

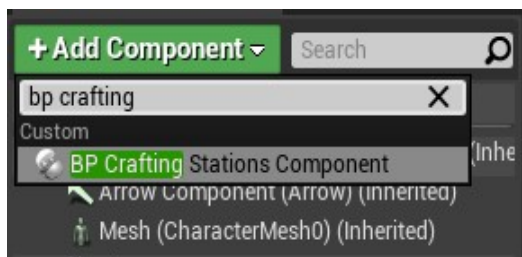
Survival Crafting Stations

Instructions

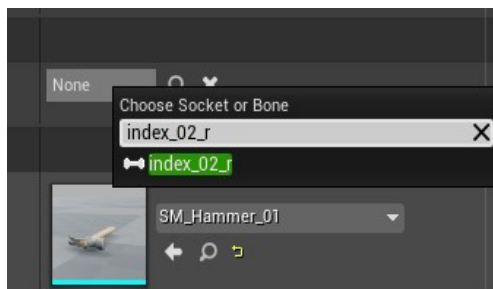
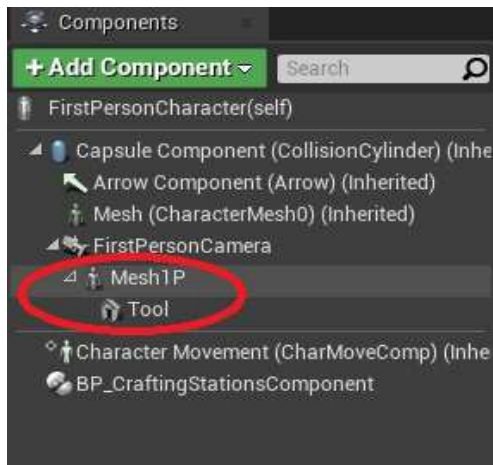
This project was created using a First-person character with Third person adaptation.

This tutorial will guide you to use it on a First-person character blueprint.

1. Add Survival Crafting Stations to your project
2. Open the character you wish to add the system to.
Click on add component and add the (**BP_CraftingStationsComponent**) component.



3. Copy the (**Tool Mesh**) from the crafting stations character to your character and make sure is attached to your character skeletal mesh, copy and paste the socket name to the mesh in your character.

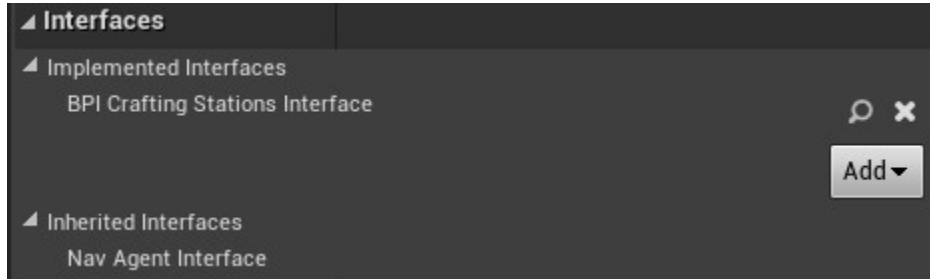
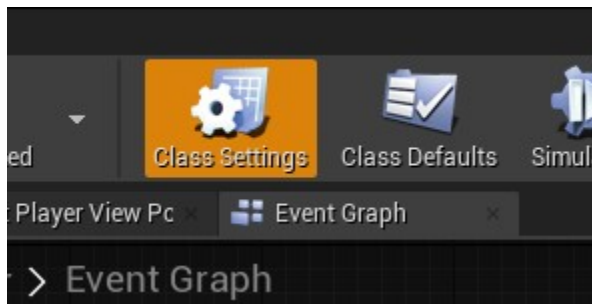


4. (If you intend to use only first-person character you can skip this step).

Copy the spring arm and Third-person camera to your character.



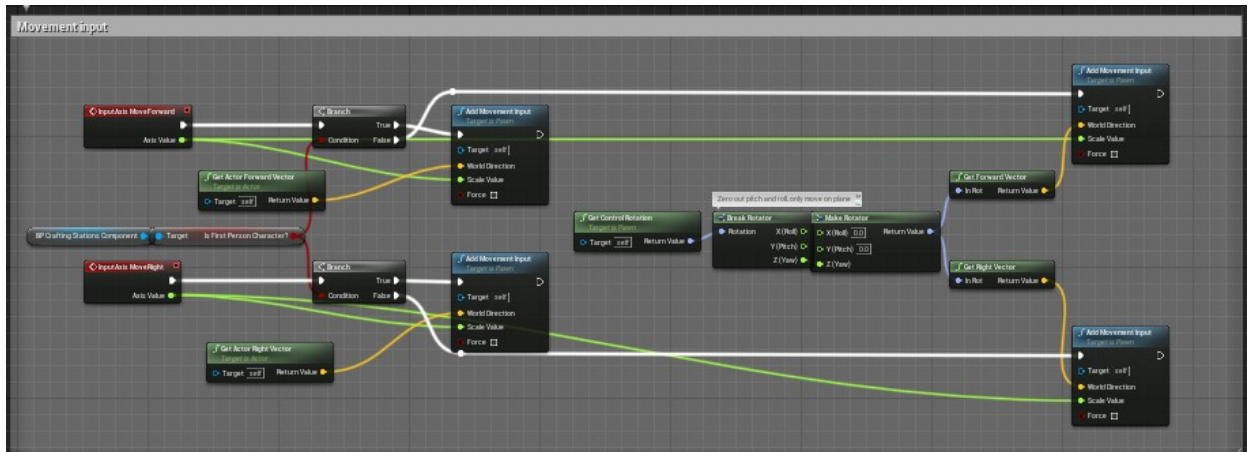
5. Open your First-person character and your character Anim blueprint then Select class settings, add (**BPI_CraftingStationsInterface**) to both of them.



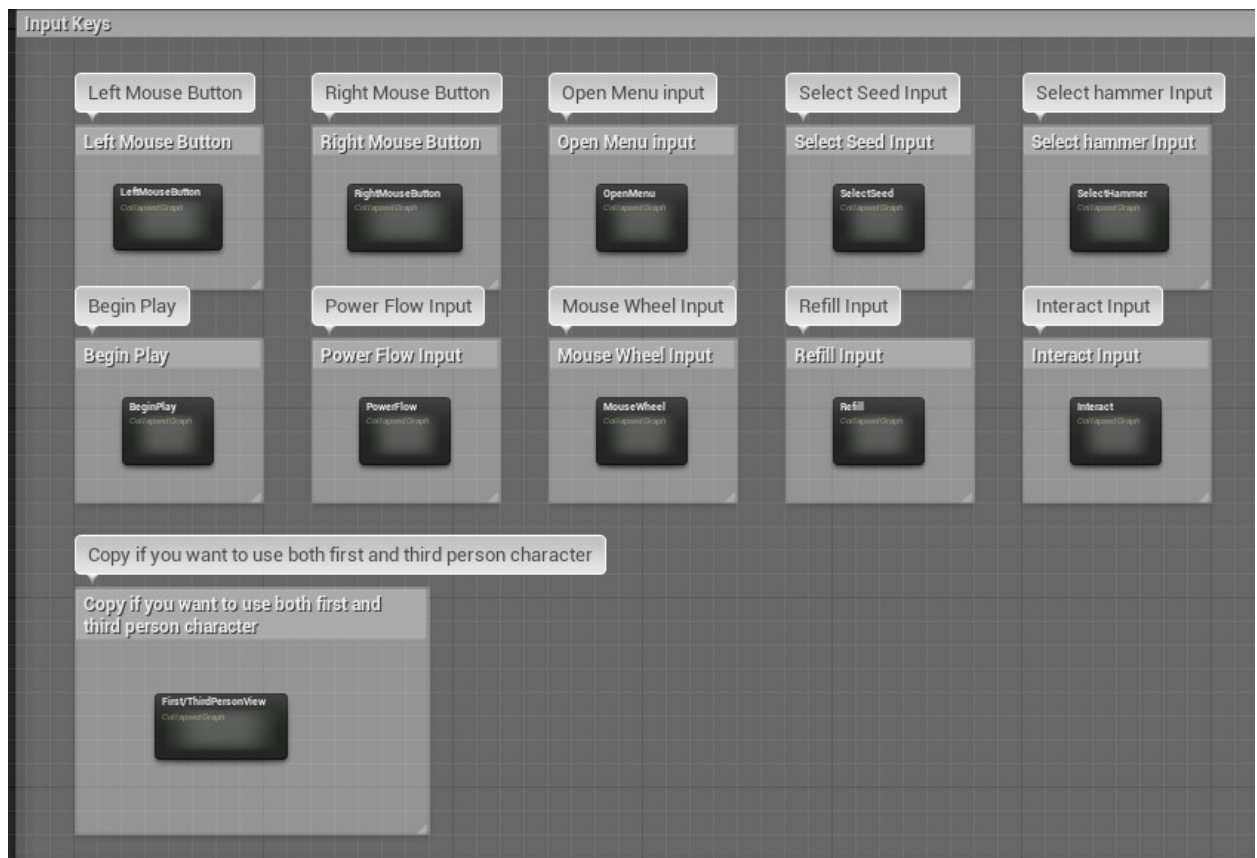
6. (If you intend to use only first-person character you can skip this step).

Open your Third-person character Anim blueprint then Select class settings, add (BPI_CraftingStationsInterface) same as in First person Anim Blueprint.

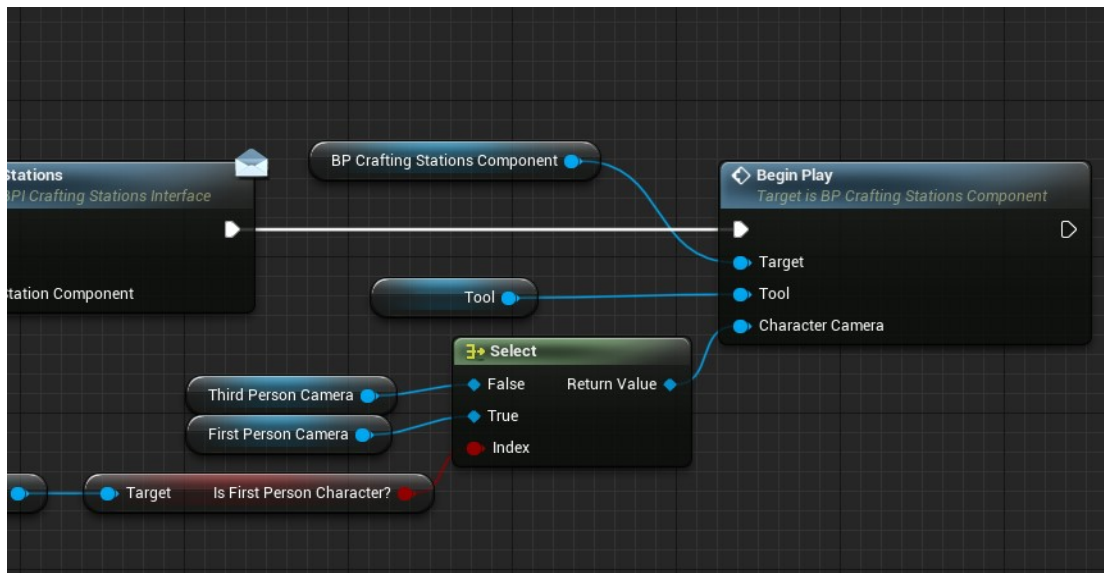
- If you want to use both First and Third-person you have to copy the movement inputs as shown below.



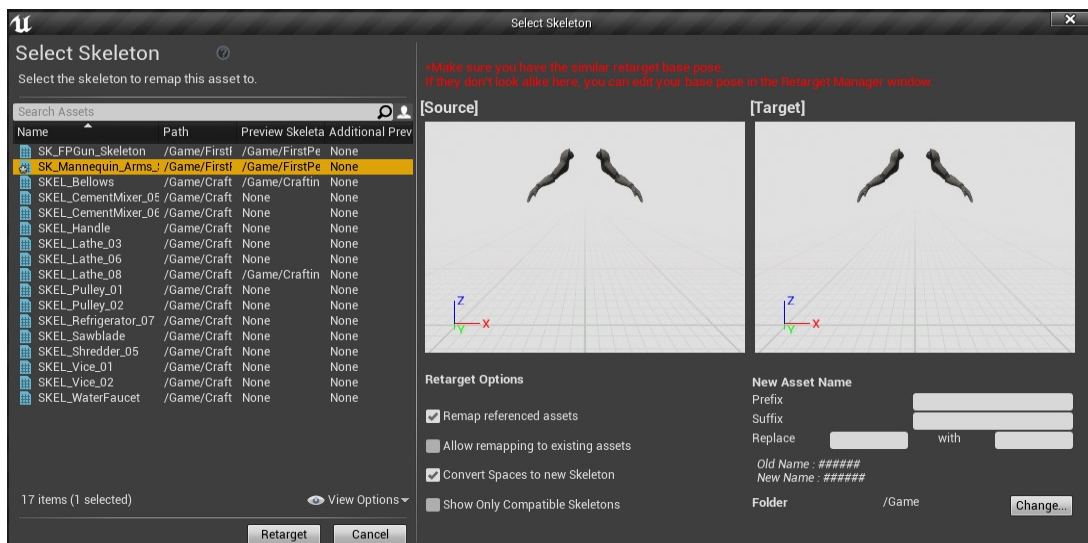
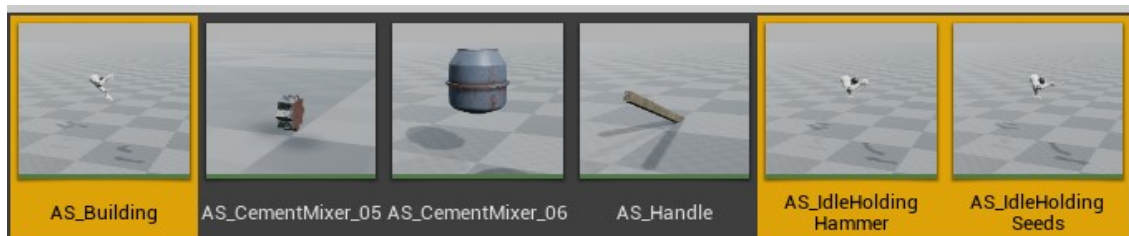
- Copy the inputs from the crafting stations character event graph to your character event graph. If you intend to use only First-person you don't need to copy the last input (**First/ThirdPersonView**)



9. Make sure the cameras and tool from your character matches the one in the graph.

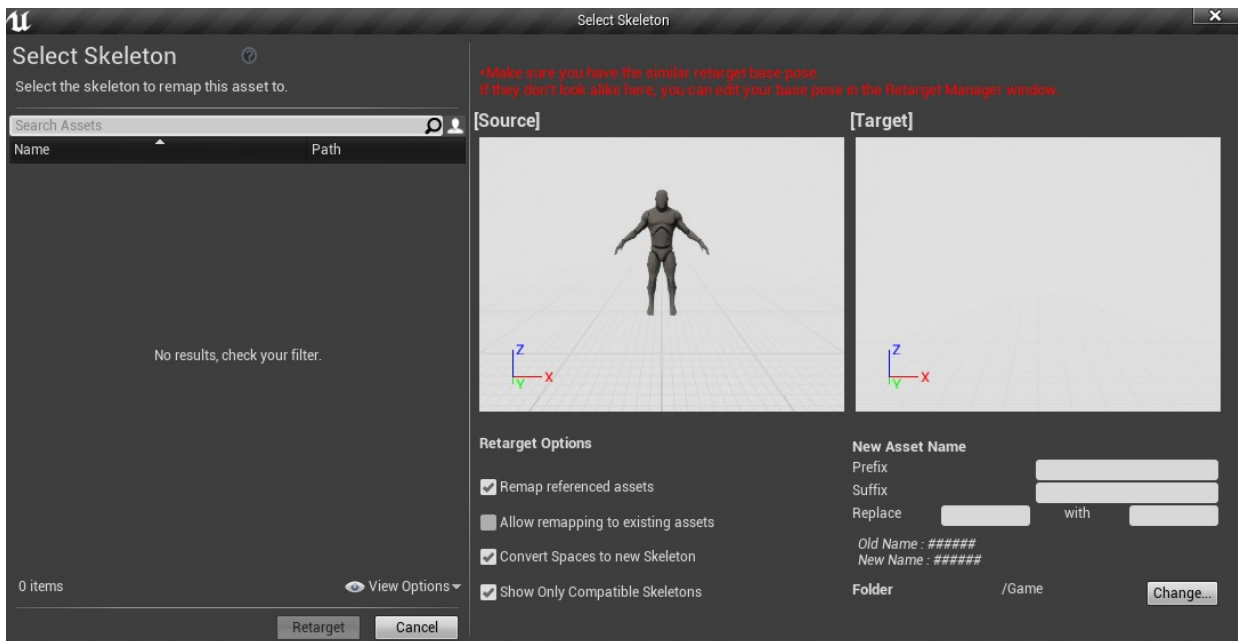


10. Select the character animations below, right click and choose retarget anim assets, duplicate anim assets and retarget, if your skeleton does not appear uncheck (**Show only compatible skeletons**) locate and select your character skeleton then click retarget. You may also retarget the idle animation from the project unless you already have one.

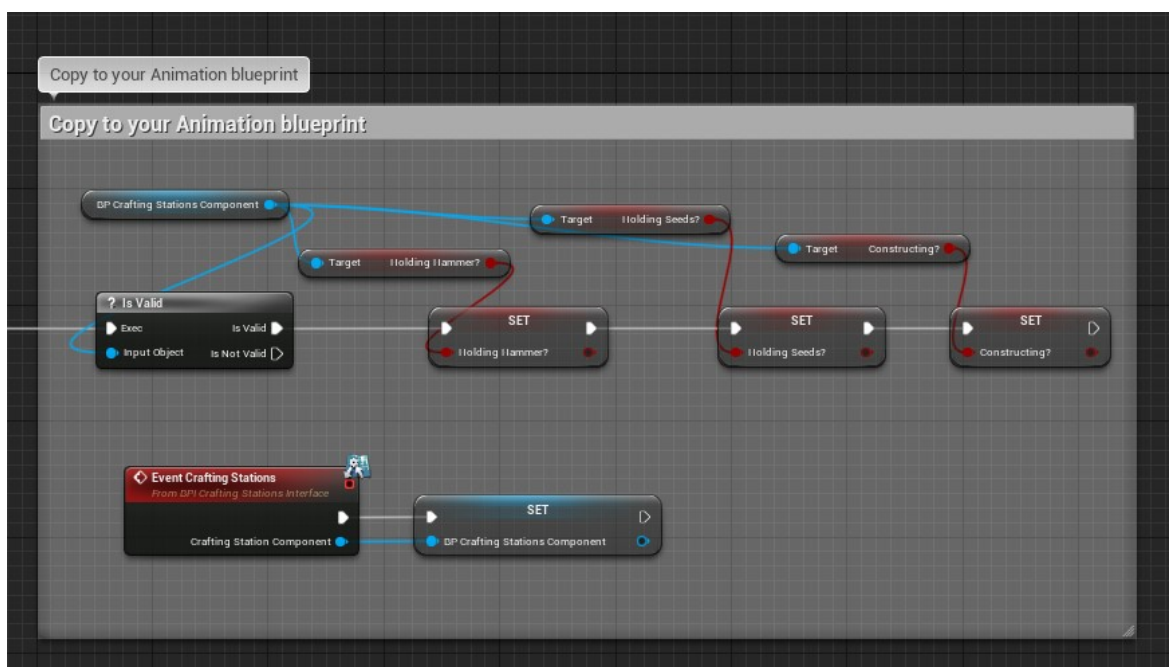
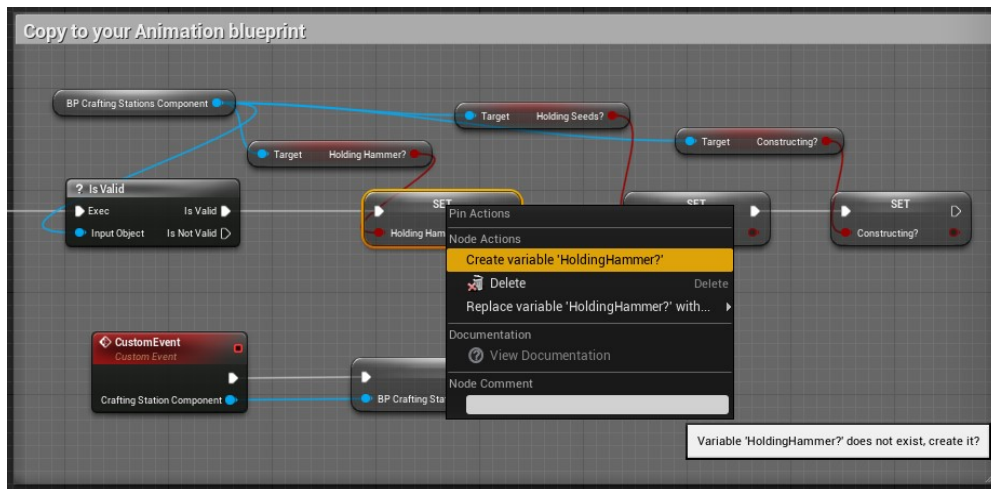


11. (If you intend to use only first-person character you can skip this step).

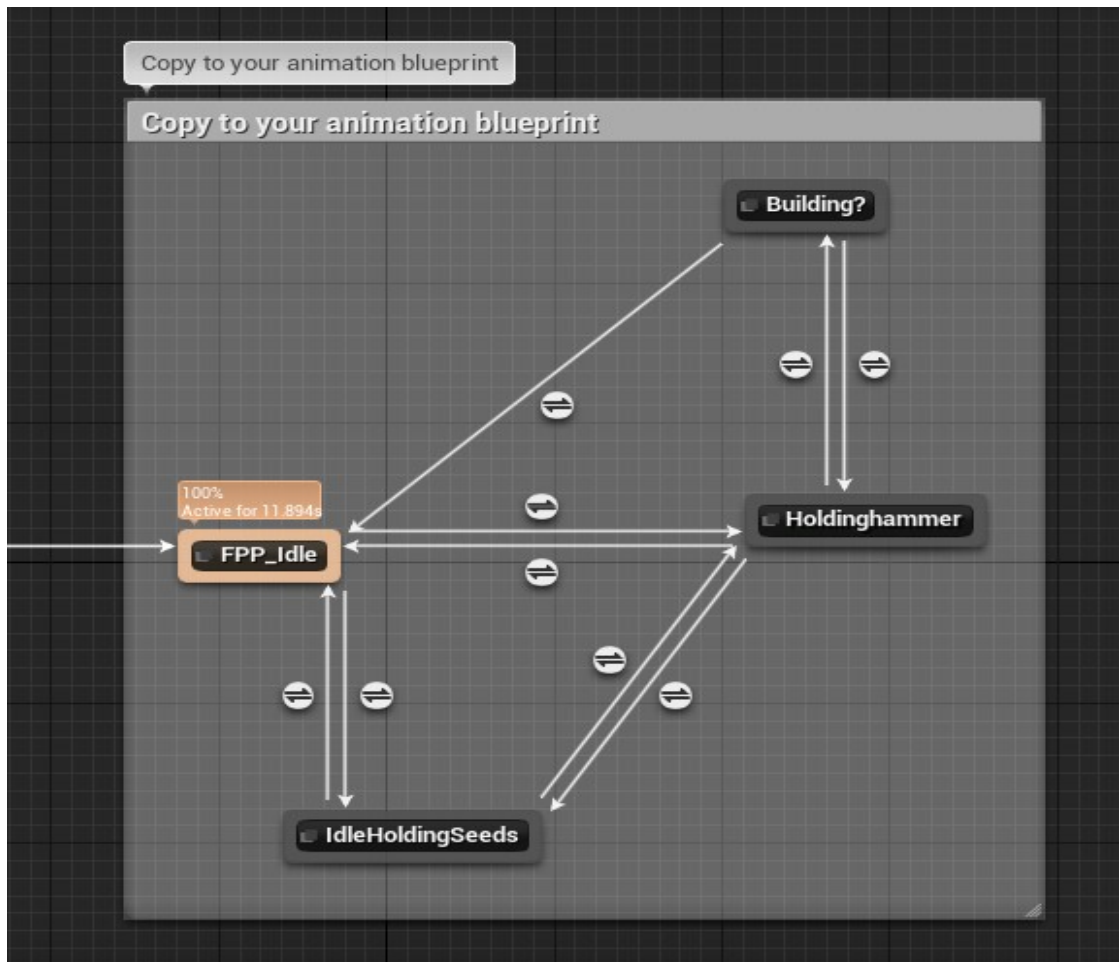
Select the character animations below, right click and choose retarget anim assets, duplicate anim assets and retarget, if your Third-person skeleton does not appear uncheck (Show only compatible skeletons) locate and select your character skeleton then click retarget.



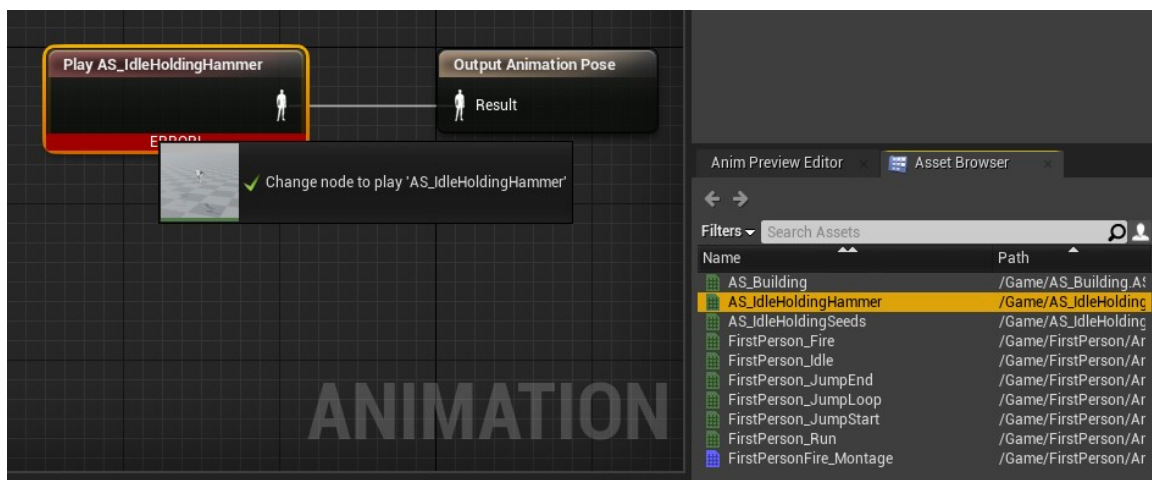
12. In the crafting stations First-person character Anim-Blueprint copy the content in the graph to your character Anim-Blueprint. Select each one of the variables right click then select create variable.



13. Go to the Anim-Graph then select and copy the states to your Anim-Blueprint, Anim-Graph.

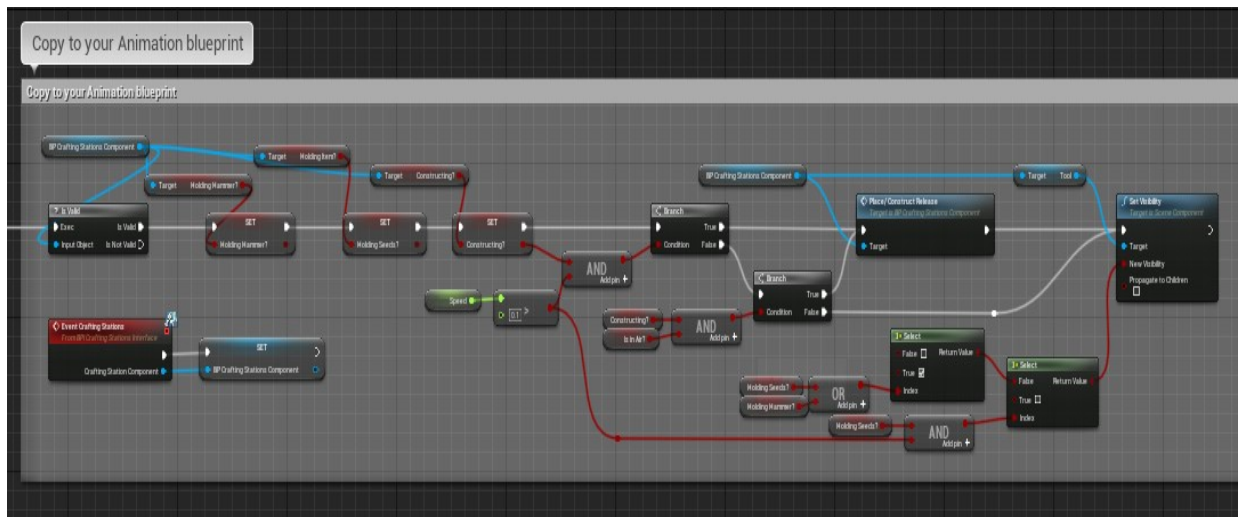


14. Compile the Anim-Blueprint, if you get errors replace the animations in the states with the corresponding ones in the asset browser.

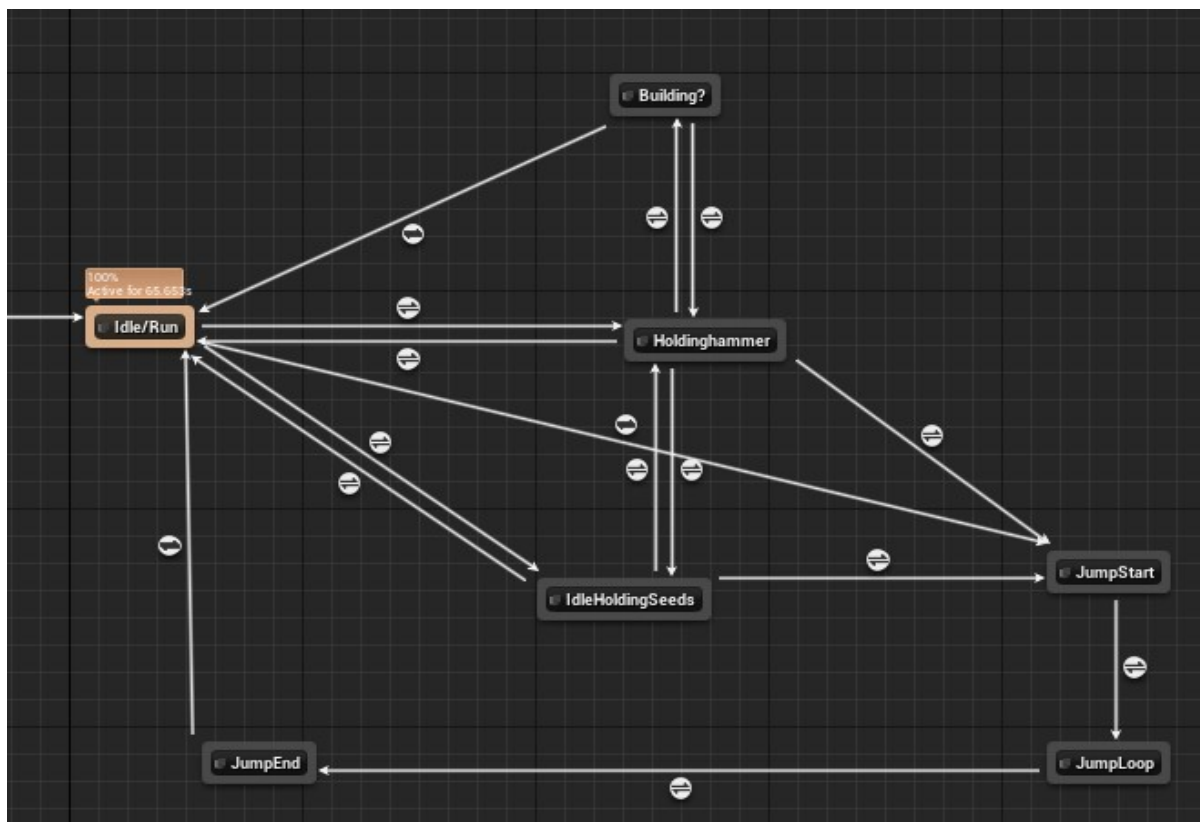


15. If you are using the Third-person Anim-Blueprint provided with the project or you intend to use only First-person you can skip this step

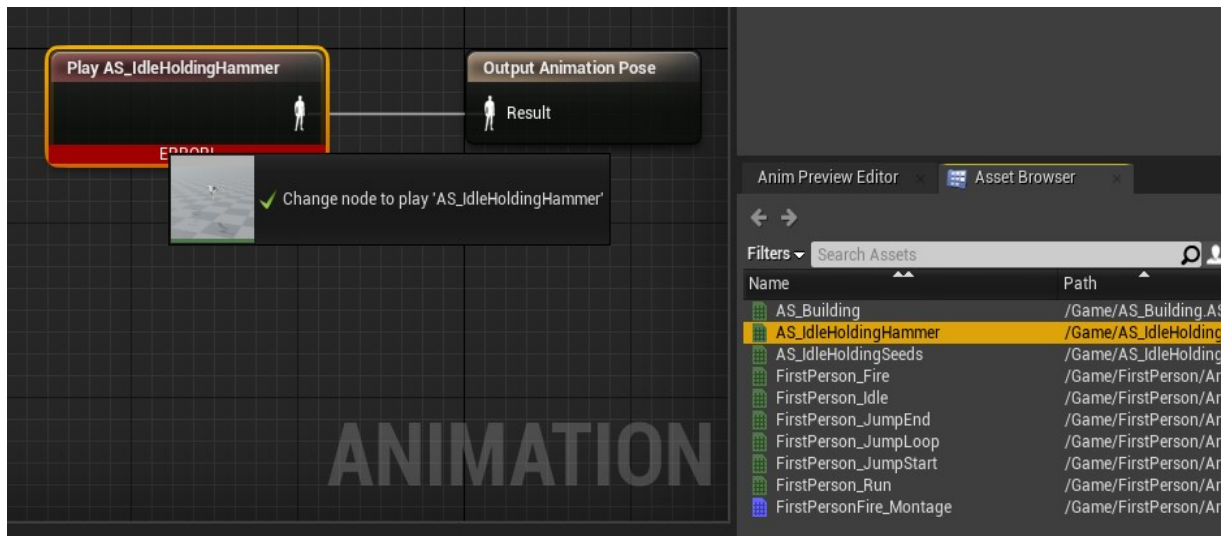
In the crafting stations Third-person character Anim-Blueprint copy the content in the graph to your character Third-person Anim-Blueprint. Select each one of the variables right click then select create variable.



16. Go to the Anim-Graph then select and copy the states to your Third-person Anim Blueprint, Anim-Graph.

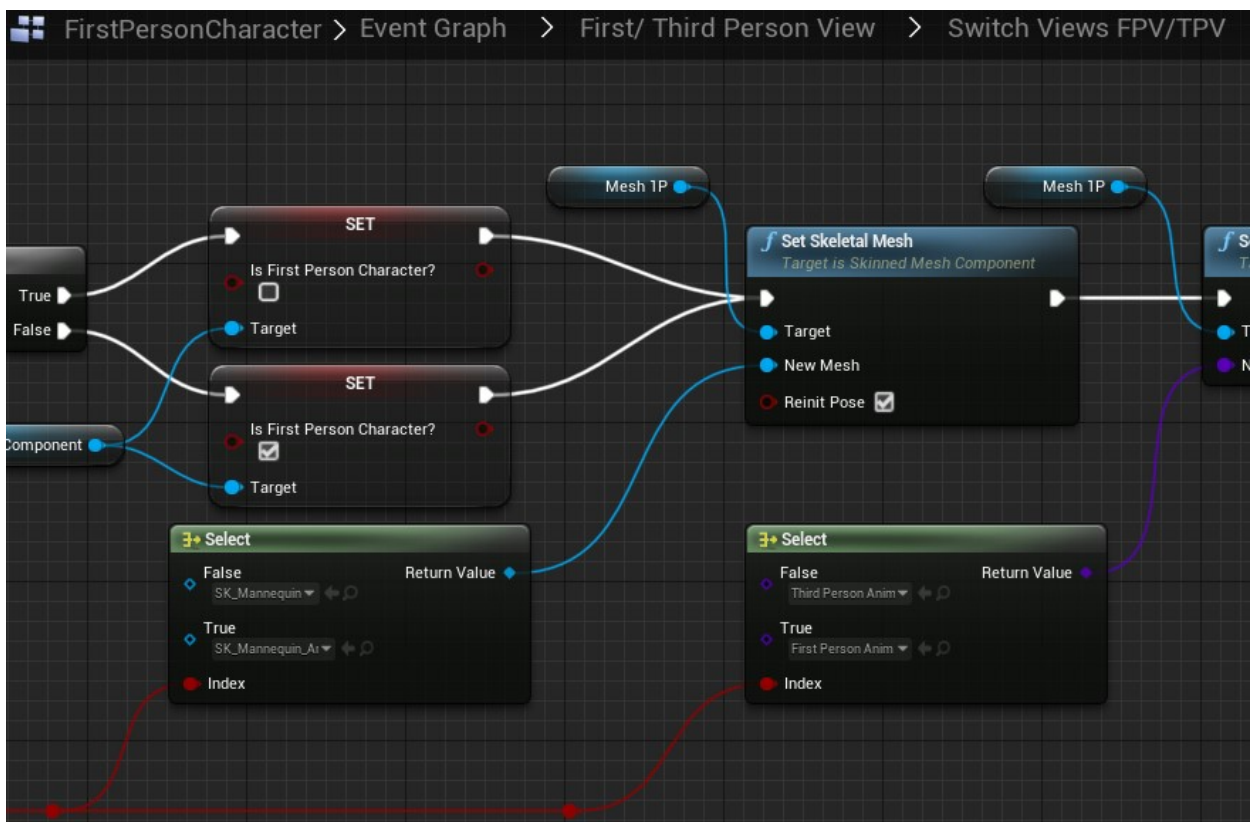


17. Again, compile the Anim-Blueprint, if you get errors replace the animations in the states with the corresponding ones in the asset browser



18. (If you intend to use only First-person character you can skip this step).

Go to **First/ThirdPersonView** then in the section below select the character skeletal meshes and Anim Blueprints that you will be using to switch views.



19. That's all you need to implement Survival Crafting Stations on your character. States and idle animation may need to change depending on your character animation blueprint configuration. Enjoy!