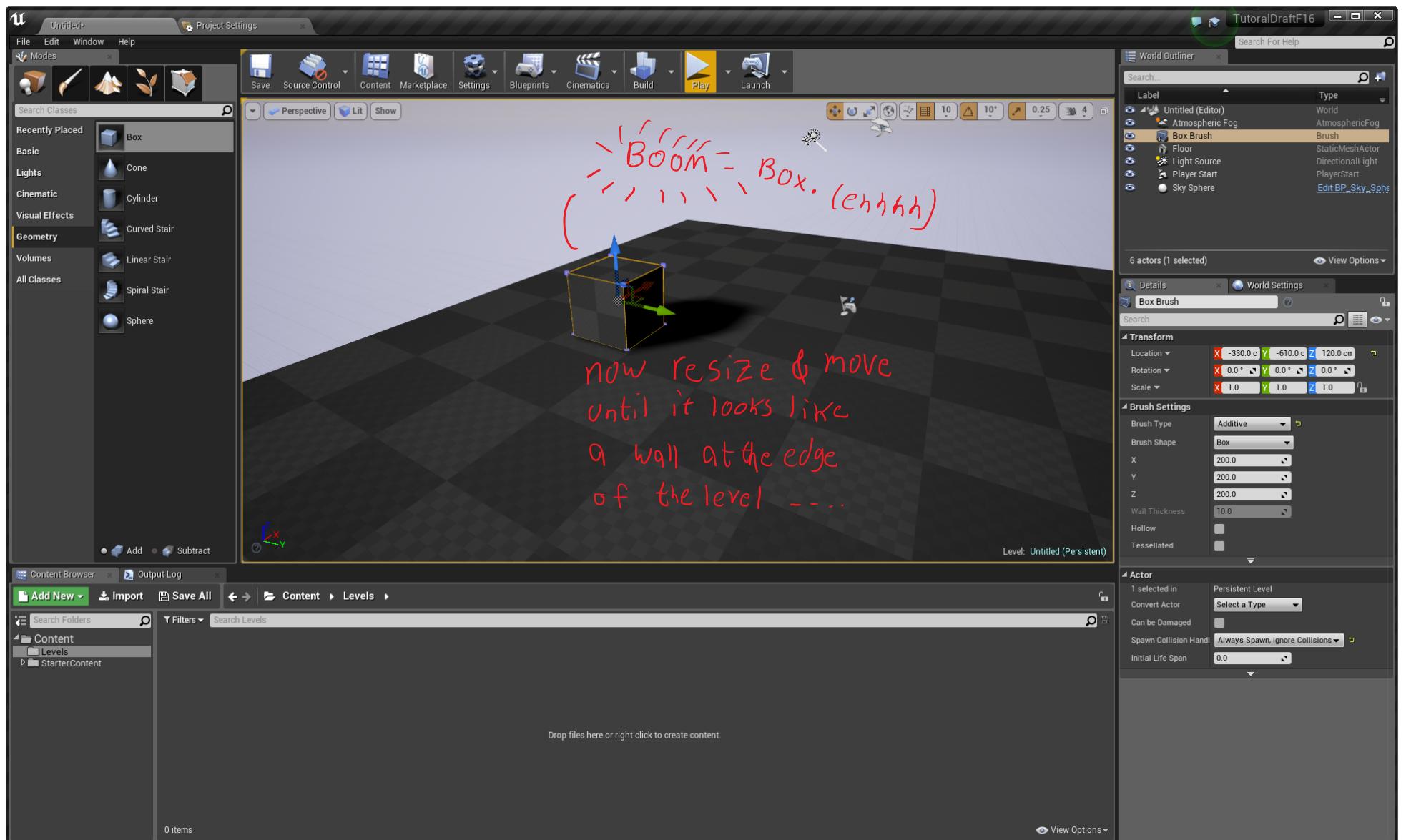


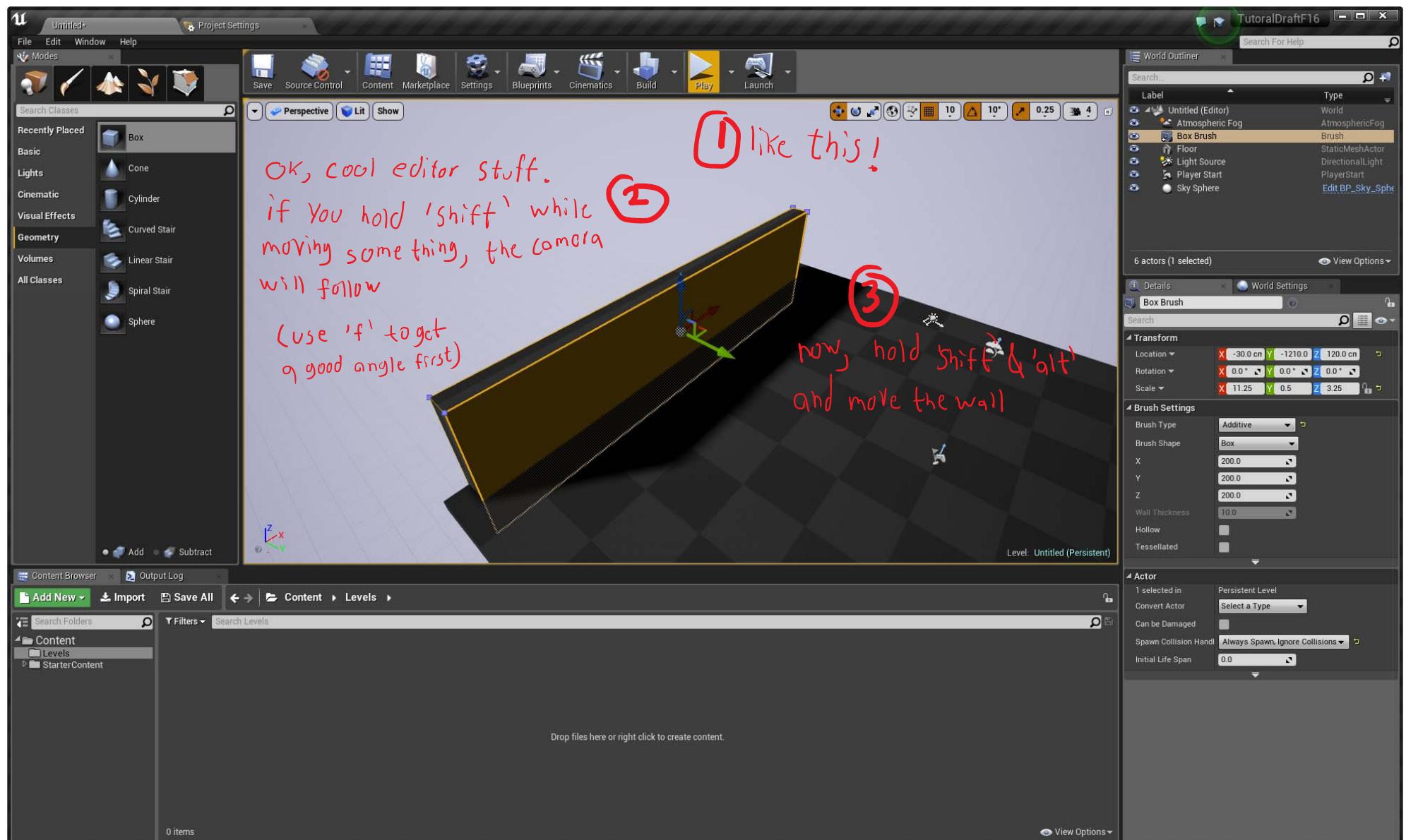
let's build a basic level which looks like this

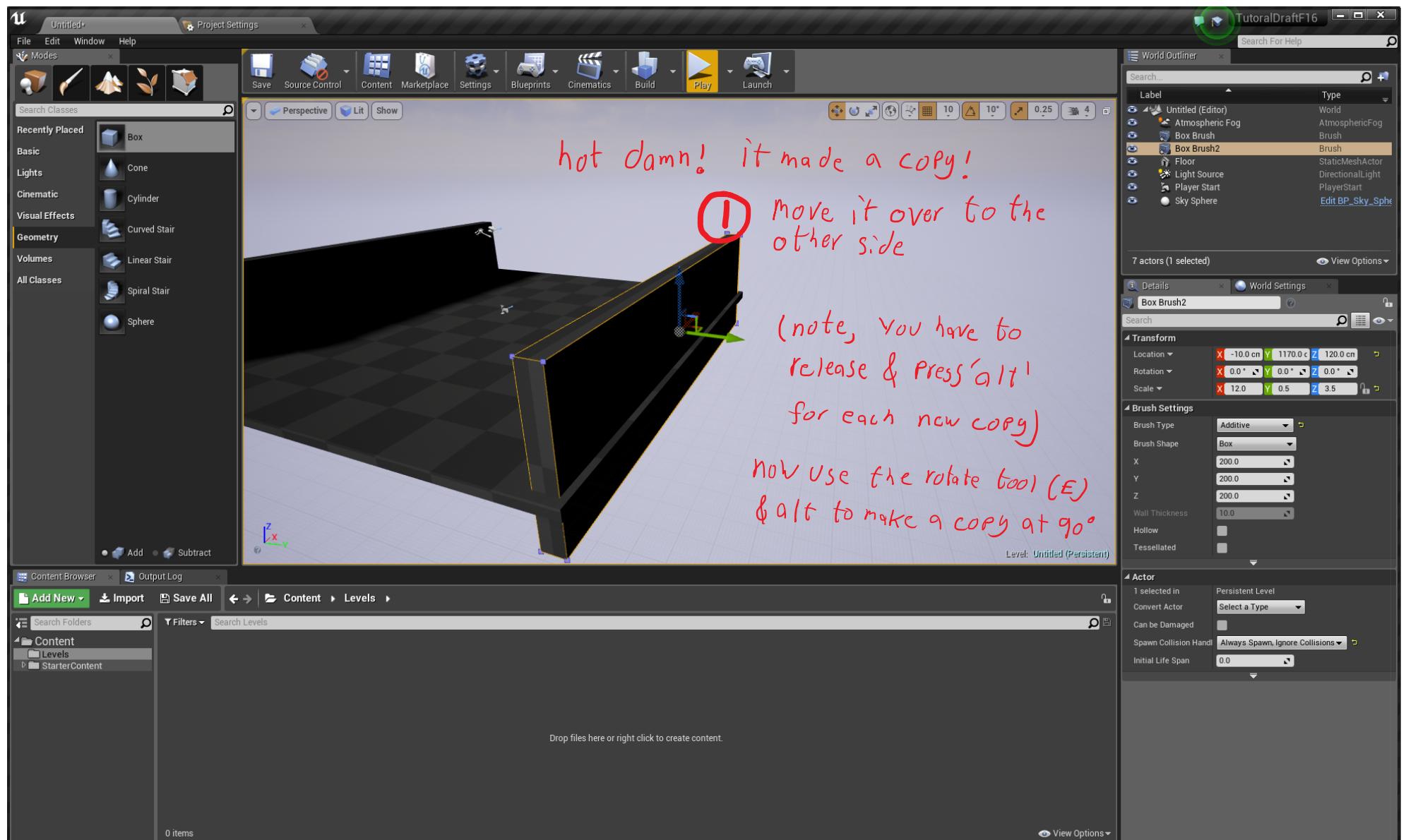


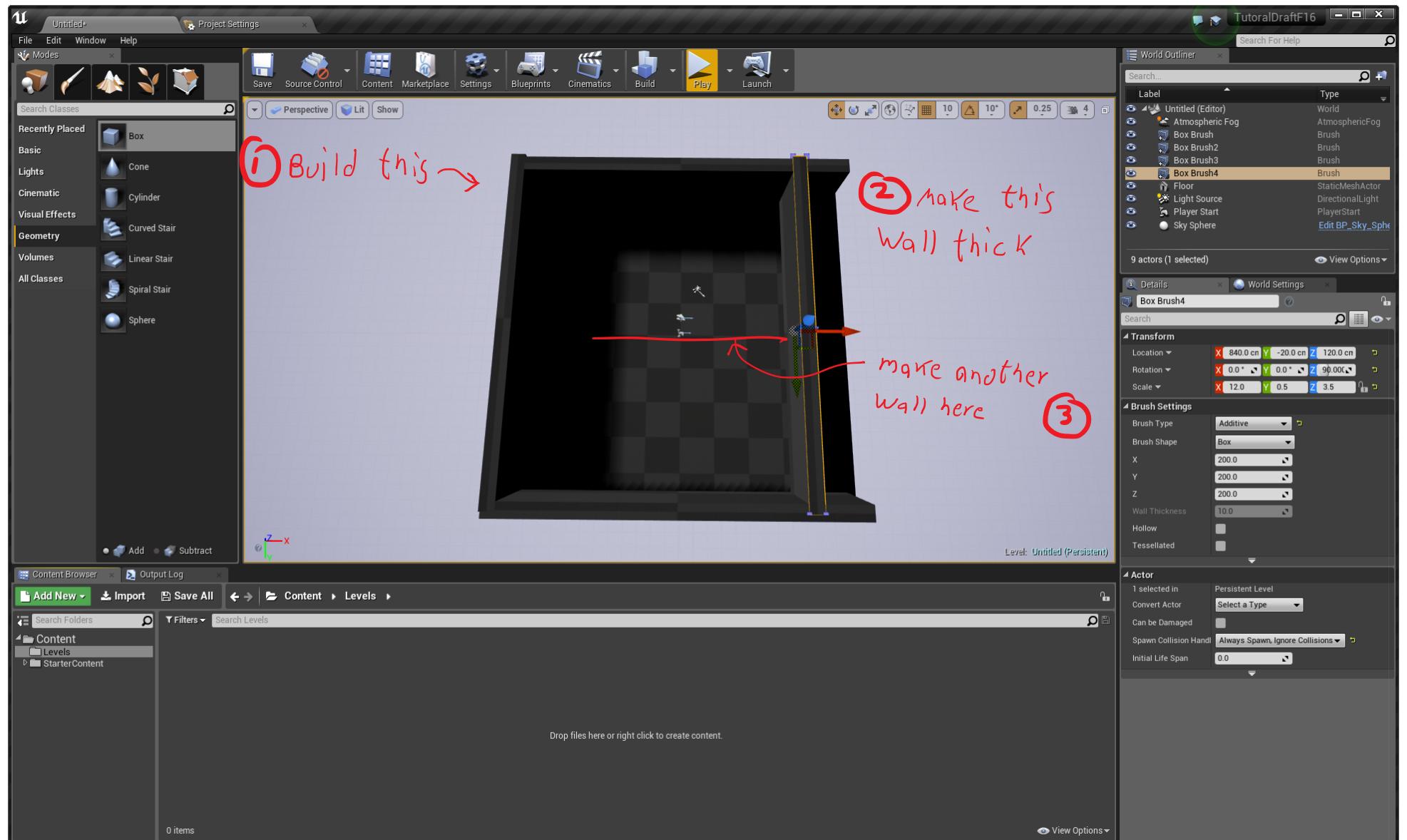


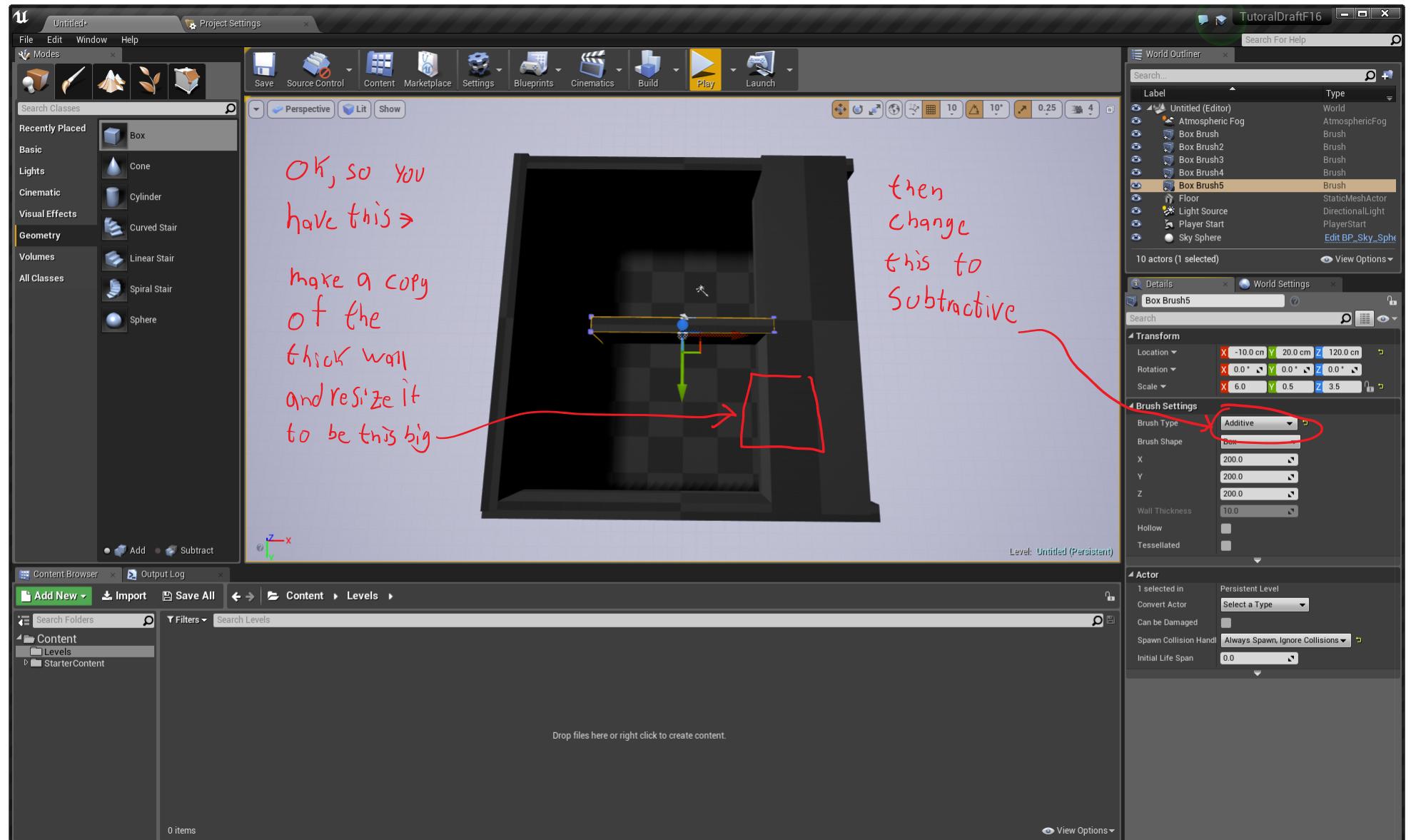


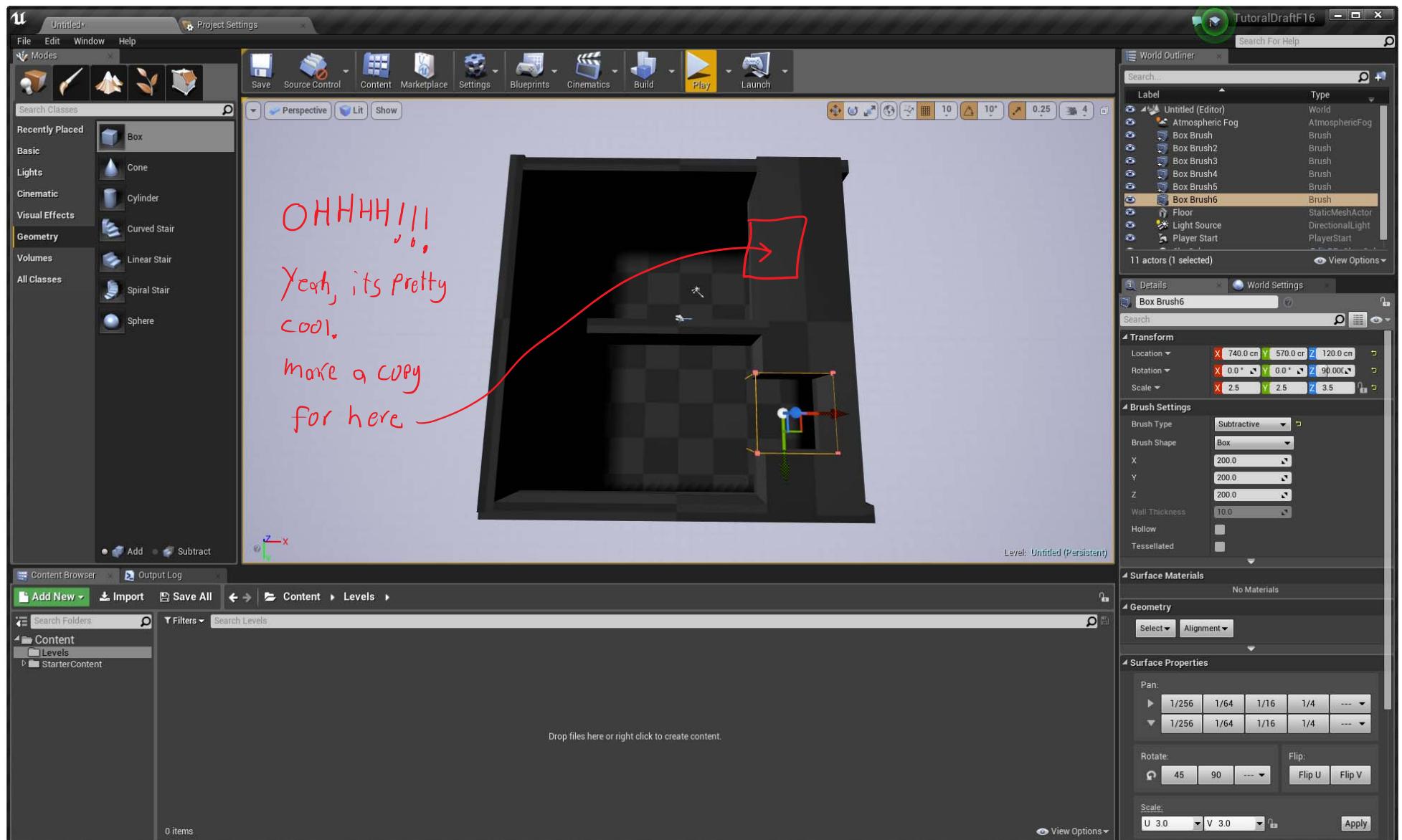


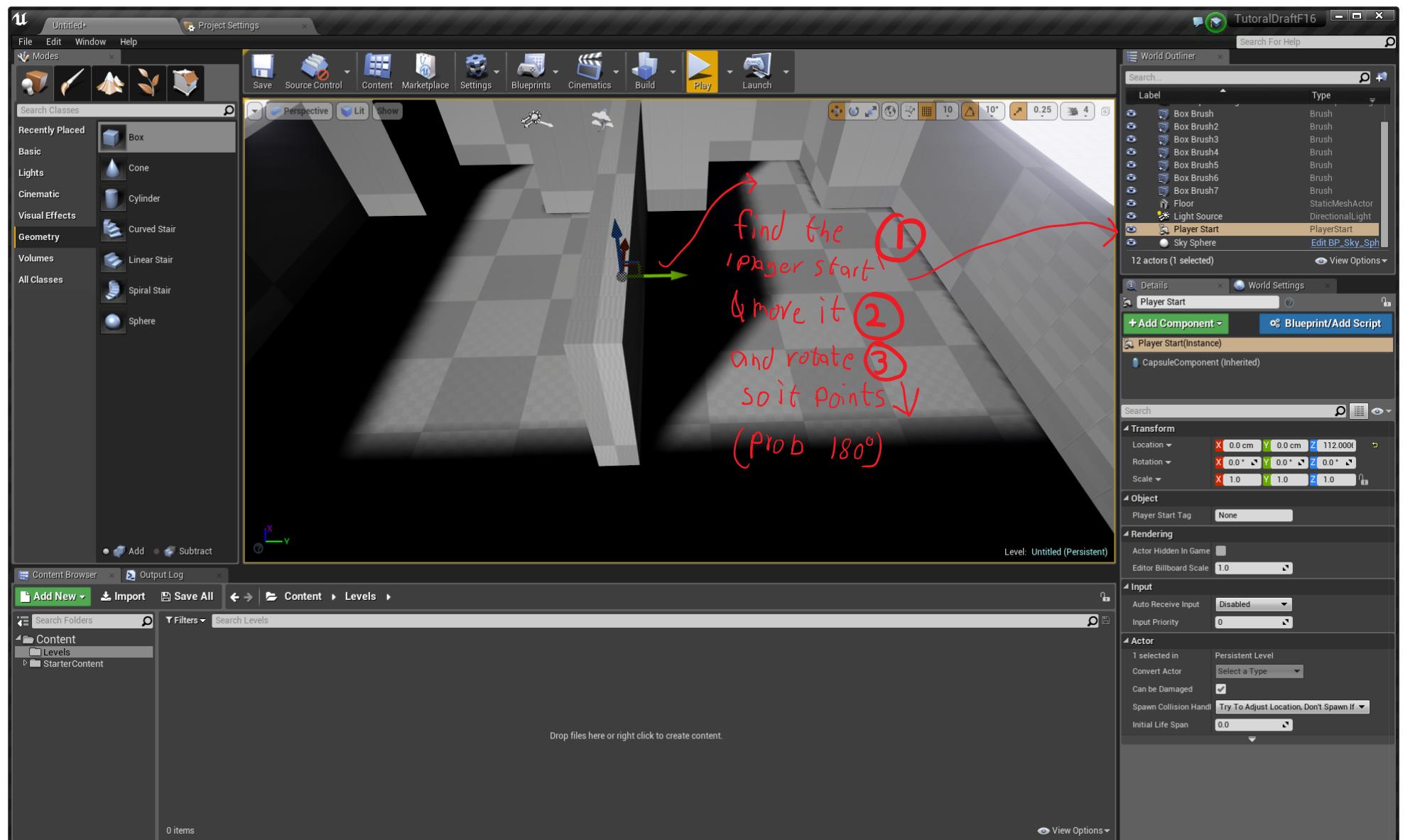


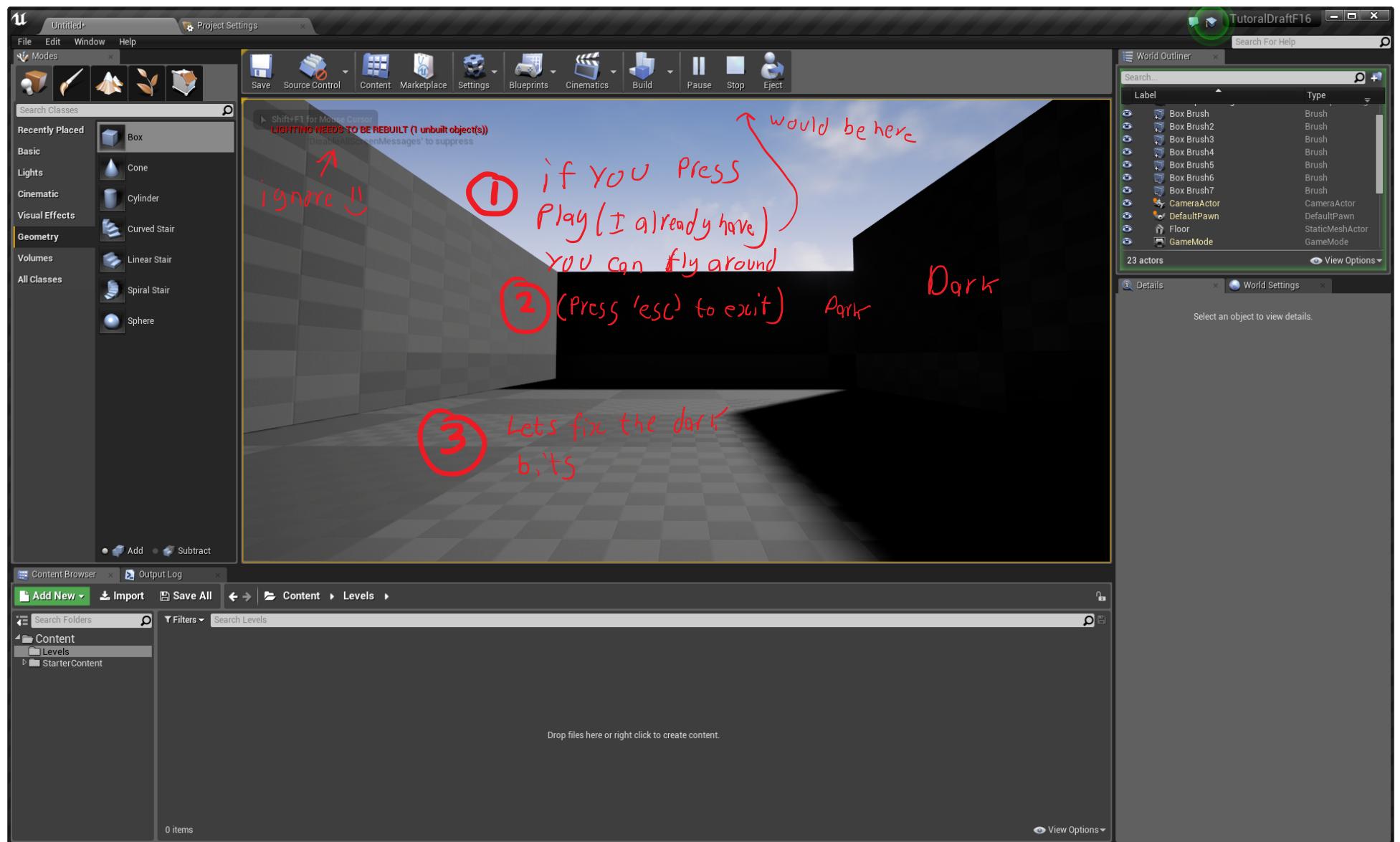


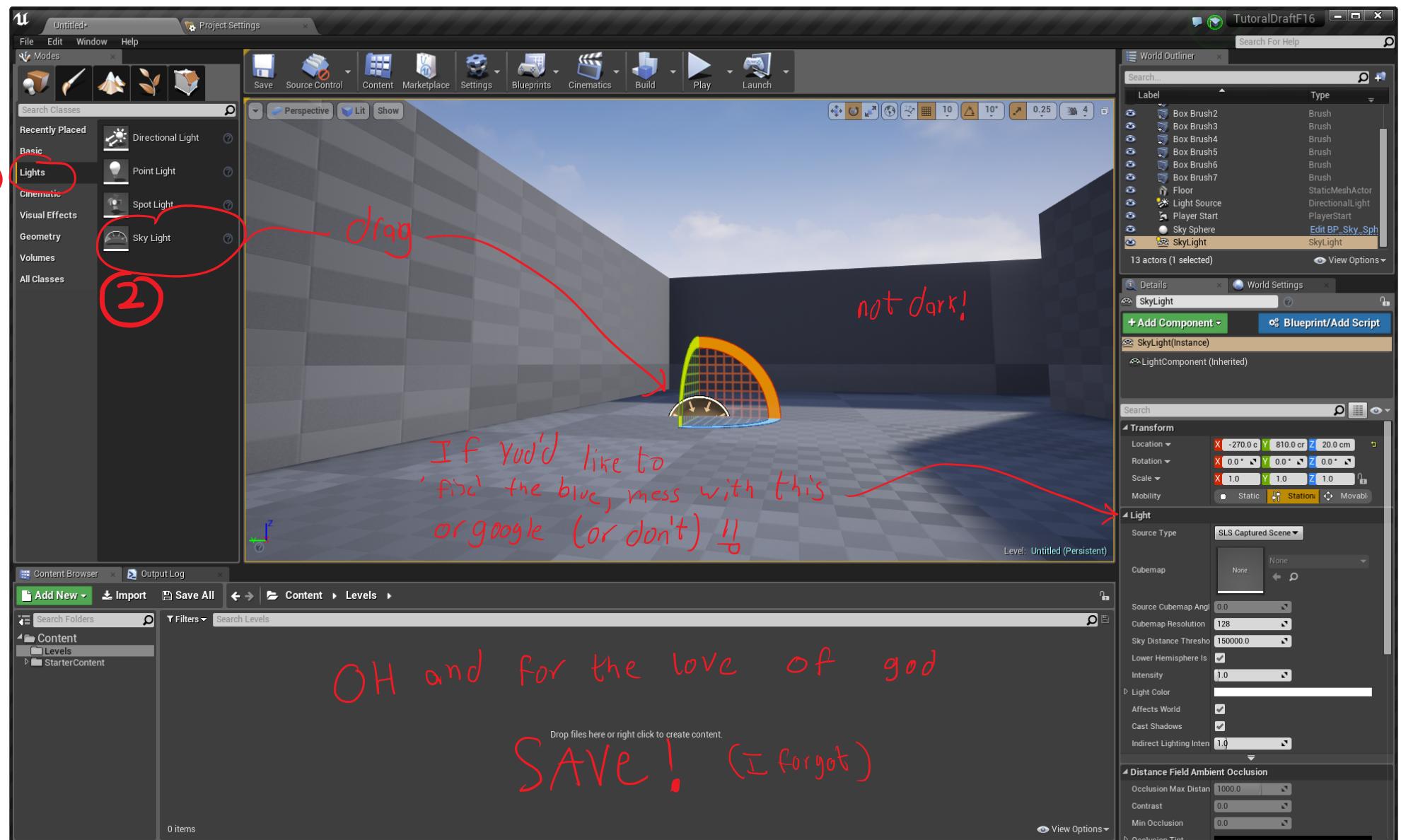


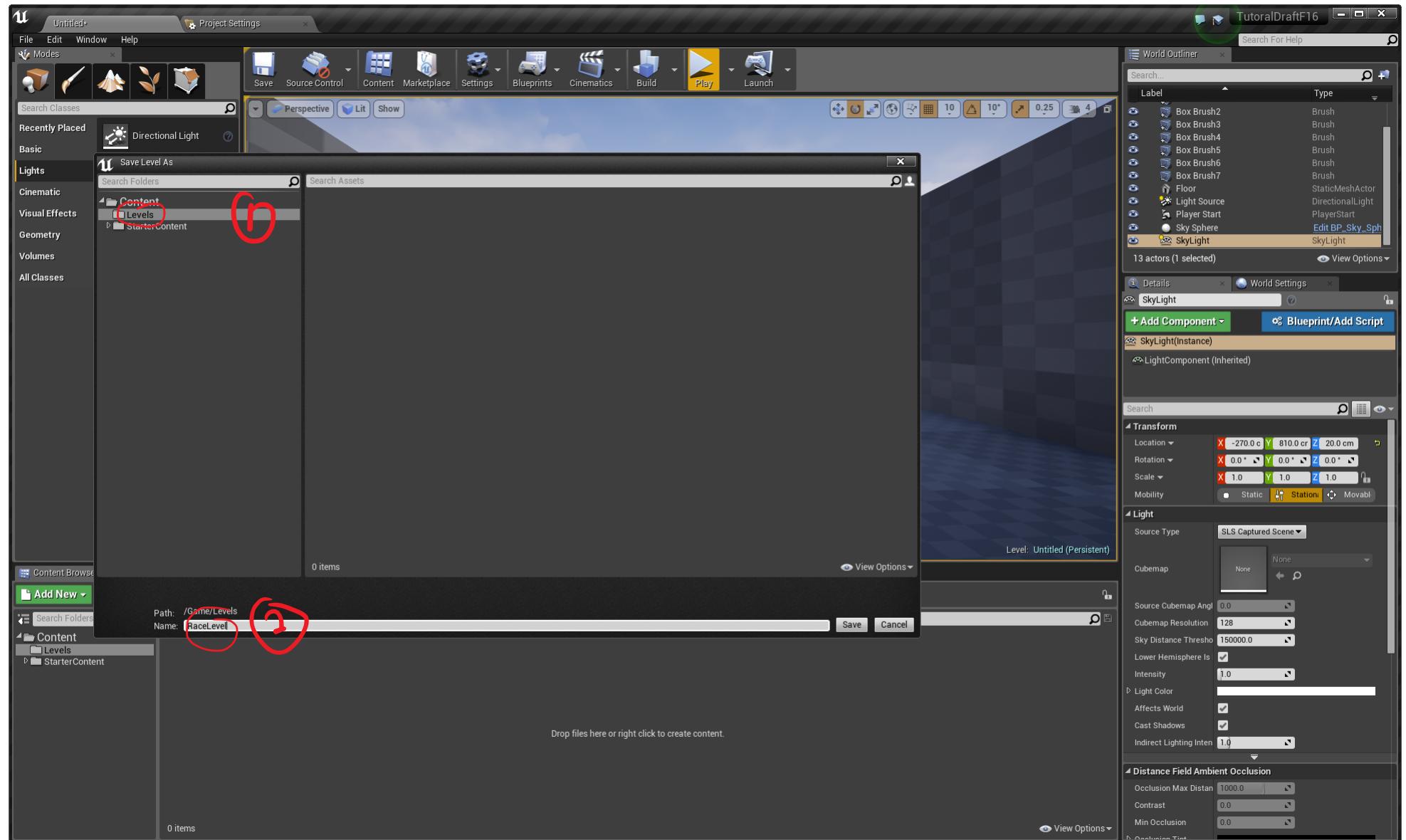


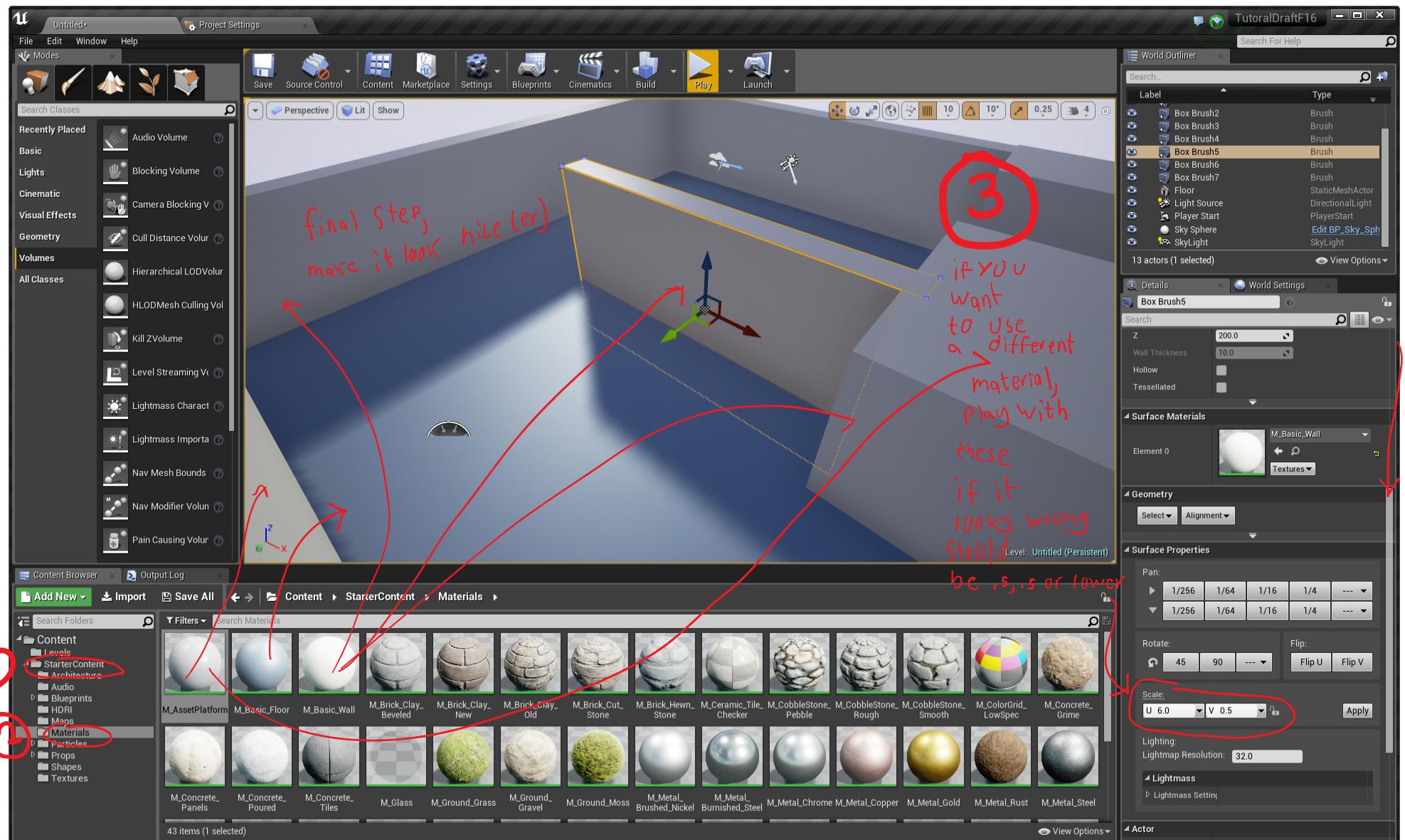


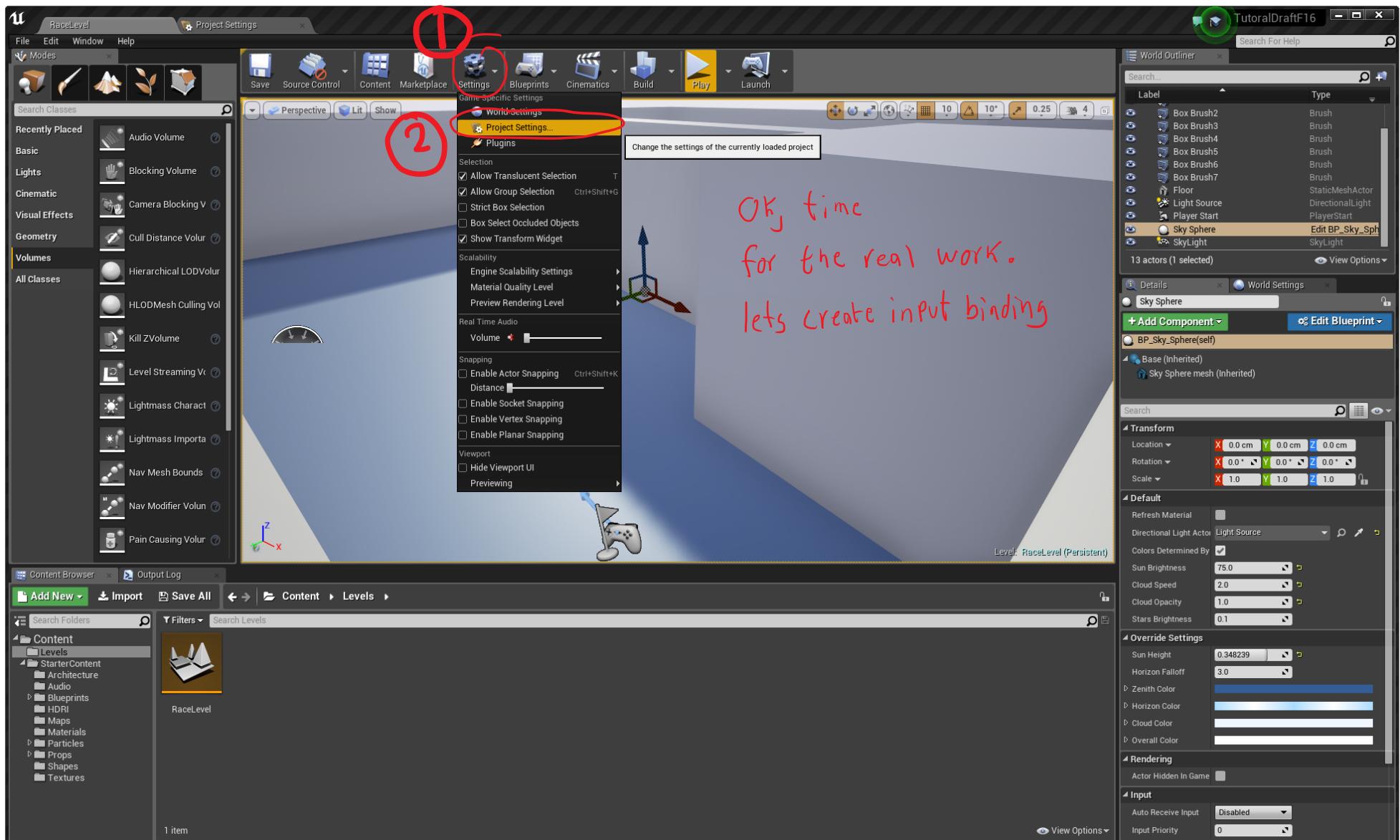


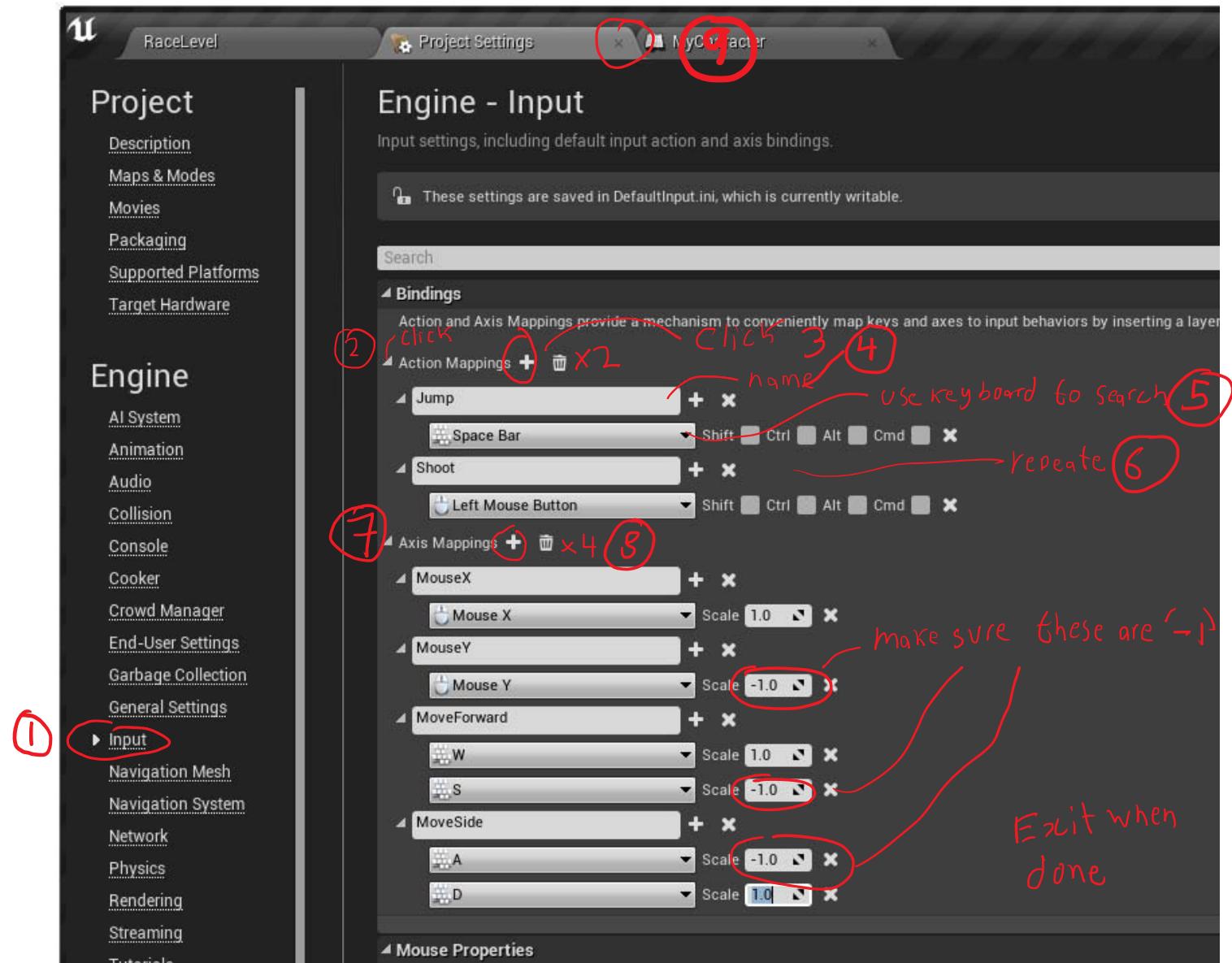


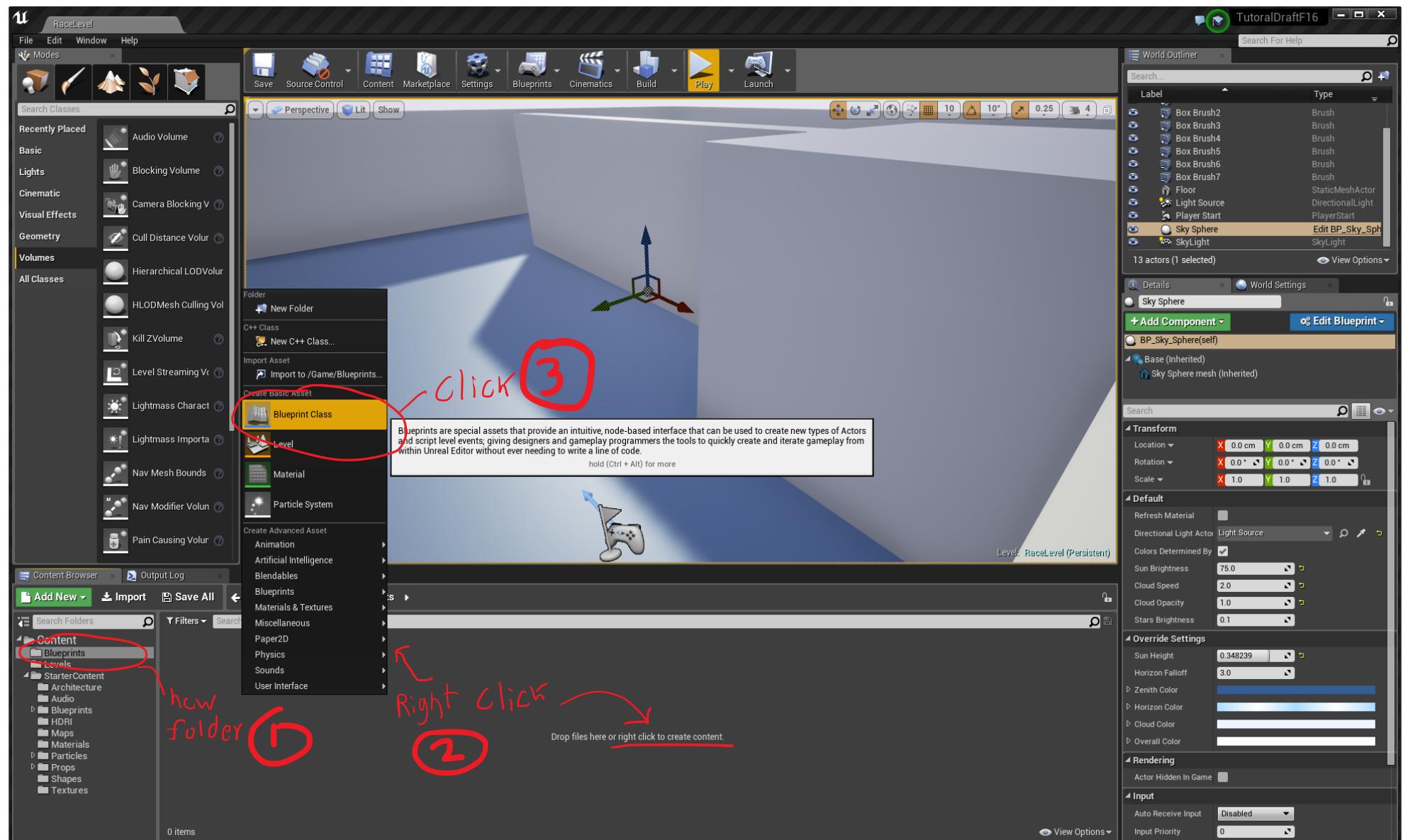


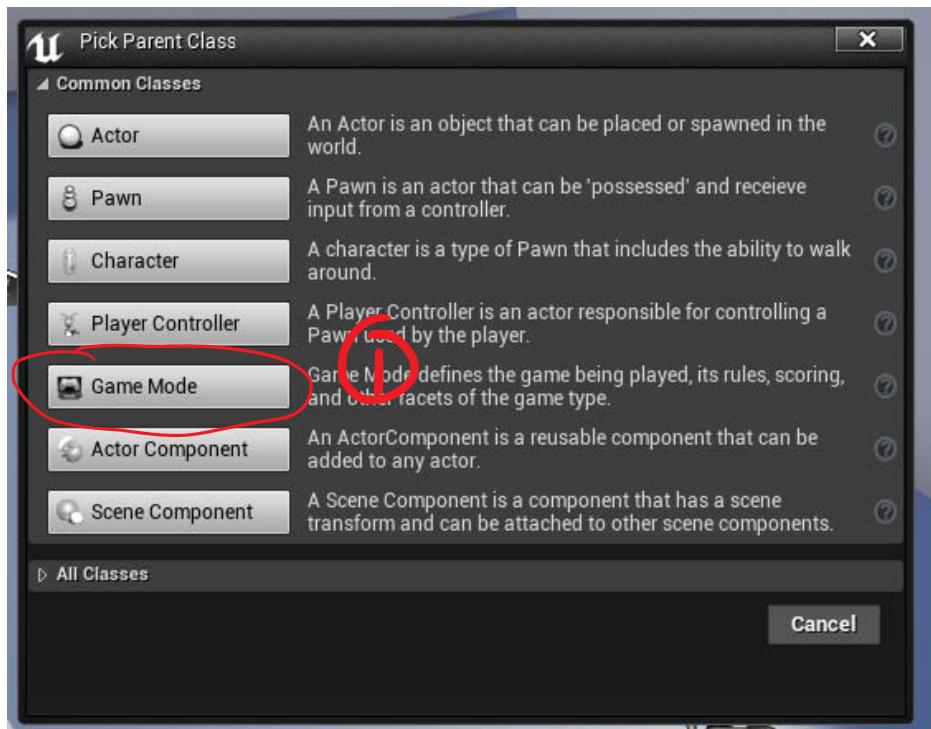








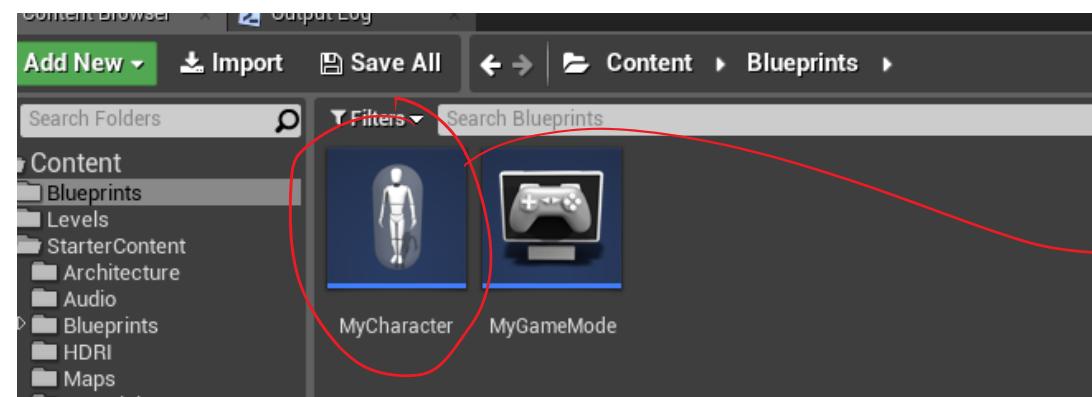




name it

(2)

'My Game Mode'



repeat but

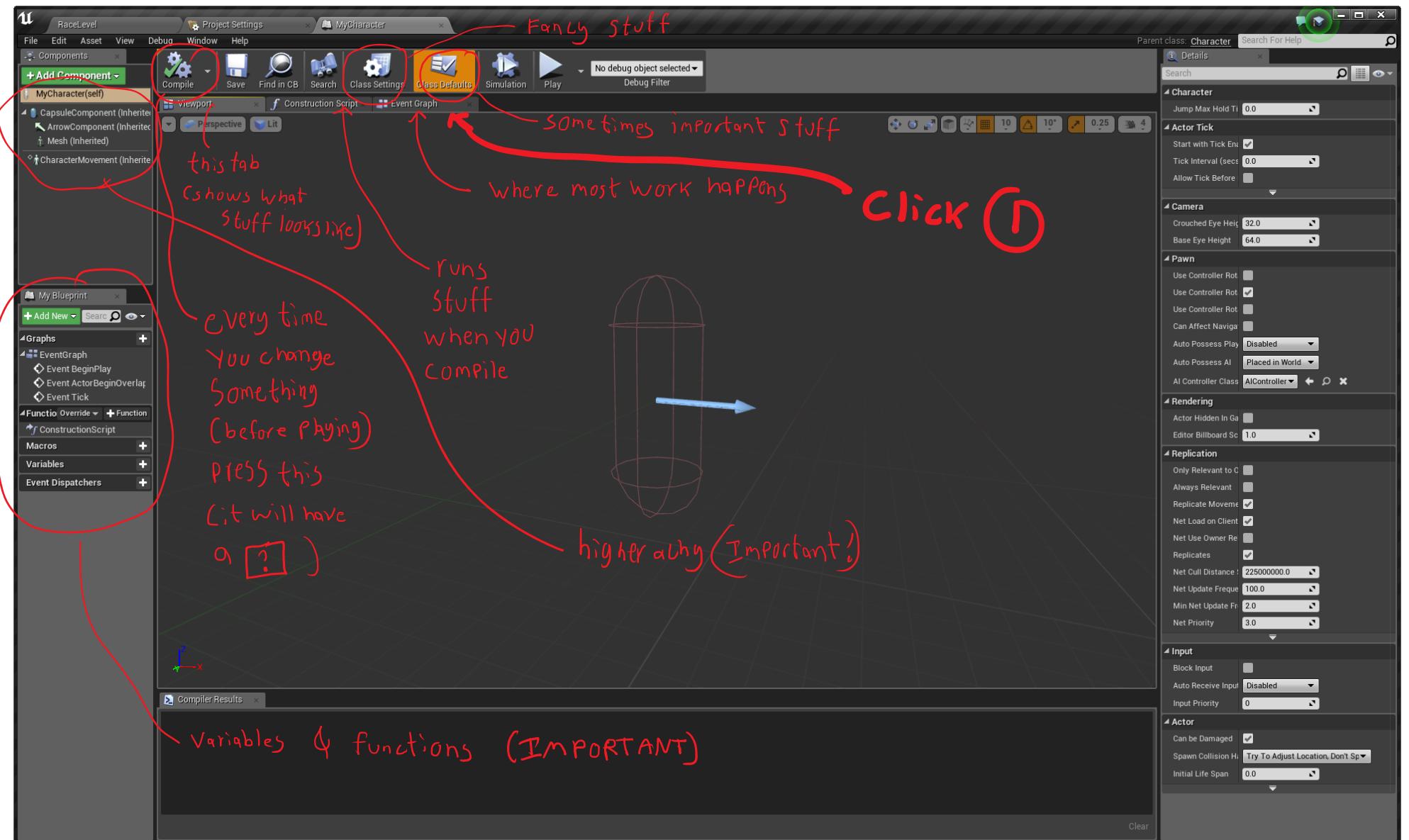
Create character

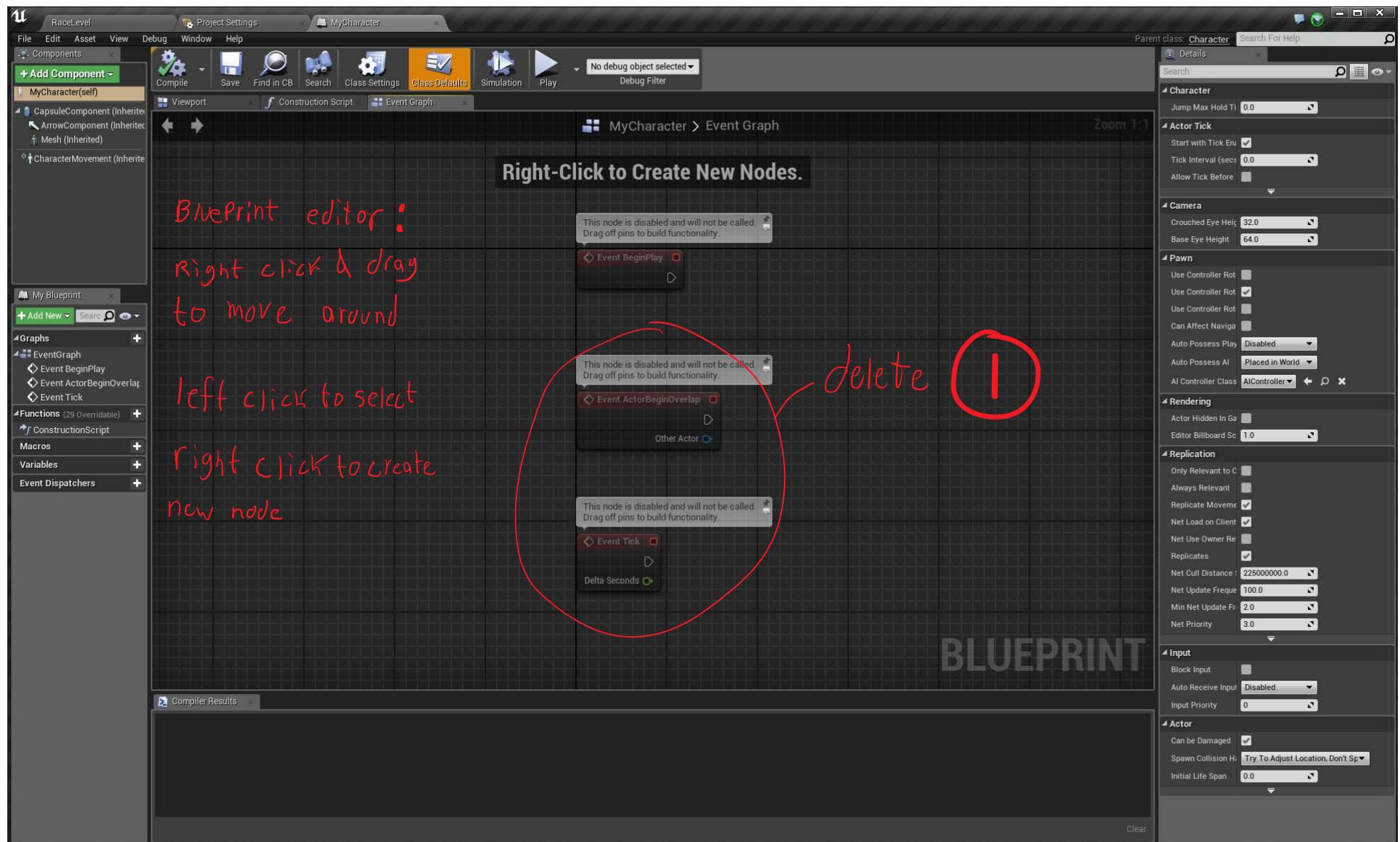
named 'my character'

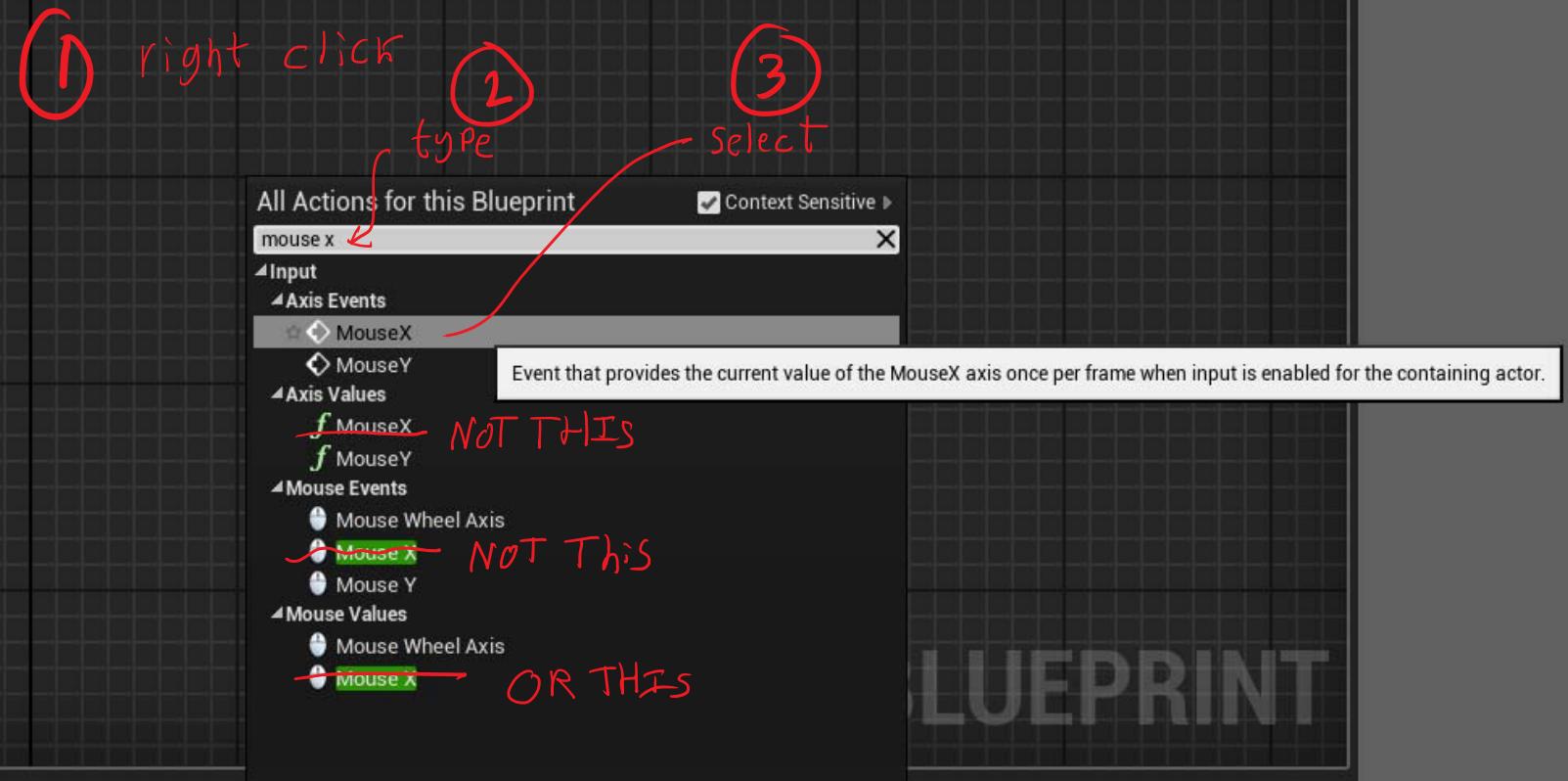
(3)

double click
My Char

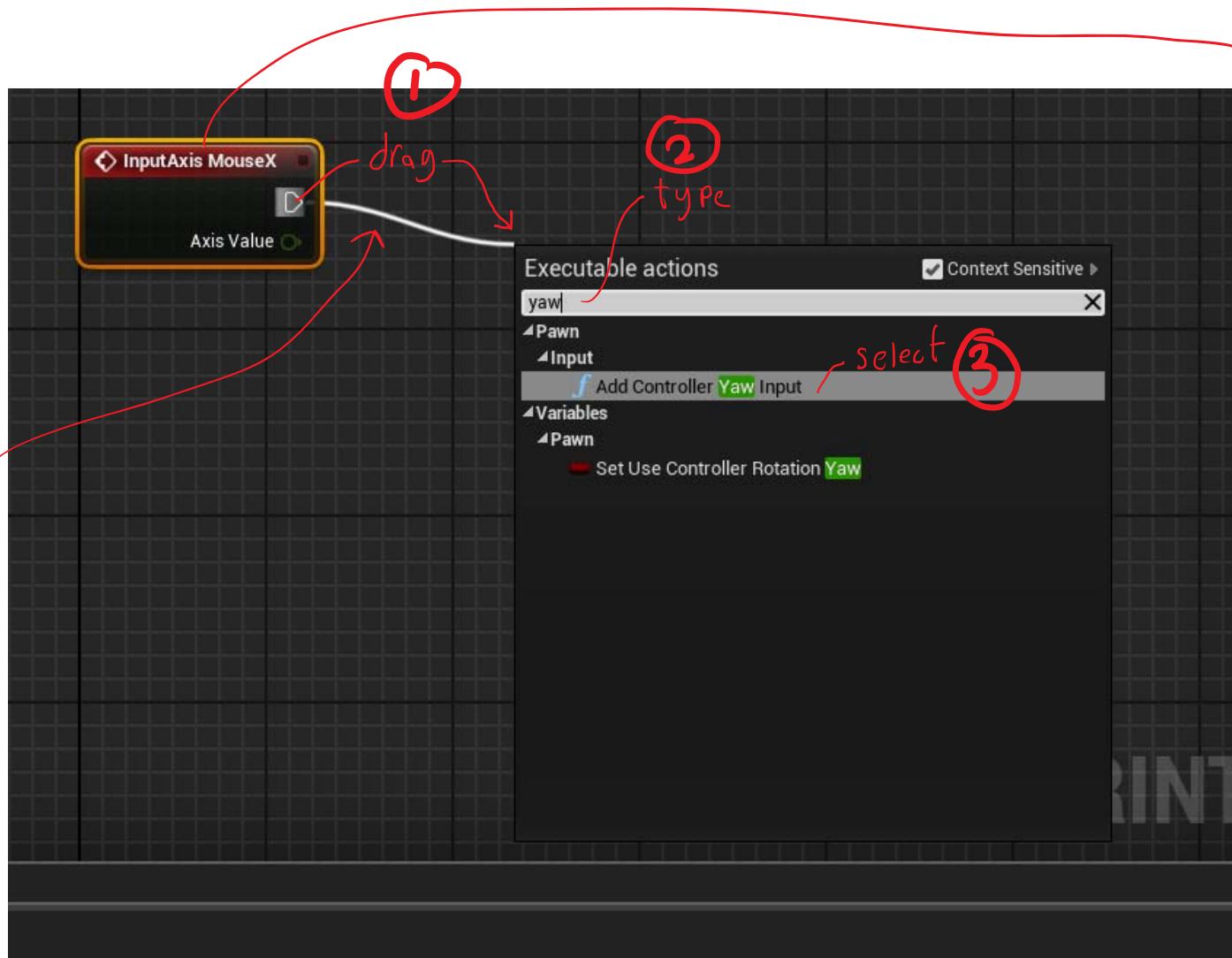
(4)







white ▷ pins
are called
'Exec' or
execution pins,
they control
the order
that things
happens



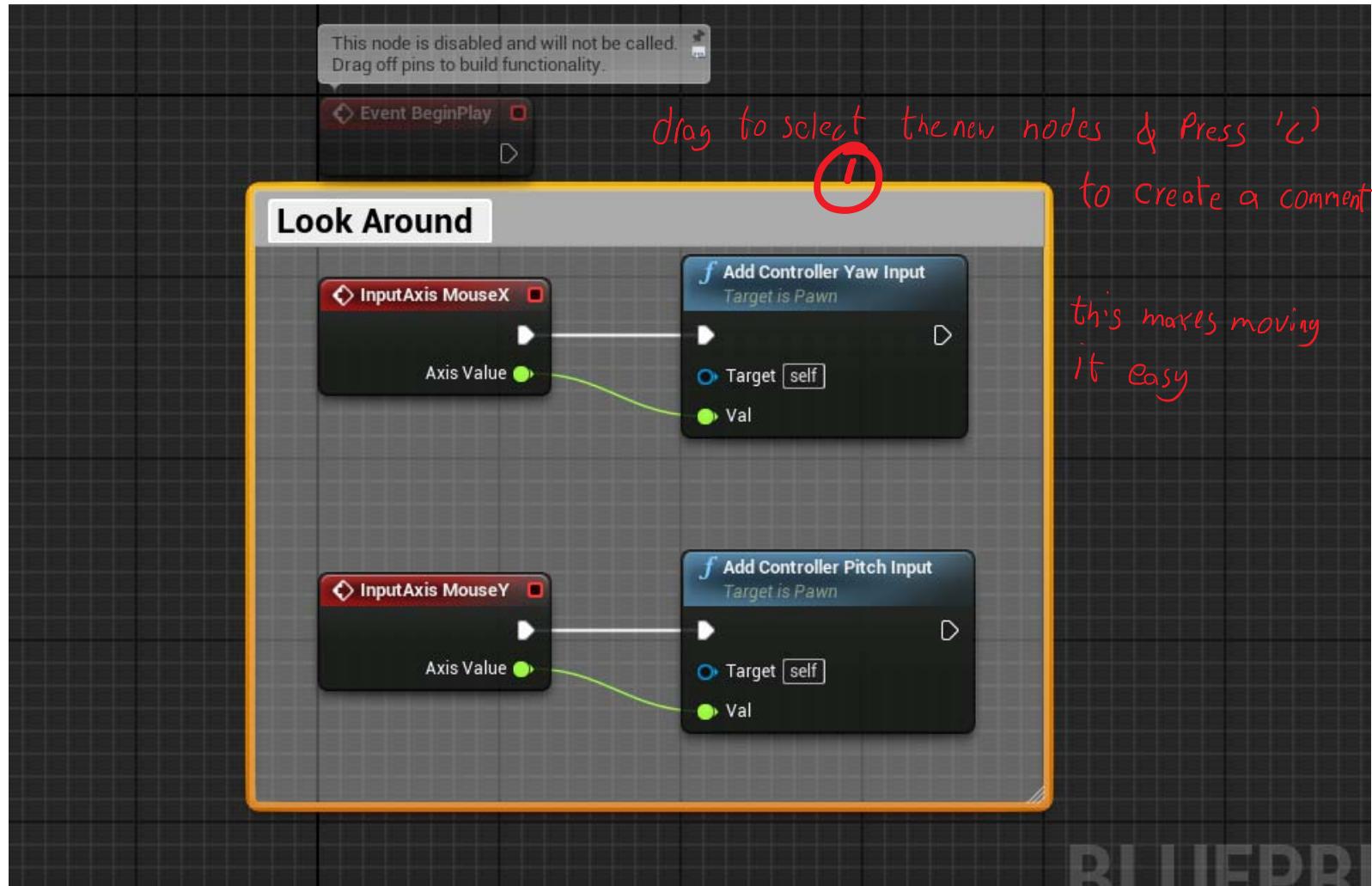
Red boxes
are 'event'
nodes.
all blueprint
'methods' (things)
must start
with one or
nothing will
happens

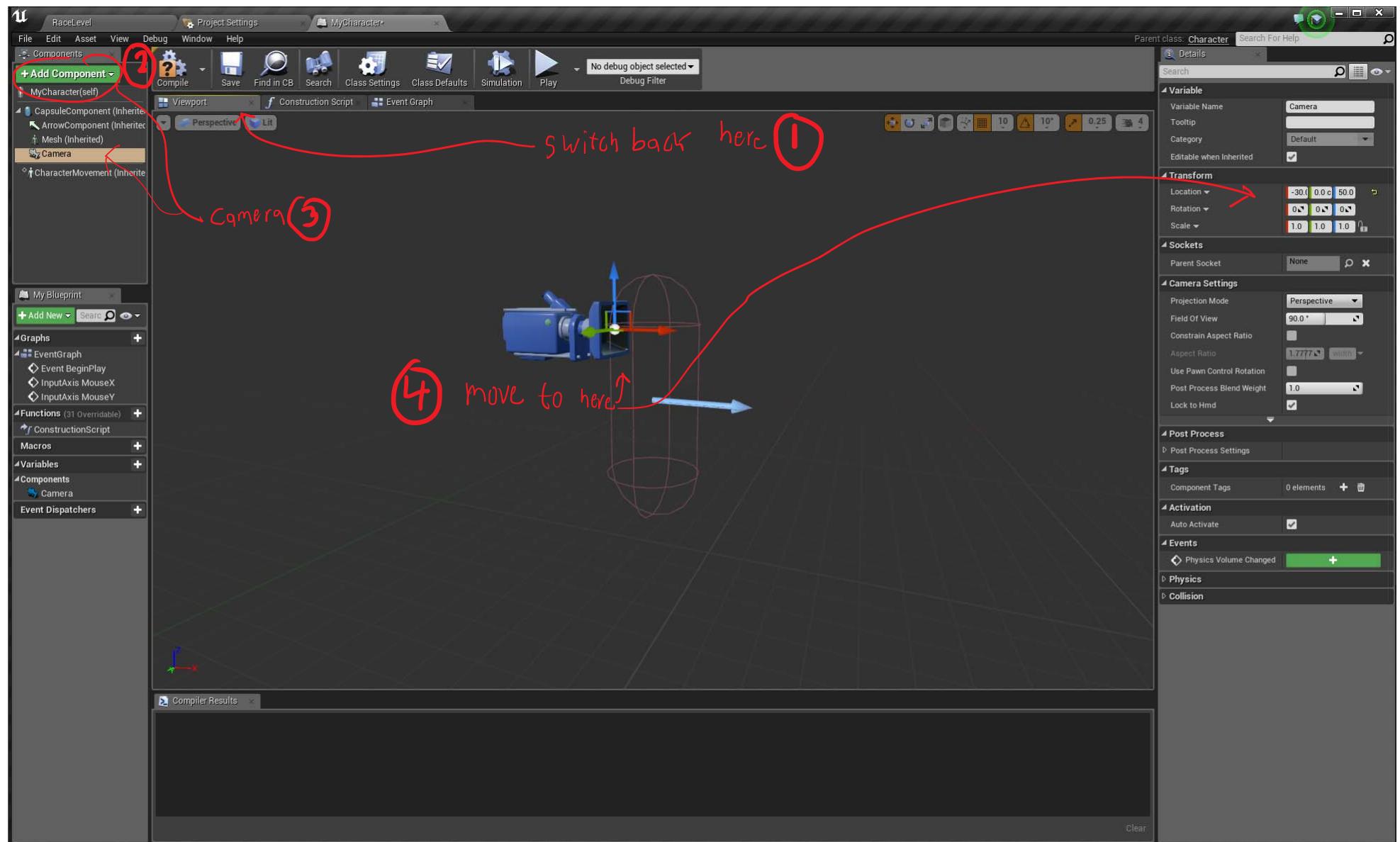
Coloured pins (like
the green pin) pass
data.

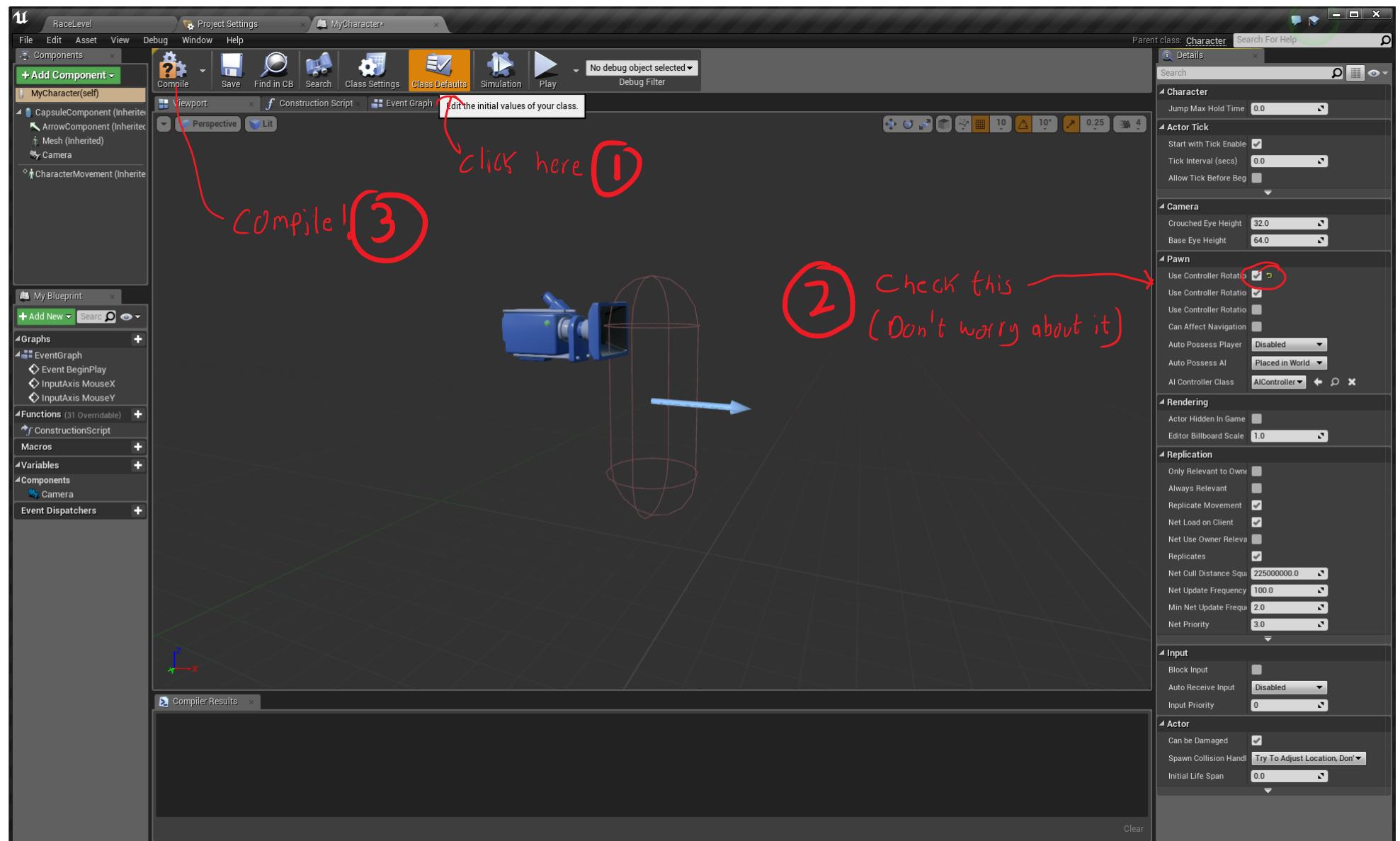
in this case, the
red node is 'calling'
the blue node (telling
it to do its thing)
with the white line
& telling it how much
the mouse has moved
with the green line

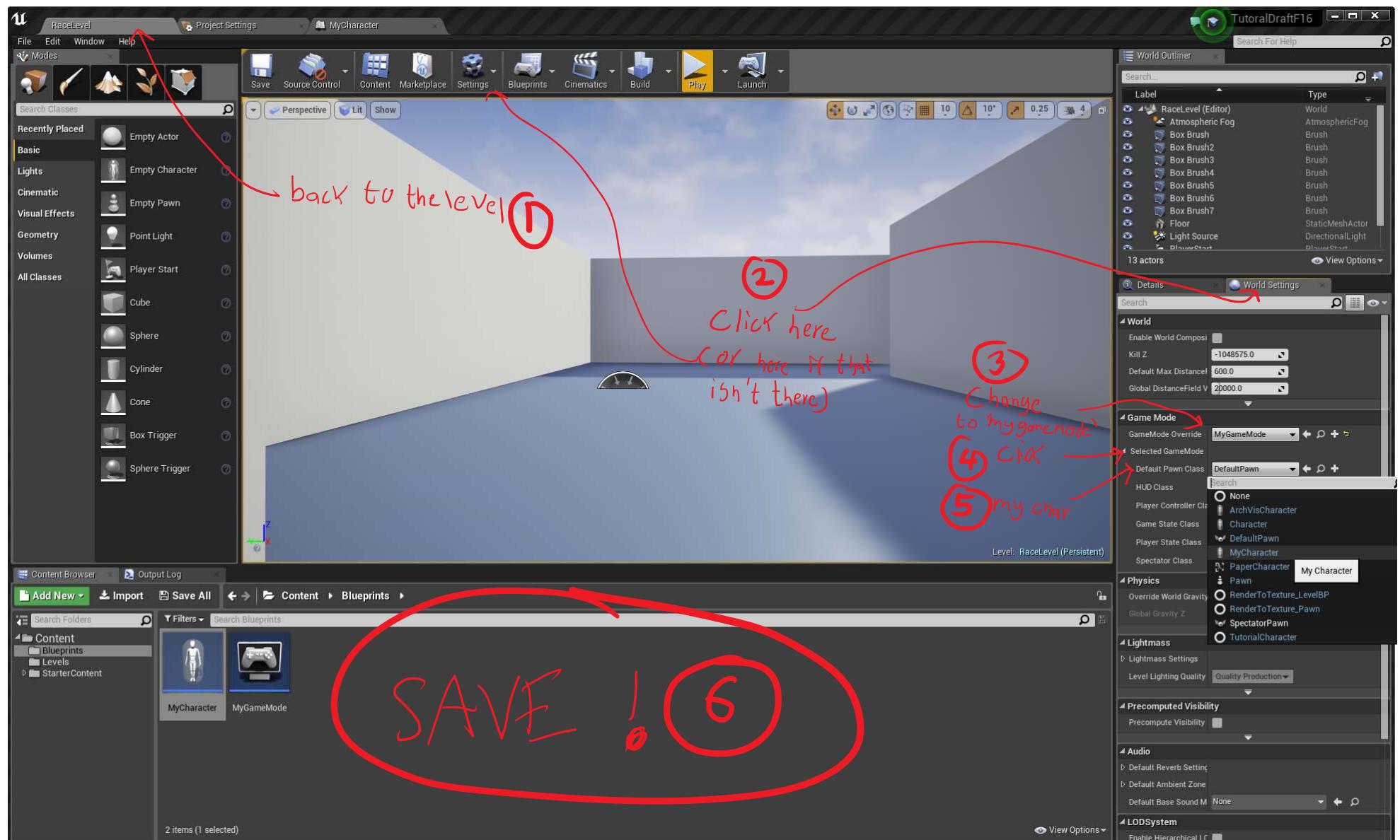
the blue node
is a 'function'.

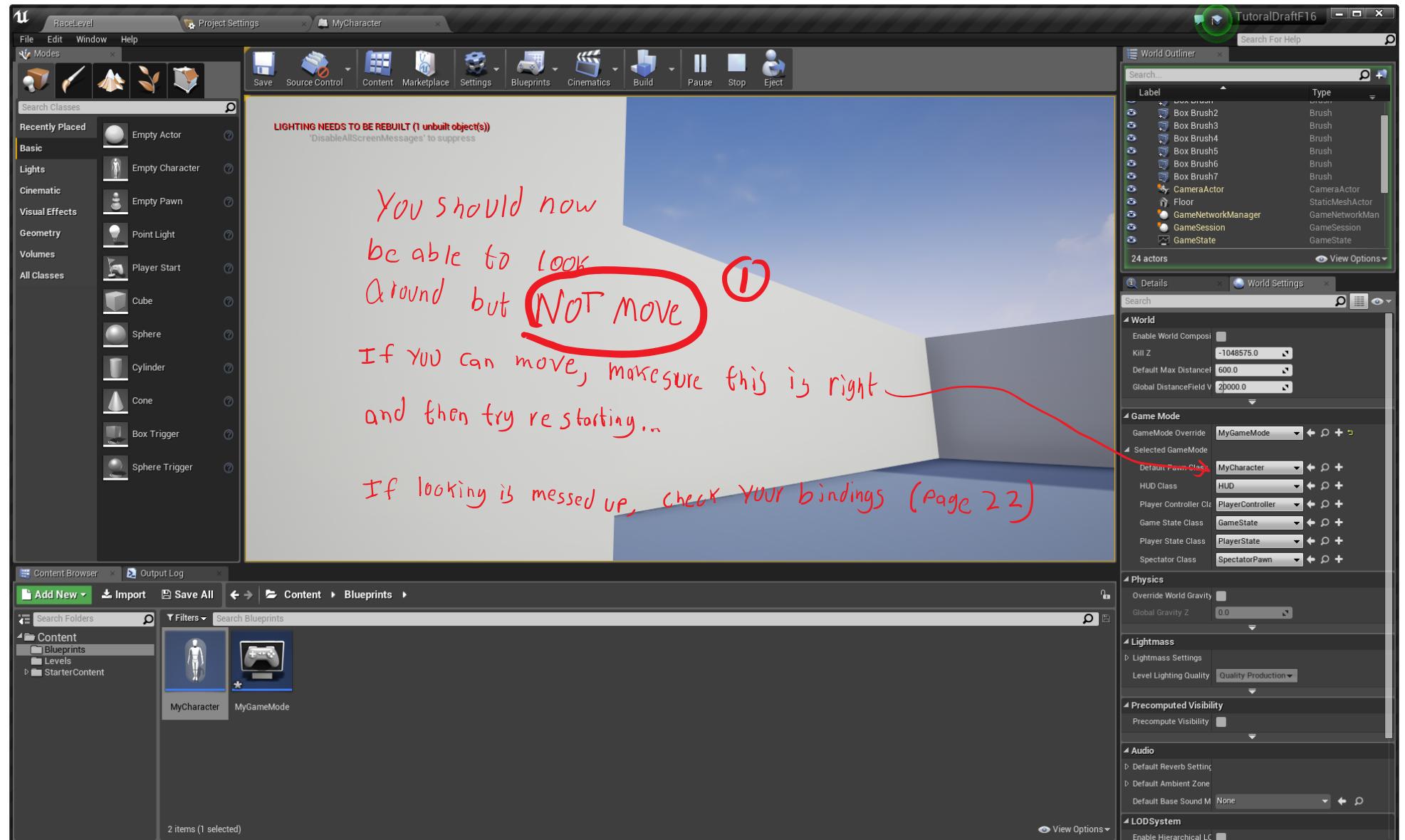


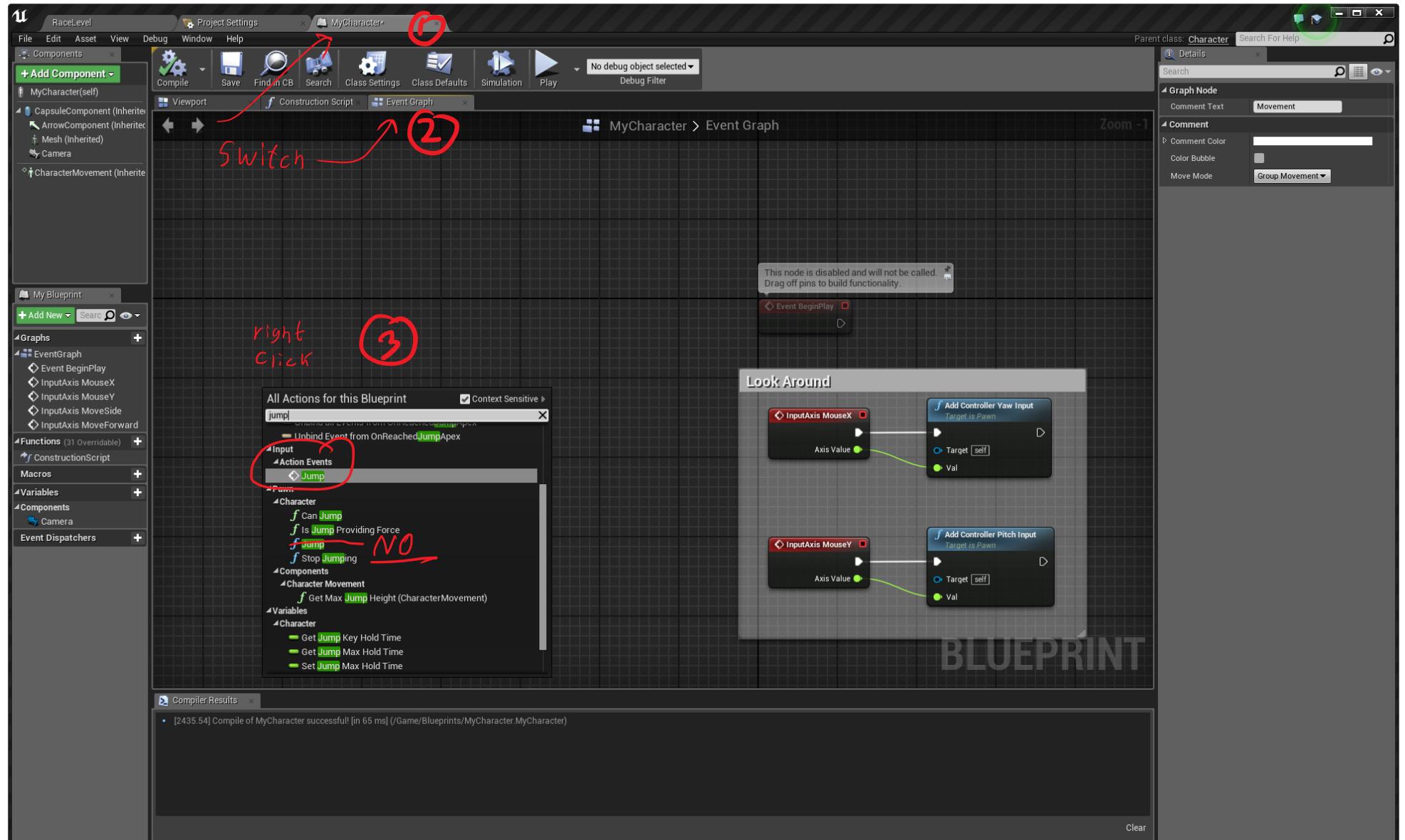












Make ☺



MOAR make

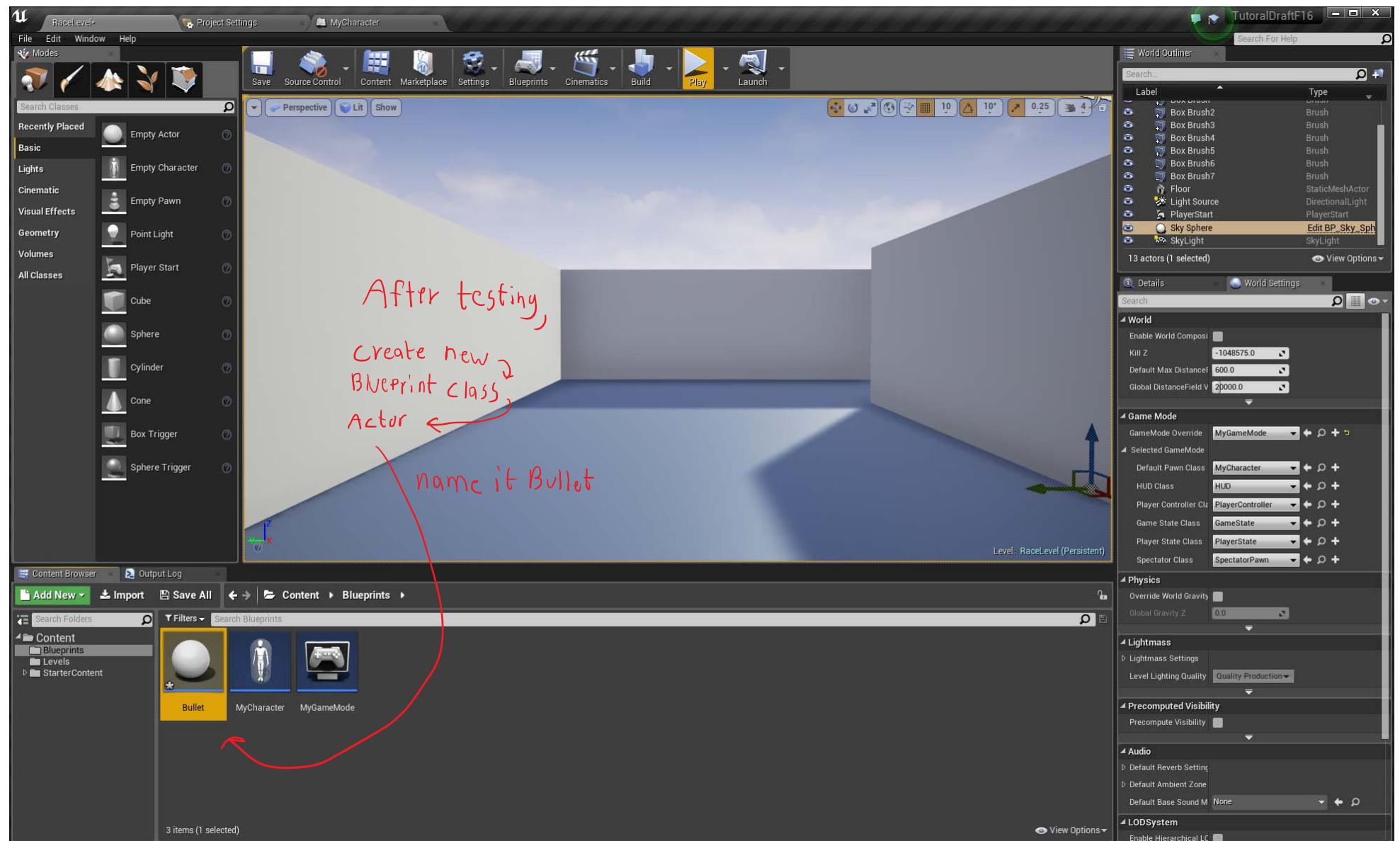
Movement

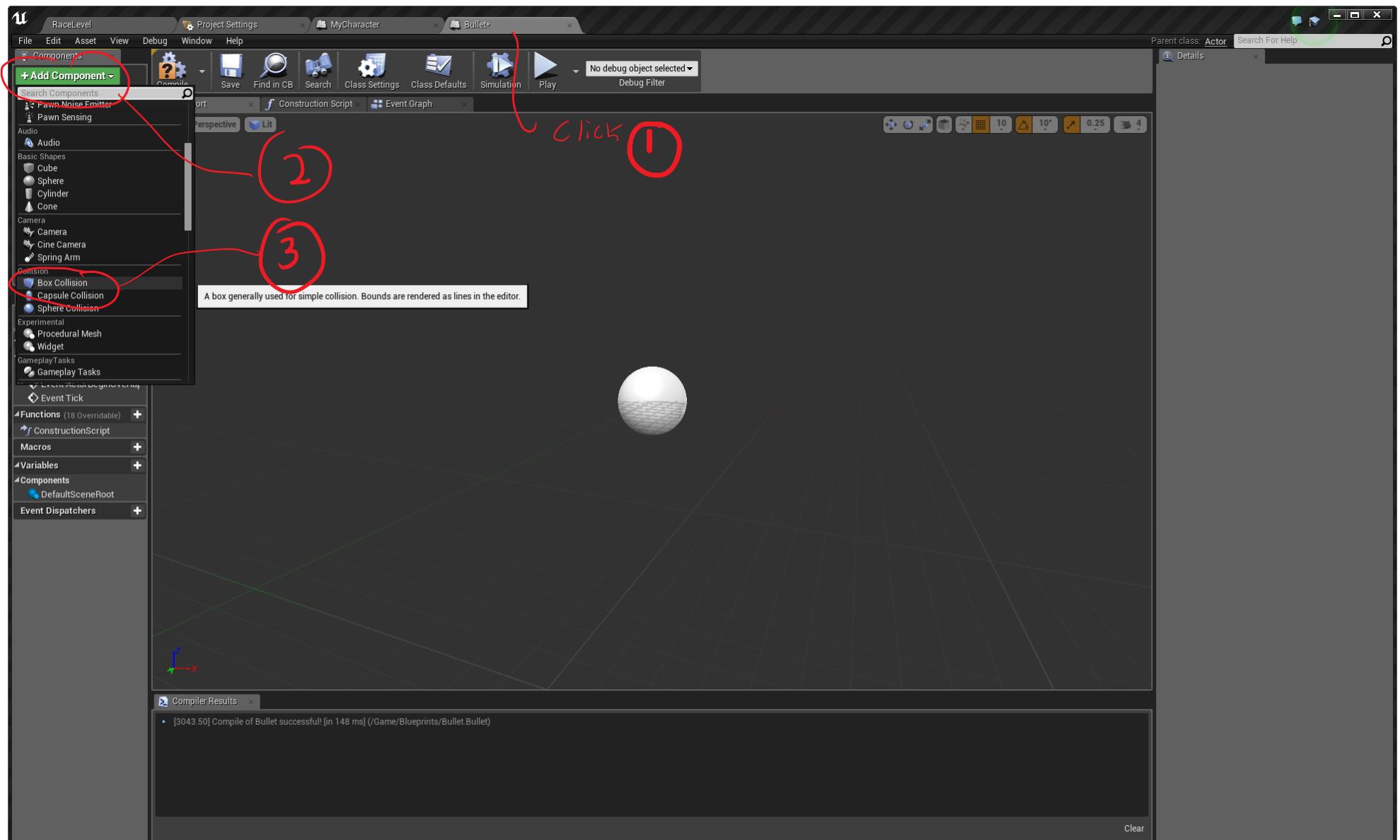
tip Search the name

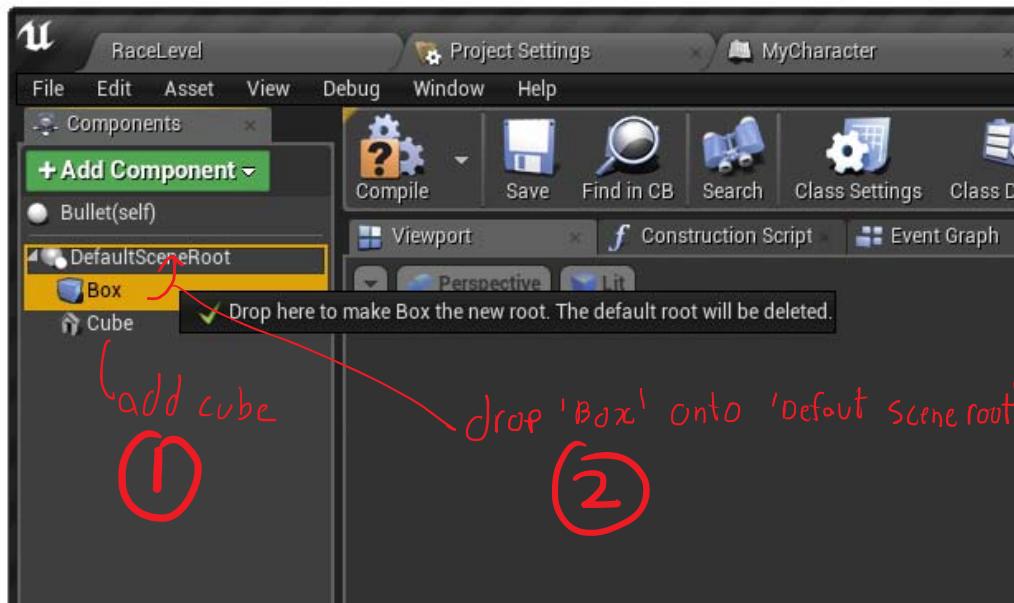
tip Create nodes by dragging off pins, it will use that context to limit the search !!



Compile & Play when done.
You can now jump & move!

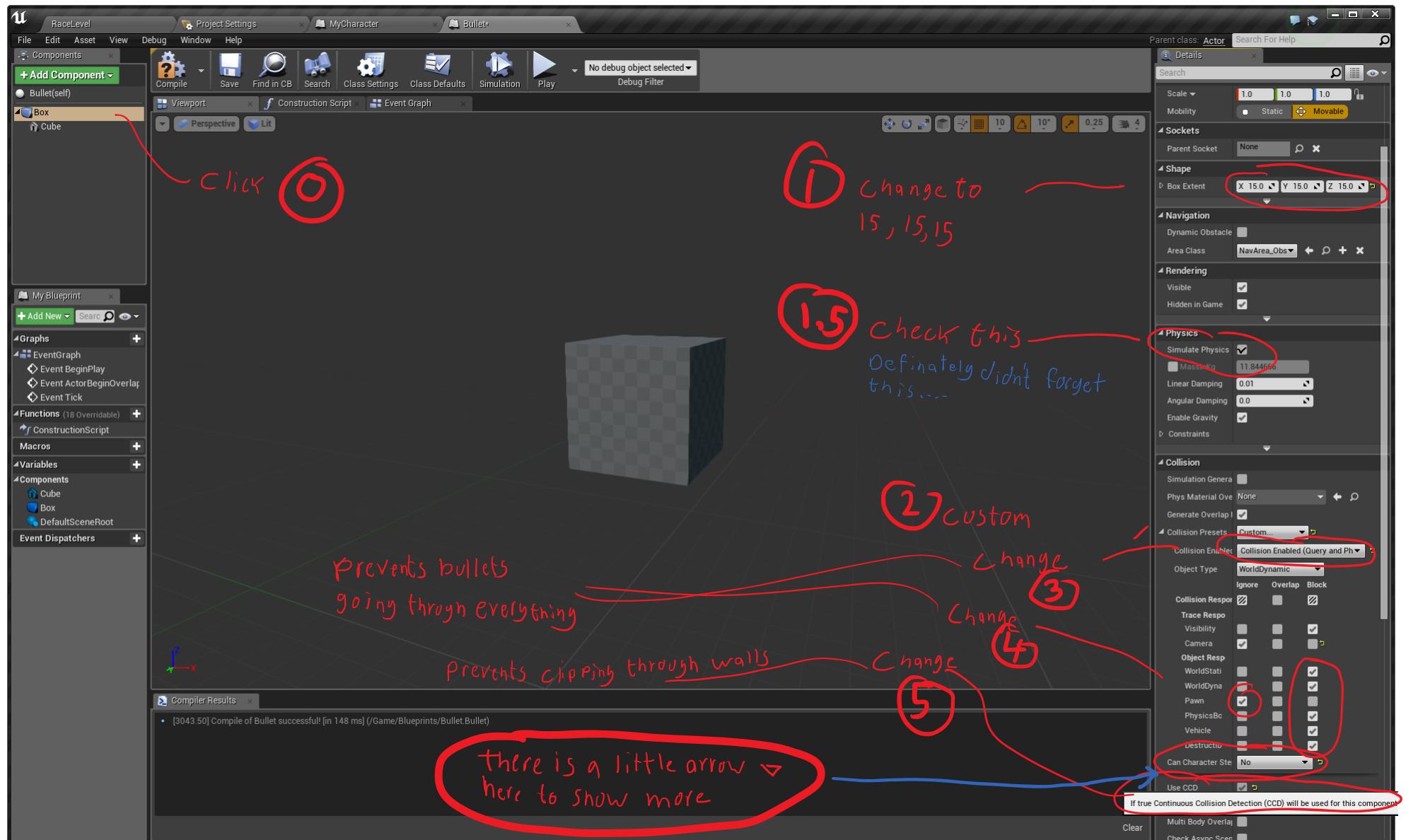


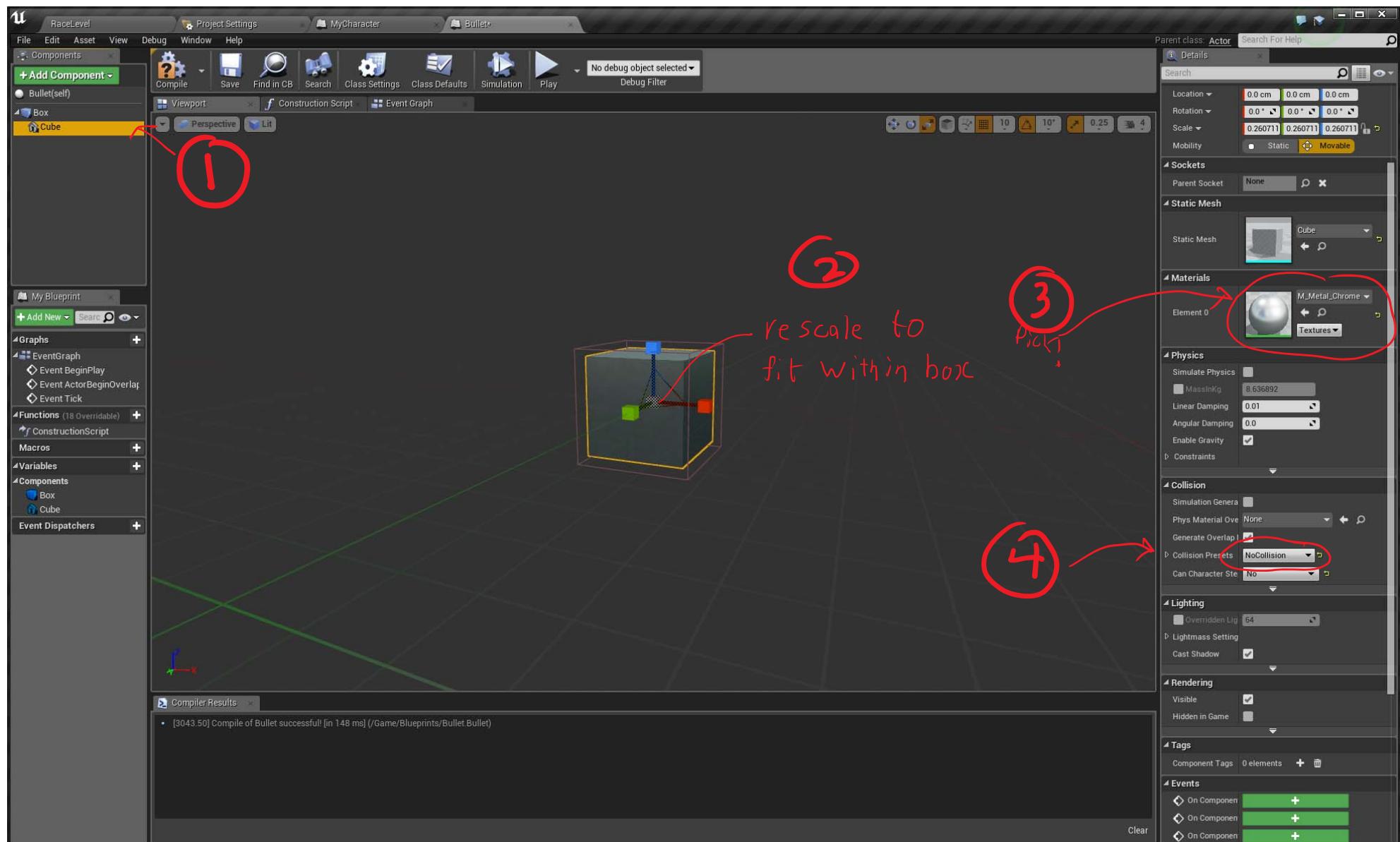


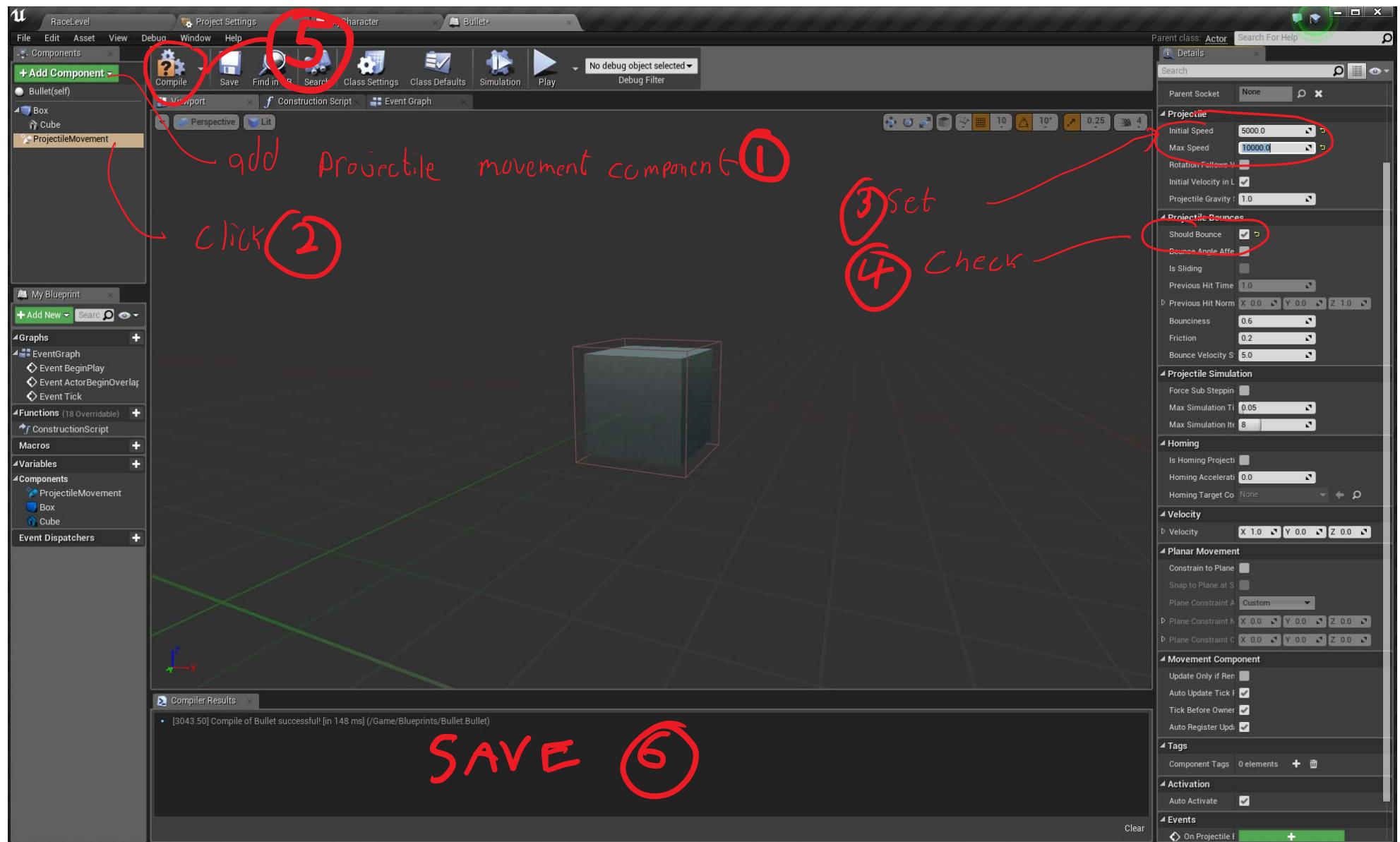


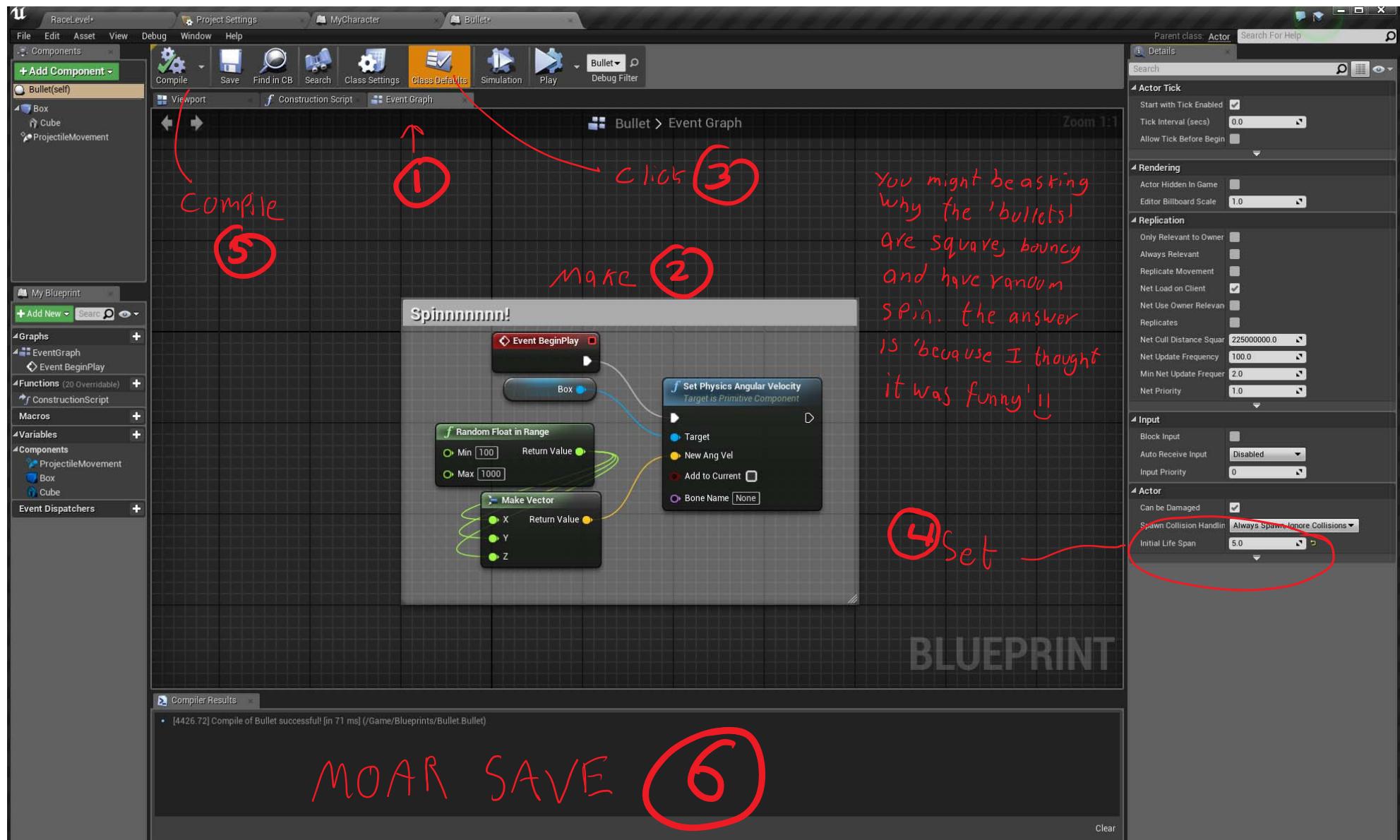
add cube
①

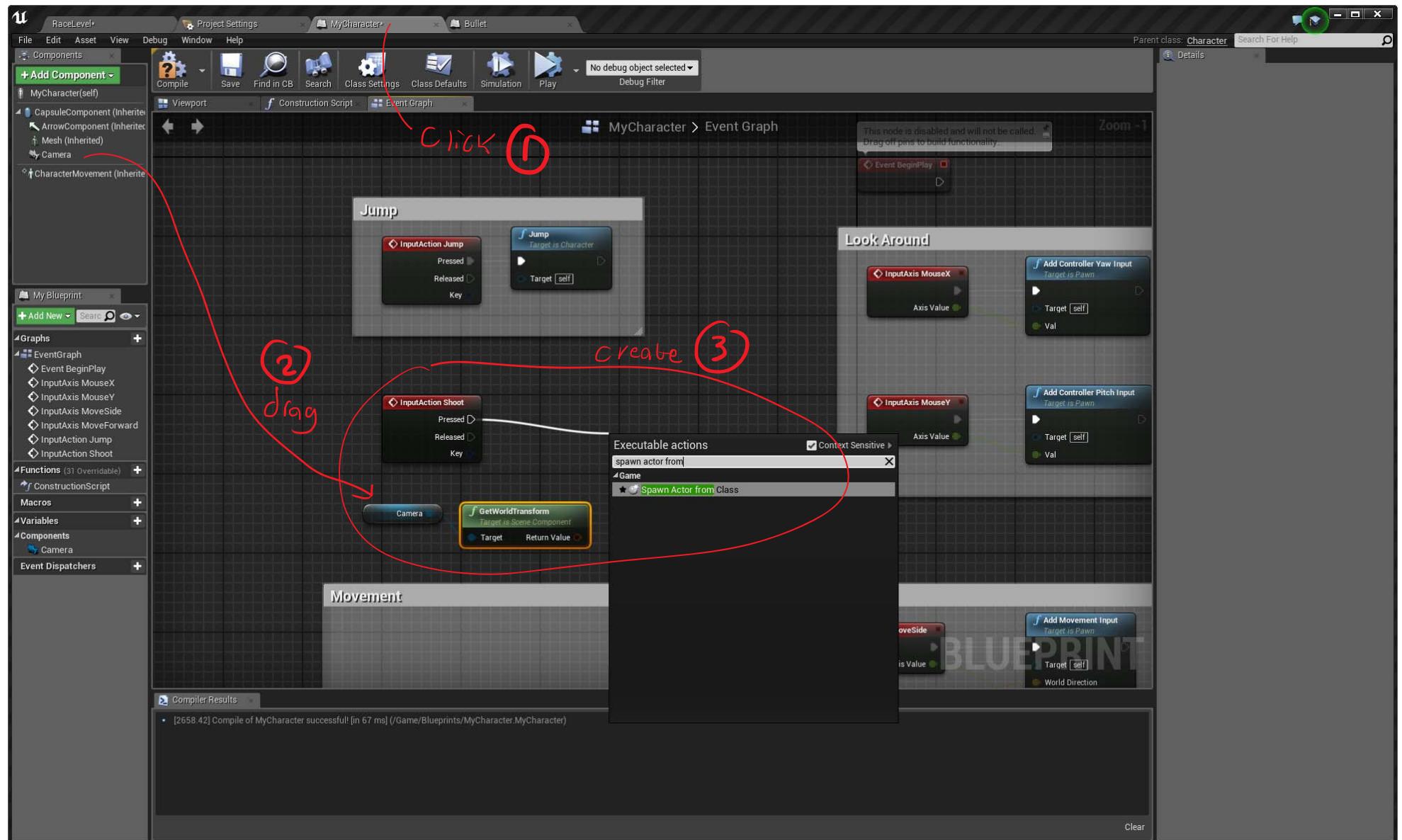
drop 'Box' onto 'Default SceneRoot'
②





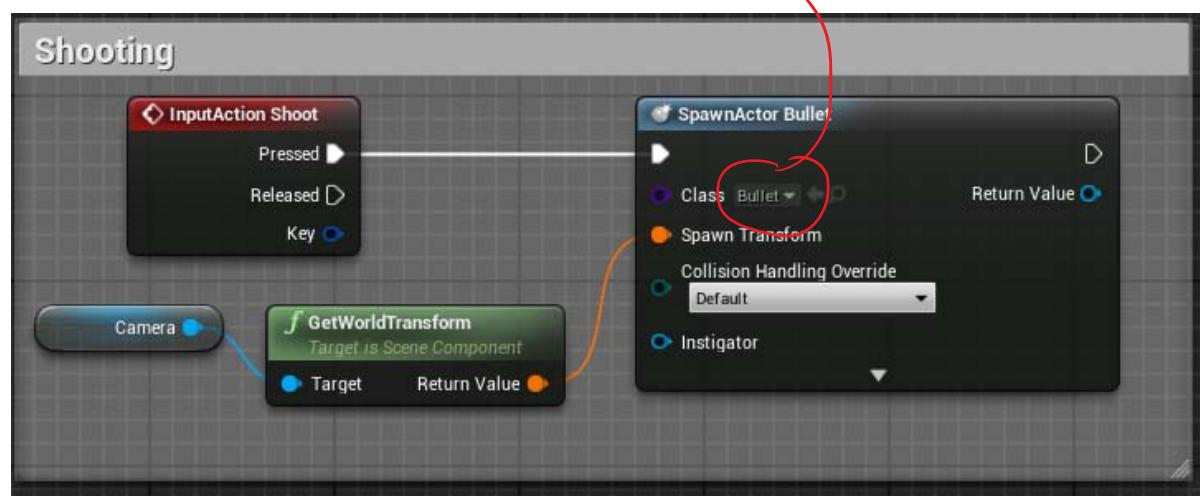




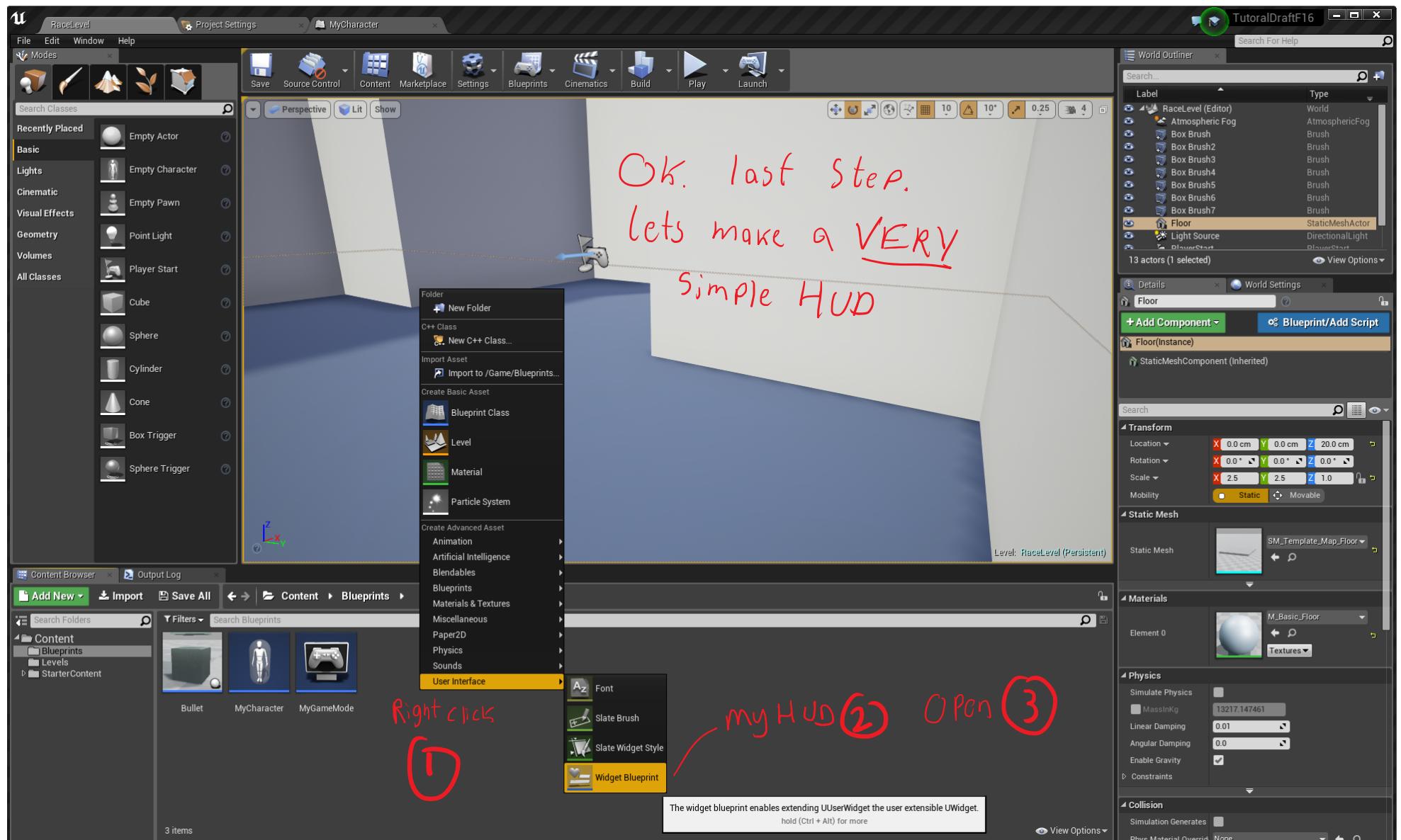


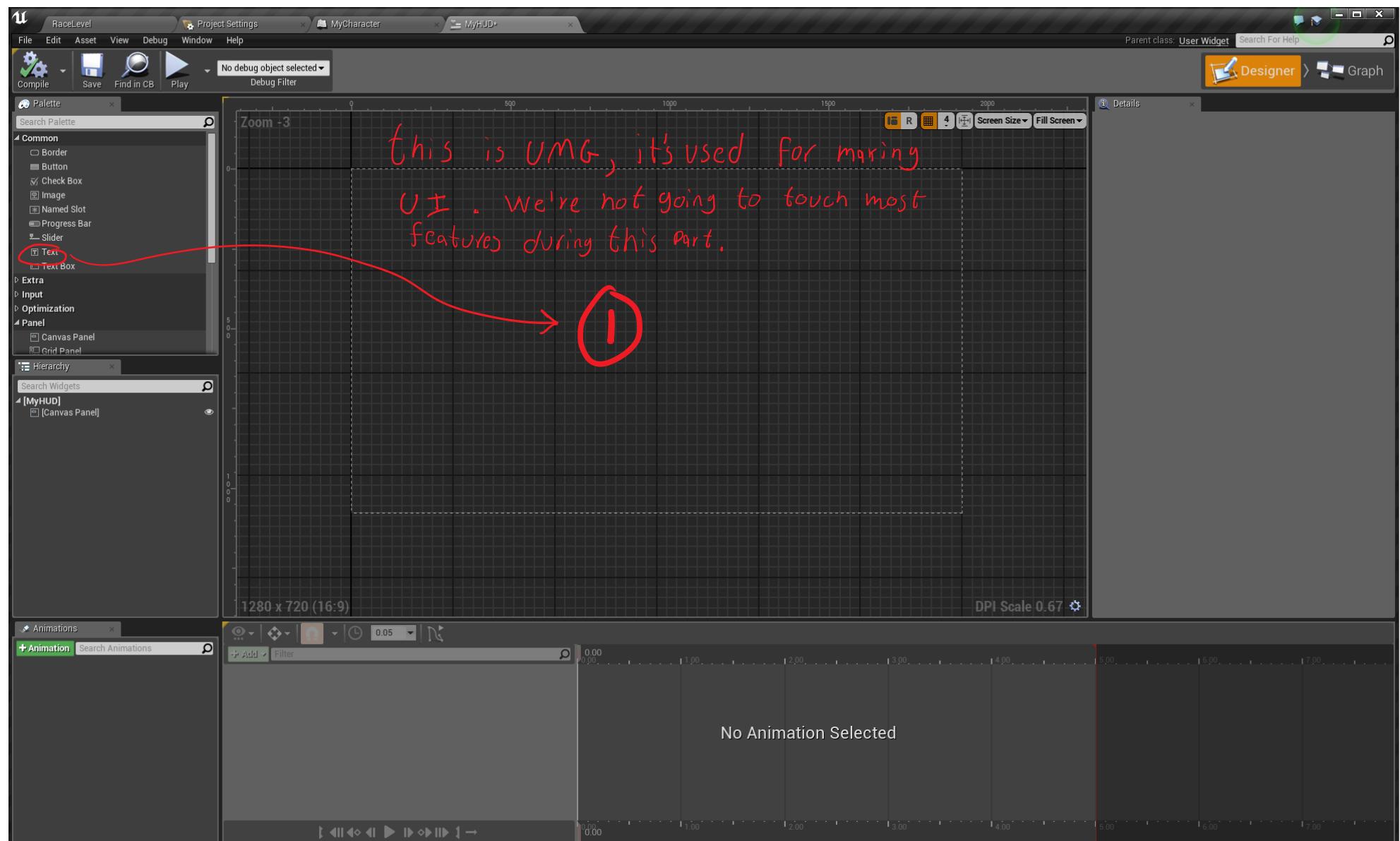
finish

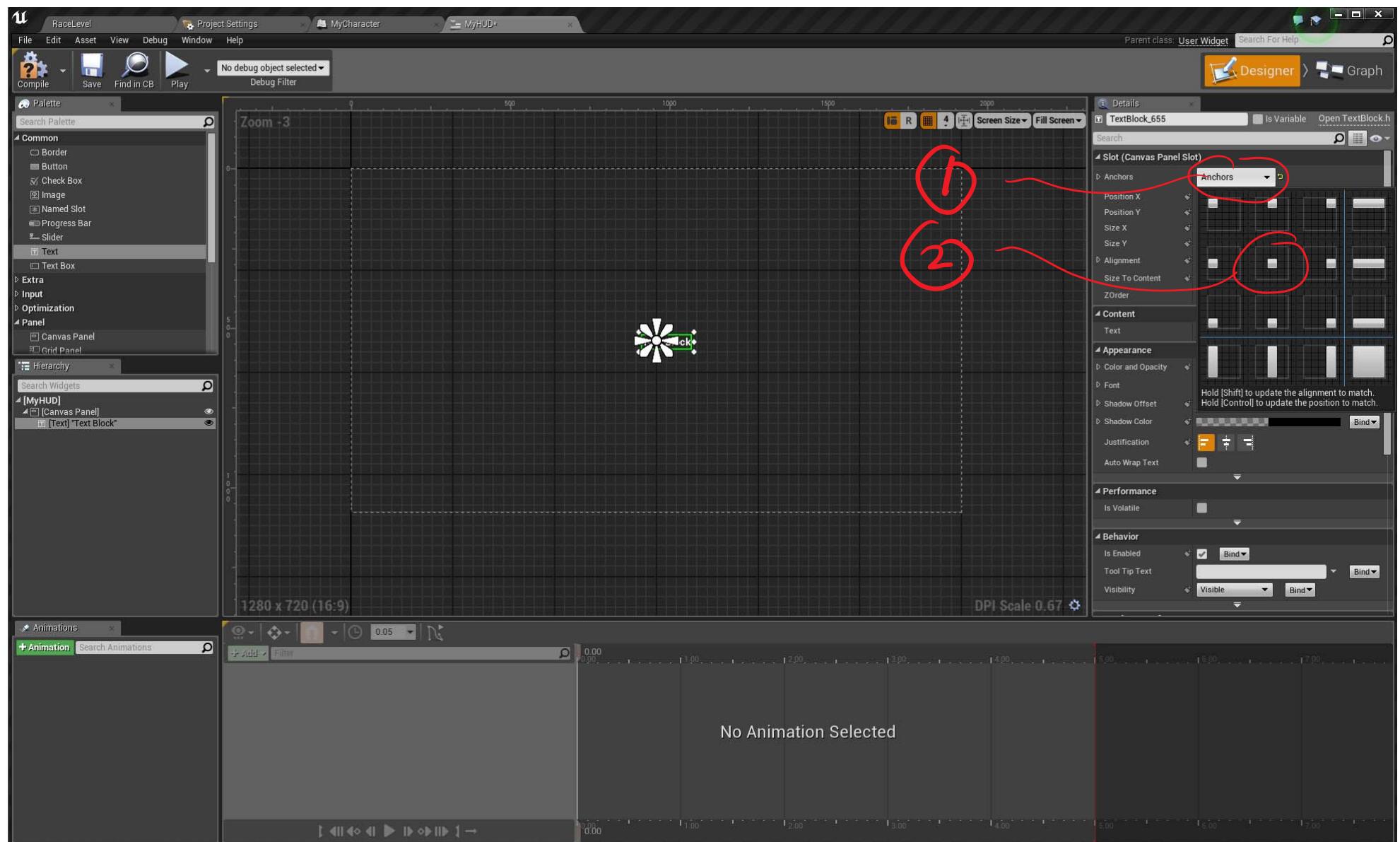
Bullet



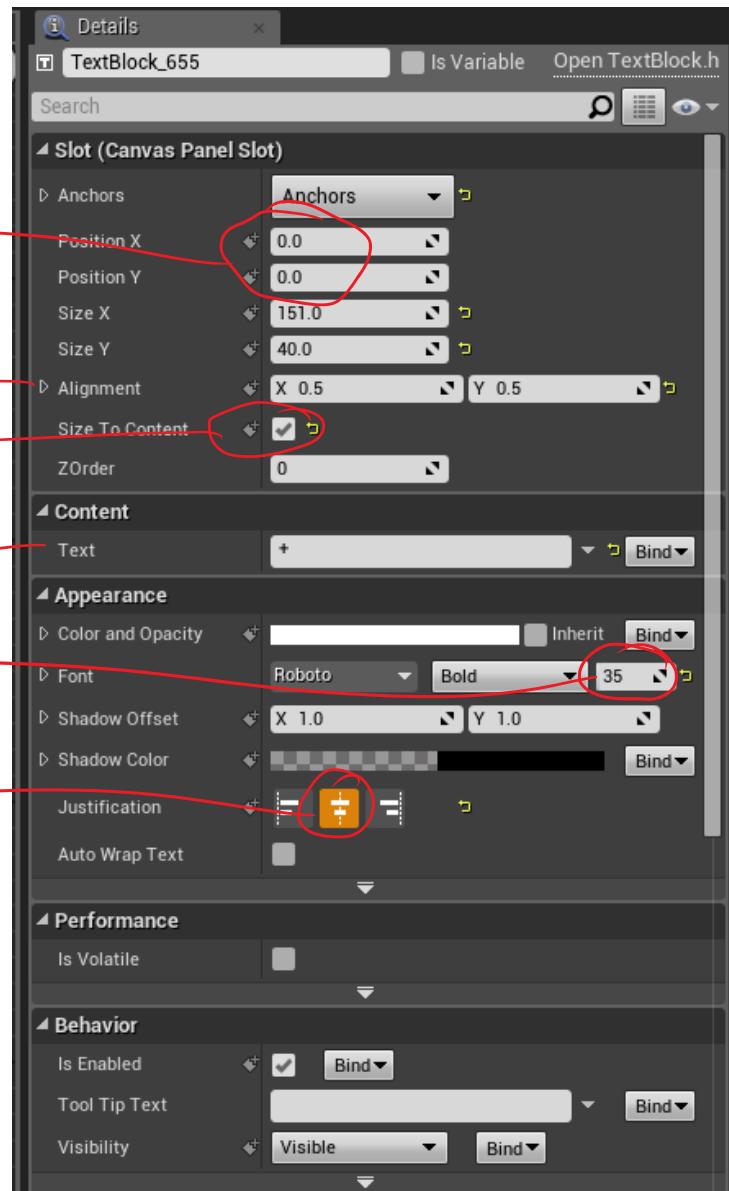
Compile, Save & play. You can now shoot!



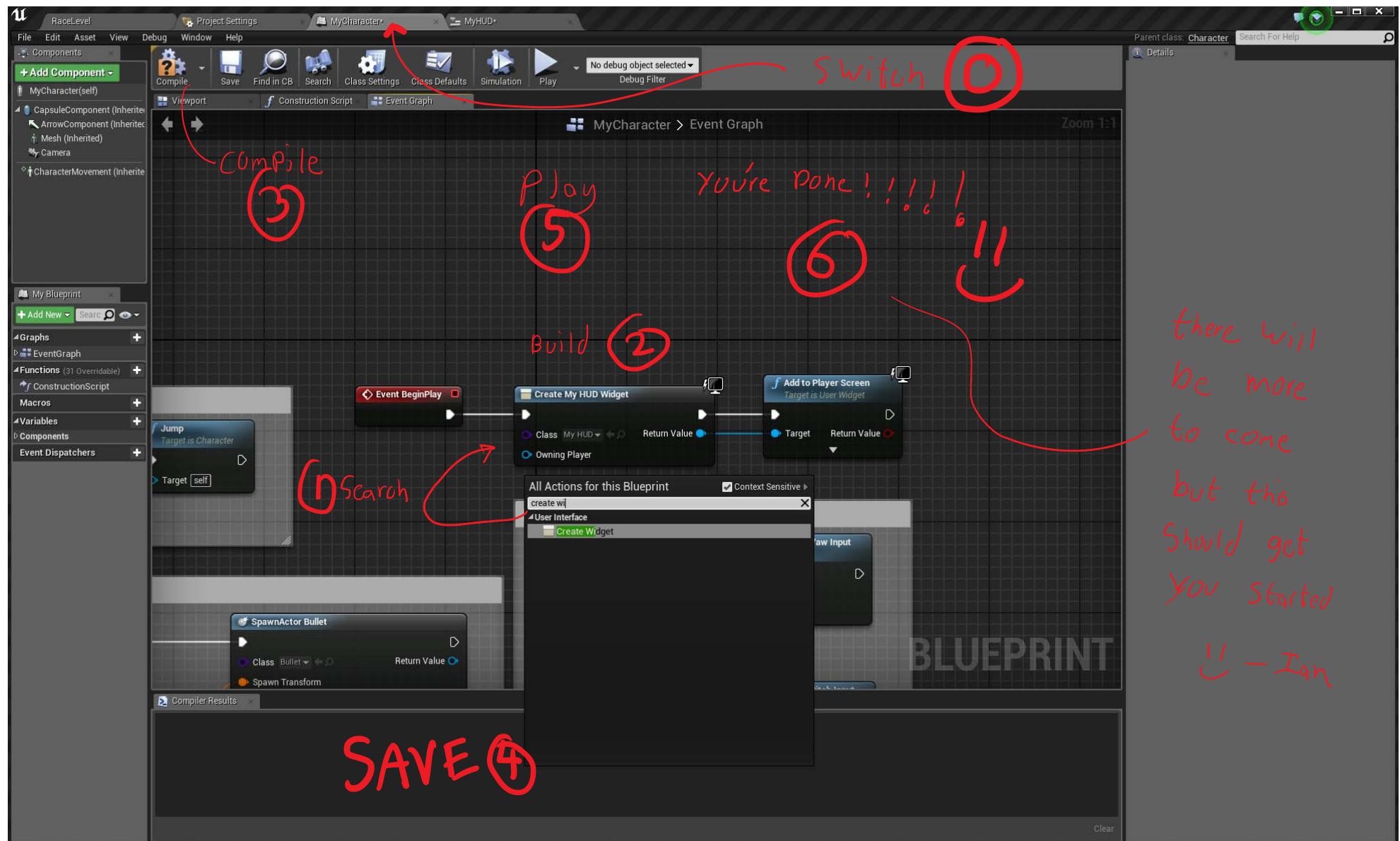




- ① ⚡
- ② .5
- ③ check
- ④ '+'
- ⑤ 35
- ⑥ Center
- ⑦



Compile & Save



there will
be more
to come
but this
Should get
You Started

♪ - Ian