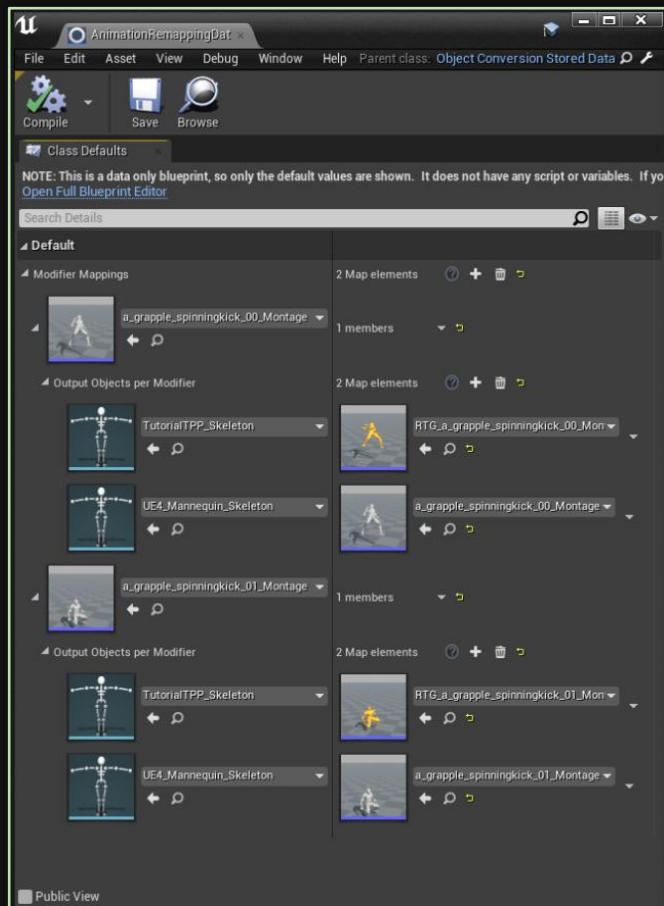


## Grapple Component Documentation

Value of variable *ObjectConversionMappings* in Object Conversion Blueprint *AnimationRemappingData*.

(Blueprint'/Game/GrappleComponentContentExamples/SampleContent/Animation/AnimationRemap/AnimationRemappingData.AnimationRemappingData')



Visual Representation of these values.

Please note that the cells in blue with the dotted lines contain information that is not strictly necessary. If the original skeleton name is provided as the command, the Input Object is simply converted to itself.

