Apply force at location

1. In TankTrack.h, make a float with as value the force in N. F = M \* A, Force = Mass \* Acceleration.



2. In TankTrack.cpp, make an auto with as value: ForwardVector(Location) \* Throttle(Axis mapping) \* MaxDrivingForce(N).



3. Make an auto with as value the component location. Use GetComponentLocation().

4. Make an auto with as value the primitivecomponent of the root component.



5. With TankRoot, call ApplyForceAtLocation() and use ForceApplied and ForceLocation as parameters.

