

Chapter 6: Pawn Setup

Contents

Developing Original Content/Mechanics.....	2
Gametype Setup	2
Replacing the Pawn Model	2
Player Package Class Flow.....	2
Importing your Skeletal Mesh.....	4
Setting up Sockets on your Skeletal Mesh.....	6
Assigning the Pawn in Unrealscript	10
Conclusion.....	11