

MyCharacter

FileEditAssetViewDebugWindowHelp

Components

+ Add Component

MyCharacter(self)

CapsuleComponent (Inherited)

ArrowComponent (Inherited)

Mesh (Inherited)

SpringArm

Camera

CharacterMovement (Inherited)

My Blueprint

+ Add New

Search

Graphs

EventGraph

InputAxis MoveForward

InputAxis MoveRight

InputAxis Turn

InputAxis LookUp

InputAction Jump

Functions (32 Overridable)

ConstructionScript

Macros

Variables

Components

Camera

SpringArm

Event Dispatchers

CompileSaveFind in CBSearchClass SettingsClass DefaultsSimulationPlay

No debug object selected

Debug Filter

ViewportConstruction ScriptEvent Graph

MyCharacter > Event Graph

Axis Value

World Direction

Scale Value

Force

Zoom 1:1

Mouse Input

InputAxis Turn

Axis Value

Add Controller Yaw Input

Target is Pawn

Target self

Val

InputAxis LookUp

Axis Value

Add Controller Pitch Input

Target is Pawn

Target self

Val

Jump

InputAction Jump

PressedReleasedKey

Jump

Target is Character

Target self

BLUEPRINT

Compiler ResultsFind ResultsBlueprintProfilerDebug

Get Forward Vector

Find In Current Blueprint Only

EventGraph

Get Forward Vector