**How to combine static meshes into a character, actor or pawn**

1. Create a BP and choose the fitting BP class (character, actor or pawn) for your design. Like a tank is best with pawn and a human is best with character
2. Click on “Add component” and then click on “StaticMesh”
3. Select the main body of your design in the details tab of the created static mesh
4. Open your main body mesh and click on “Create socket”
5. Click on “Preview static” and select the static you want to combine
6. Move your preview static to the right place and then clear the preview static
7. Go back to your BP, click on “Add component”, click on “StaticMesh” and select the static mesh you want to combine.
8. The static mesh you want to combine must be a child of the main body
9. In the details tab, under the section “Sockets”, click on the search icon and select the socket you created

Note: Sometimes, you need to select the location to 0,0,0;