Advanced Movement Module (AMM)

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Installation and Information

Before using AMM, make sure to read "License – ReadMe.txt"

Note: This guide does not include version numbering. Any mention of the AMM Folders should be used interchangeable with your current version. (i.e. "AMM" refers to "AMM_v2")

Any instruction for the Examples folder can be ignored, as the examples are not required for AMM to work.

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Prerequisite

Don't Forget to make a Backup!

Adding PavlovVR Modkit to AMM

Before launching Pavlov.uproject for the first time, you need to download and install the PavlovVR-ModKit on top of your unzipped AMM Project.

1. Visit https://github.com/vankruptgames/PavlovVR-ModKit

2. Press the green "Code" button and select "Download ZIP"

3. Unzip "PavlovVR-ModKit-master.zip"

4. Copy the content from "PavlovVR-ModKit-master" and paste it your AMM Folder (e.g. "AdvancedMovement-master")
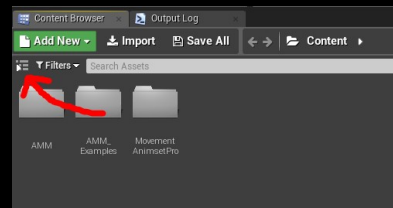
5. Press "Replace"
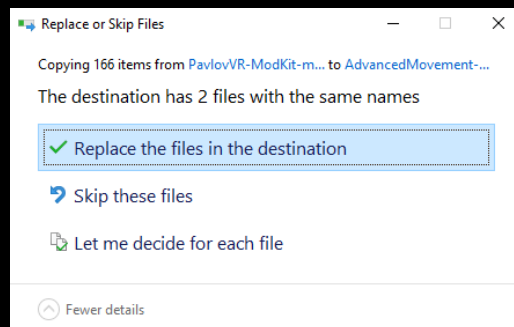
If you followed the steps correctly, your AMM Folder should now look something like this:
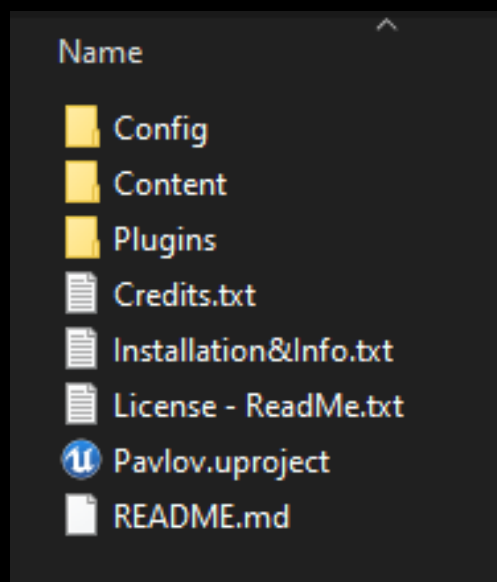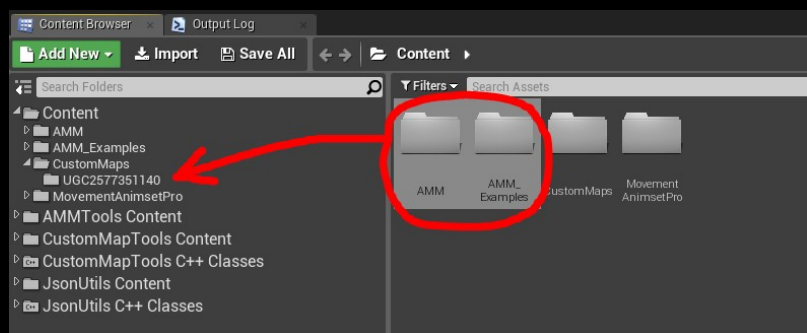
Installing AMM

## Installing AMM for a new Project

0. !!!Make sure that you followed the Prerequisite!!!
1. Open Pavlov.uproject
2. Go to "Window" and open "Pavlov Workshop"
3. Press "Create New" and close it
4. Press this Icon to show the Folder Hierarchy

5. Select the folders "AMM" and "AMM_Examples". Drag&Drop them into "CustomMaps\UGCXXX" as shown in the screenshot and press "Move Here"
(XXX is your new Workshop ID)

6. Right click "Content" and select "Fix up Redirectors in Folder"
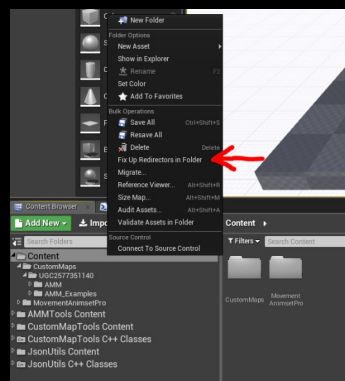
7. Check if everything was moved properly
    1. Go to "CustomMaps\UGCXXX\AMM_Examples" and open "AMM_ExampleMap"
    2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

Installing AMM for an existing Project

0. !!!Make sure that you followed the Prerequisite!!!

1. In Windows Explorer, Select the "Content" and "Plugins" Folders from your AMM Project
2. Copy and Paste them into your existing Project. Override if necessary
3. Open Pavlov.uproject in your existing Project
4. Press this Icon to show the Folder Hierarchy

5. Select the folders "AMM" and "AMM_Examples". Drag&Drop them into "CustomMaps\UGCXXX" as shown in the screenshot and press "Move Here"
(XXX is your new Workshop ID)

6. Right click "Content" and select "Fix up Redirectors in Folder"

7. Check if everything was moved properly
      1. Go to "CustomMaps\UGCXXX\AMM_Examples" and open "AMM_ExampleMap"
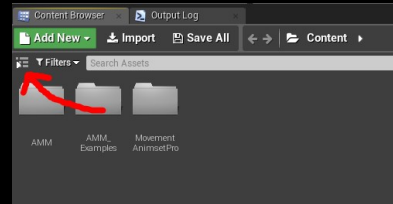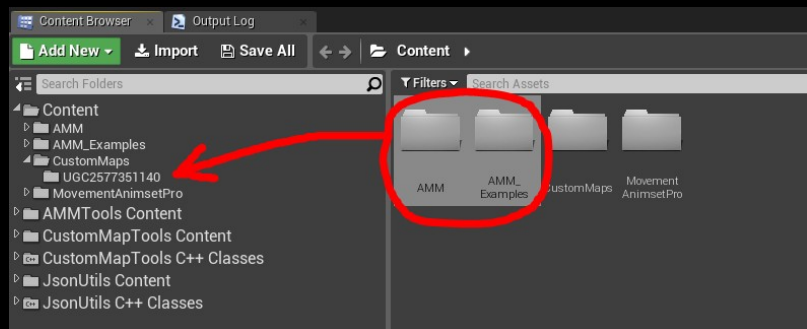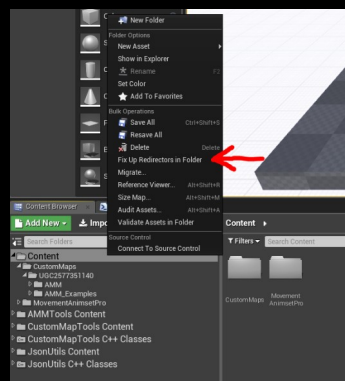   2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

Installing AMM for an existing Custom Gamemode

0. !!!Make sure that you followed the Prerequisite!!!

1. Follow Step 1 to 6 from the Guide "Installing AMM for an existing Project"
2. If it exists, open your Custom Gamemode's "PlayerProxy"
3. Select "File", press "Reparent Blueprint" and select "AdvancedMovement_PlayerProxy"
4. Open your Custom Gamemode's "PlayerProxy"
5. Right Click "Event Beginplay" and select "Add call to parent function". Connect it.
6. Repeat step 5 for "Event Tick"

7. Repeat Step 2-6 with "GlobalInfo", "HandProxy" and "PlayerInfo" if they exist and Reparent them to the AMM version

NOTE: Events override Parent Events. Example: If your Custom Gamemode uses "Event Tick" it will disable Ticks for Advanced Movement. Step 5 and 6 solves this issue. You need to repeat this process for all Events that both Blueprints use.

Updating AMM (Minor Updates such as 1.4 or 1.4b)

0. !!!Make sure that you followed the Prerequisite!!!

1. Open Pavlov.uproject in your new AMM version
2. Create a folder called "CustomMaps"
3. Open it and create a folder called "UGCXXX". Replace XXX with your old Workshop ID / The numbers from your old Project
4. Press this Icon to show the Folder Hierarchy
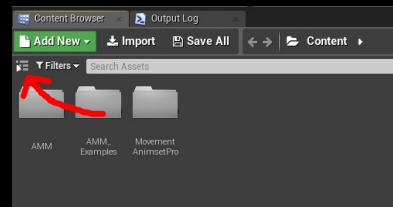
5. Select the folders "AMM" and "AMM_Examples". Drag&Drop them into your new Folder
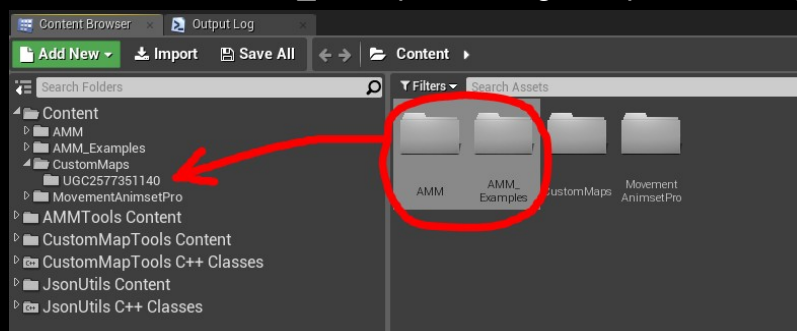
6. Right click "Content" and select "Fix up Redirectors in Folder"
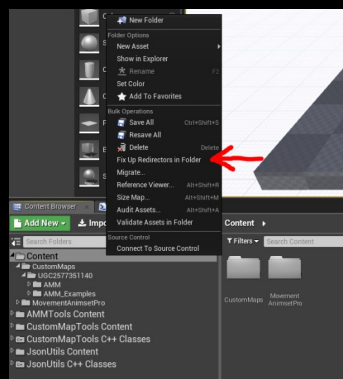
7. Right click "CustomMaps" folder and select "Migrate…". Press OK
8. Select your old Project's Content Folder
9. After Migrating, open your old Project. If needed, replace the old AMM Blueprints in your GameLogic with the new ones

10. Check if everything was moved properly
      1. Go to "CustomMaps\UGCXXX\AMM_Examples" and open "AMM_ExampleMap" in your old Project
      2. Hit "Play" and then "Stop" again

If UE4 reports any errors, something broke and you have to start from scratch!

Updating AMM (Major updates such as 2.0)

0. !!!Make sure that you followed the Prerequisite!!!

## Method 1 (Replacing each Blueprint):

Method Pros:
- References in your map get updated to the new version automatically
Method Cons:
- Labor intensive

1. Follow steps 1-7 from "Installing AMM for an existing Project"
2. Go to your old AMM version's folders. Open the first folder and select the first Asset.
3. Hit your Delete button or rightclick → Delete
4. Press on "None" at the bottom left and select the same asset in the new version

5. Press "Replace References
6. If prompted, click OK
7. If prompted, click "Save Selected"
8. Repeat step 2-7 for all other assets
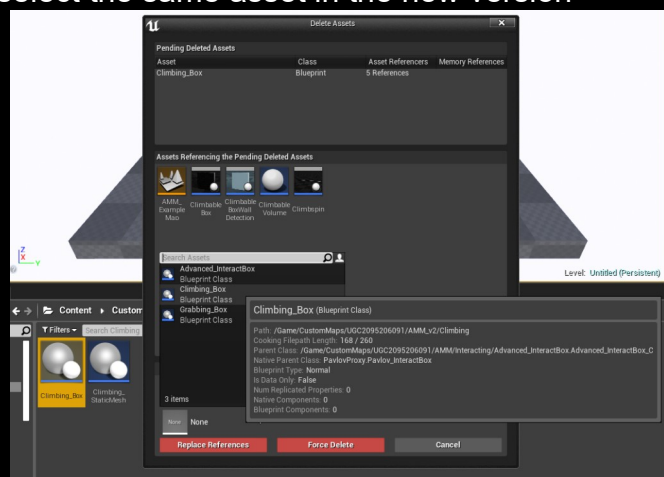
Method 2 (Overriding all files):

Method Pros:
*- Less Labor intensive*
Method Cons:
- Creates Junkfiles (Files that are no longer needed)
- Asset References to assets that were renamed between versions break and have to be fixed manually

1. Open your old Project
2. Locate the old AMM and AMM_Examples folders
3. Rename them to the new names (e.g. Rename "AMM" to "AMM_v2")
4. Follow steps 1-10 from "Updating AMM (Minor Updates such as 1.4 or 1.4b)"

Information / Usage

!!!To use AMM, don't forget to select the AMM Blueprints in your Pavlov Gamelogic!!!
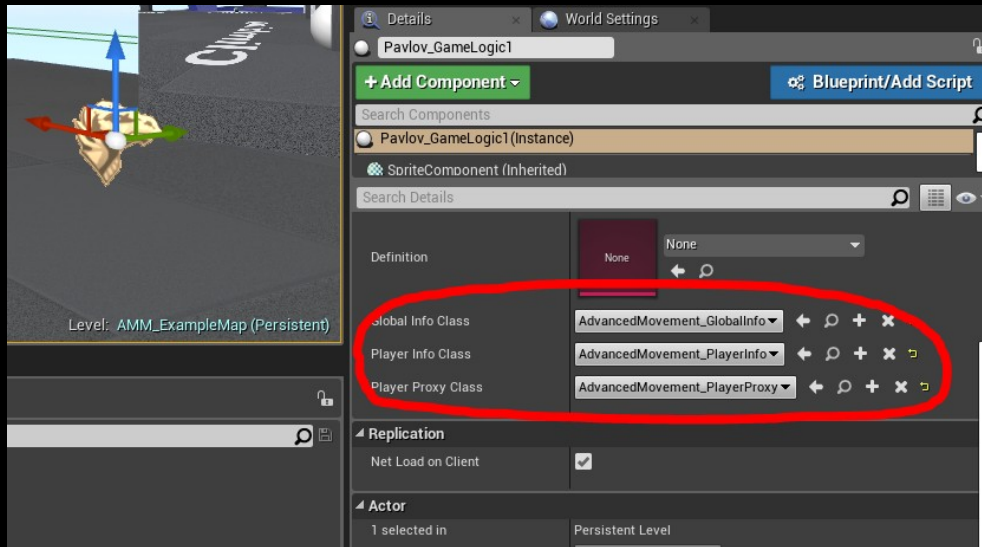
Many AMM Features can be toggles on/off or modified. To do so, open the folder "AMM_Examples/Proxies". Here you can see a Child Blueprint from the AMM Blueprints. If you open them, the changeable Variables are displayed on the right side in the "Class Defaults".
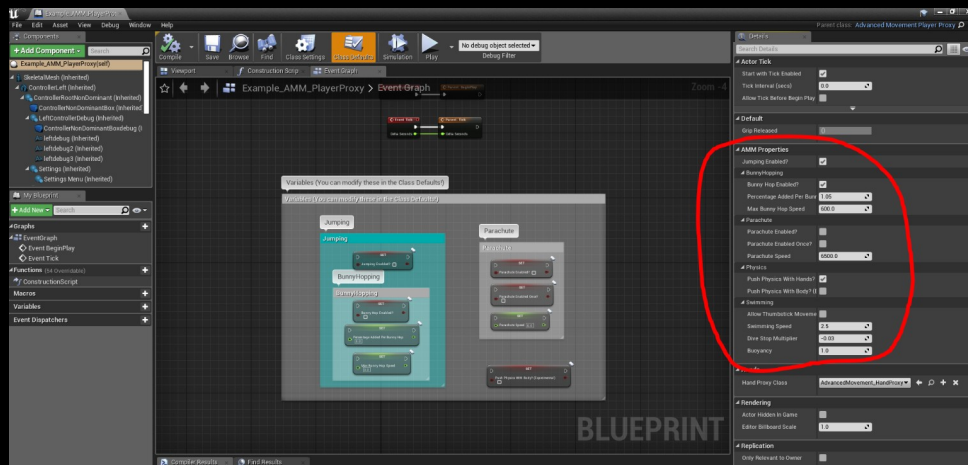
If you do this, don't forget to change your GameLogic classes to the Child Blueprint!

Note: AMM works best for Custom Gamemodes. Some parts will fail or break with Default Gamemodes.