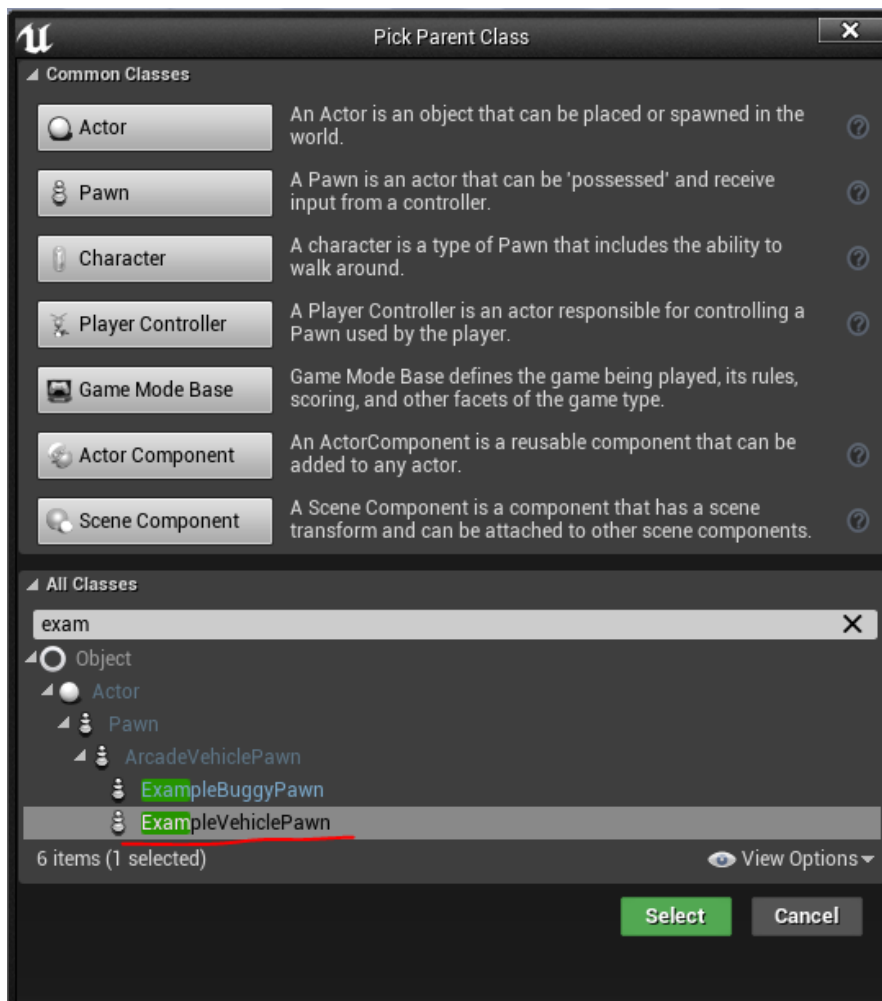# Arcade Vehicle System

Quick Start Guide

This guide simply goes over arcade vehicle system simple setup to get it to work as easily and quickly as possible, so follow this guide if you just want to get the vehicles working here and now.

1. Create new blueprint class that derives from **ExampleVehiclePawn**.

2. Create the bare-minimum inputs for the vehicle by adding input actions in the project settings. This is how the bare-minimum input setup should look like.
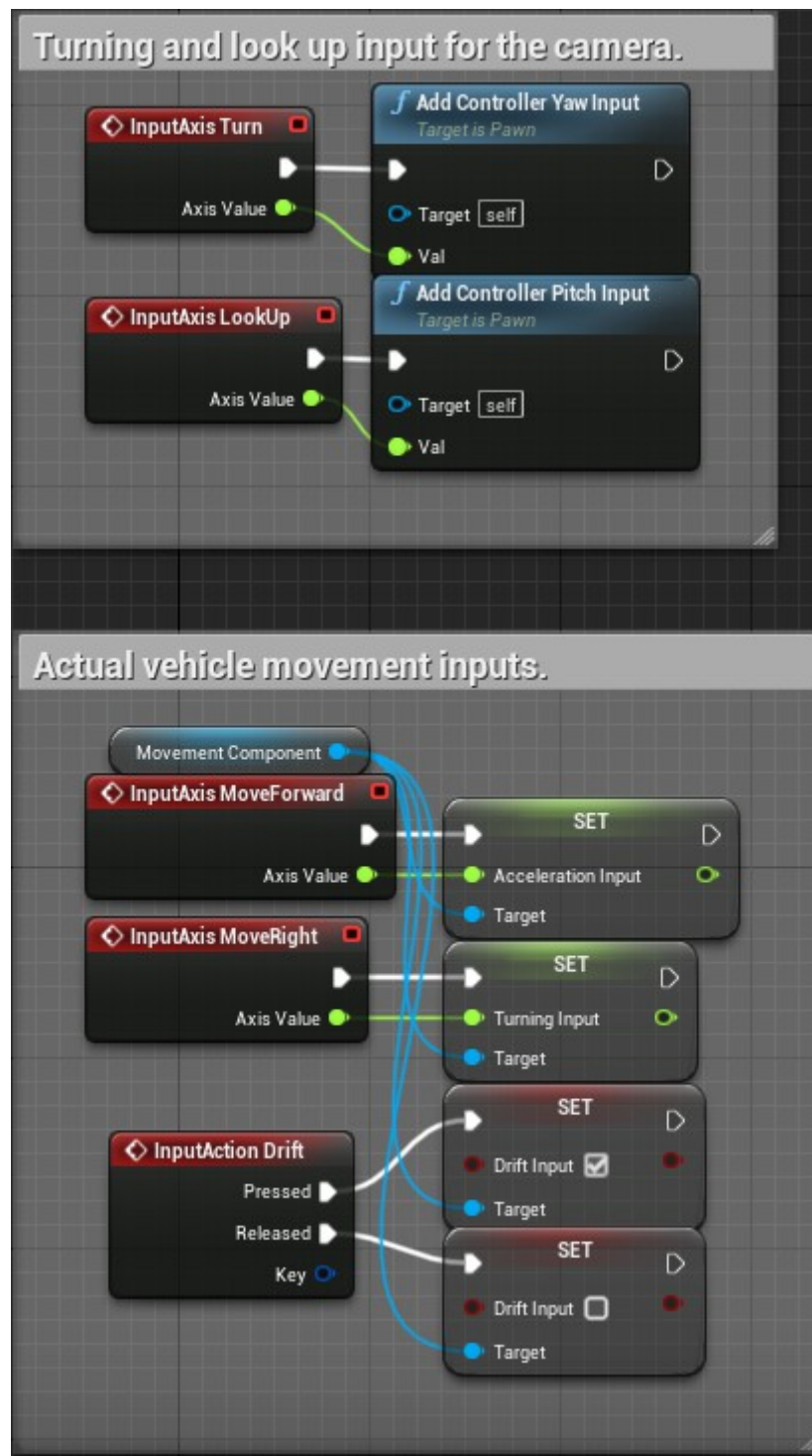
3. Vehicles are just pawns, so make sure your vehicle is possessed in any way that fits your project. For the simplicity, go to your **Game Mode** and change **Default Pawn Class** to your vehicle class like so:

4. Start the game, your vehicle should be spawned and should just work. All the values can be tweaked in the vehicle blueprint so you can make it drive exactly the way you want.

5. **NETWORKING**. If you want to test your vehicles in networking, simply change the **Play settings like so**:
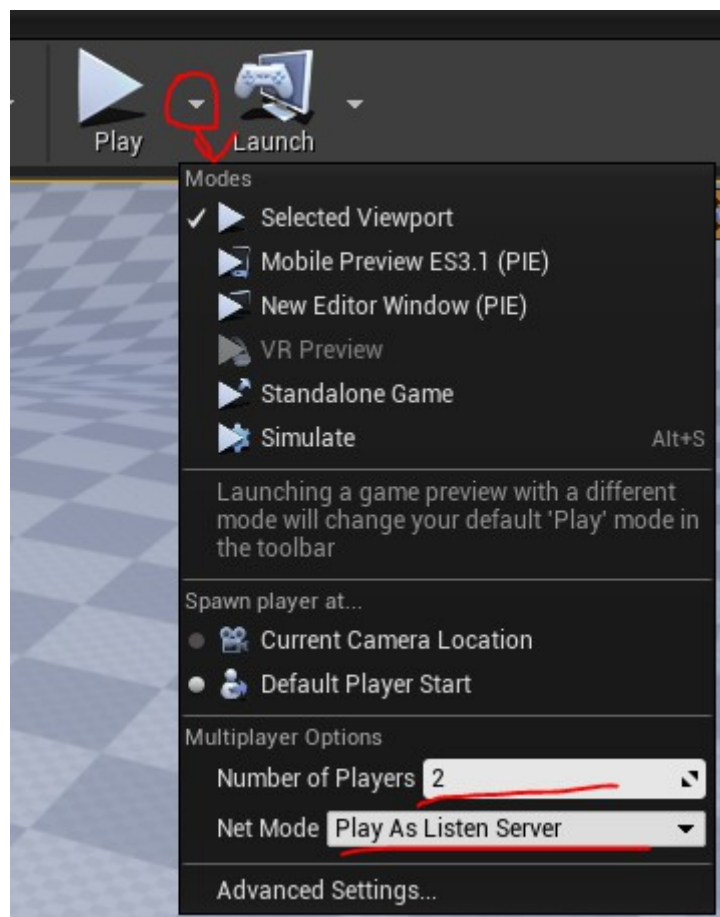
If you hit **Play** now, your vehicles will be fully networked.