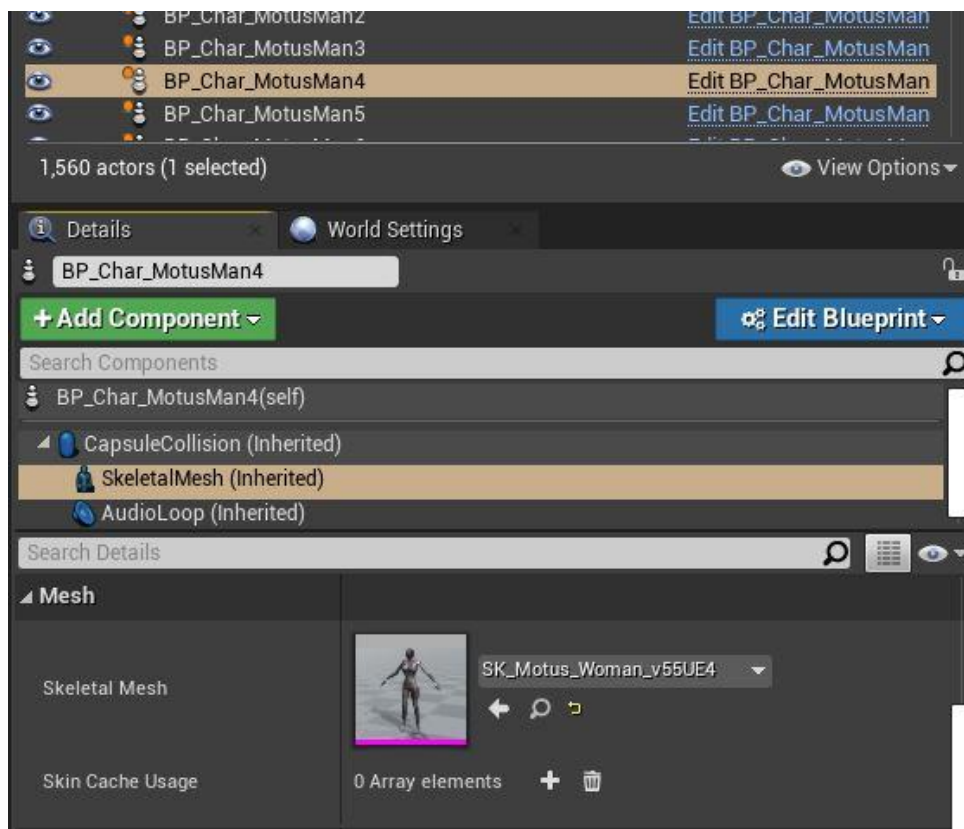


MCO_UE4_MPTPS_Blueprints_v3 ADDENDUM 03/21/2022



Version 3 Features:

- Engine 4.25.4 - 4.27.x
- Depreciated variable "PlayerName" replaced, BP fixed and tweaked.
- Three new skeletal meshes for Player(in addition to SK_Mannequin):
 - MotusMan
 - MotusWoman
 - MotusChild
- All NPC actors and their animations converted to stock Unreal Skeleton, so Player and NPCs share all of the same skeletal meshes and animations



- “Set Audio Listener Override” added and replicated setting the position to on the Player’s head, not the default of on the Camera 10ft behind the Player, for more accurate and realistic audio perception of Player position.

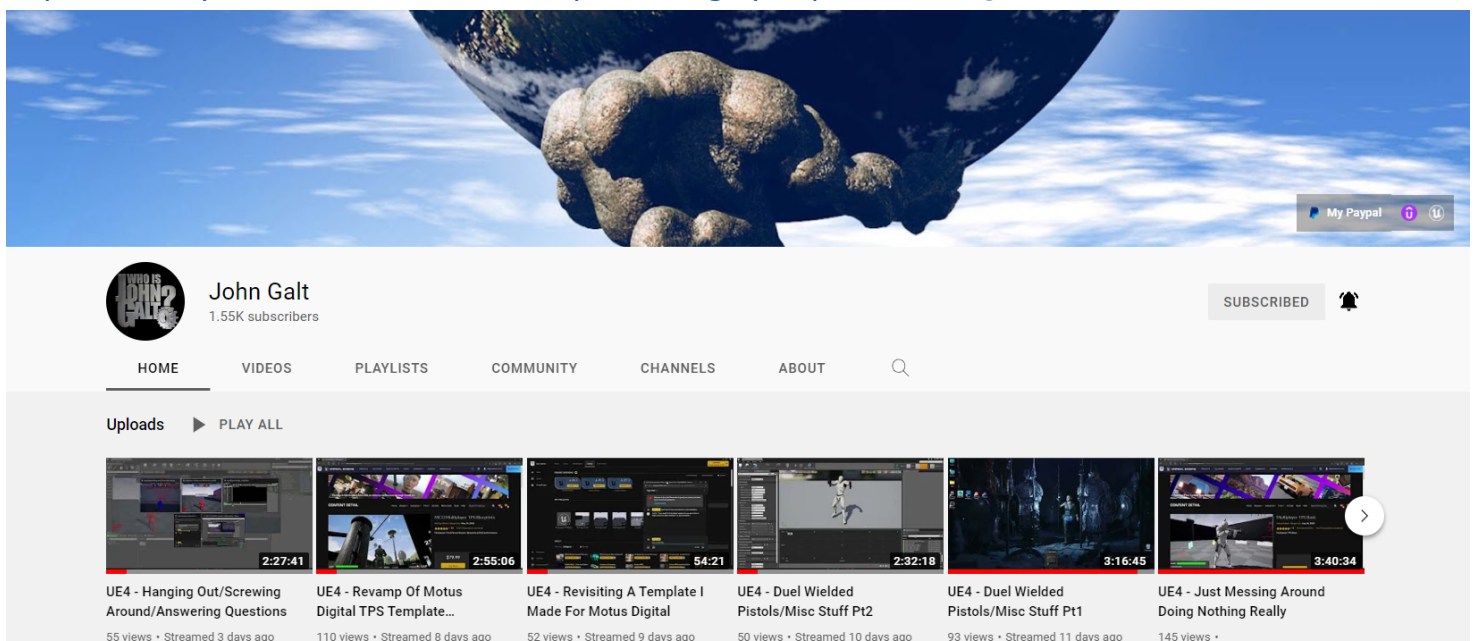


- *****NOTE: As of this time Epic has broken Steam multiplayer in 4.27.2**
 Hosting a game on Steam returns the error: “No Session Could be Created”.
 There is not an error on our part, the BP is solid. See bug report here:
 - <https://issues.unrealengine.com/issue/UE-136316>
 - Please log in a vote to get this fixed before 5.1!



And visit John Galt here:

<https://www.youtube.com/channel/UCpuKe9wEgwyusqni1ZnWdBQ>



MANY THANKS again to John Galt for his continued guidance and help, and to the entire Unreal Engine Community for the wealth of knowledge to learn and extrapolate from.

www.MocapOnline.com

<https://mocaponline.com/products/ue4-multiplayer-third-person-shooter-blueprints>