**How to add a ThirdPerson camera and bind for AimAzumuth**

1. Open your character BP
2. Add the following components: “Camera” and “Spring Arm”
3. The Camera needs to be the child of Spring Arm
4. Set your camera to a nice spot
5. Go to your Project Settings and then to “Input”.
6. Click on the cross next to “Axis Mapping” and then select “Mouse X”
7. Go to the Event Graph in your character BP.
8. Follow the BP screenshot here.

Note: Right click on “Delta Rotation” in “AddLocalRotation” and select “Split Struct Pin”

