# Smart First Person Controller

Version 1.0

created by
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*Thanks for your purchase!*
*Your support is greatly appreciated!*

# First Steps

**WARNING:** If you are new to Unreal Engine 4, please take a quick break and get dirty with its main functionalities first, because this documentation will assume you have some basic knowledge regarding the interface and its editor tools.

✔ **Import the "Smart First Person Controller" into an empty project.**

Once the import has finished, you'll see all project files listed in the Content Browser.
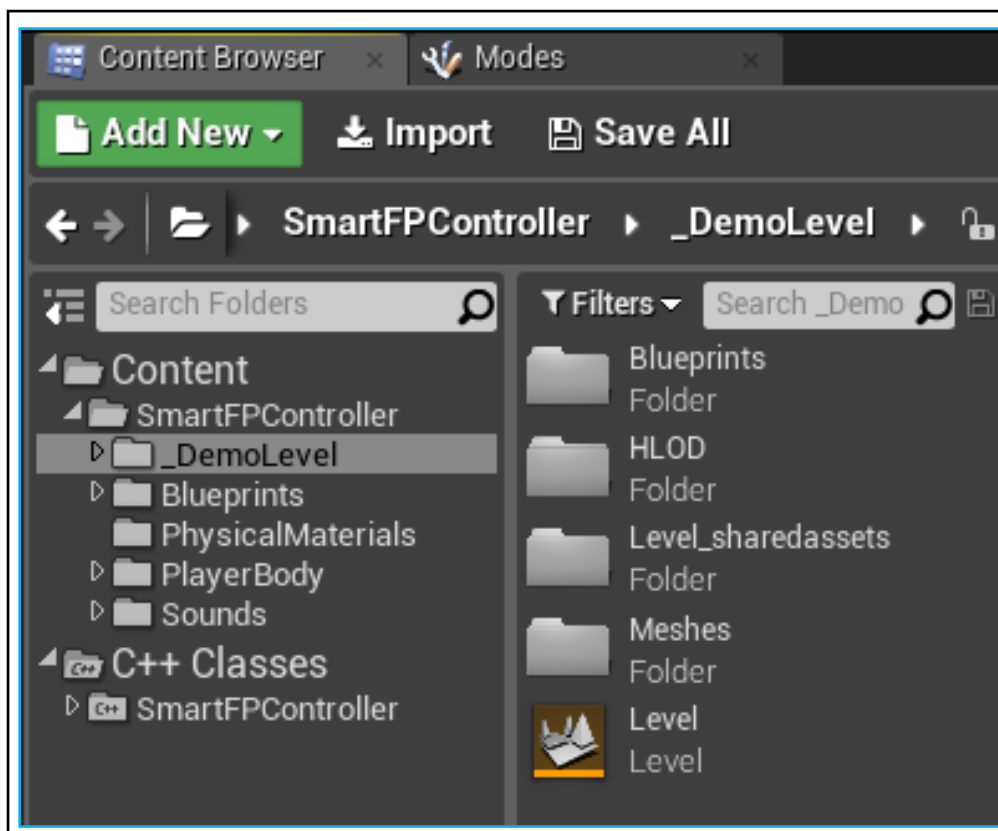


*This asset contains one demo level:*

This level - Demonstrated the all features of this first person controller.

So, you probably have already seen how it works and you already want to understand the principles of operation, as well as set up all by your project. Well, let's start, the following pages are devoted to this.
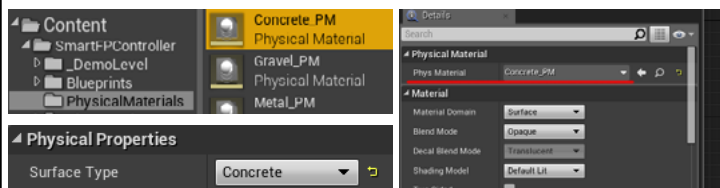
# Player
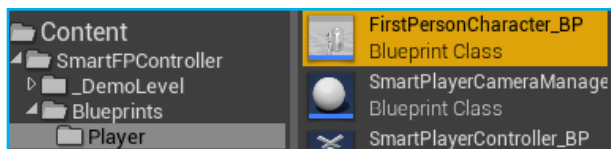
This tab configurate
Camera look settings.
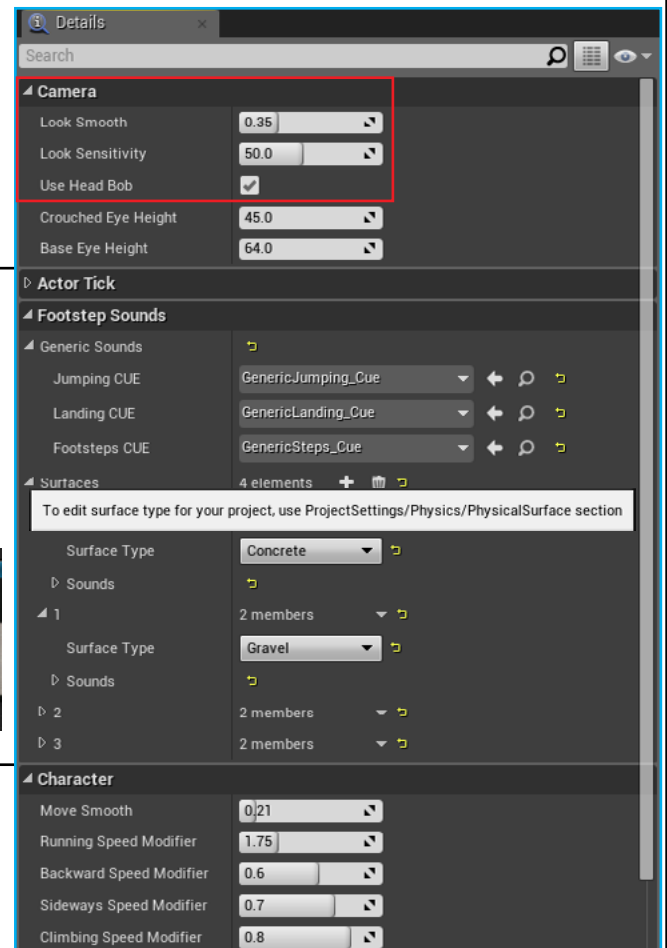
This tab configurate all sounds of character movement, it`s a footsteps, jumping and landing sounds.
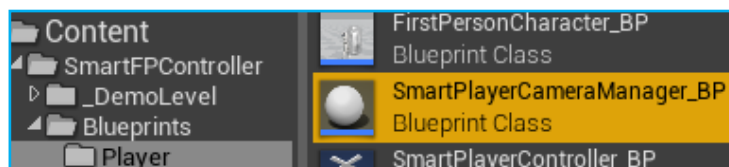
*Generic for unknown surface.*

This tab configurate
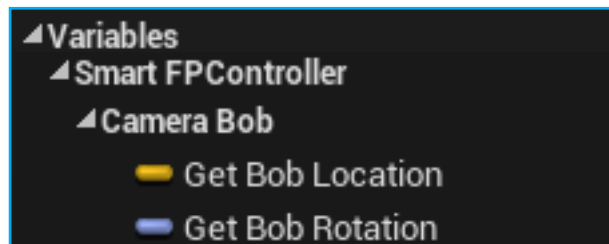player move speed
and smoth values.

Also for some actors
available
public blueprint functions.

# Camera Manager



This actor will need to calculate the shaking effect of the head when player movement.





# Climbing

This actor will need to interact with the player for climbing movement.