

Créer un objet qu'on peut  
pousser

# Glisser un BP\_Rail dans la scène

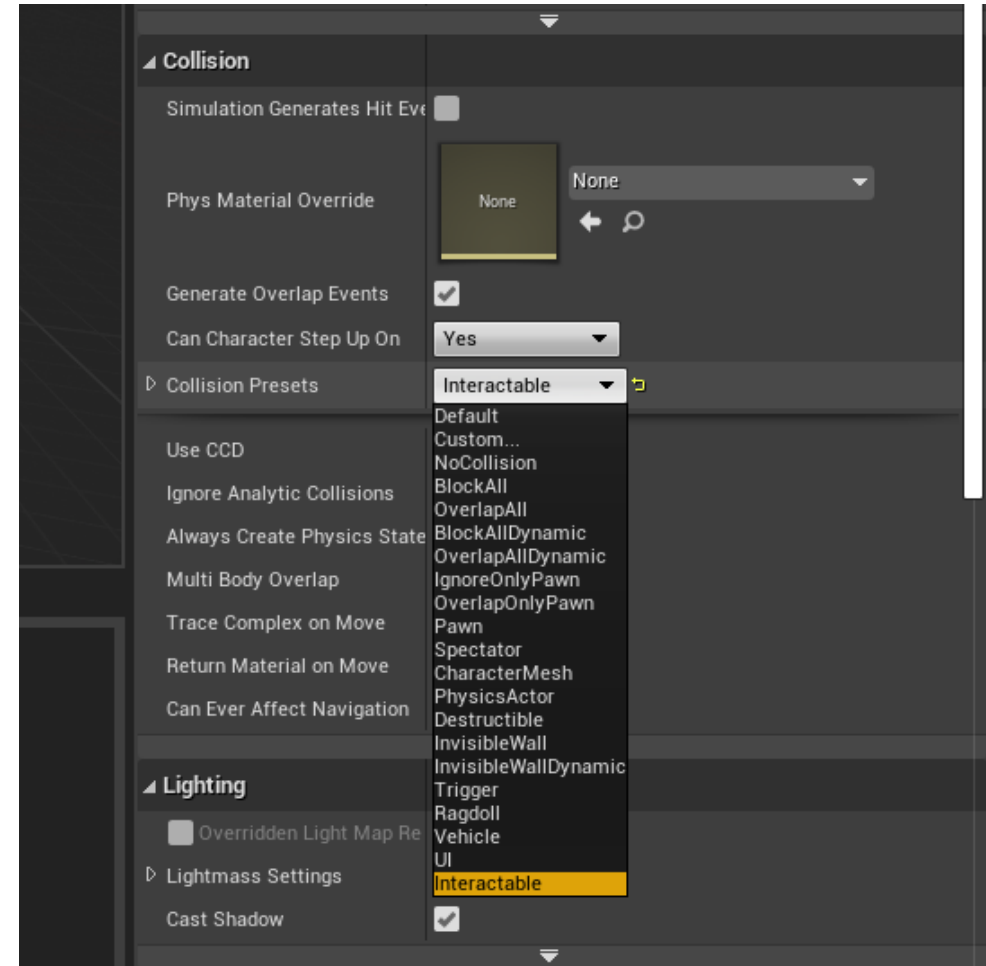
- Chemin: \_BP/\_Gameplay/\_Interactables

# Créer votre objet

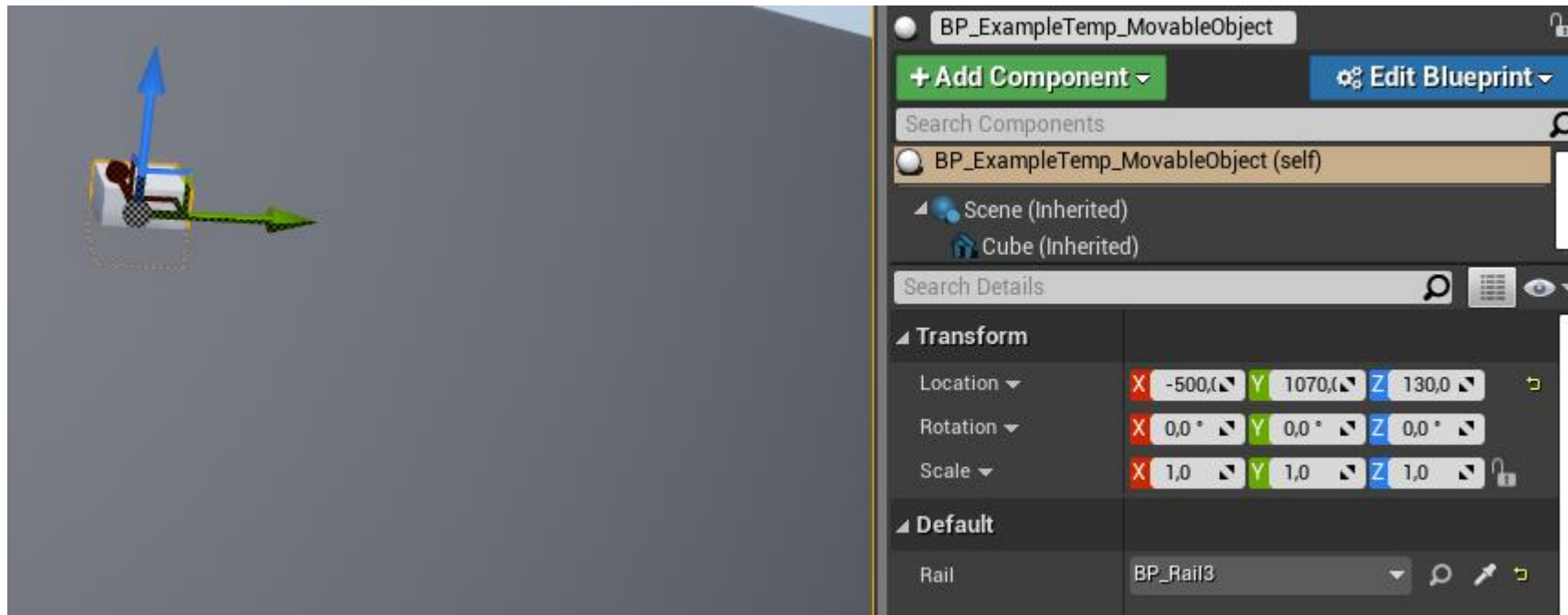
- Créer un nouveau blueprint qui a pour parent BP\_MovableObject

# Add your 3D model

- Add your model in the blueprint
- Set the collision preset of your model as **interactable**



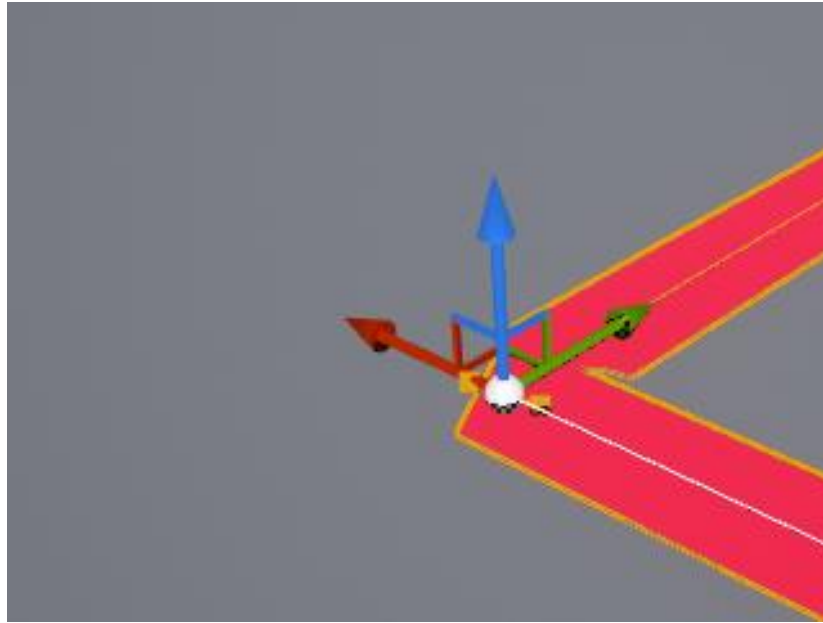
# Link your rail to the movable object



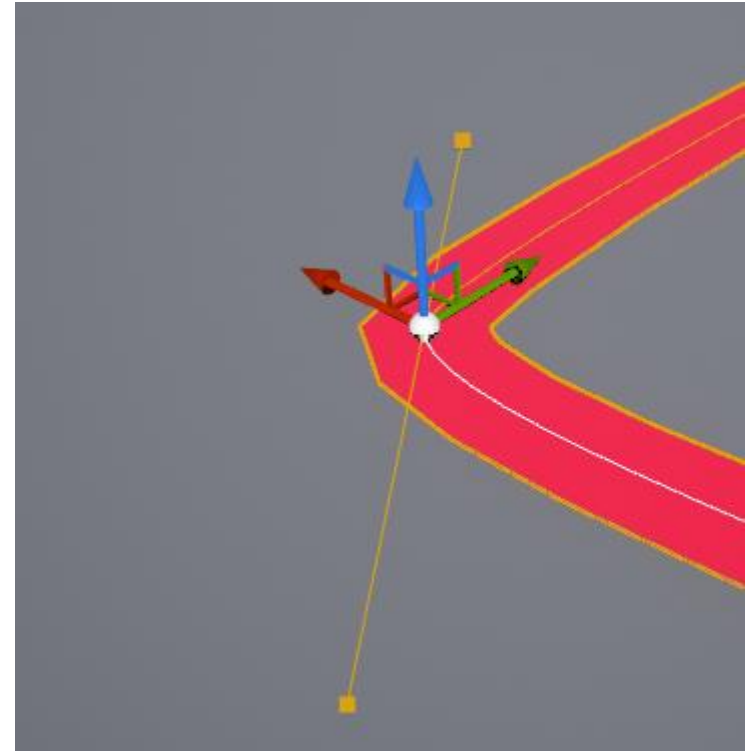
The movable object will snap on the rail when the game'll launch

We're done !

# Extras – Hard edge on rail



Short tangent provide hard edge



Long tangent provide smooth edge