Thankyou for your purchase!

Documentation Covers these topics

- The Wingsuit Component Project
- Migrating/Merging to your project Video
- Updraft Blueprint
- Boost Portal Blueprint

The Wingsuit Component Project
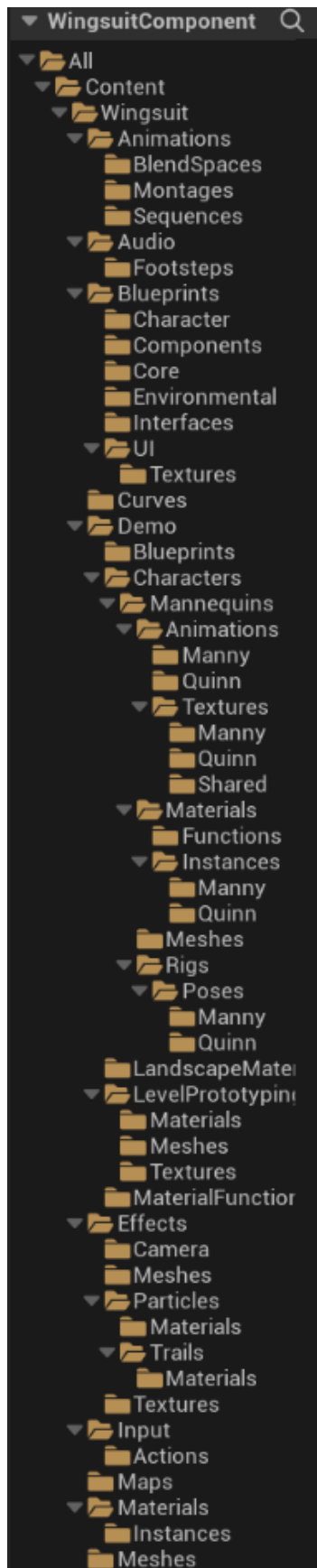
The WingsuitComponent project is a complete base project that can be used as a basis for your character by utilising the provided Character Blueprint. It is built on top of the UE 5.1 Third Person Template project character that uses Enhanced Input Actions.
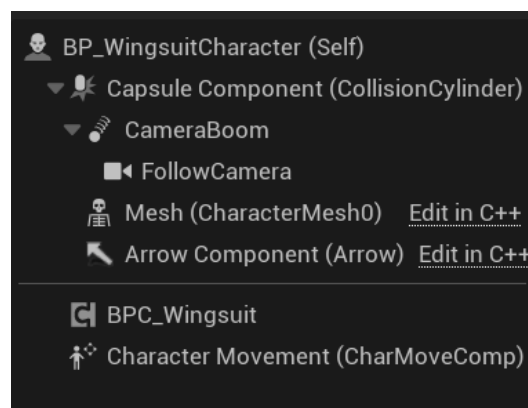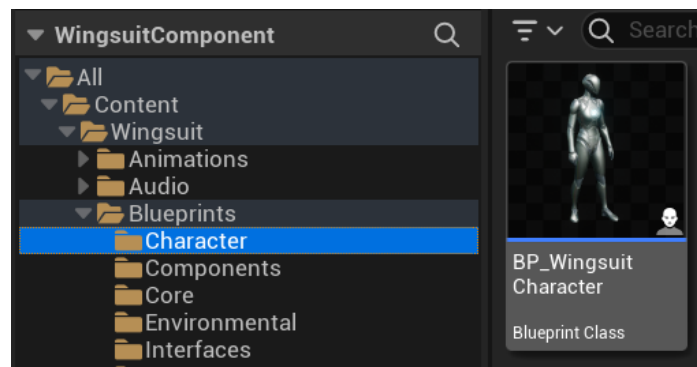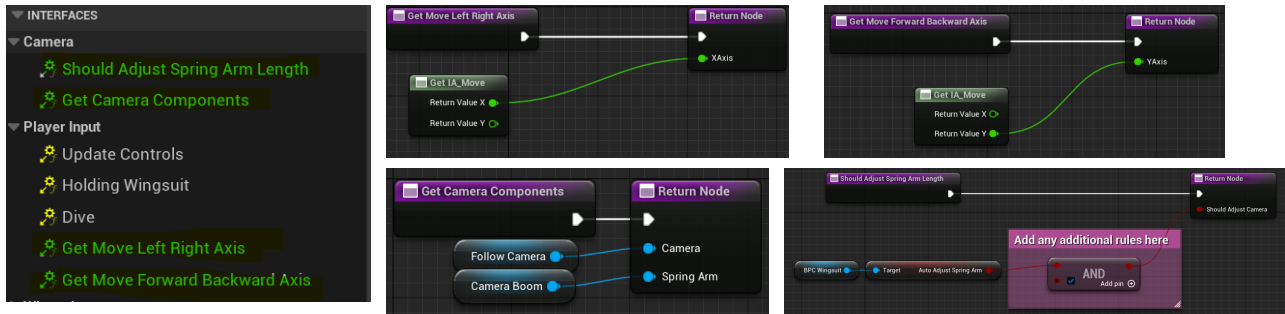
BPC_Wingsuit actor component is added.
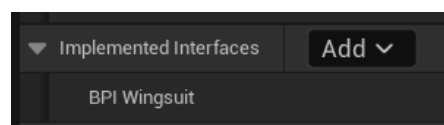
BPI_Wingsuit is added

Extended controls and are added in the blueprint - utilising the Actor component and interface to keep it modular.

These are commented and easily readable inside the Blueprint.

Information from the player is provided to the **BPC_Wingsuit** actor component using the <mark>Highlighted Green</mark> Interface functions seen on the image to the left below along with the relevant functions.

Everything else is handled by the **BPC_Wingsuit** actor component.
Settings for the Wingsuit can be changed by selecting the component and navigating to the details panel.

Each of the settings have a tooltip that explains its purpose when hovering over them.
Check them out to understand what they drive in the component.
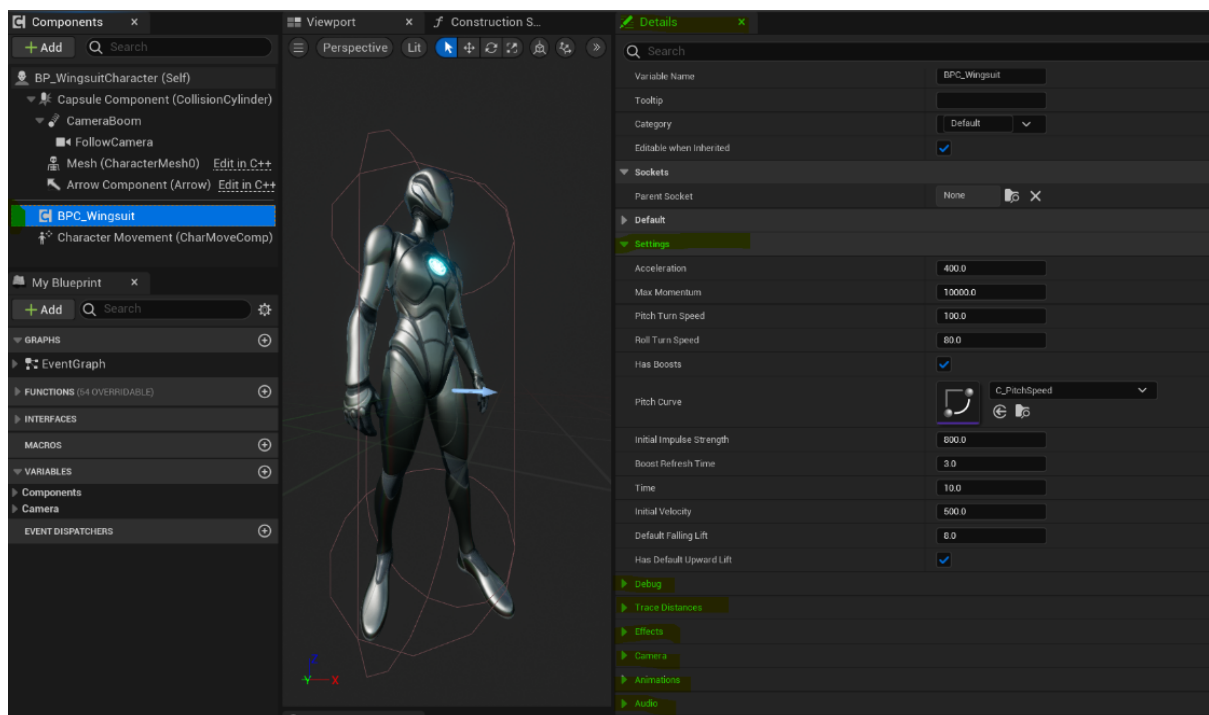
N.b - Do not Modify the variables in the **Default** dropdown - these are driven through the **BPC_Wingsuit** component at runtime

BPC_Wingsuit - it is made in a way that it does not require hard references to specific actors **BPI_Wingsuit** is an interface that helps drive the Wingsuit Component.
This makes it easy to add to any other character. Currently the component requires it to be added to a character class - but in the future could be altered to work on non-character classes if there is demand.

BPC_Wingsuit uses a linked AnimGraph that is added on top of the **ABP_Manny** Animation Blueprint from the Third Person Template along with a few changes.
All changes in **ABP_Manny** are highlighted with Green Comment Boxes and commented in the AnimGraph

/Content/Wingsuit/Demo/Characters/Mannequins/Animations/ABP_Manny.uasset

Merging to another project

Migrating the Wingsuit Glide Component to another project is easy!
1. Open the **WingsuitComponent** project.
2. Right click on the **Wingsuit** folder in the content browser and select **Migrate.** Select the content you wish to migrate.
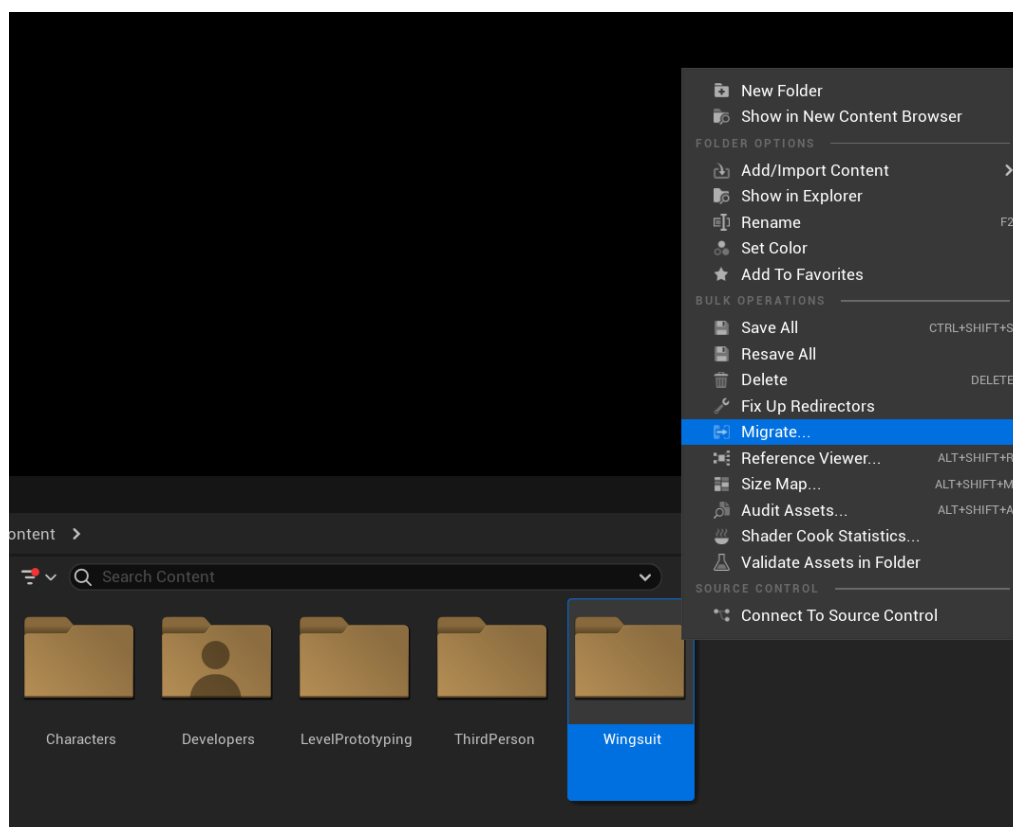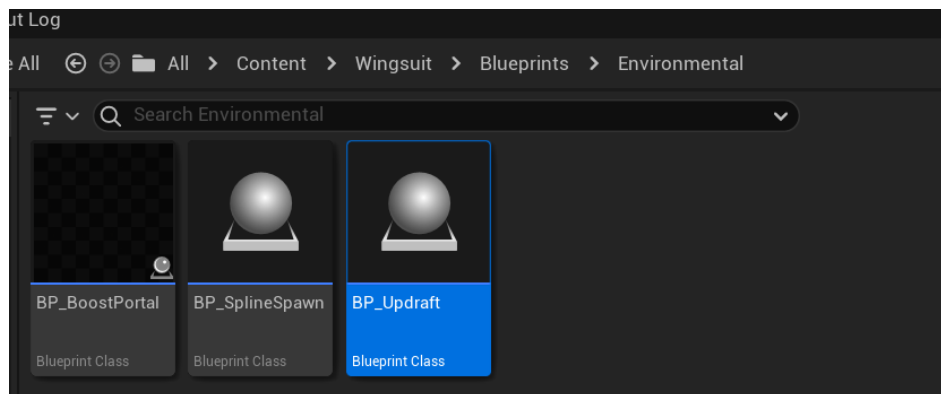

3. Close the **WingsuitComponent** project
4. Open your existing project.

Adding the component to a different Character.

Updraft Blueprint

The **BP_Updraft** blueprint can be added to your levels - it forces the player upwards when
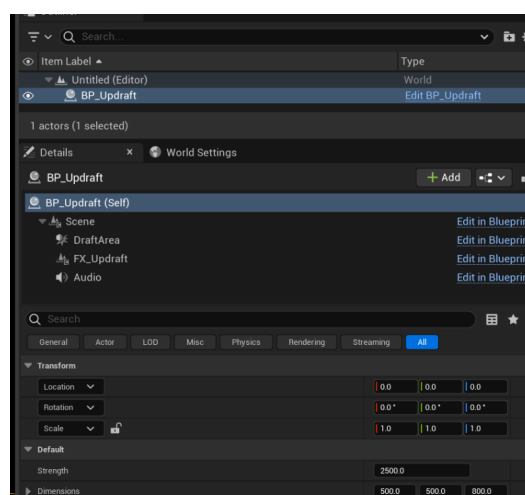
Wingsuit Gliding and falling (can be configured to not affect falling player on the **BPC_Wingsuit** added to the player.
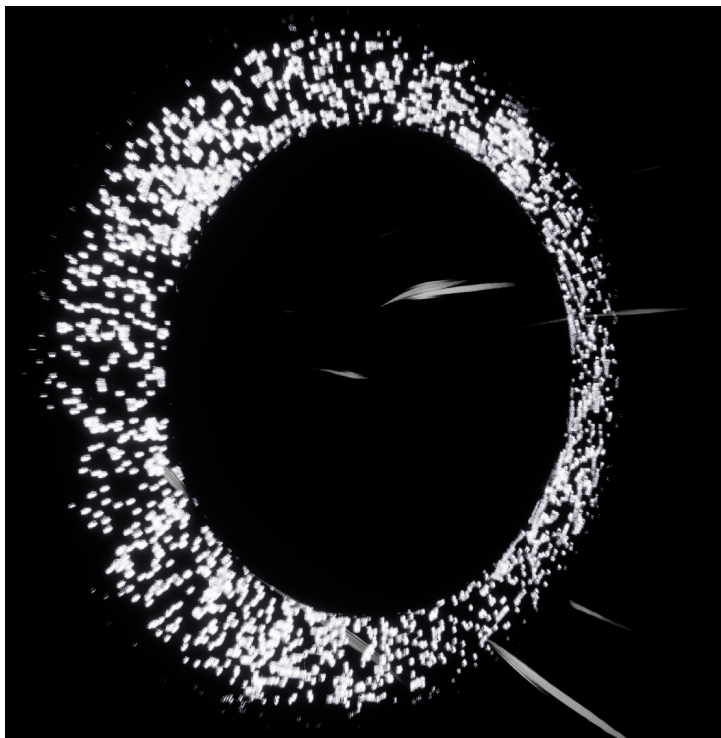

The strength of the Updraft can be set as well as the dimensions of the updraft (Box Dimensions)
Adjusting the Dimensions in on the blueprint added to the level also affects the Particle effects and adjusts the audio position to the centre automatically. The actor also forces a scale of 1,1,1 and rotates orients itself so only the Yaw can be affected so the updraft always points upwards.

N.b. The updraft needs to be scaled with the Dimensions Vector variable and not the Scale of the Actor.

Boost Portal Blueprint

The **BP_BoostPortal** blueprint can be added to your levels - it Boosts the player forwards when they collide with it.
There are several customisable variables.
If **Rotate** is enabled - the ring will rotate - the speed can be changed inside of the Blueprint.
If **Camera Facing** is enabled, the portale will rotate to look toward the main game camera - the speed at which this happens can be altered inside of the Blueprint.

If both **Rotate** and **Camera Facing** are disabled - the actor tick is disabled on **Begin Play**

If **LaunchesWhenNotWingsuitGliding** is enabled, the player will be launched forwards when entering the portal. - the velocity of the launch is divisible by the set **Boost Speed** (The calculation could be altered inside of the Blueprint if necessary.

Boost Speed is the additional boost speed to add to the boost when entering the portal - scaled by the Characters current forward momentum.