

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

Compile

Save

Find in CB

Search

Class Settings

Class Defaults

Simulation

Play

No debug object selected

Debug Filter

Viewport

Construction Script

Event Graph

MyCharacter > Event Graph

Zoom 1:1

Movement input

Get Control Rotation

Target [self]

Return Value

Break Rotator

Rotation

X (Roll)

Y (Pitch)

Z (Yaw)

Make Rotator

X (Roll) [0.0]

Y (Pitch)

Z (Yaw) [0.0]

Return Value

Get Forward Vector

In Rot

Return Value

Get Right Vector

In Rot

Return Value

InputAxis MoveForward

Axis Value

Add Movement Input

Target is Pawn

Target [self]

World Direction

Scale Value

Force

InputAxis MoveRight

Axis Value

Add Movement Input

Target is Pawn

Target [self]

World Direction

Scale Value

Force

Compiler Results

Find Results

BlueprintProfiler

Debug

Get Forward Vector

Find In Current Blueprint Only

EventGraph

Get Forward Vector