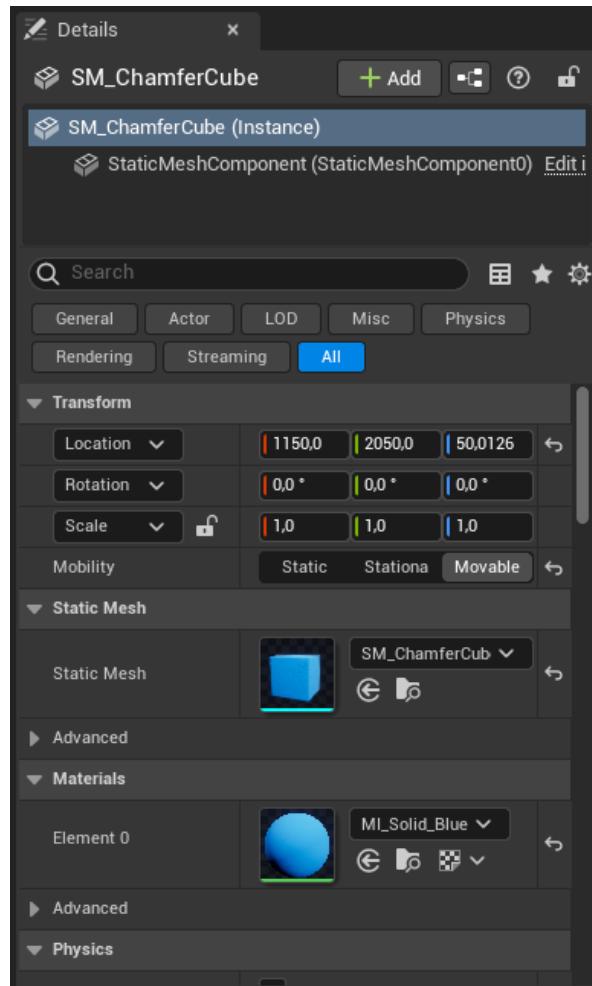
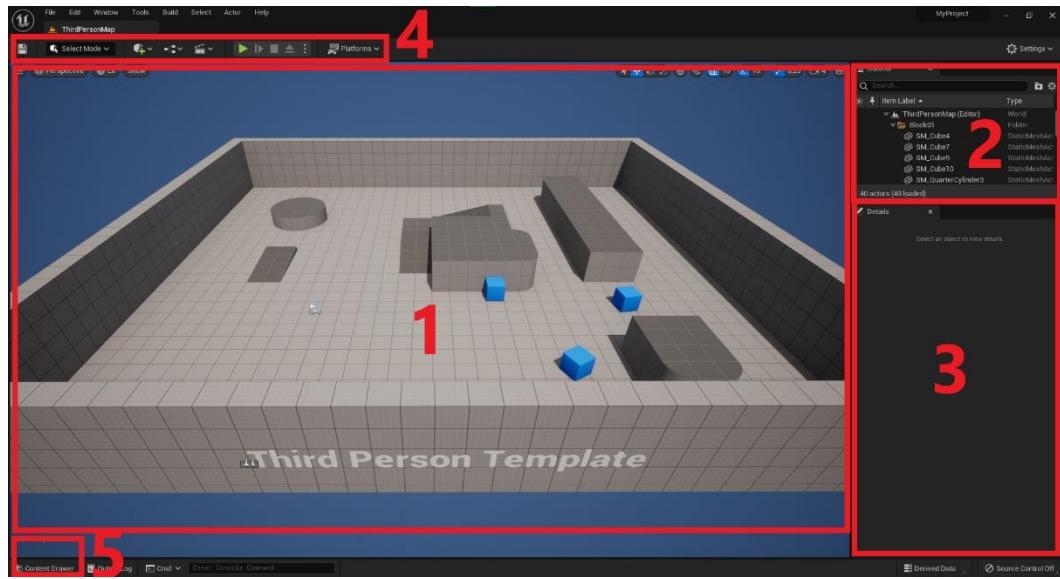
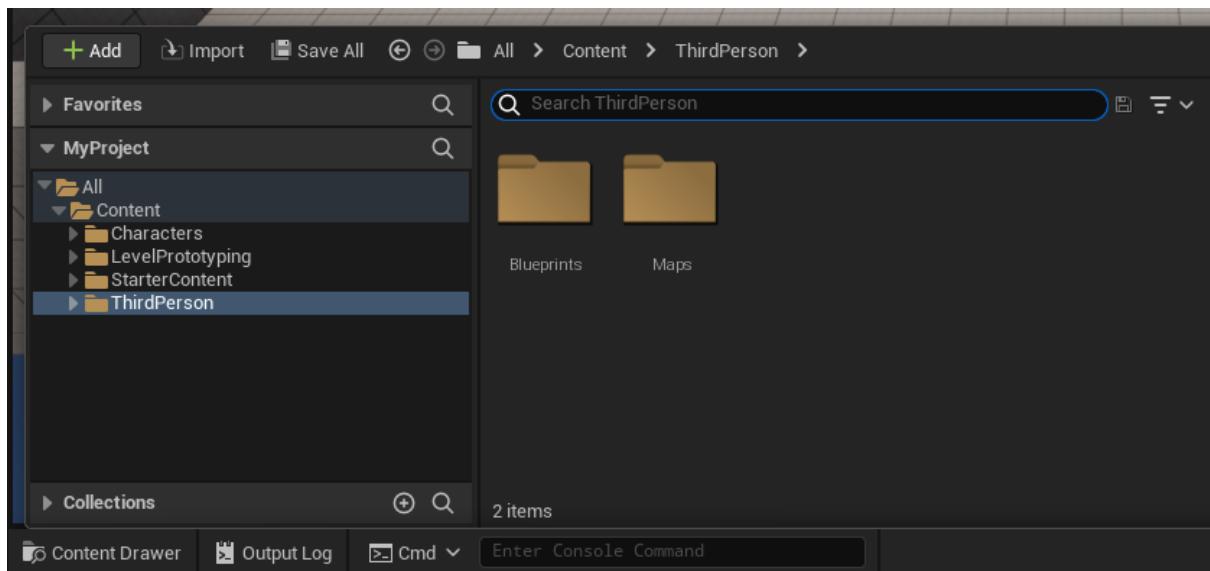
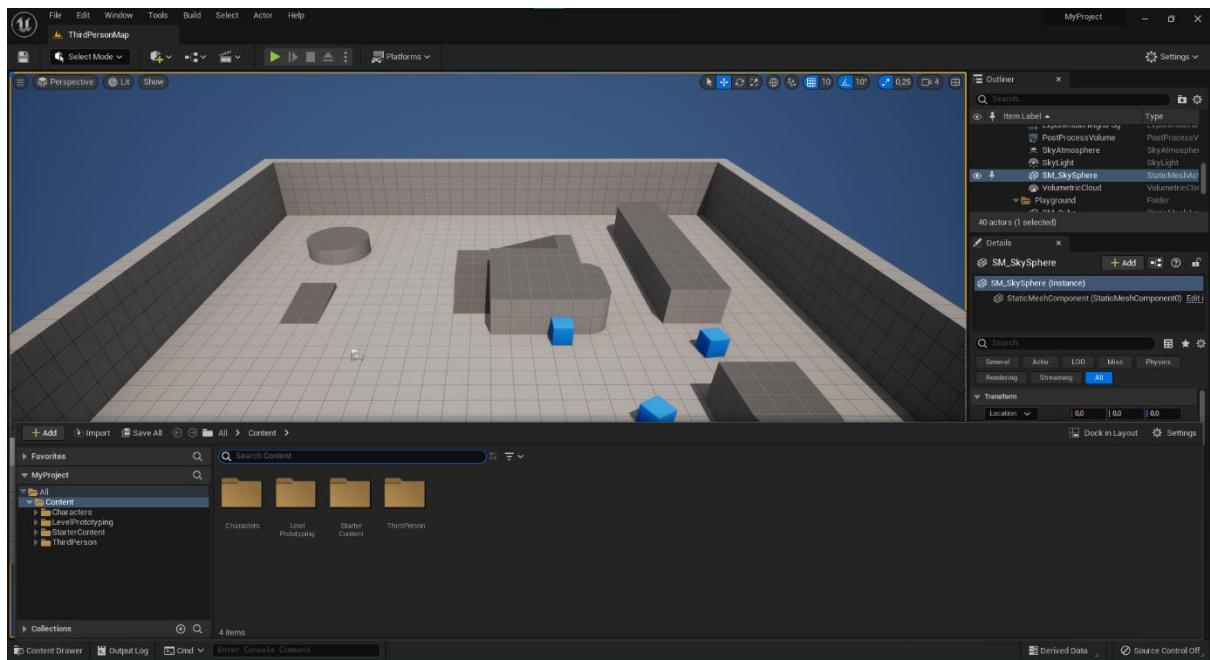
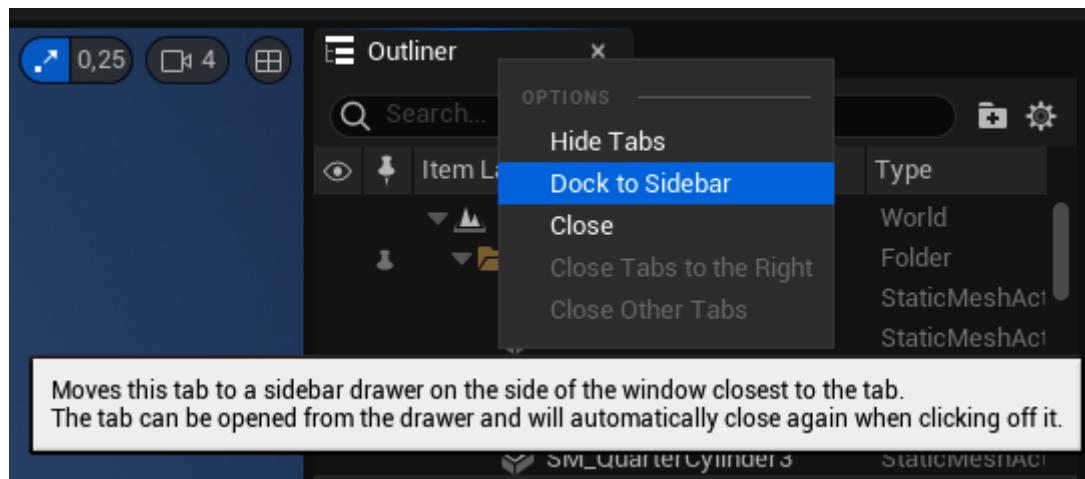
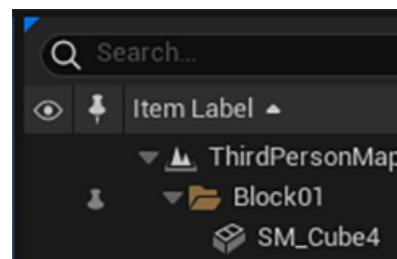
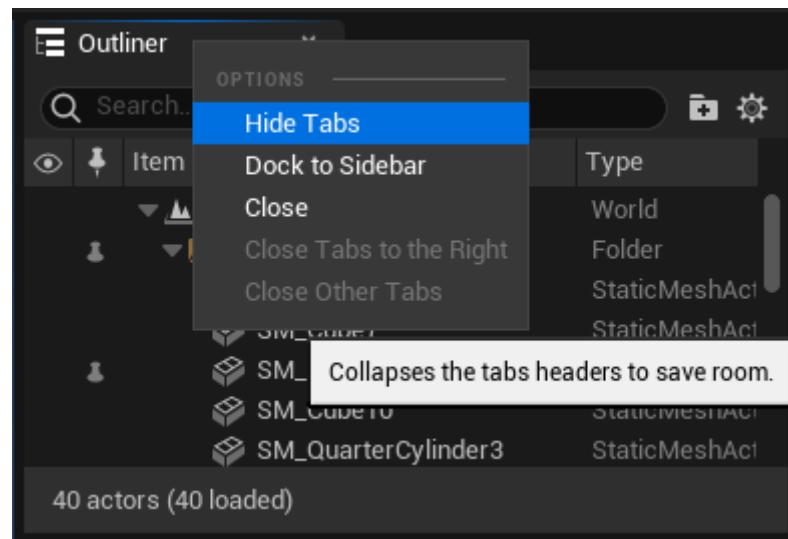
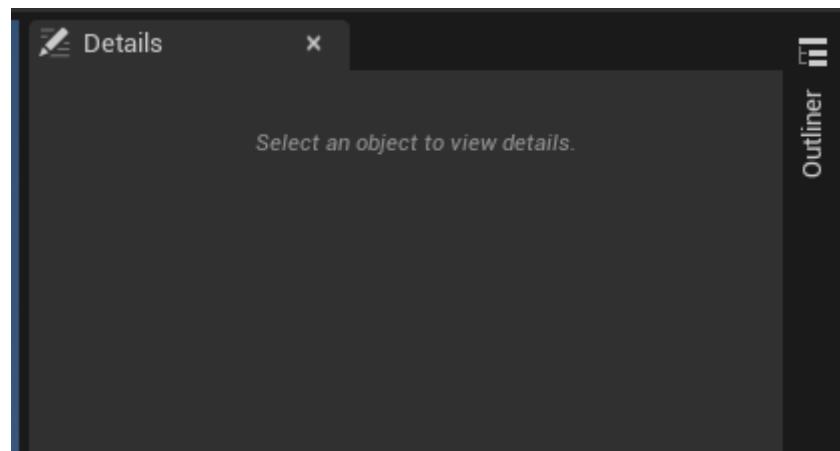


Chapter 01: Introduction to Unreal Engine

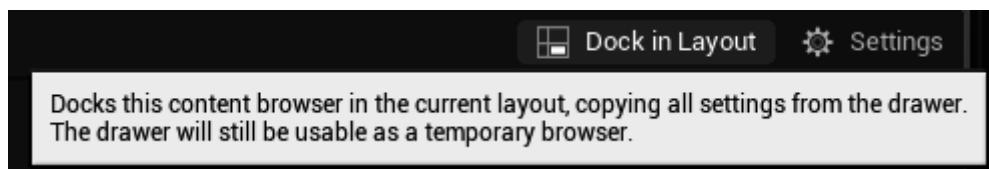
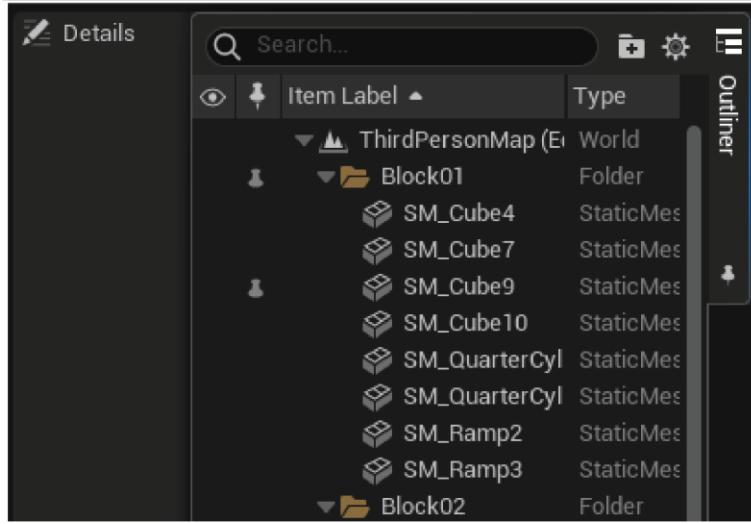
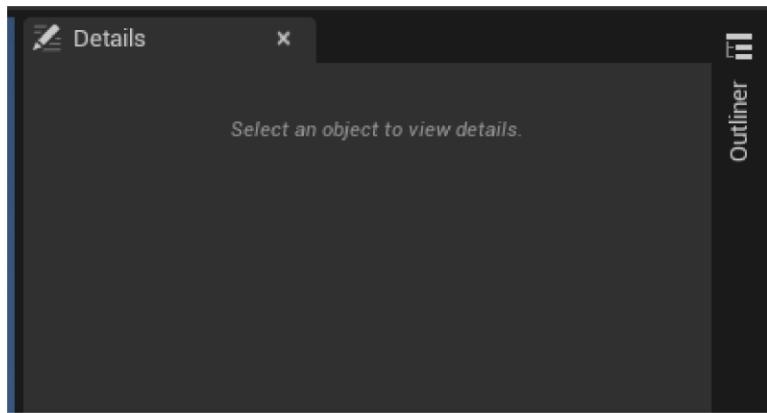


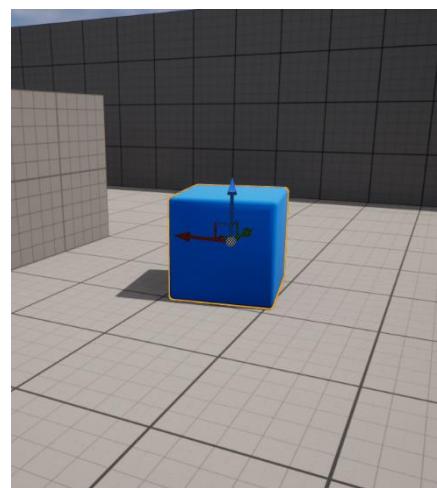
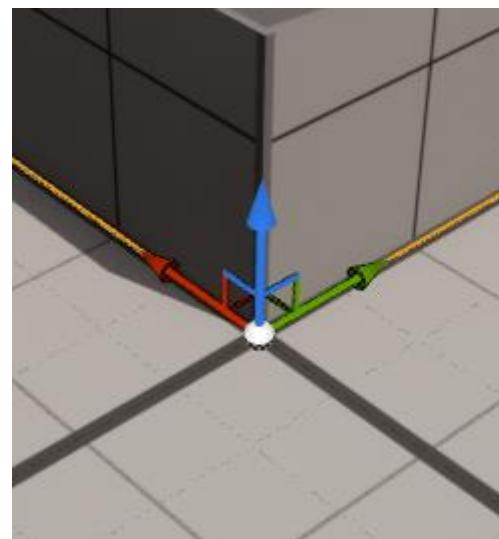
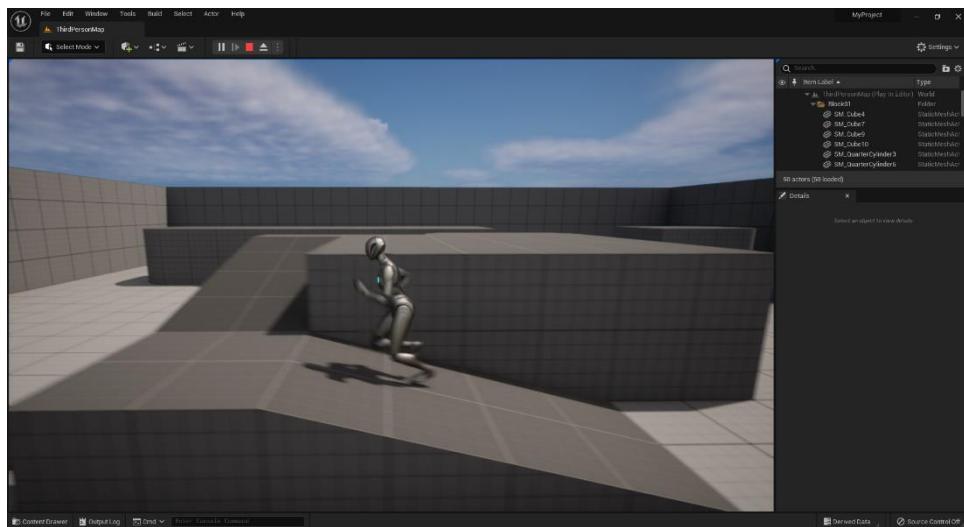


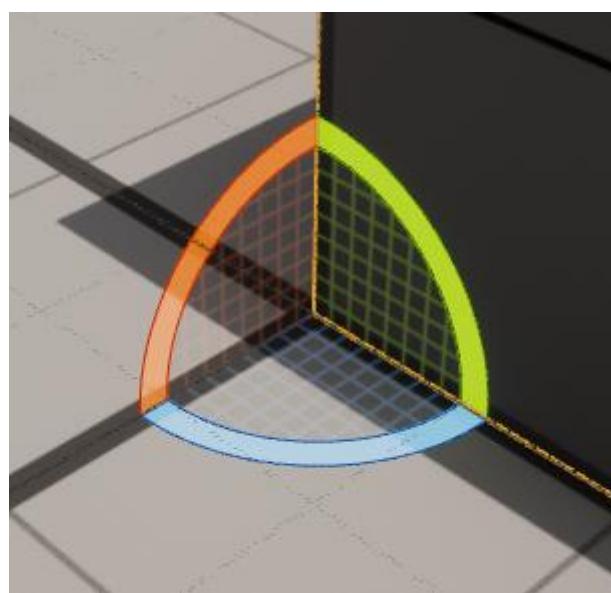
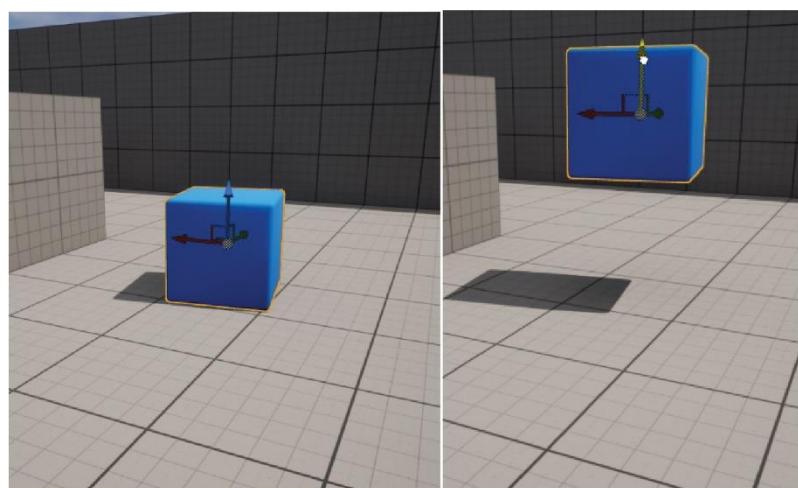
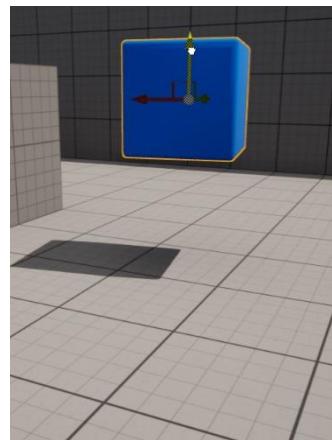


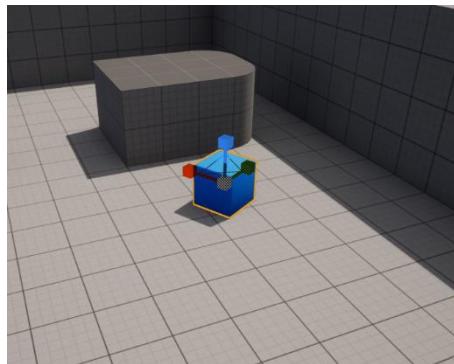
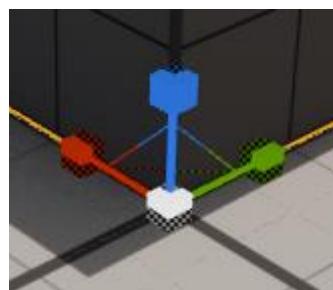
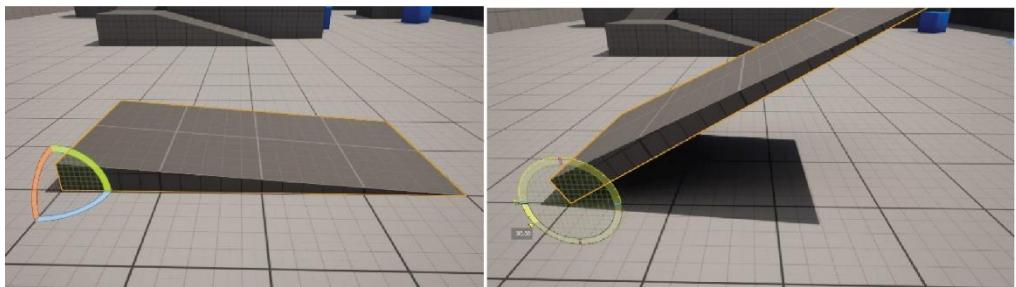
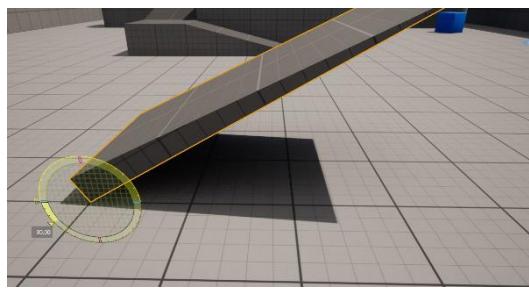
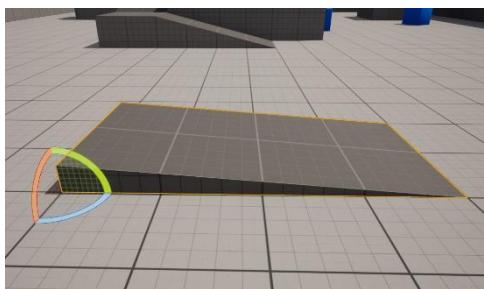


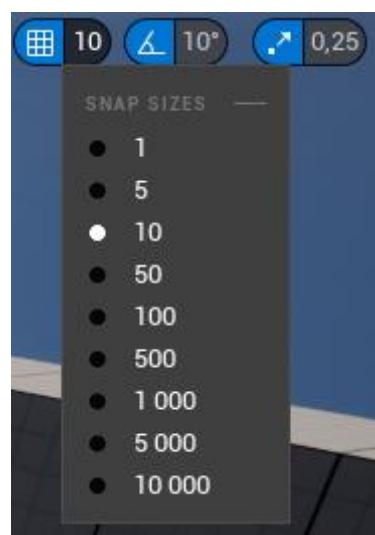
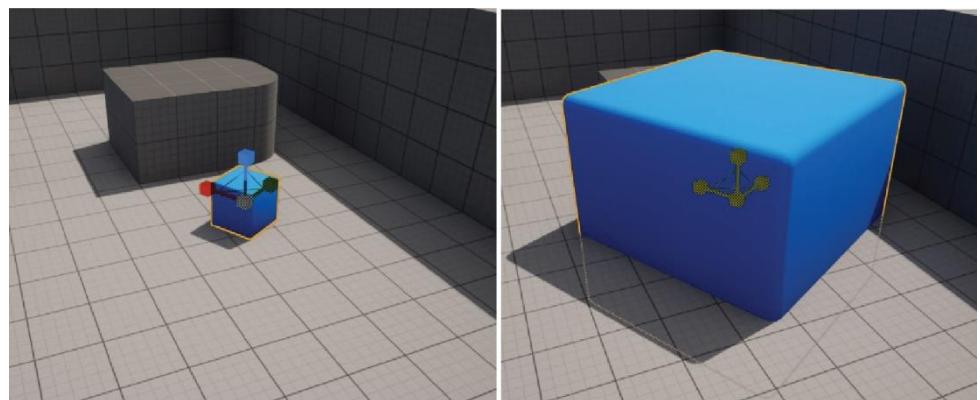
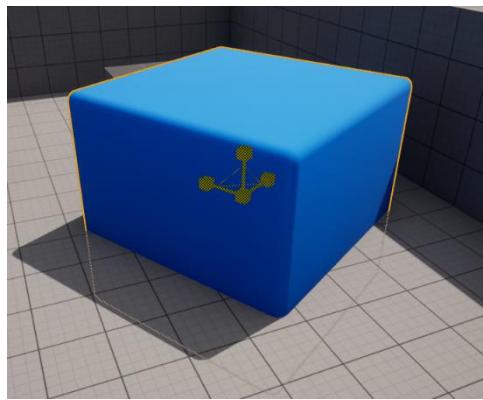
Details		Search...	+		Type	Outliner
	Item Label					
	ThirdPersonMap (E)	World				
	Block01	Folder				
	SM_Cube4	StaticMesh				
	SM_Cube7	StaticMesh				
	SM_Cube9	StaticMesh				
	SM_Cube10	StaticMesh				
	SM_QuarterCyl	StaticMesh				
	SM_QuarterCyl	StaticMesh				
	SM_Ramp2	StaticMesh				
	SM_Ramp3	StaticMesh				
	Block02	Folder				

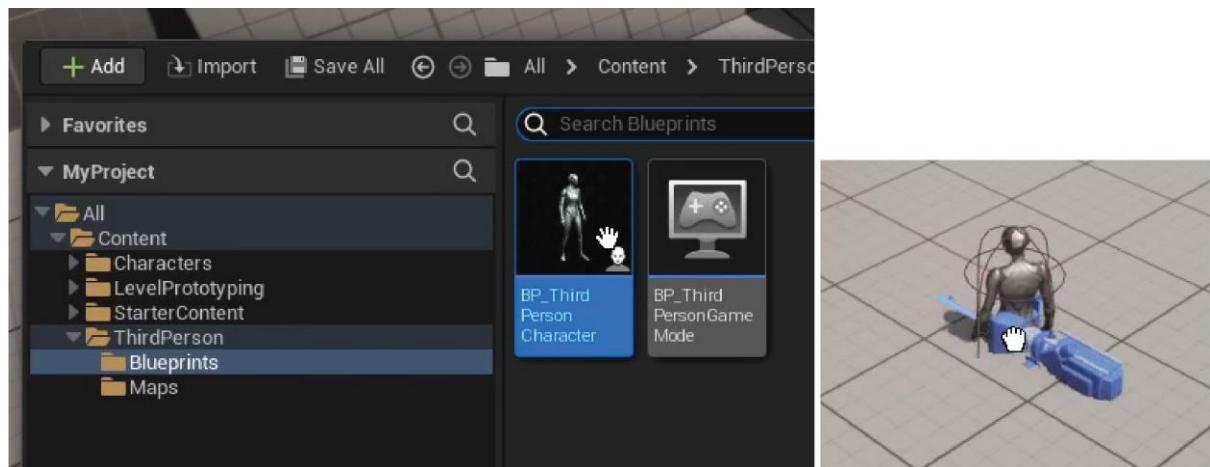
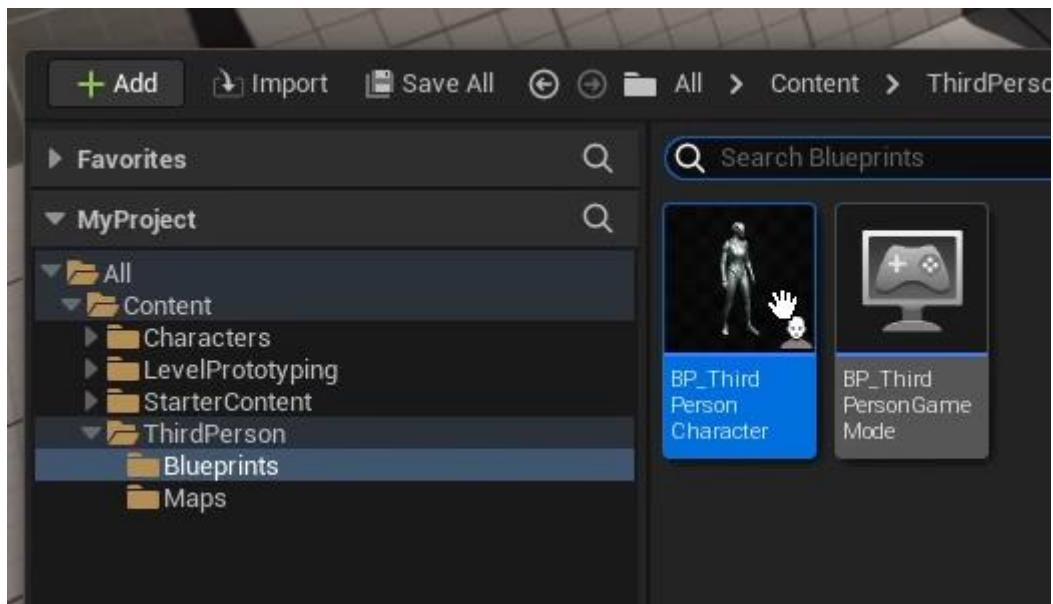


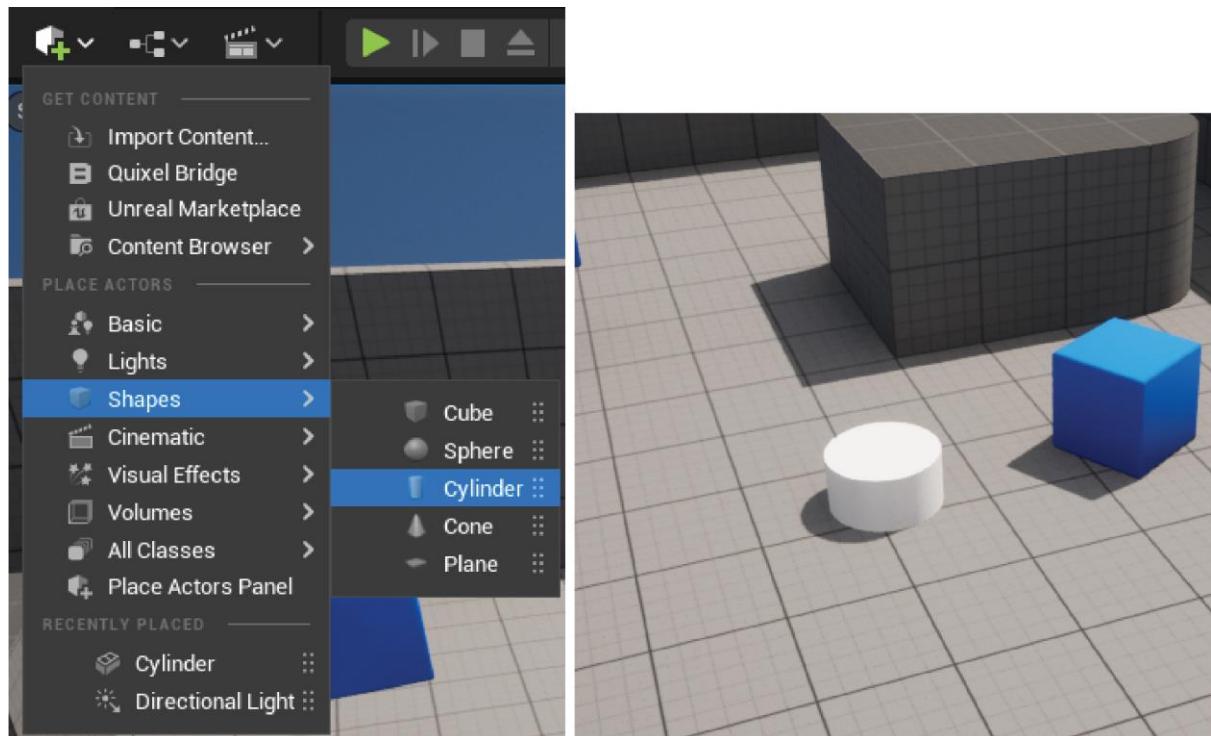
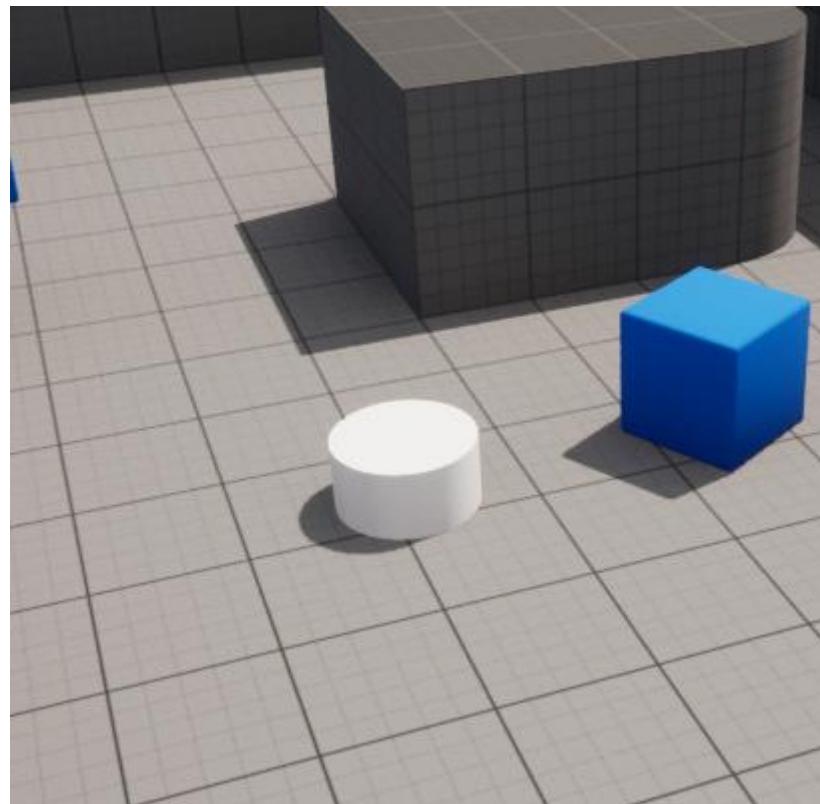


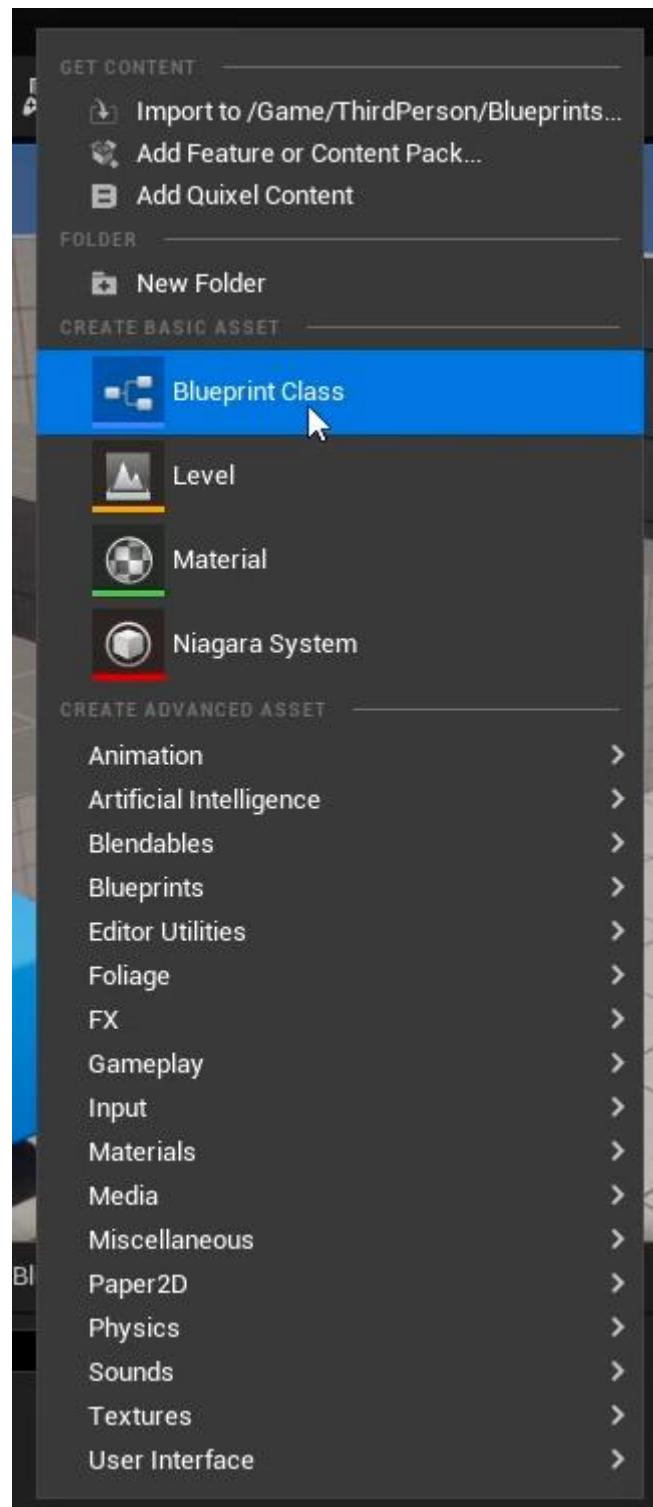


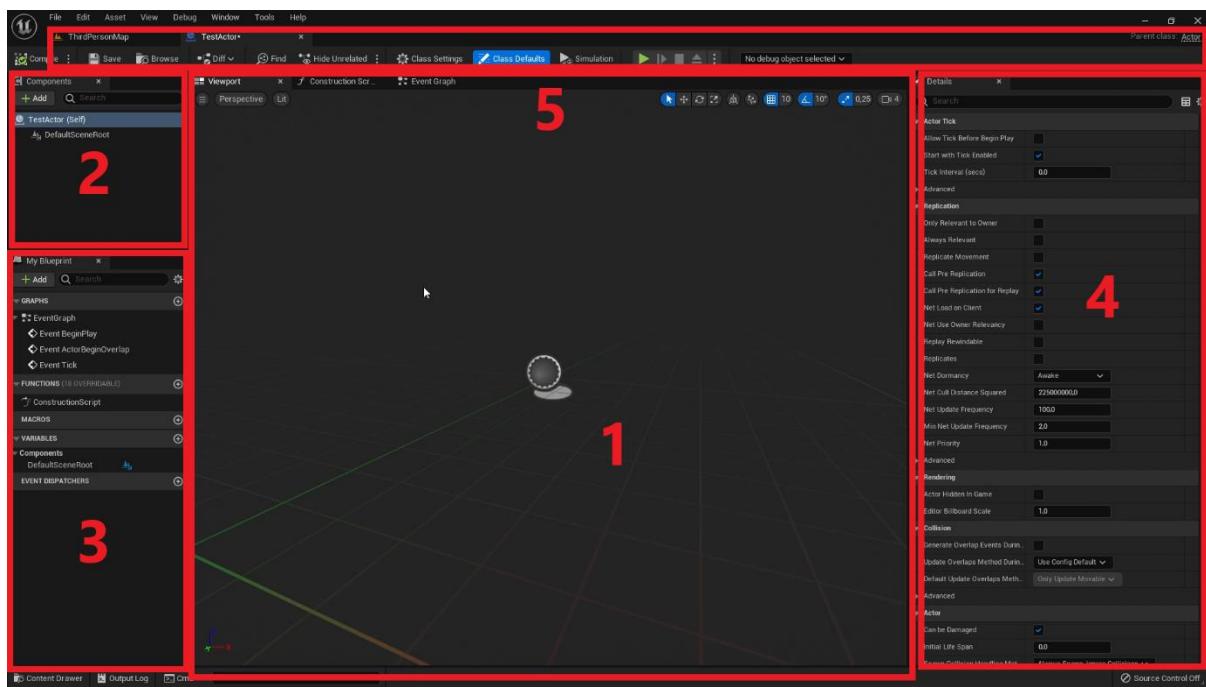
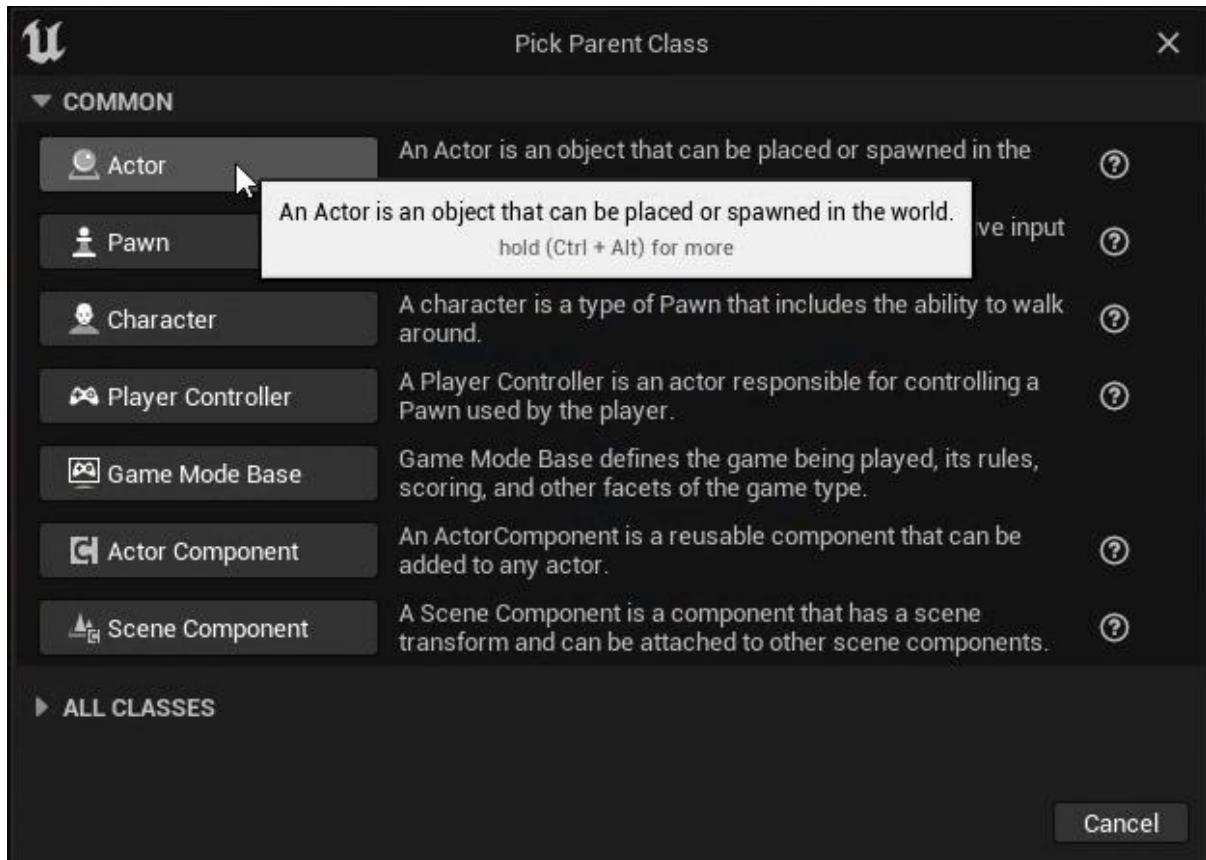




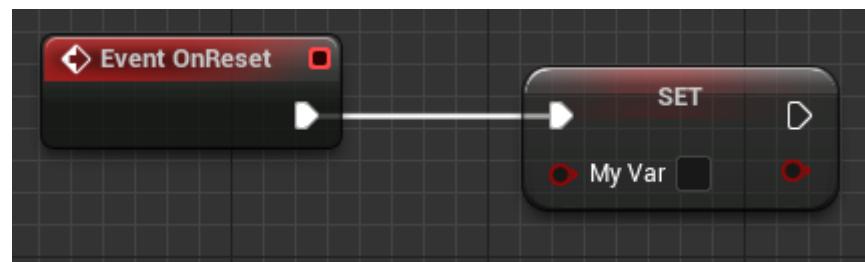


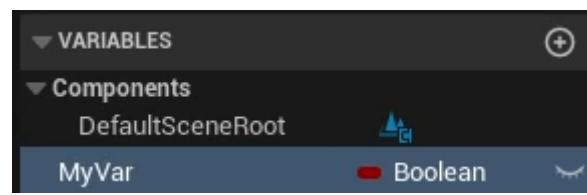
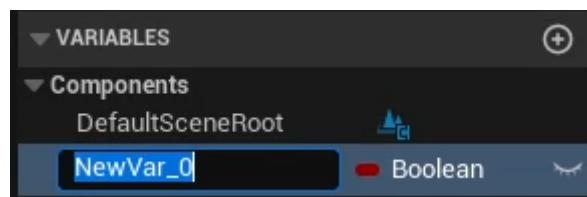
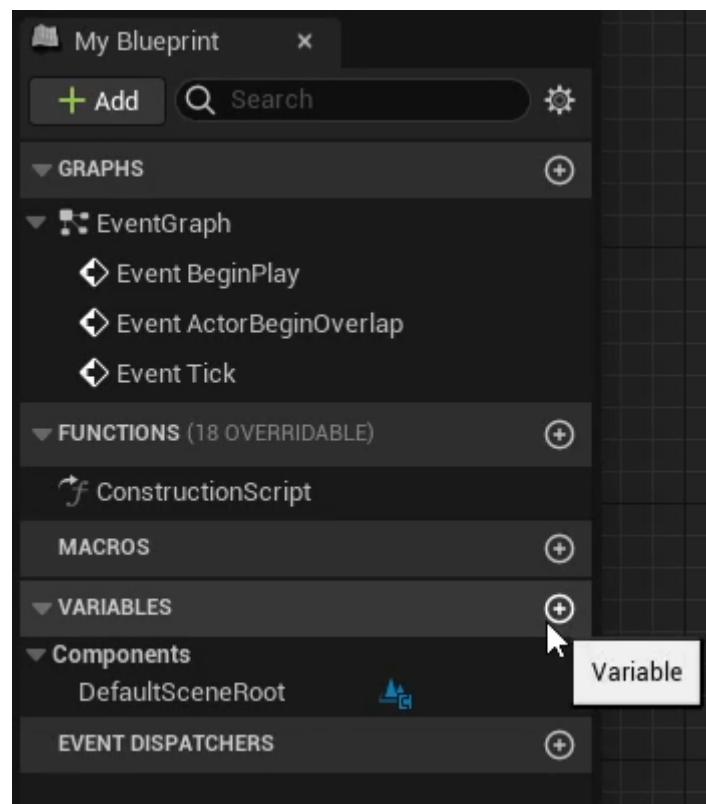
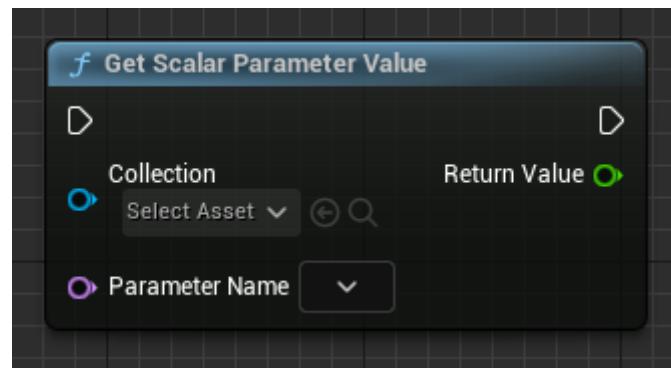


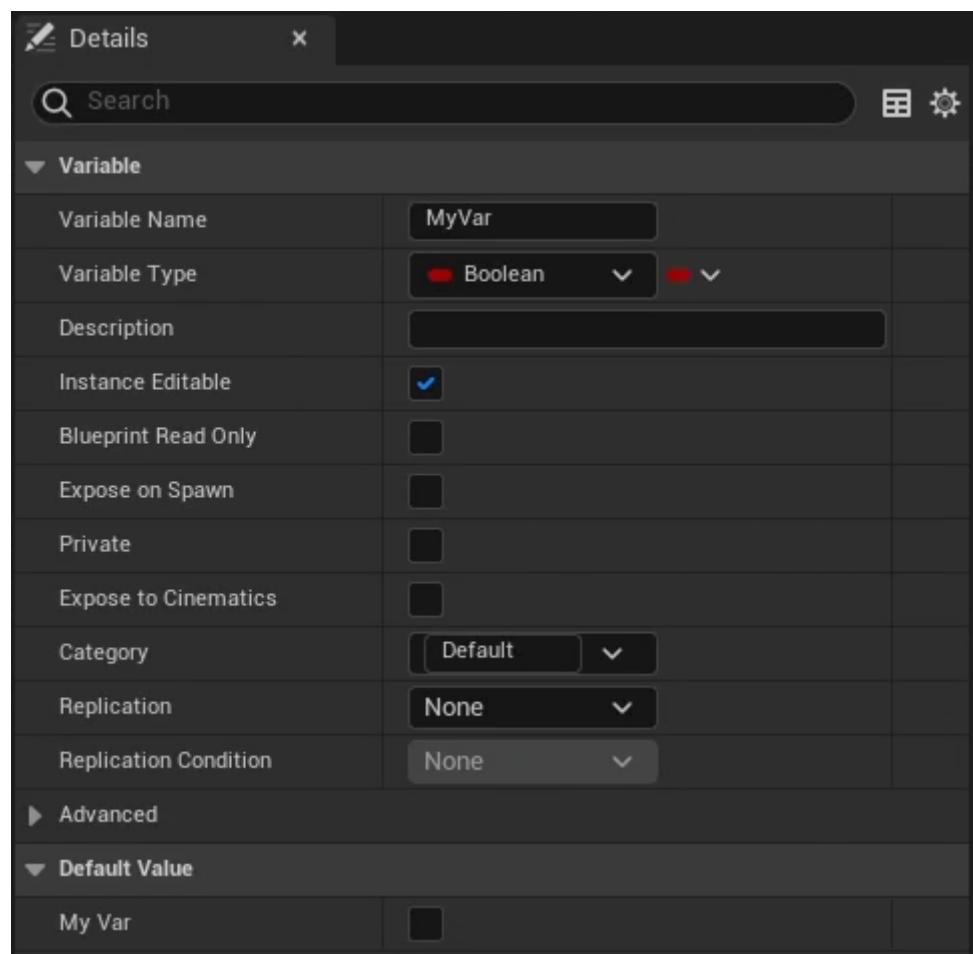
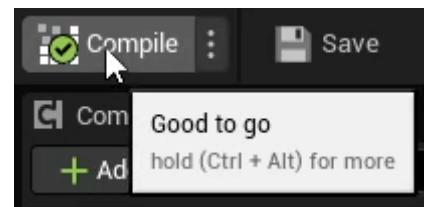
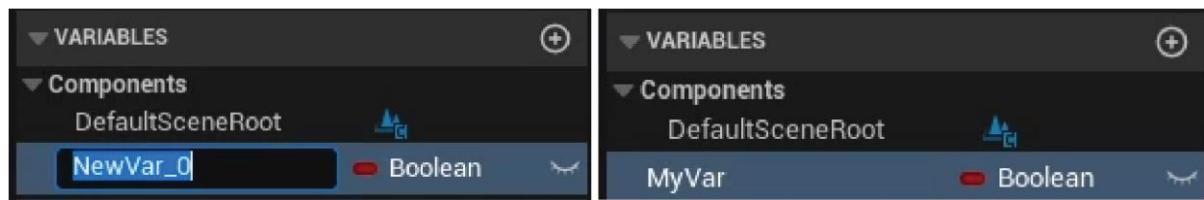


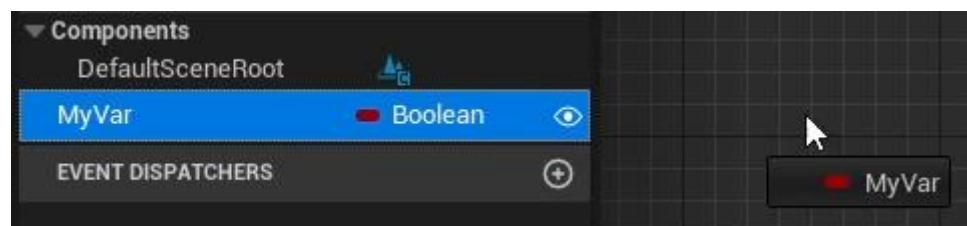
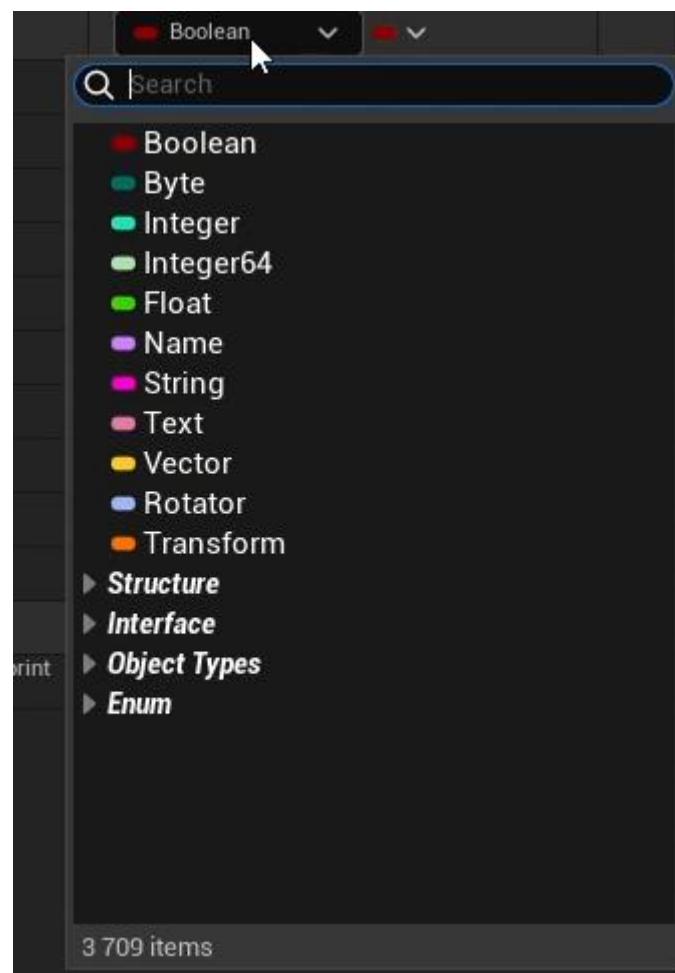


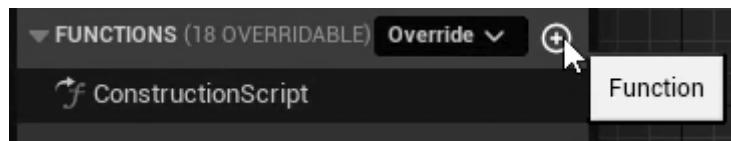
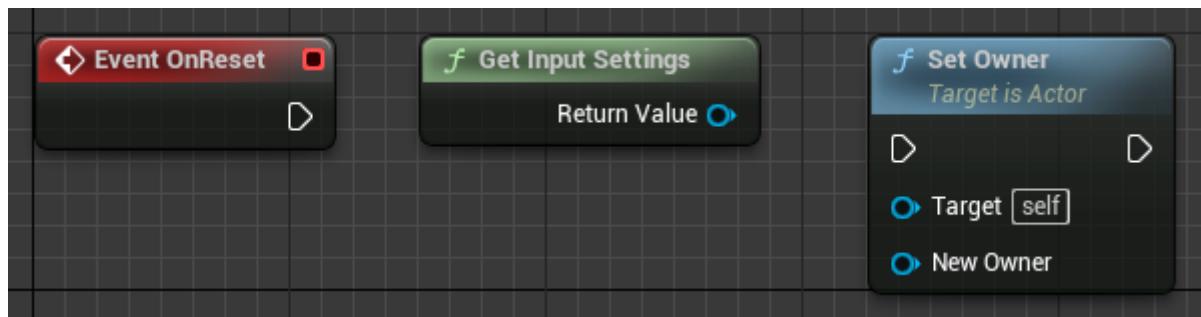
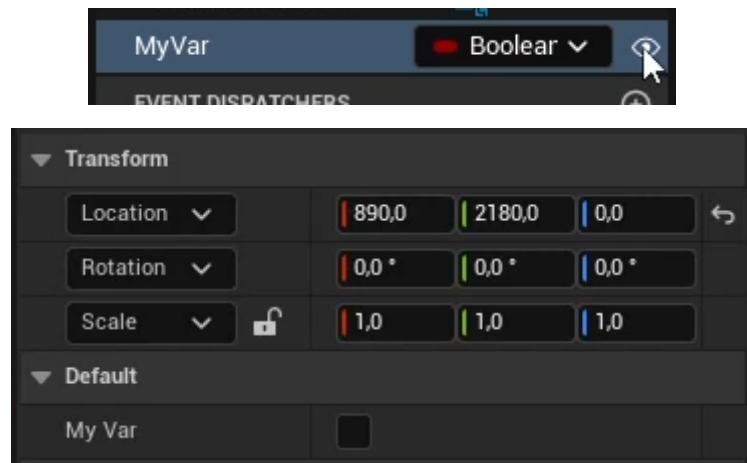
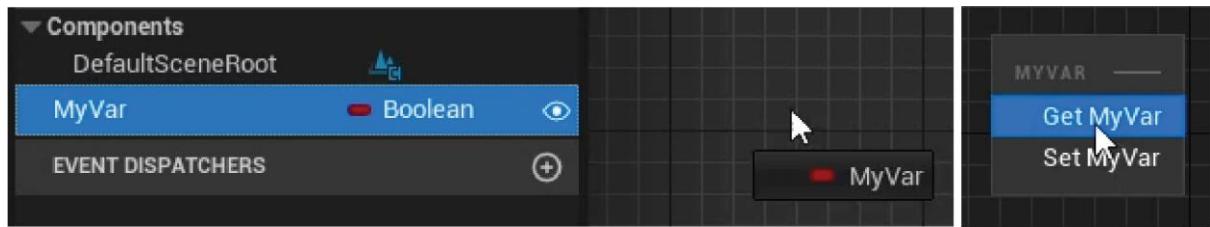
Right-Click to Create New Nodes.

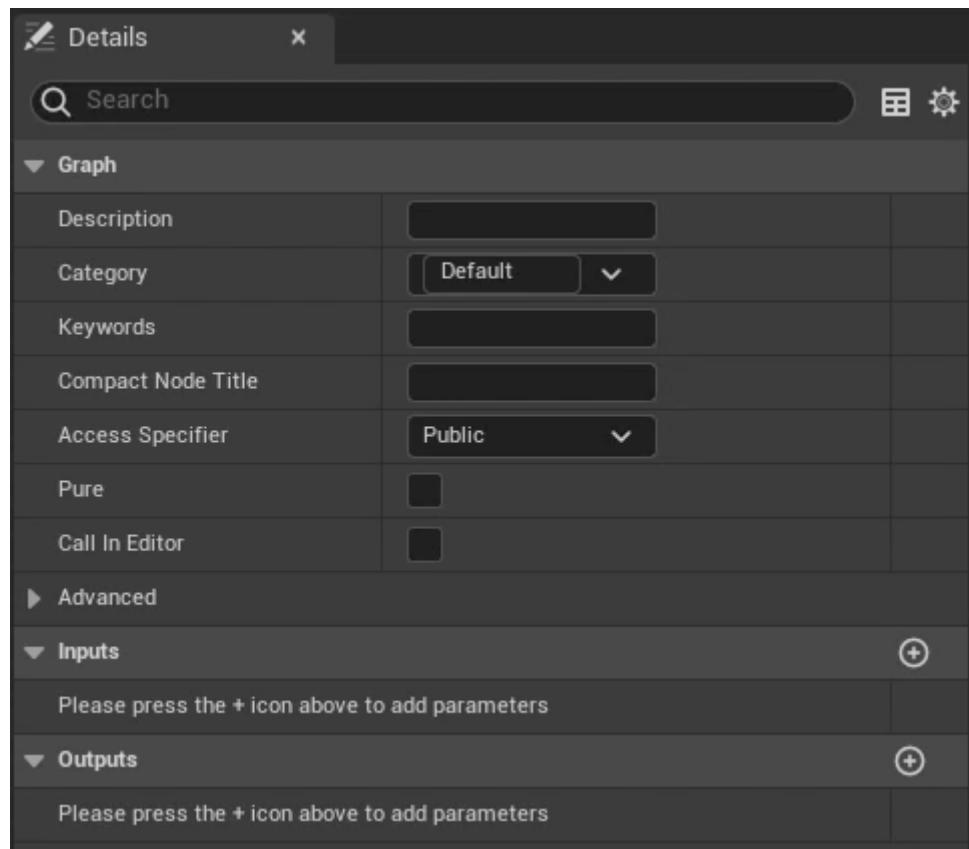


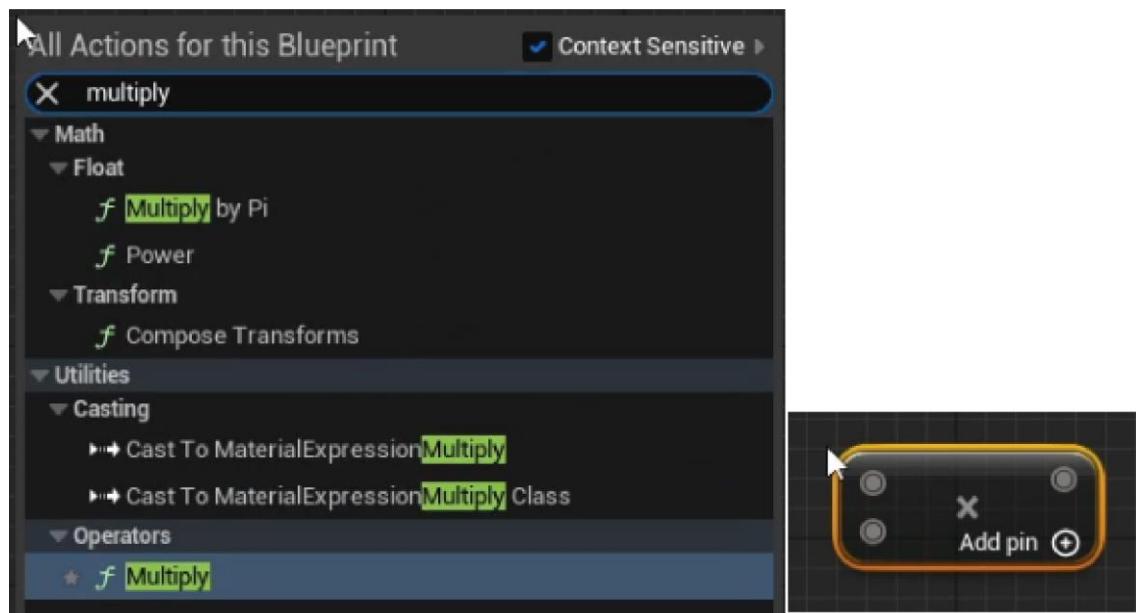
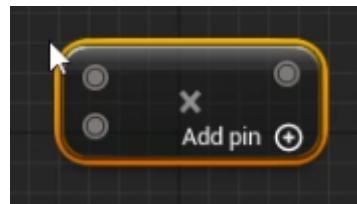
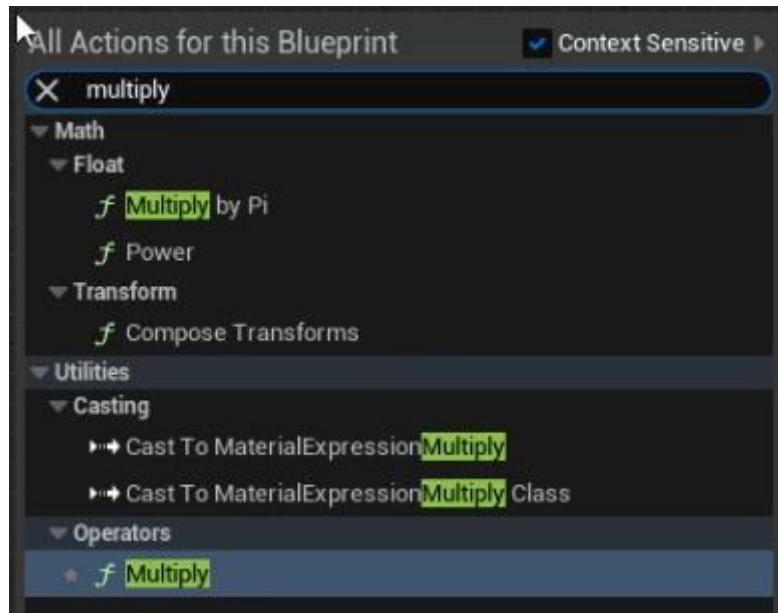


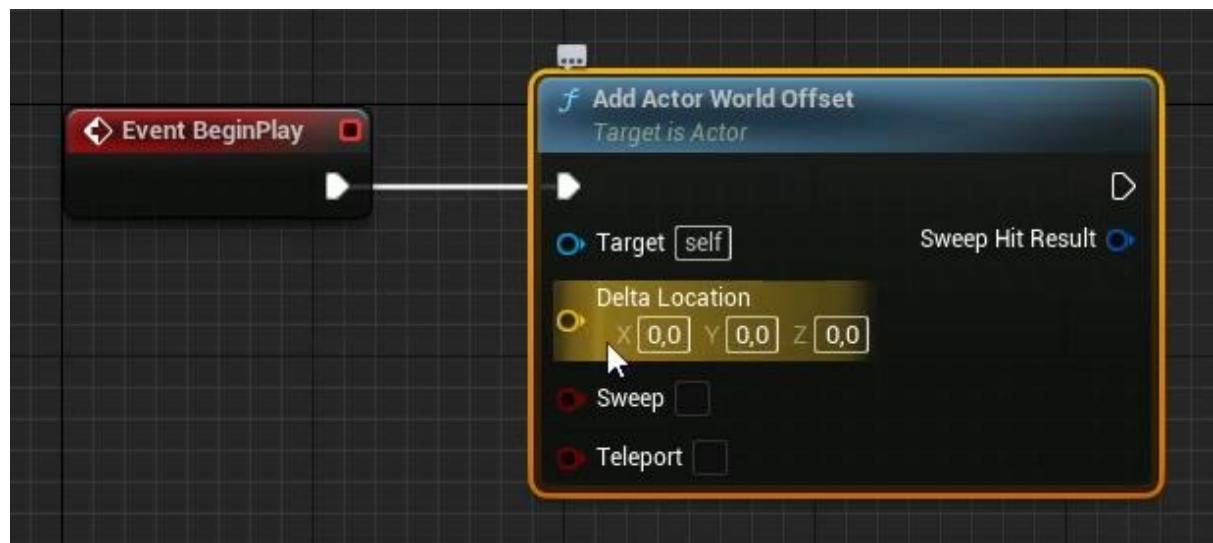
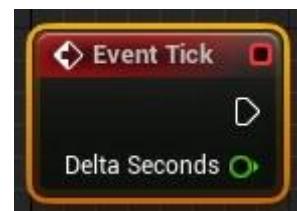
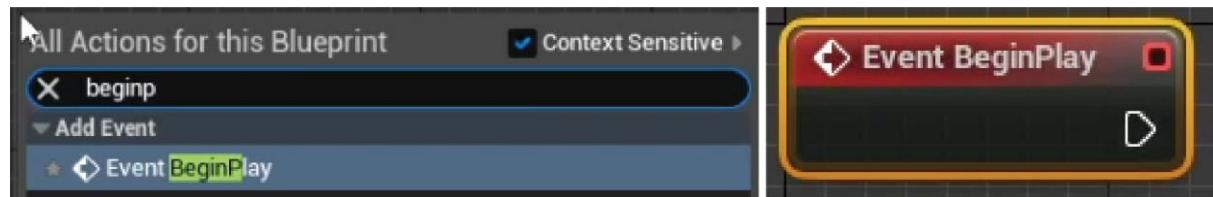
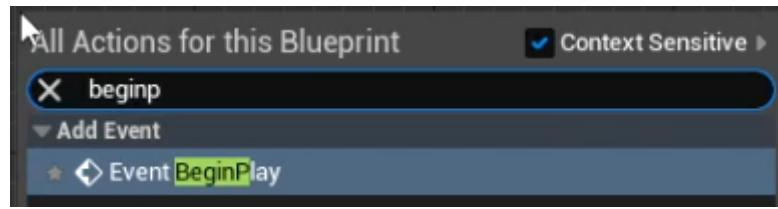


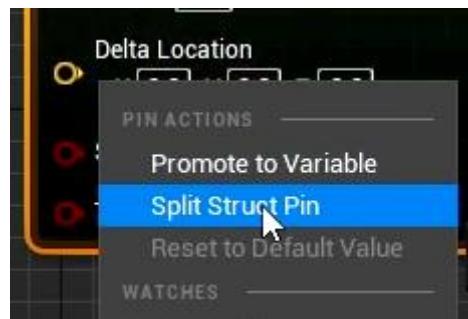




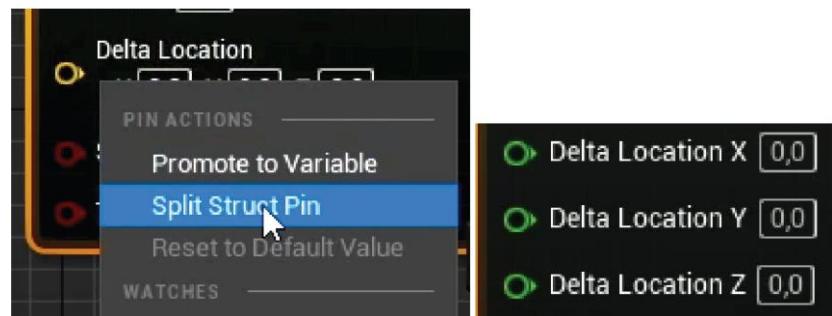




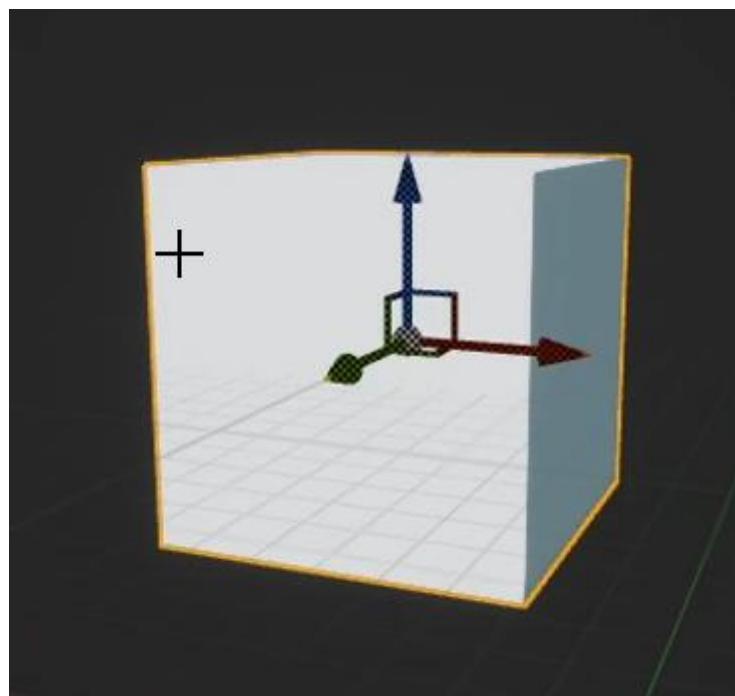


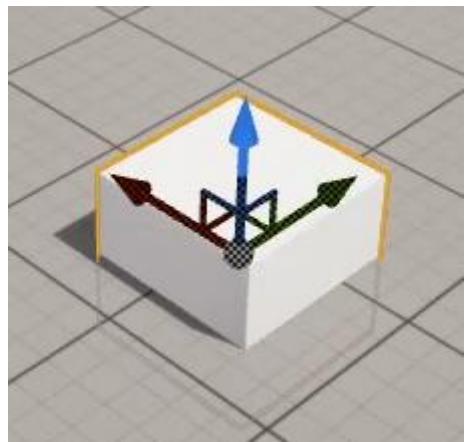


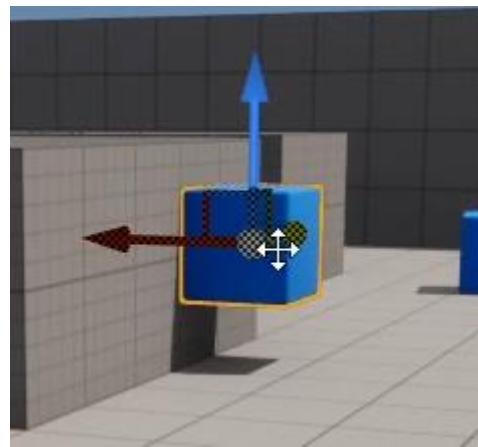
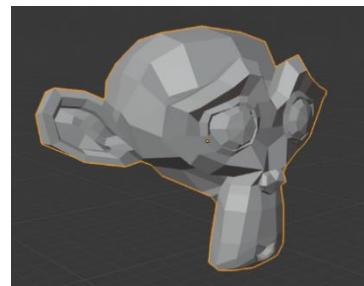
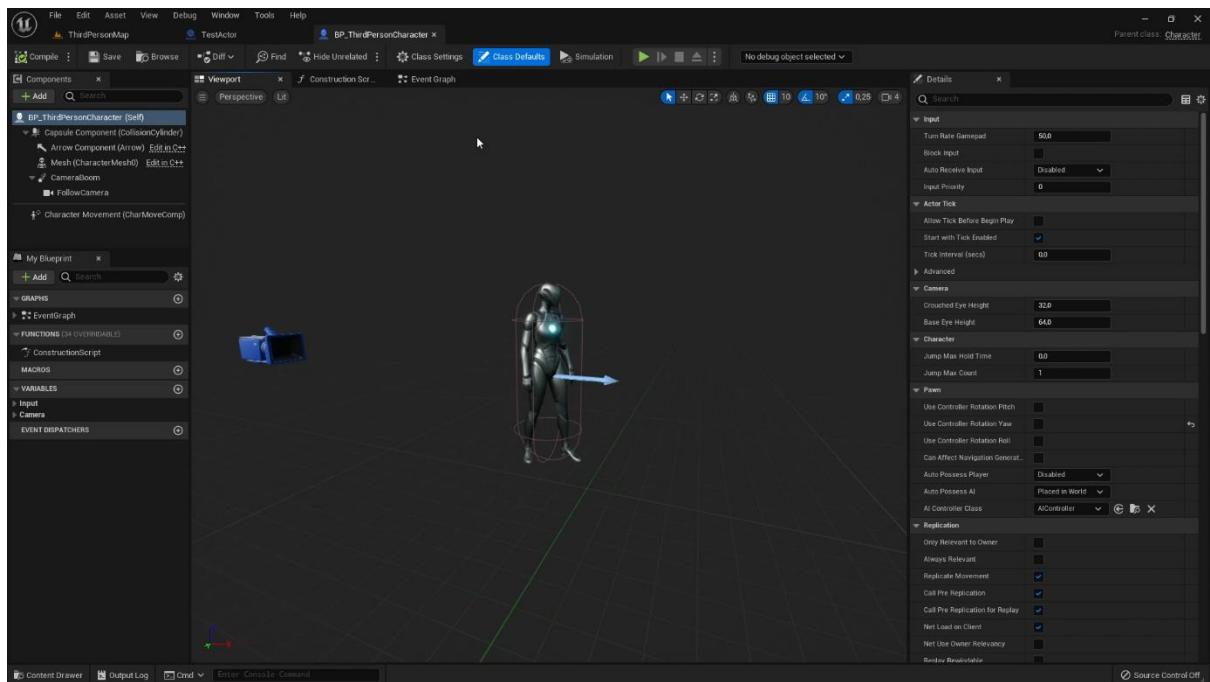
• Delta Location X [0,0]
• Delta Location Y [0,0]
• Delta Location Z [0,0]

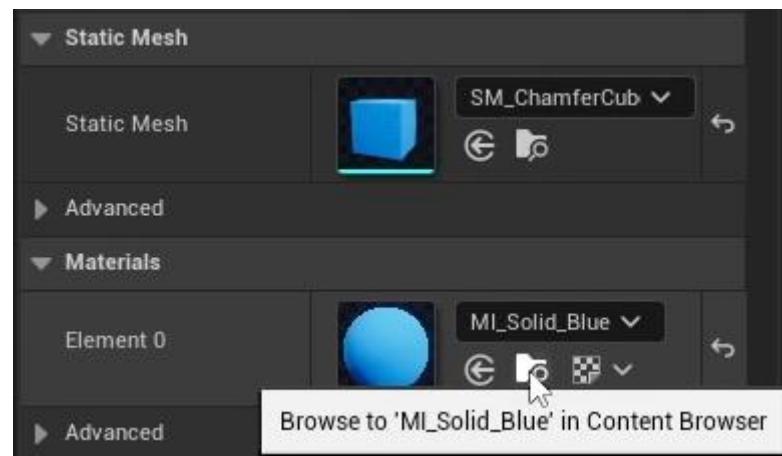
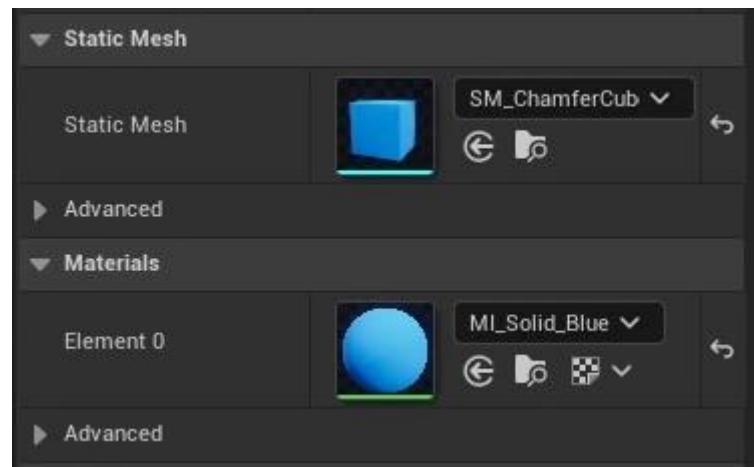


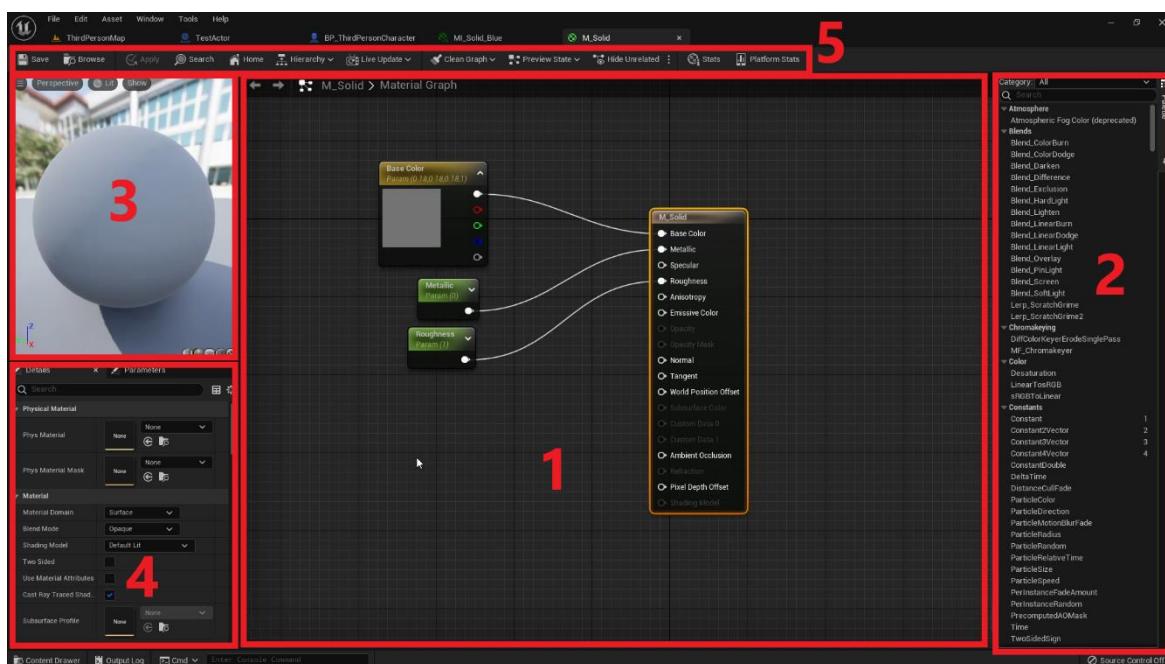
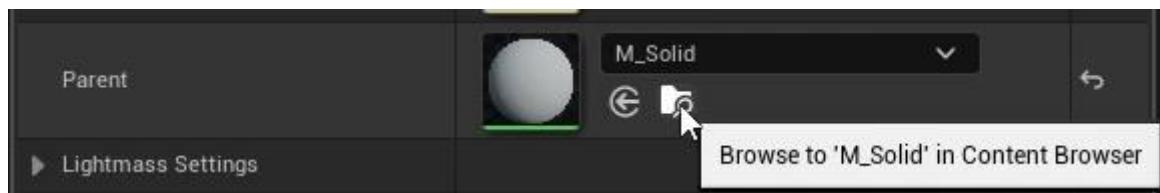
• Delta Location X [0,0]
• Delta Location Y [0,0]
• Delta Location Z [0,0]

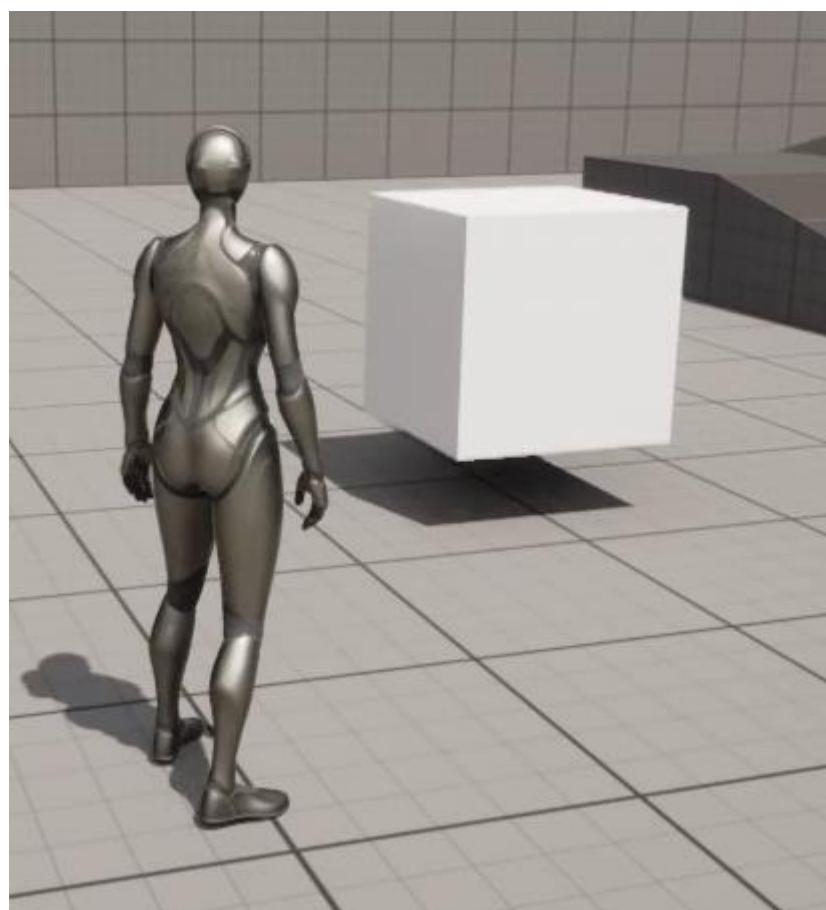


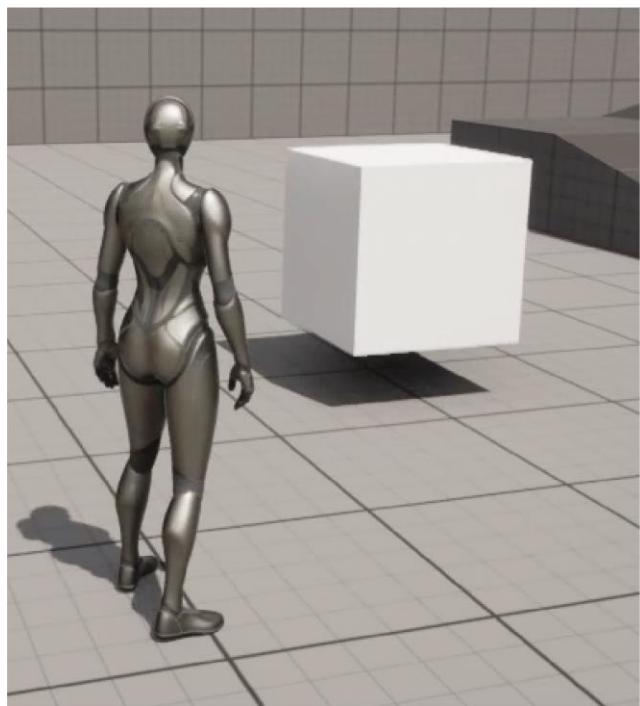




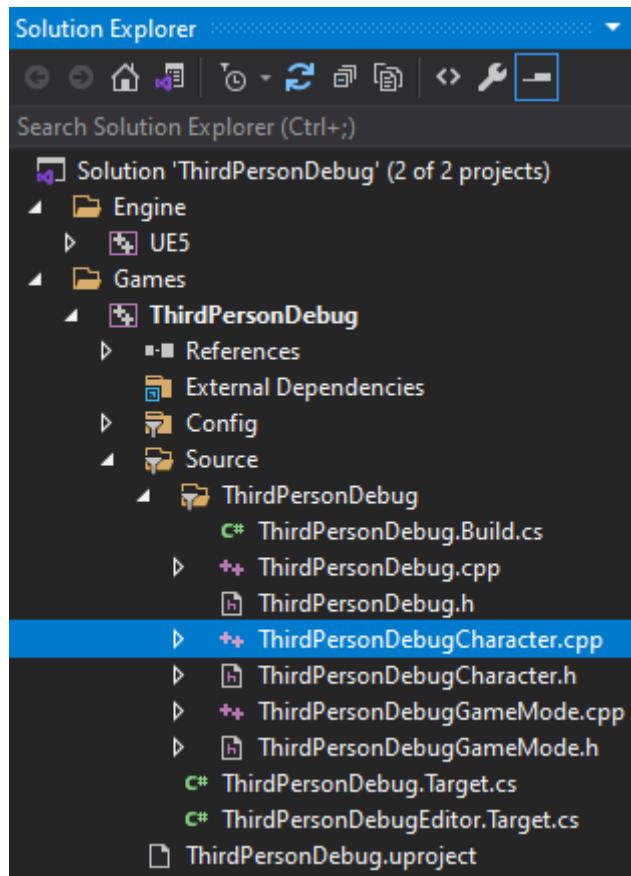
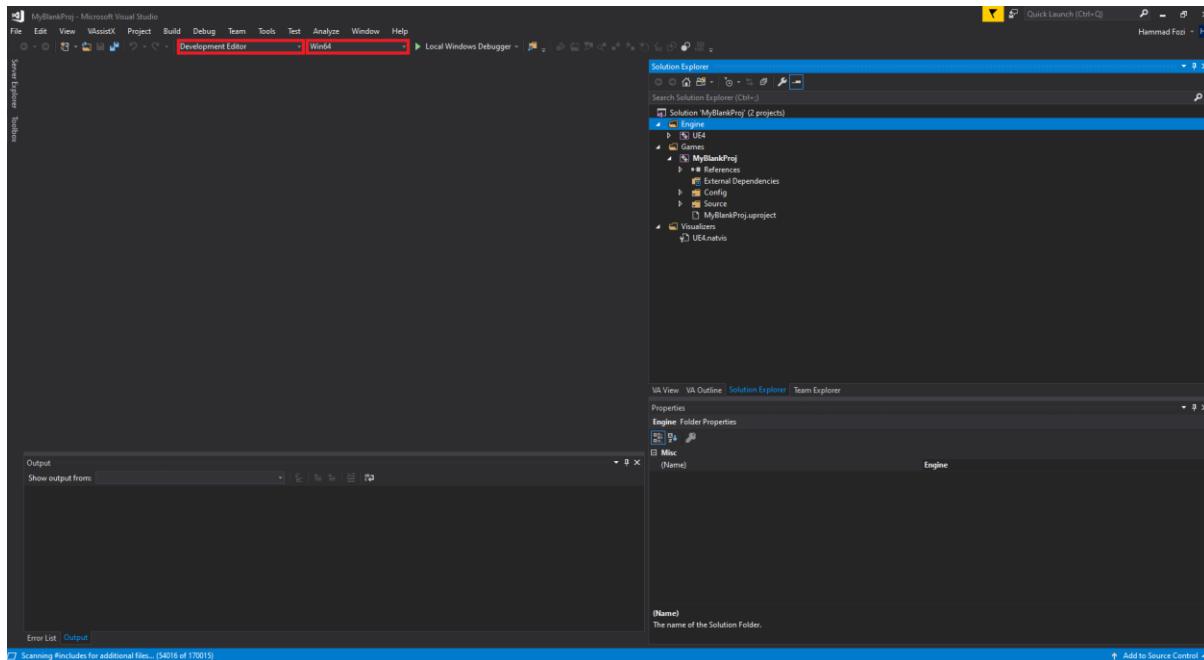








Chapter 02: Working with Unreal Engine

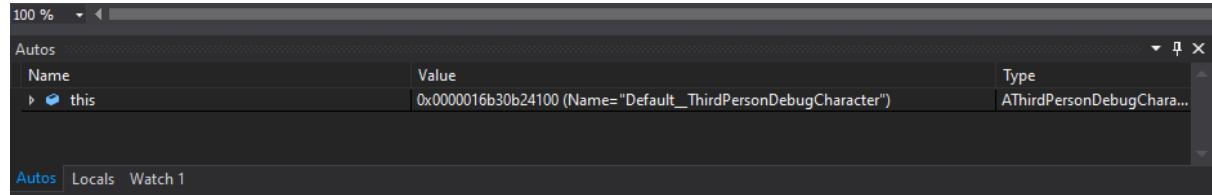


```

16
17
18 // Set size for collision capsule
19 GetCapsuleComponent()->InitCapsuleSize(42.f, 96.0f);

```

Development Editor ▾ Win64 ▾ Local Windows Debugger ▾



```

18 GetCapsuleComponent()->InitCapsuleSize(42.f, 96.0f);

19
20 // set our turn rates for input
21 BaseTurnRate = 45.f; ≤ 1ms elapsed
22 BaseLookUpRate = 45.f;

23
24 // Don't rotate when the controller rotates. Let that just aff
25 bUseControllerRotationPitch = false;
26 bUseControllerRotationYaw = false;
27 bUseControllerRotationRoll = false;

28
29 // Configure character movement

```

Autos		
Name	Value	Type
▶ BaseTurnRate	0.00000000	float
▶ this	0x0000016b30b24100 (Name="Default_ThirdPersonDebugCharacter")	AThirdPersonDebugChar...
▶ ACharacter	(Name="Default_ThirdPersonDebugCharacter")	ACharacter
▶ APawn	(Name="Default_ThirdPersonDebugCharacter")	APawn
▶ Mesh	0x0000016b30ae3040 (Name="CharacterMesh0")	USkeletalMeshComponen...
▶ CharacterMovement	0x0000016b30b34b80 (Name="CharMoveComp")	UCharacterMovementCo...
▶ CapsuleComponent	0x0000016b30acf200 (Name="CollisionCylinder")	UCapsuleComponent *
▶ UShapeComponent	(Name="CollisionCylinder")	UShapeComponent
▶ CapsuleHalfHeight	96.000000	float
▶ CapsuleRadius	42.000000	float
▶ CapsuleHeight_DEPRECATED	0.00000000	float

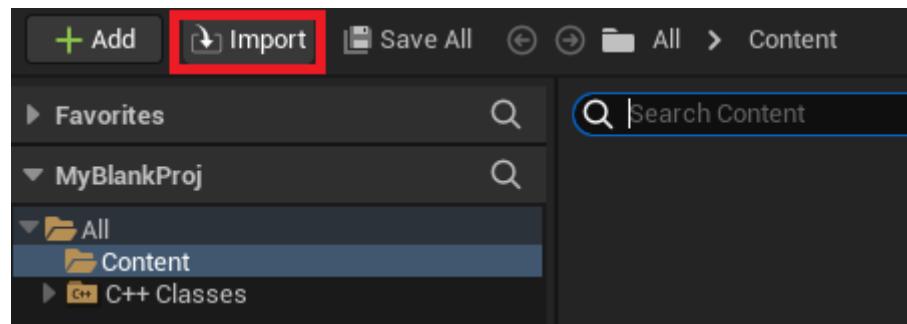
```

18     GetCapsuleComponent()->InitCapsuleSize(42.f, 96.0f);
19
20     // set our turn rates for input
21     BaseTurnRate = 45.f;
22     BaseLookUpRate = 45.f;  ≤ 1ms elapsed
23
24     // Don't rotate when the controller rotates. Let that just affect
25     bUseControllerRotationPitch = false;
26     bUseControllerRotationYaw = false;
27     bUseControllerRotationRoll = false;
28
29     // Configure character movement

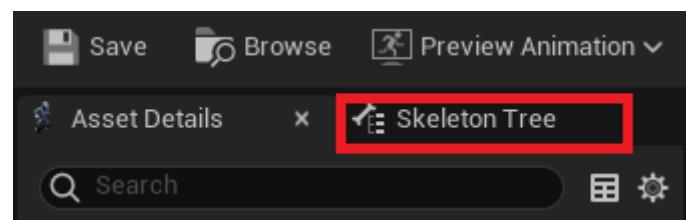
```

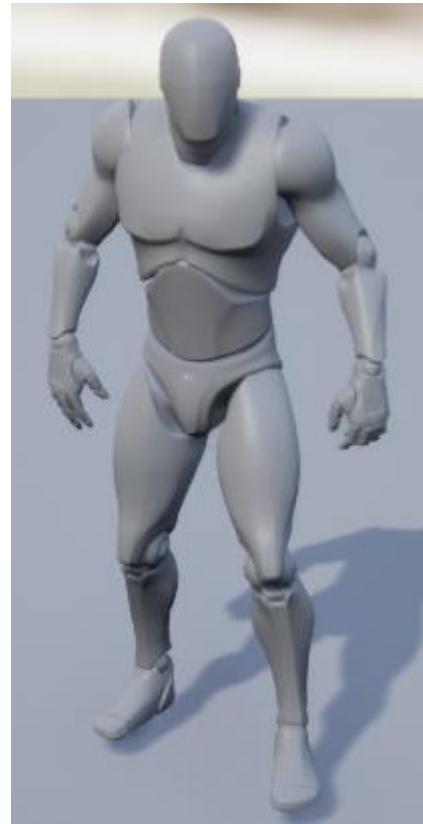
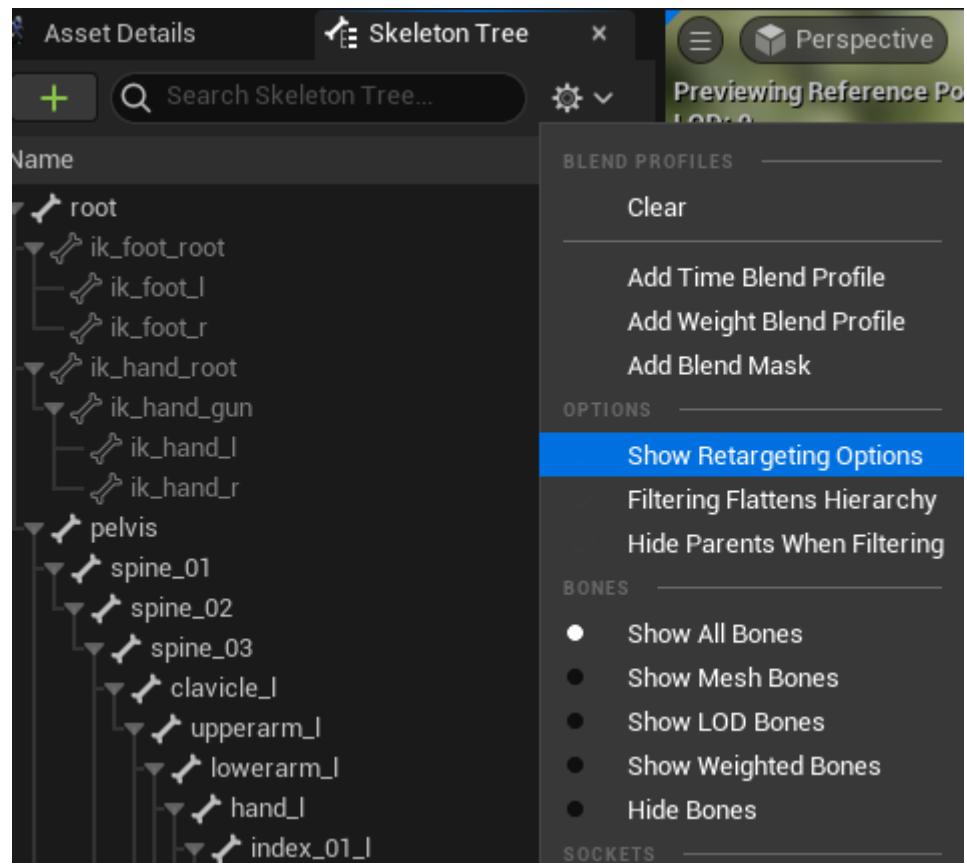
Autos

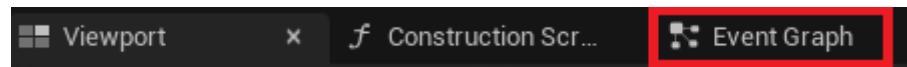
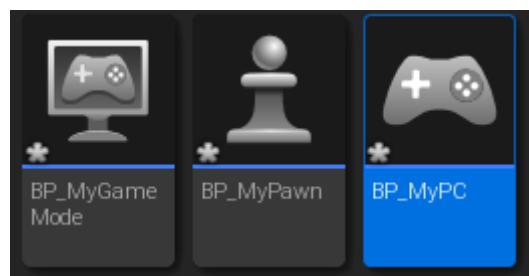
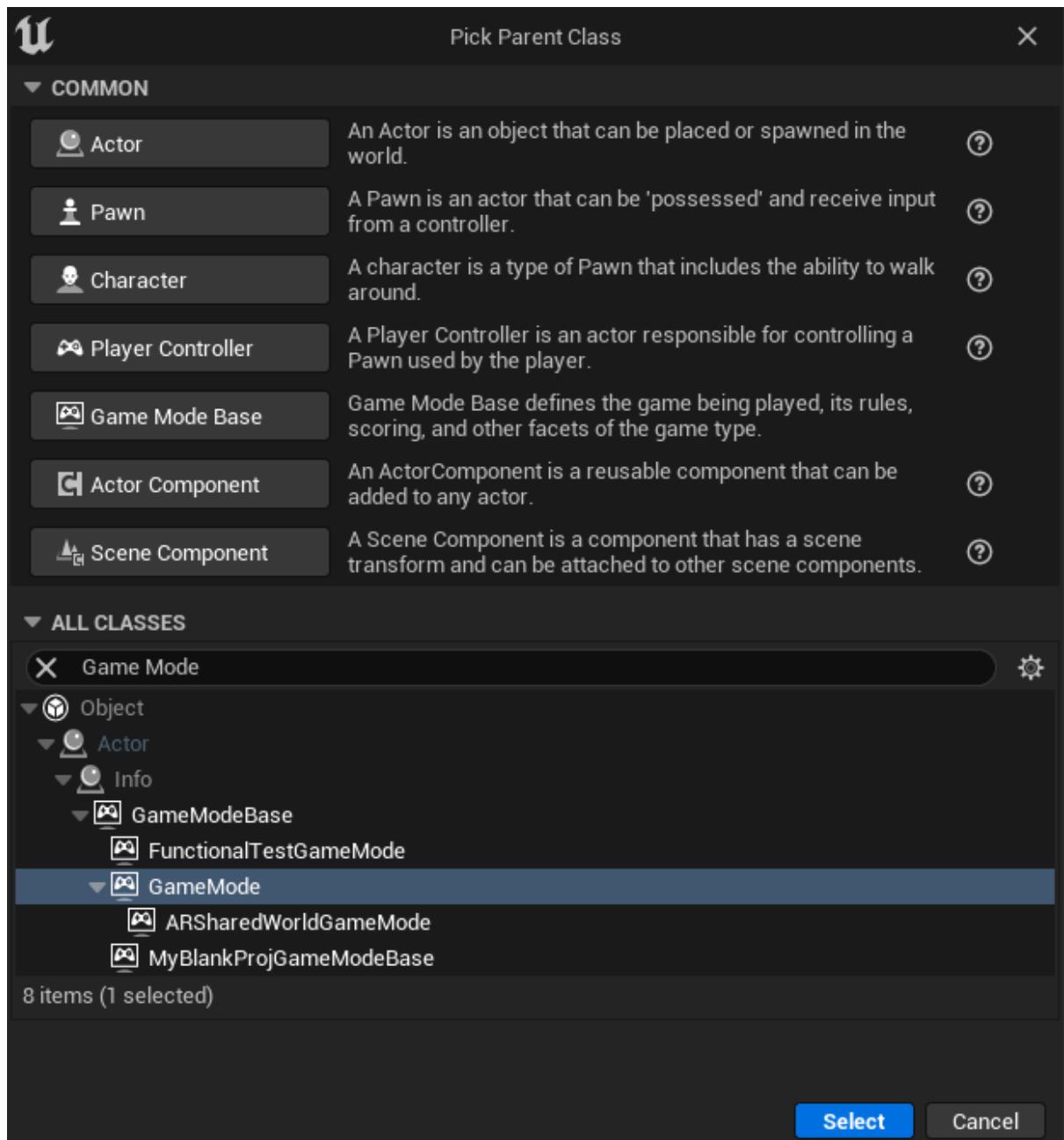
Name	Value	Type
BaseLookUpRate	0.00000000	float
BaseTurnRate	45.000000	float
this	0x0000016b30b24100 (Name="Default_ThirdPersonDebugCharacter")	AThirdPersonDebugChara...
ACharacter	(Name="Default_ThirdPersonDebugCharacter")	ACharacter
APawn	(Name="Default_ThirdPersonDebugCharacter")	APawn
Mesh	0x0000016b30ae3040 (Name="CharacterMesh0")	USkeletalMeshComponen...
CharacterMovement	0x0000016b30b34b80 (Name="CharMoveComp")	UCharacterMovementCo...
CapsuleComponent	0x0000016b30acf200 (Name="CollisionCylinder")	UCapsuleComponent *
UShapeComponent	(Name="CollisionCylinder")	UShapeComponent
CapsuleHalfHeight	96.000000	float
CapsuleRadius	42.000000	float
CapsuleHeight_DEPRECATED	0.00000000	float

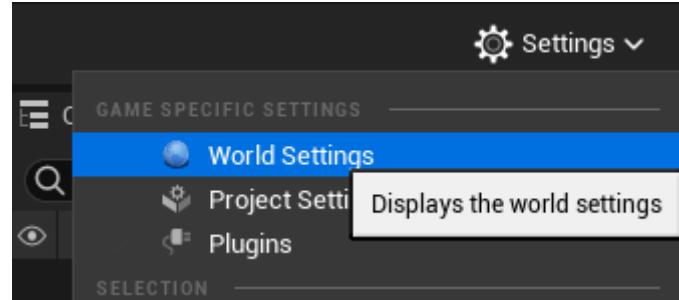
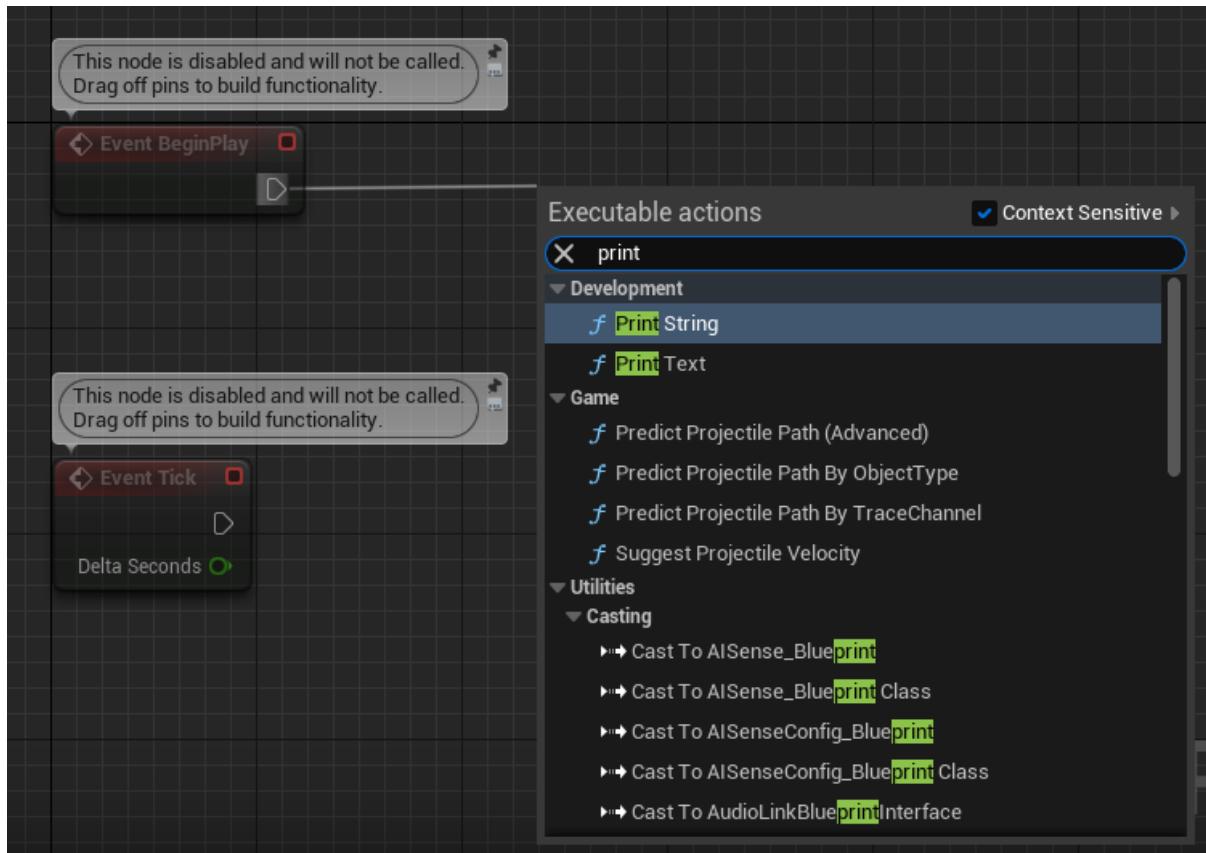


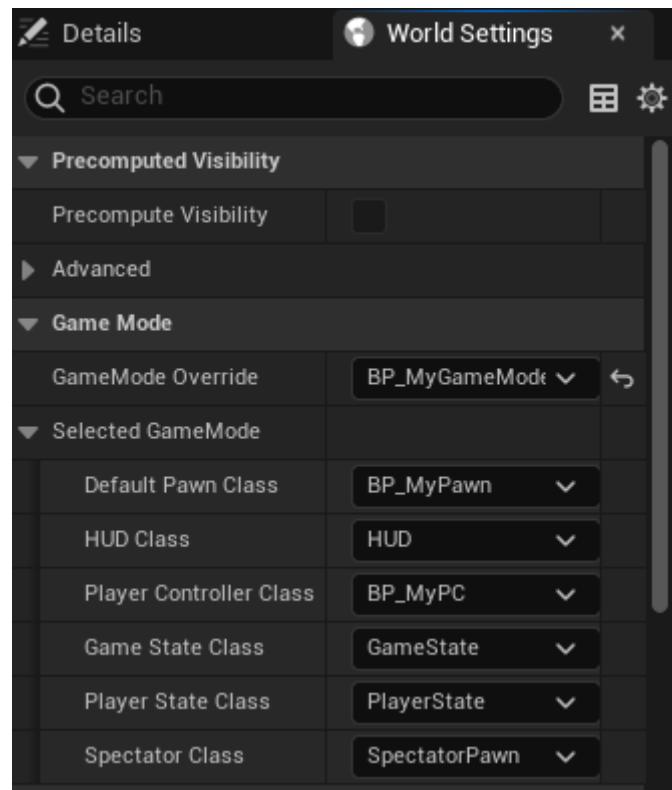




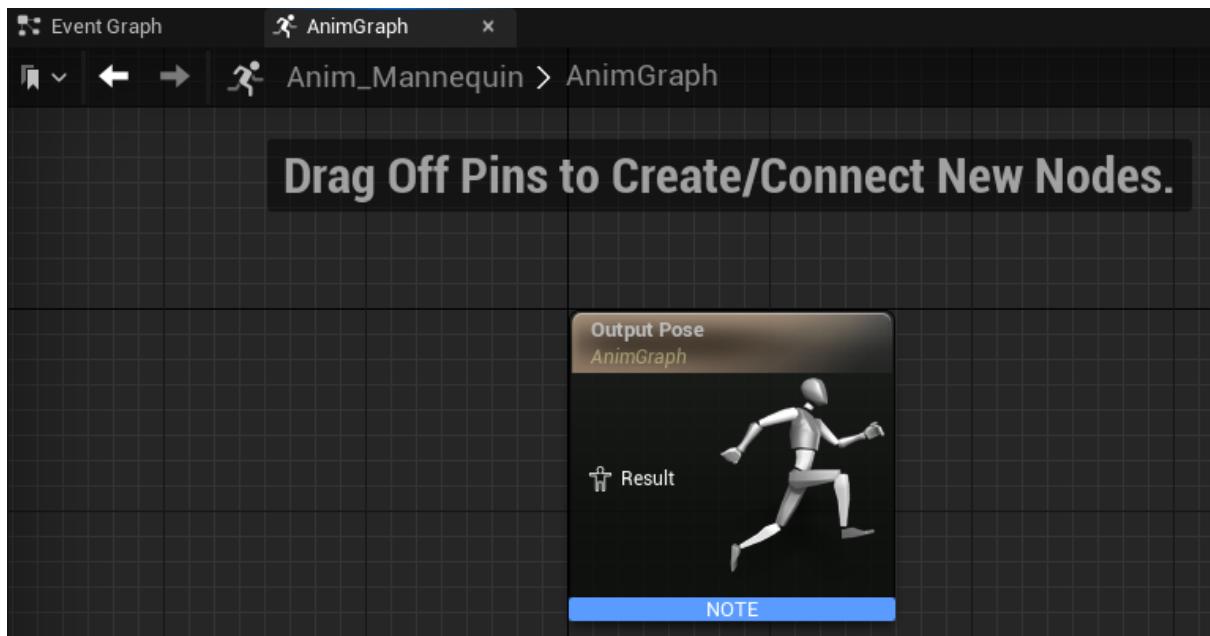
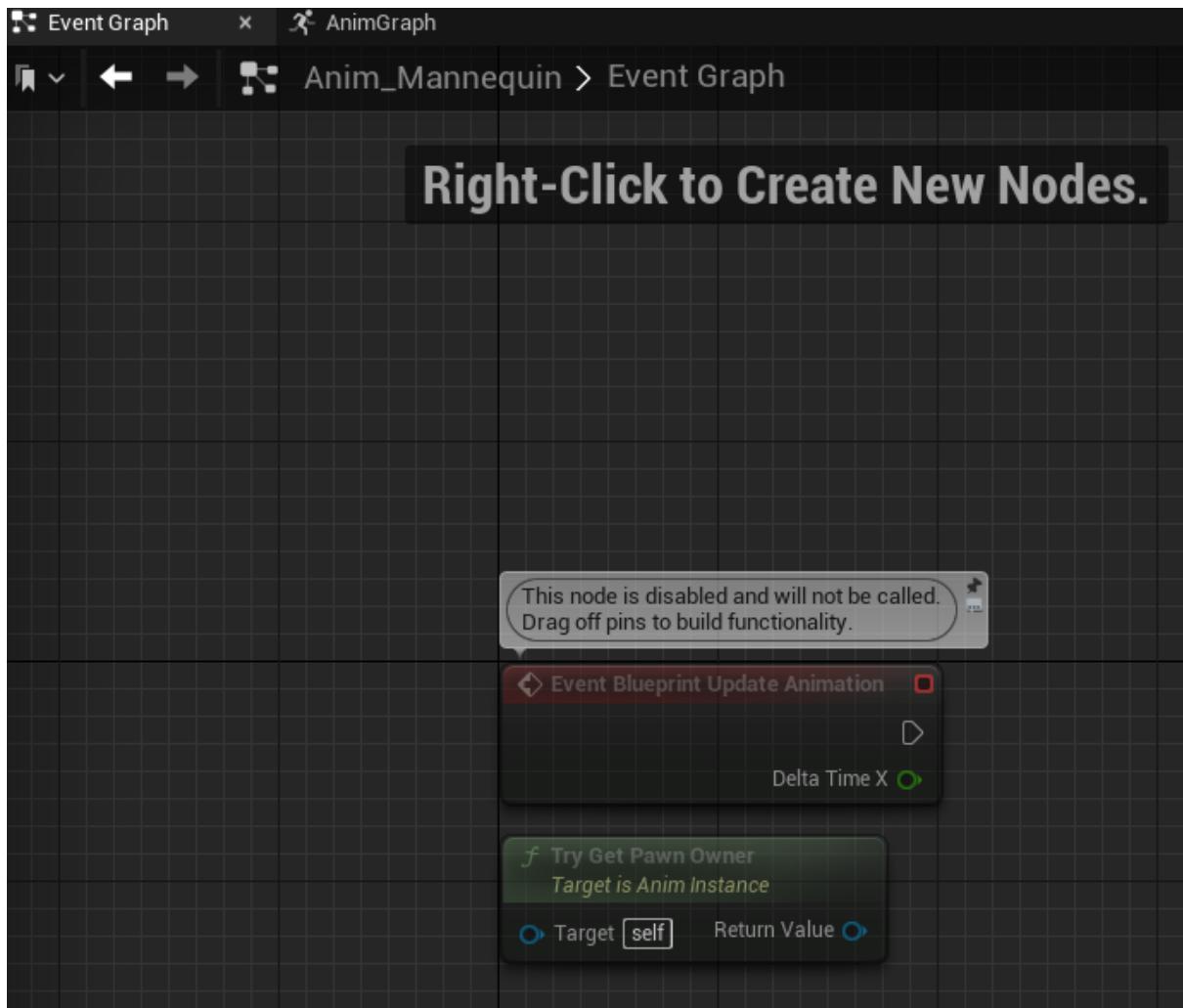


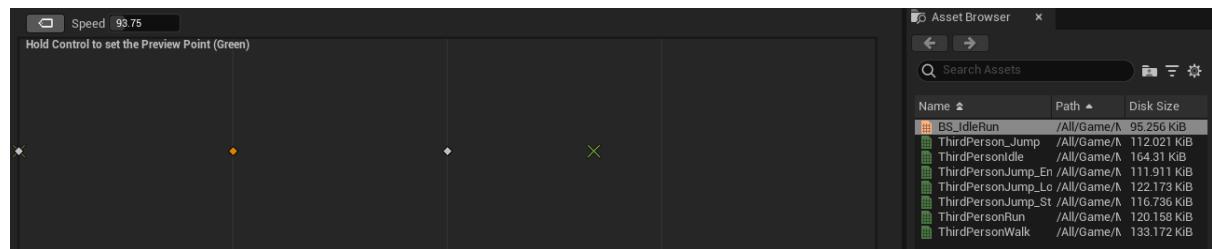
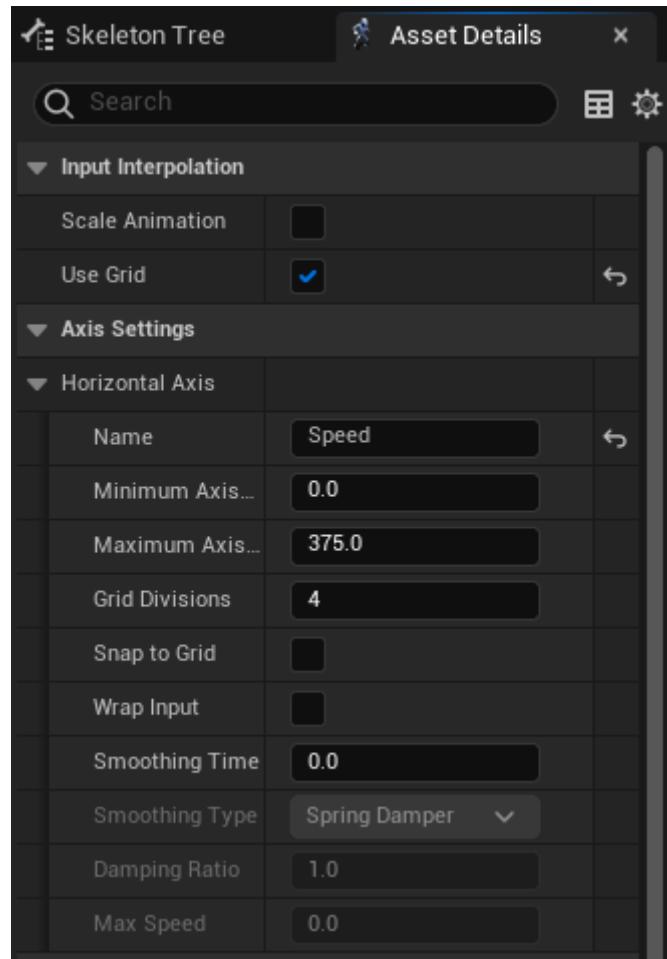
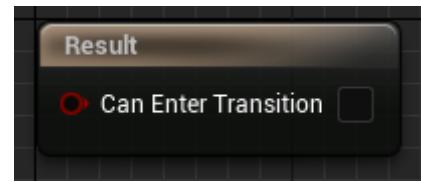


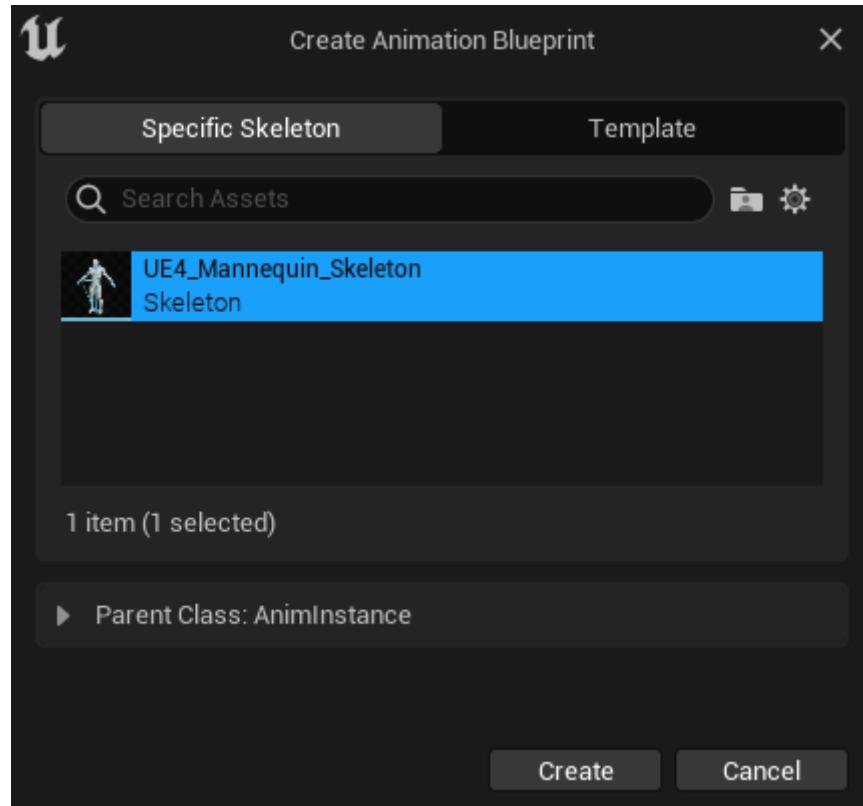
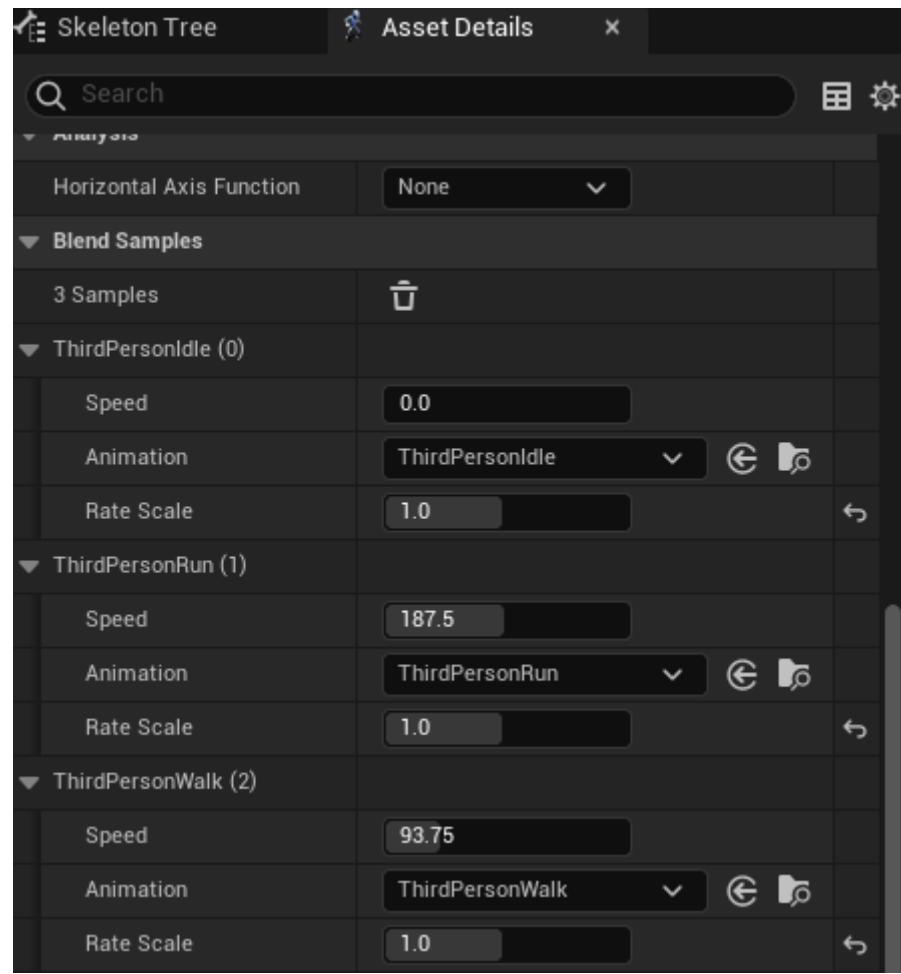


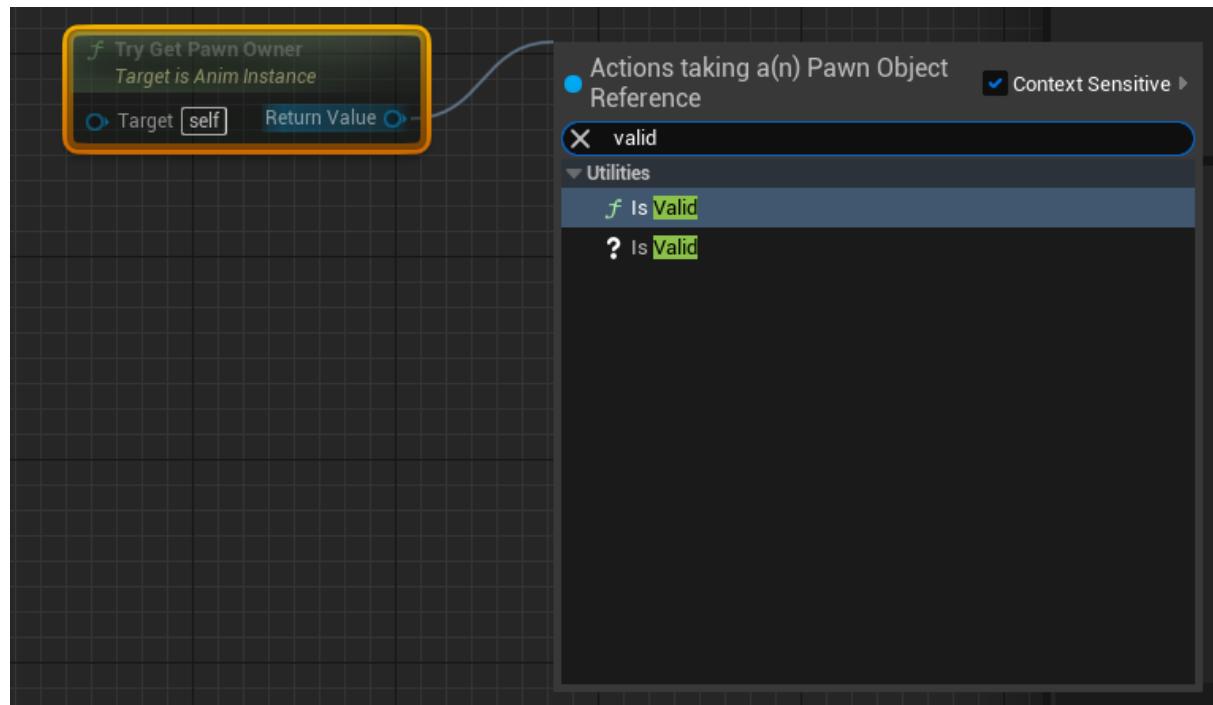
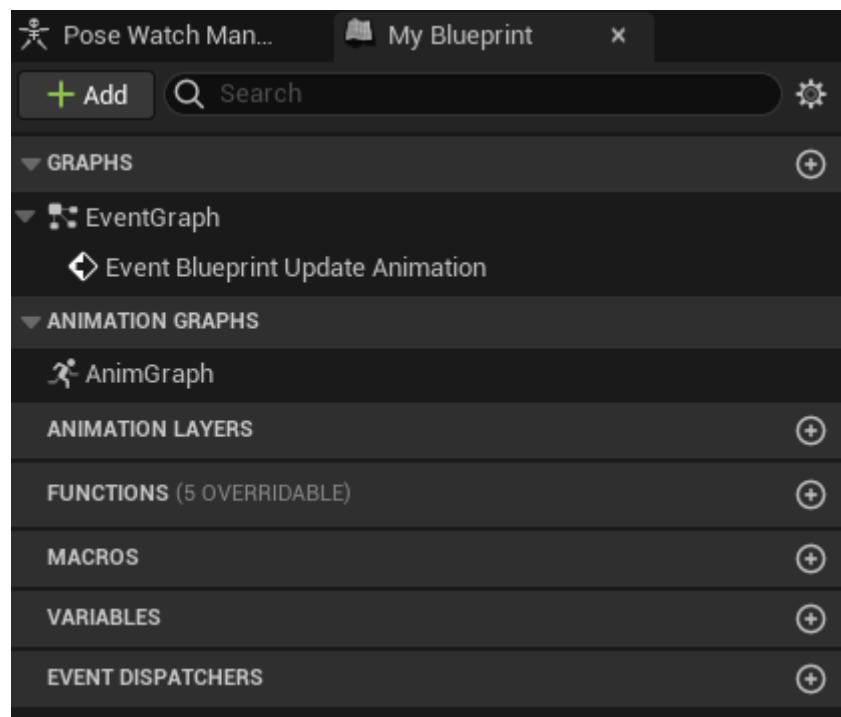


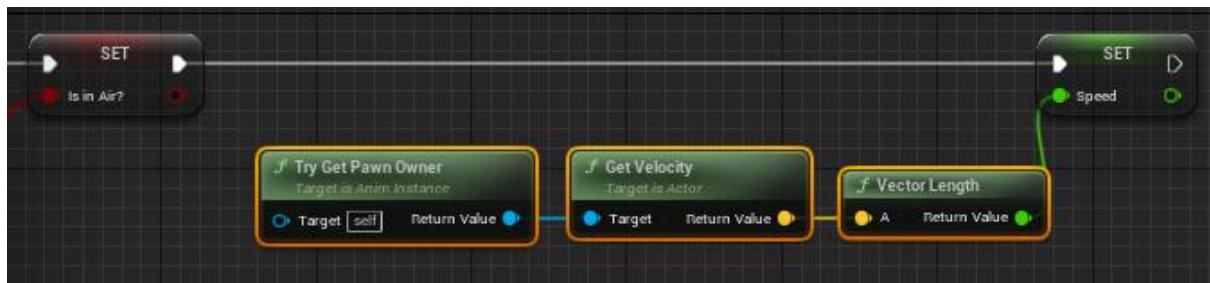
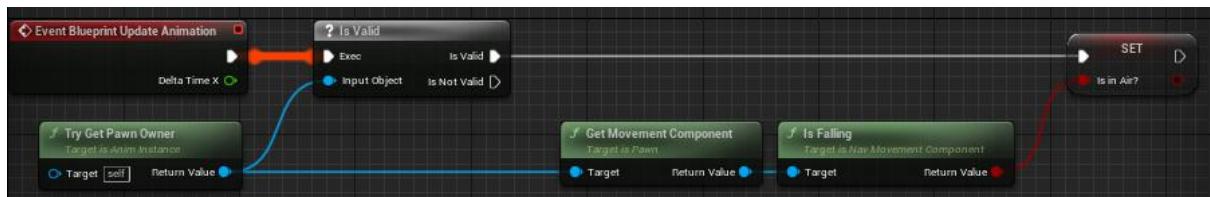
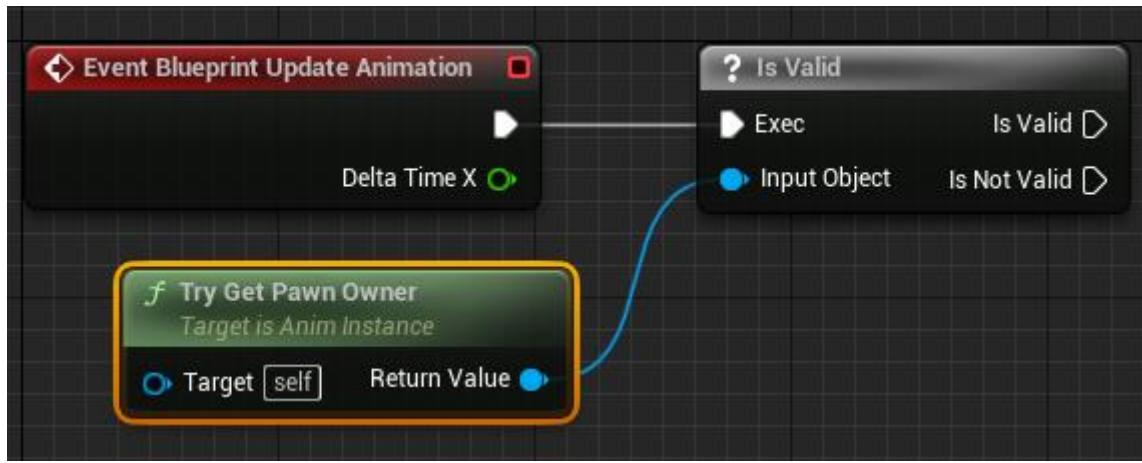
My Pawn has started!
My PC has started!
My Game Mode has started!

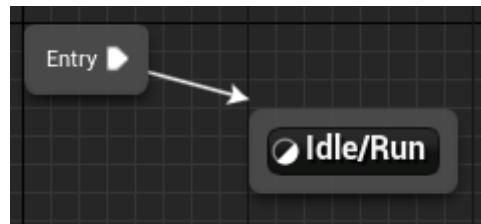
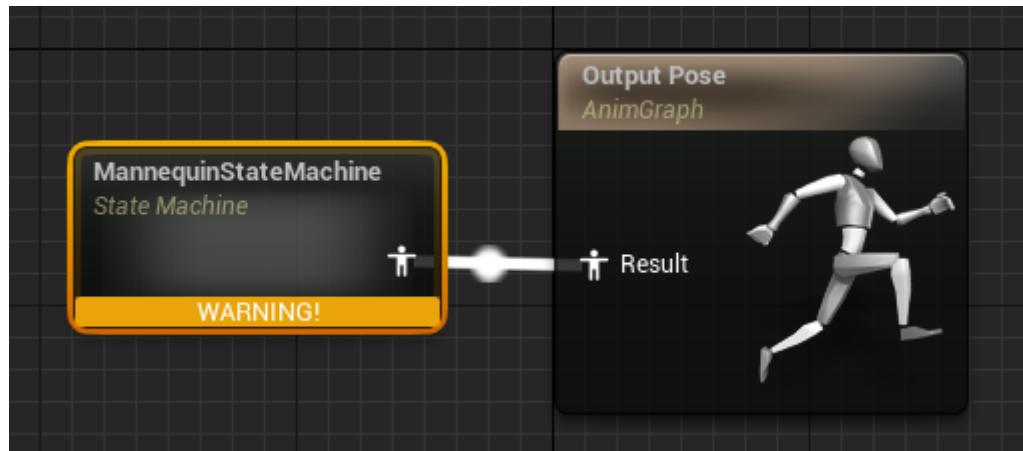
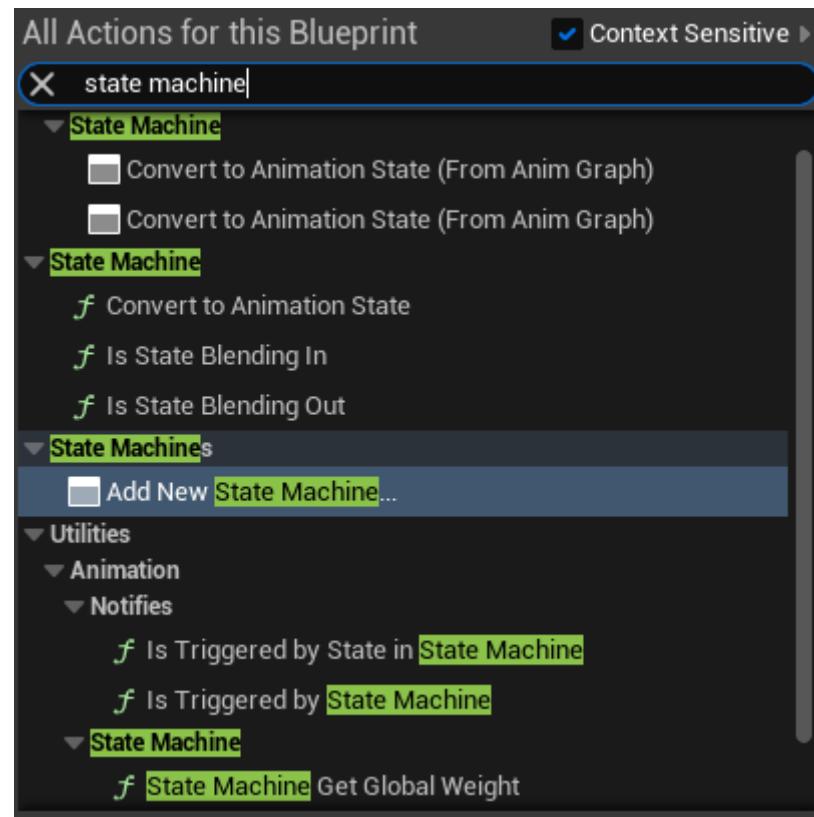


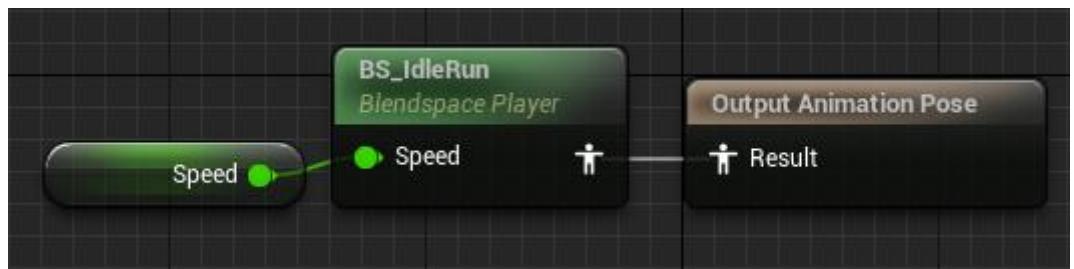




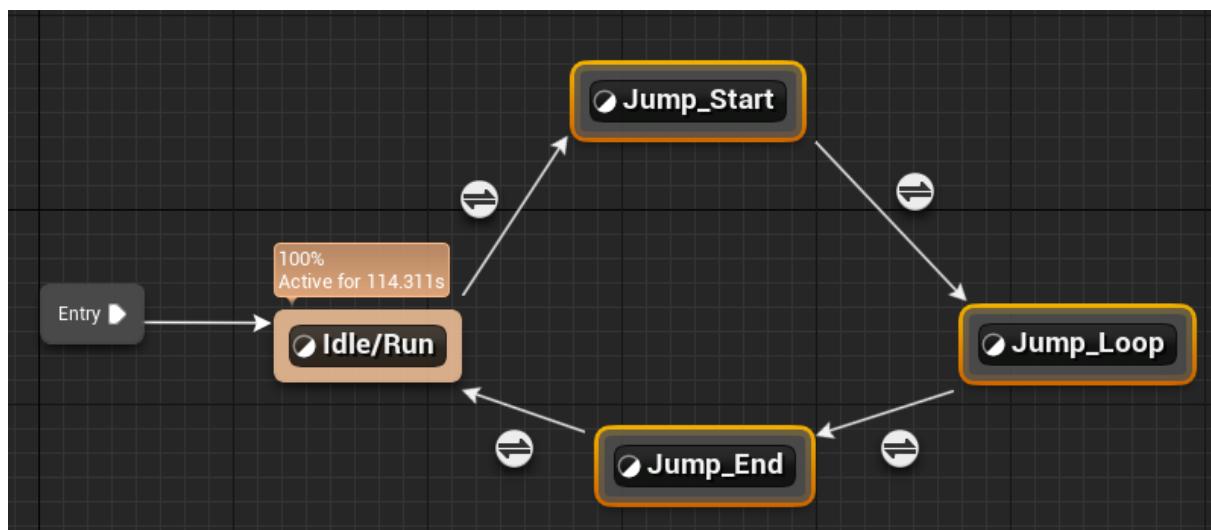


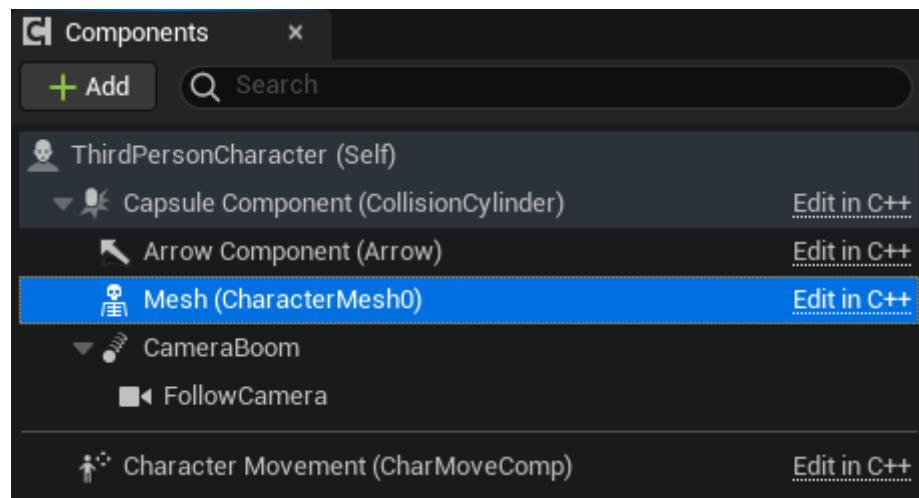
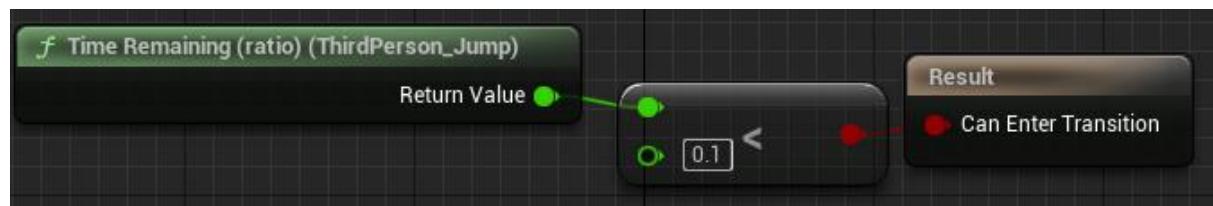
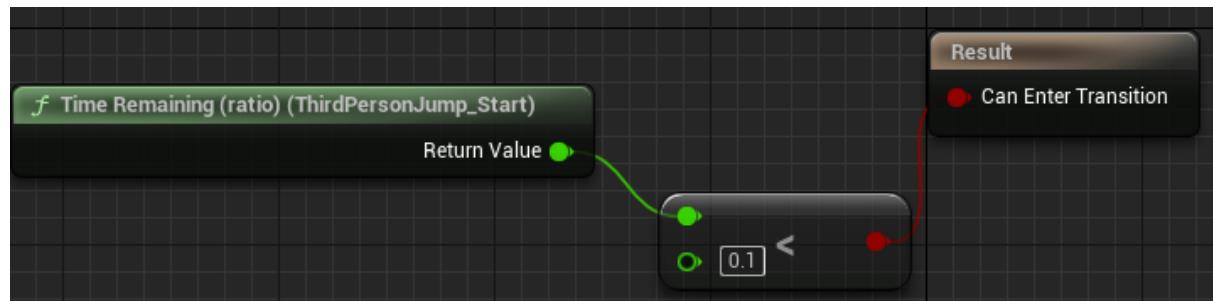


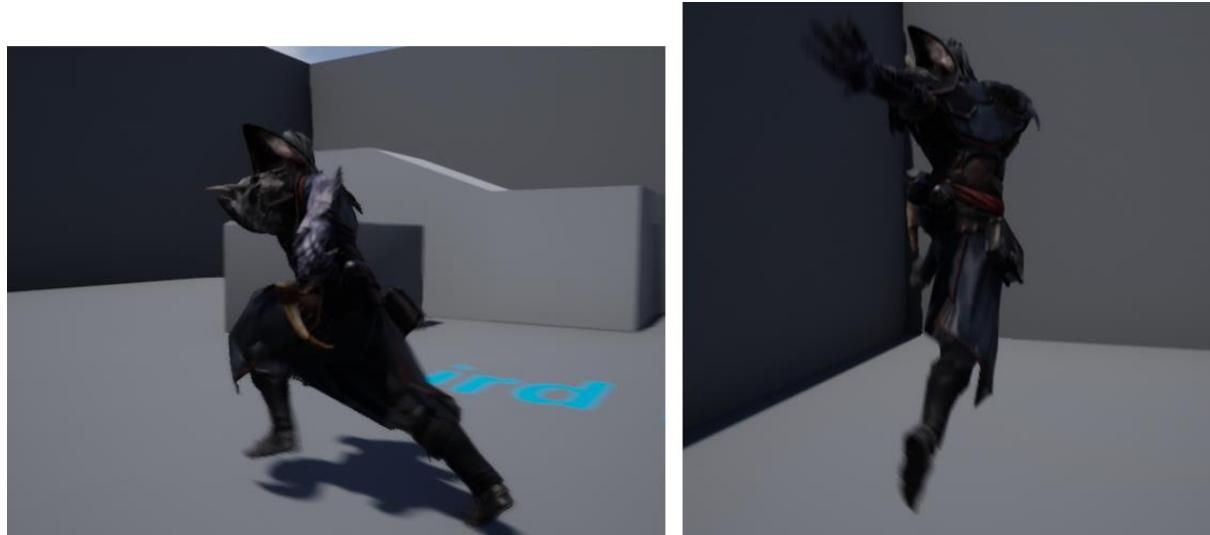
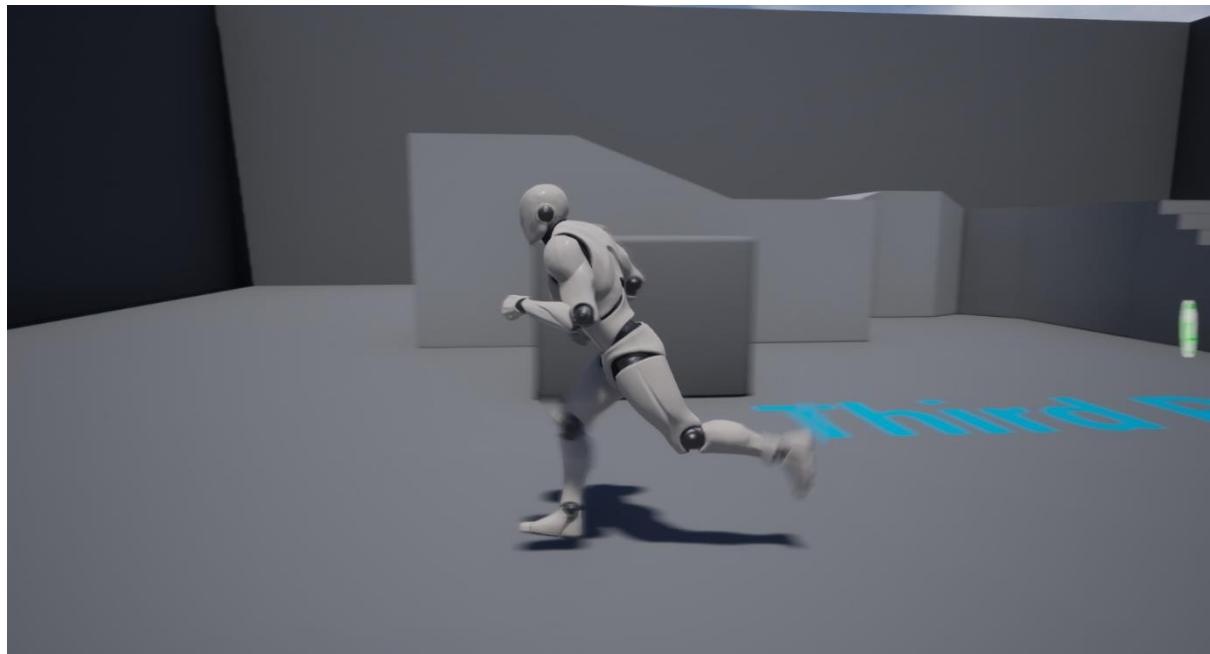
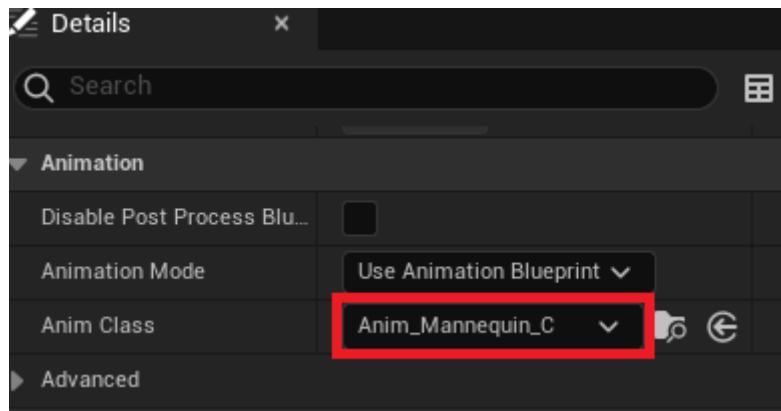




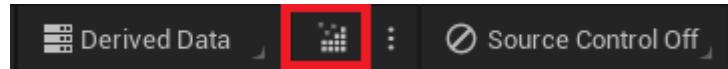
Event Graph MannequinState... Idle/Run (state) NewAnimBlueprint > AnimGraph > **MannequinStateMachine** > Idle/Run (state)







Chapter 03: Character Class Components and Blueprint Setup



New Volume (E:) > UnrealProjects > MyThirdPerson > Content >				
	Name	Date modified	Type	Size
📁	Collections	5/4/2020 9:36 AM	File folder	
📁	Developers	5/4/2020 9:36 AM	File folder	
📁	MixamoAnimPack	5/5/2020 12:43 AM	File folder	

A screenshot of the 'Pick Parent Class' dialog in the Unreal Engine. The dialog shows a list of common classes under 'COMMON' and a list of all classes under 'ALL CLASSES'. The 'GameMode' class is selected in the 'ALL CLASSES' list, indicated by a blue selection bar. At the bottom right are 'Select' and 'Cancel' buttons.

Pick Parent Class

COMMON

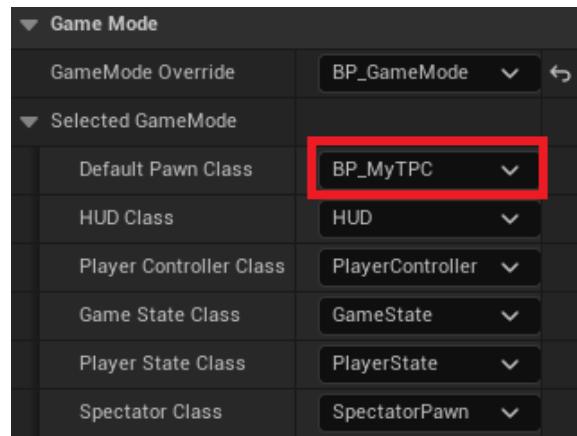
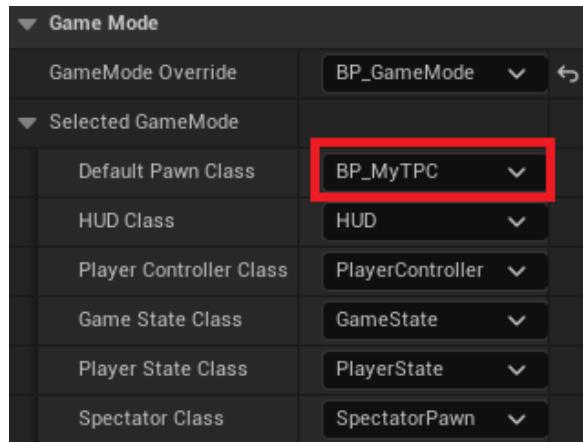
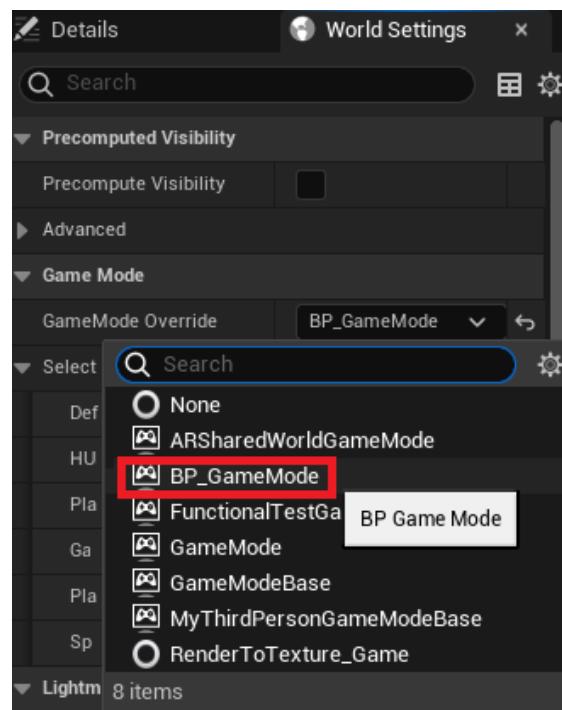
- Actor
- Pawn
- Character
- Player Controller
- Game Mode Base
- Actor Component
- Scene Component

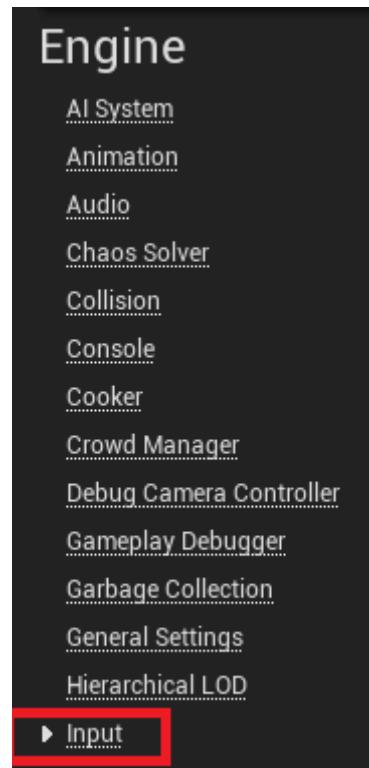
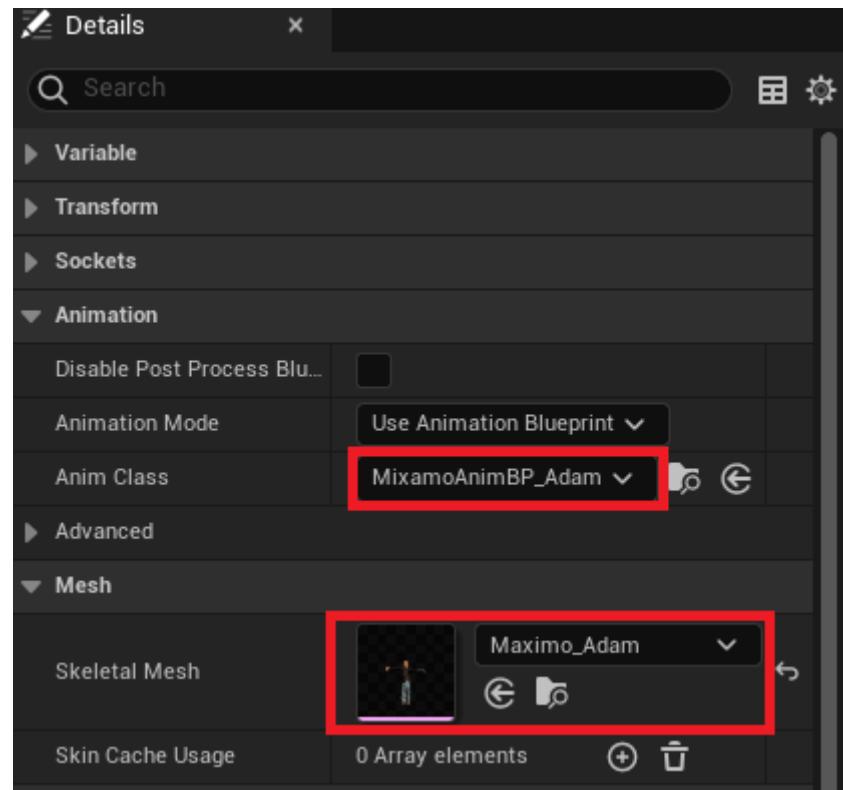
ALL CLASSES

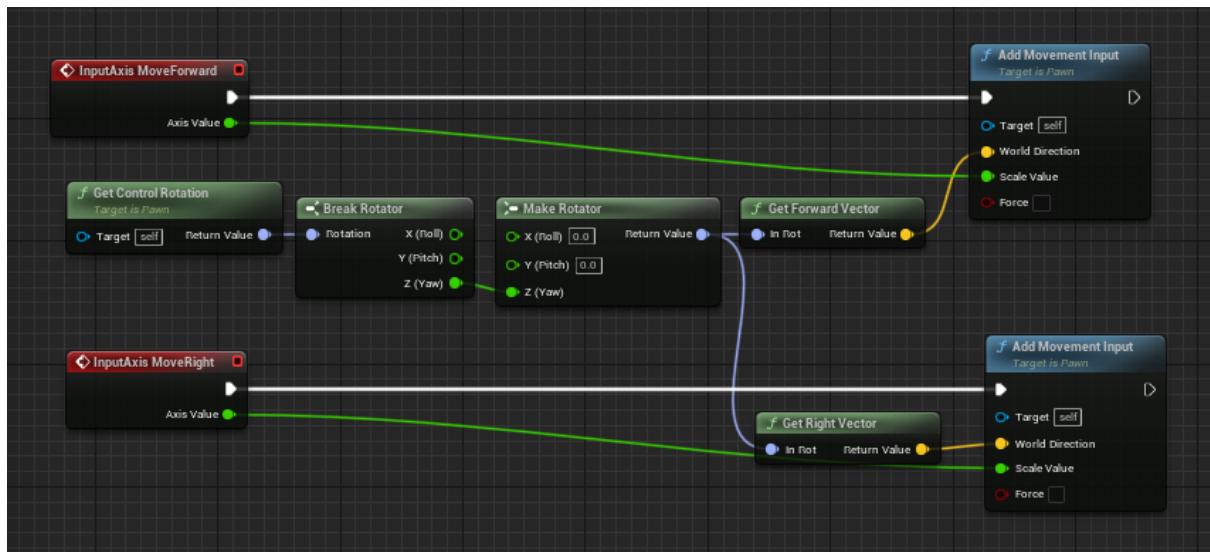
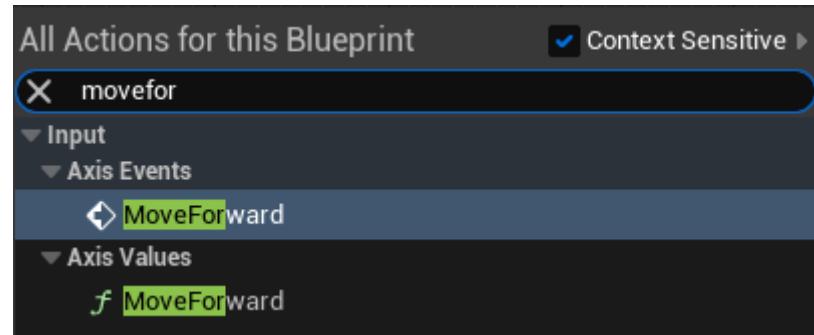
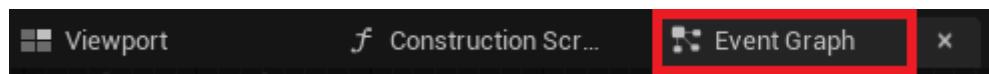
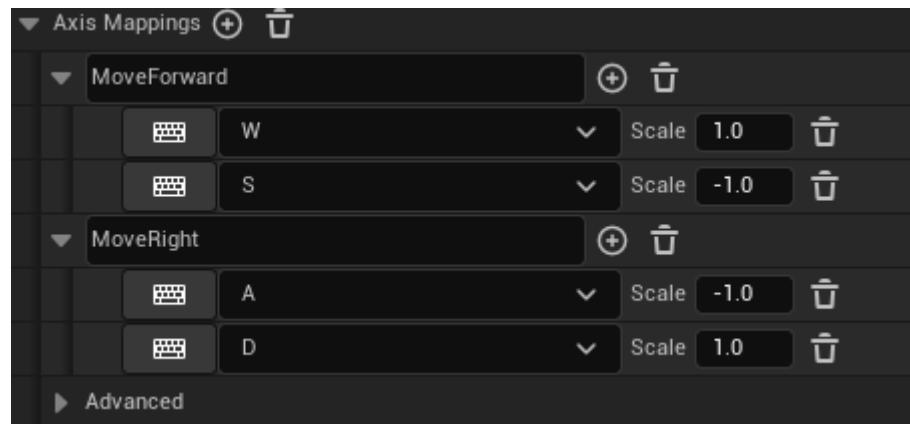
- Game Mode
- Object
- Actor
- Info
- GameModeBase
- FunctionalTestGameMode
- GameMode
- ARSharedWorldGameMode
- MyBlankProjGameModeBase

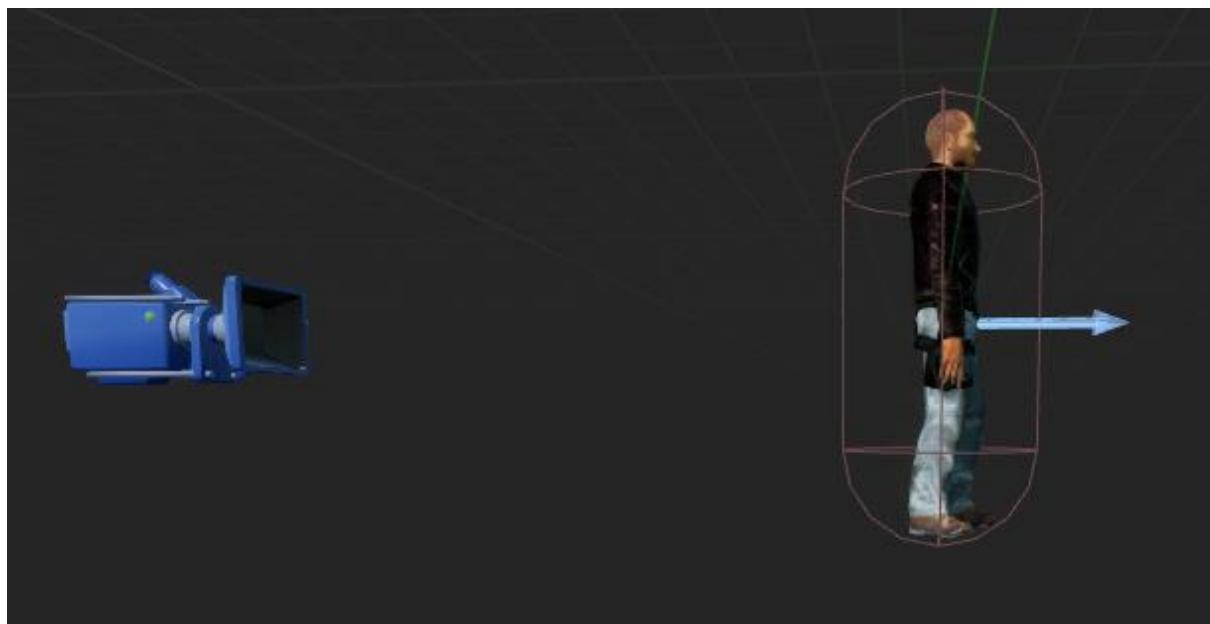
8 items (1 selected)

Select Cancel

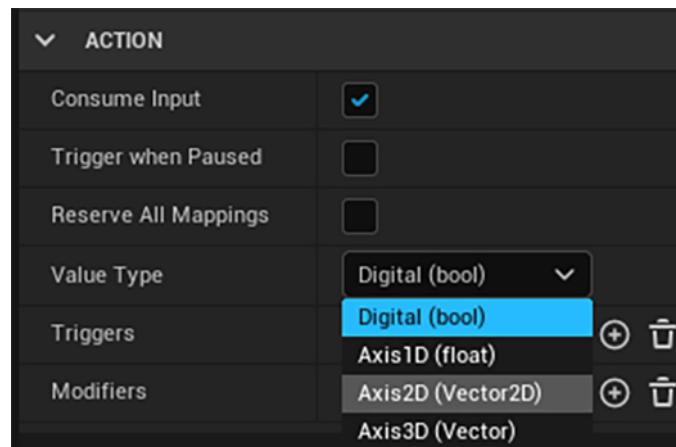
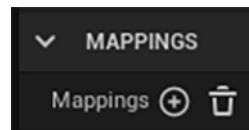
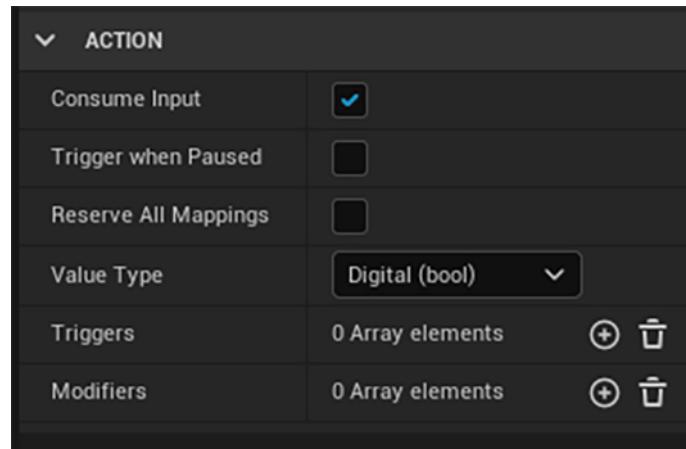


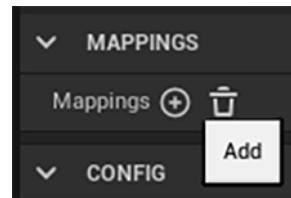






Chapter 04: Getting Started with Player Input



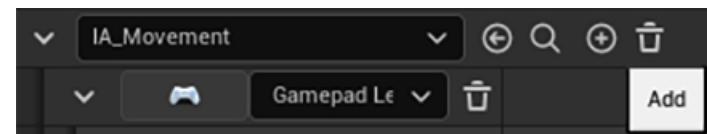


This screenshot shows a new mapping entry under the "Mappings" section. The entry is currently set to "None". It includes sections for "Triggers" and "Modifiers", both of which have 0 array elements.

This screenshot shows a new mapping entry under the "Mappings" section, specifically named "IA_Movement". It includes sections for "Triggers" and "Modifiers", both of which have 0 array elements.

This screenshot shows the "Modifiers" section expanded. It lists a "Triggers" entry and a "Gamepad" entry. The "Gamepad" entry is expanded to show an "Index [0]" entry, which is further expanded to show a "Swizzle Input Axis Values" dropdown set to "YXZ". A tooltip at the bottom explains the purpose of this setting.

This screenshot shows the "Modifiers" section expanded. It lists a "Triggers" entry and a "Gamepad" entry. The "Gamepad" entry is expanded to show an "Index [0]" entry, which is further expanded to show a "Swizzle Input Axis Values" dropdown set to "YXZ". A tooltip at the bottom explains the purpose of this setting.



Modifiers	2 Array elements	<input type="button" value="+"/> <input type="button" value="Delete"/>
> Index [0]	<input type="button" value="Swizzle Input Axis Values"/>	<input type="button" value="Delete"/>
< Index [1]	<input type="button" value="Negate"/>	<input type="button" value="Delete"/>
X	<input checked="" type="checkbox"/>	
Y	<input checked="" type="checkbox"/>	
Z	<input checked="" type="checkbox"/>	

Triggers	1 Array elements	<input type="button" value="+"/> <input type="button" value="Delete"/>
< Index [0]	<input type="button" value="Down"/>	<input type="button" value="Delete"/>
Actuation Threshold	0,5	

IA_Jump	<input type="button" value="None"/> <input type="button" value="Delete"/>
Triggers	0 Array elements <input type="button" value="+"/> <input type="button" value="Delete"/>
Modifiers	0 Array elements <input type="button" value="+"/> <input type="button" value="Delete"/>

IA_Jump	<input type="button" value="Space Bar"/> <input type="button" value="Delete"/>
> Gamepad F	<input type="button" value="Delete"/>

IC Character		IC_Character	↶ ↷
IA Move		IA_Movement	↶ ↷
IA Jump		IA_Jump	↶ ↷



IA_Look	
▼	Mouse X
Triggers	0 Array elements
Modifiers	0 Array elements
Is Player Mappable	■
▶ Player Mappable Options	
▼	Mouse Y
Triggers	0 Array elements
▼ Modifiers	2 Array elements
▶ Index [0]	⊕ Swizzle Input Axis Values
▶ Index [1]	⊕ Negate
Is Player Mappable	■
▶ Player Mappable Options	
▼	Gamepad Right Thumbstick X-Axis
Triggers	0 Array elements
Modifiers	0 Array elements
Is Player Mappable	■
▶ Player Mappable Options	
▼	Gamepad Right Thumbstick Y-Axis
Triggers	0 Array elements
▼ Modifiers	1 Array elements
▶ Index [0]	⊕ Swizzle Input Axis Values
Is Player Mappable	■
▶ Player Mappable Options	

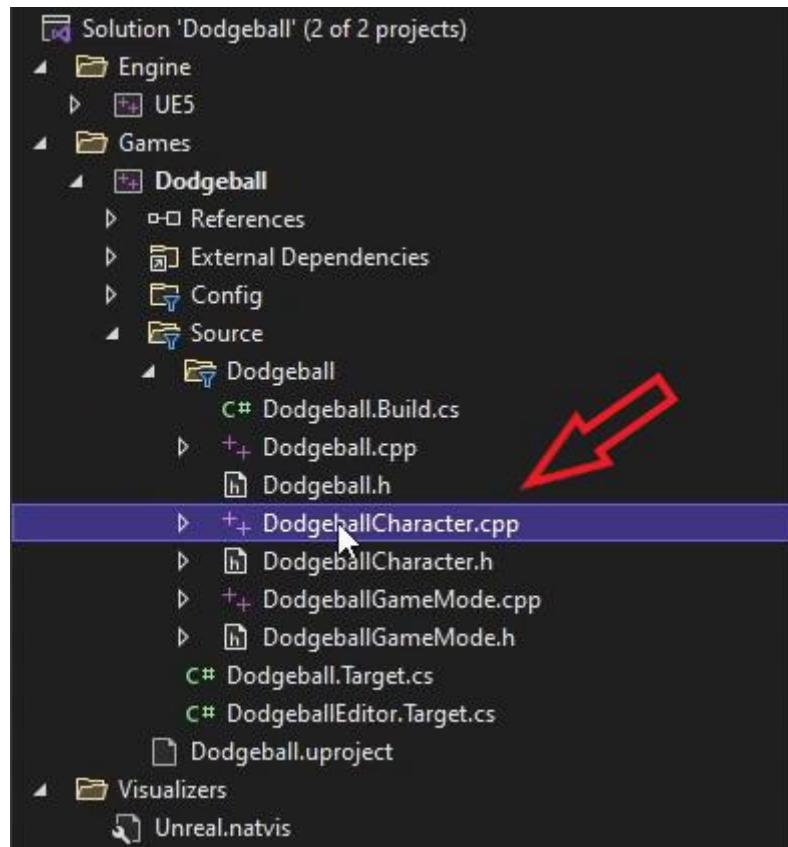
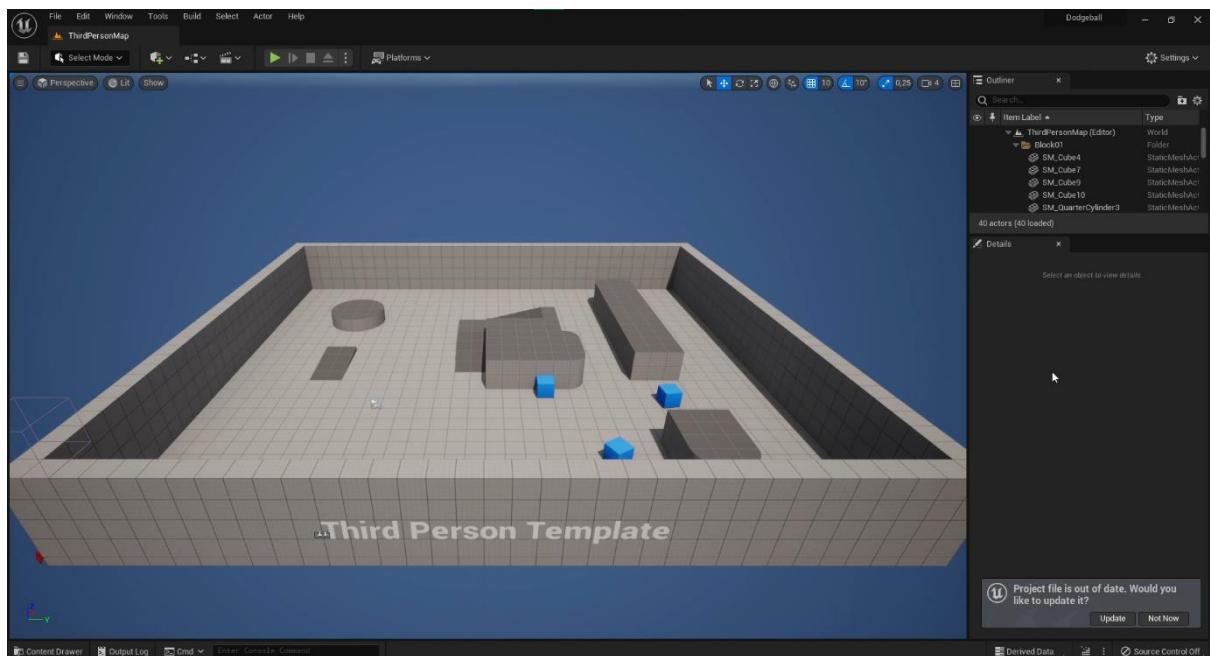
IC Character		IC_Character	⊕ Q
IA Move		IA_Movement	⊕ Q
IA Jump		IA_Jump	⊕ Q
IA Look		IA_Look	⊕ Q

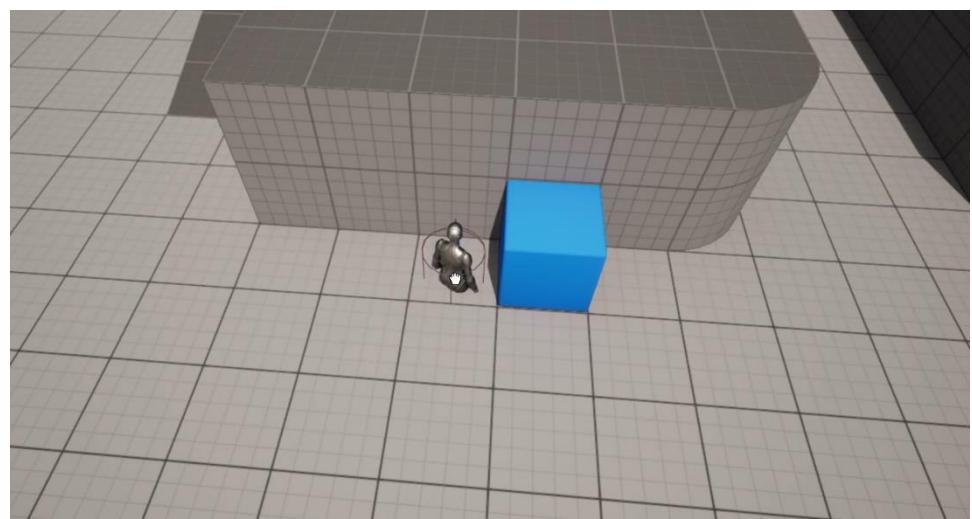
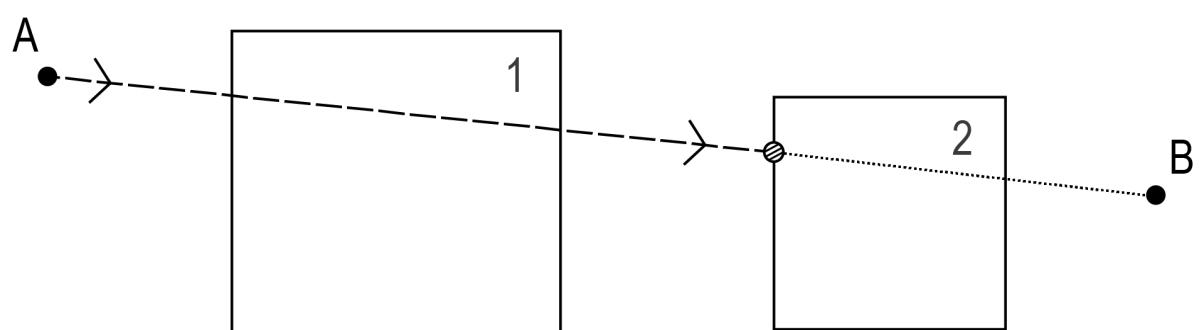
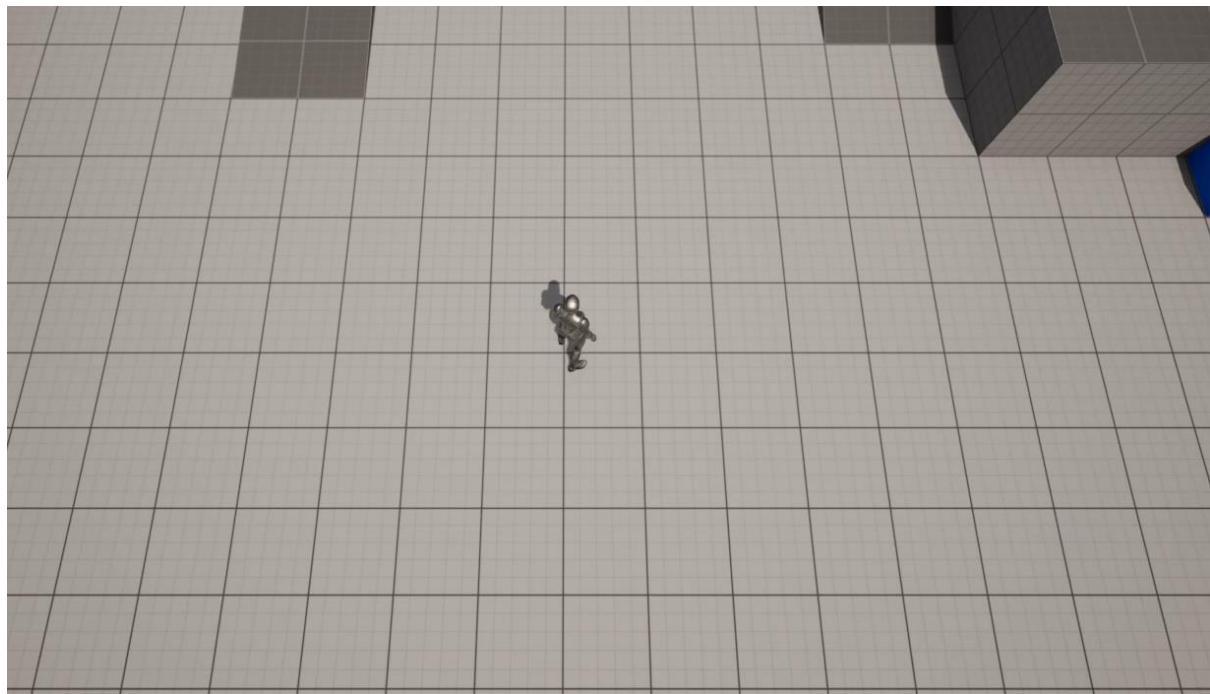


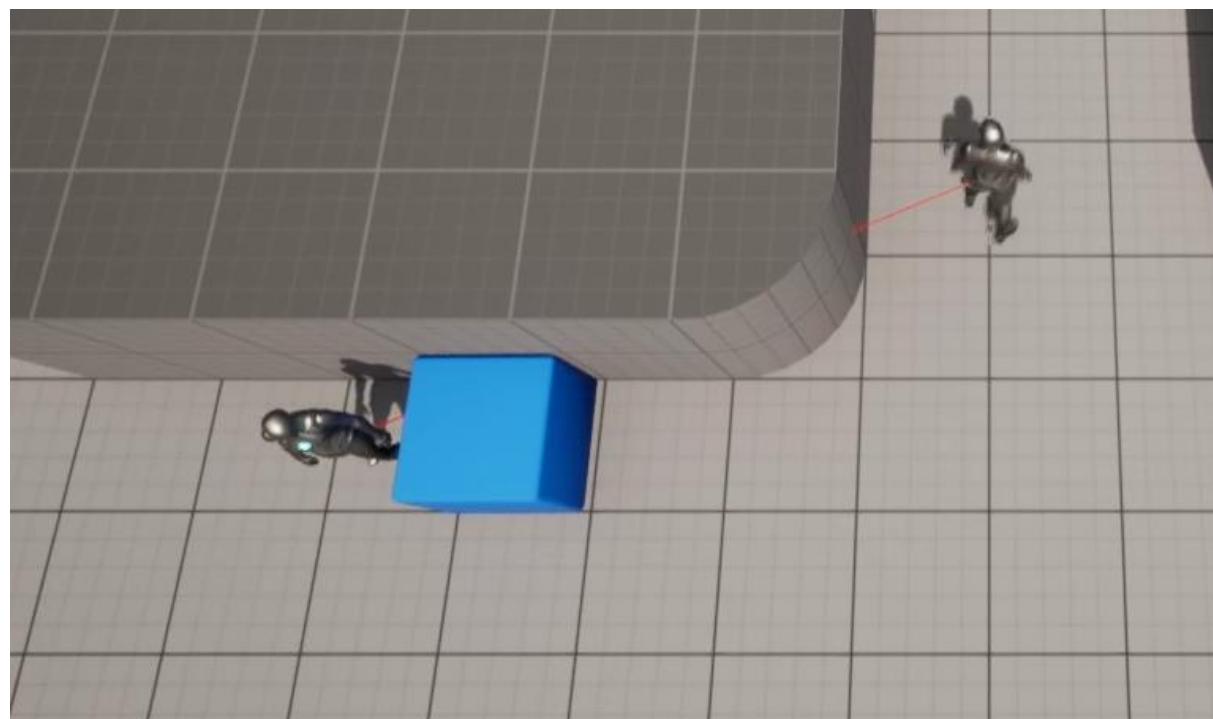
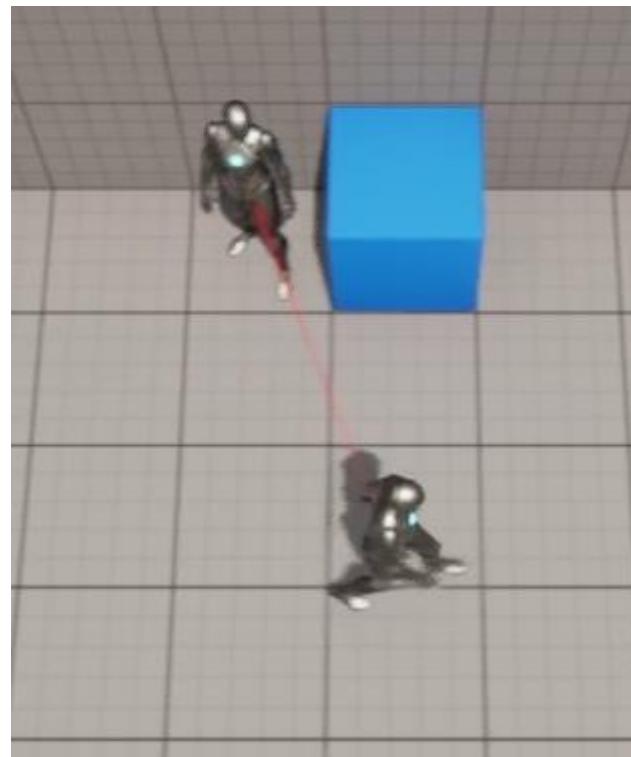


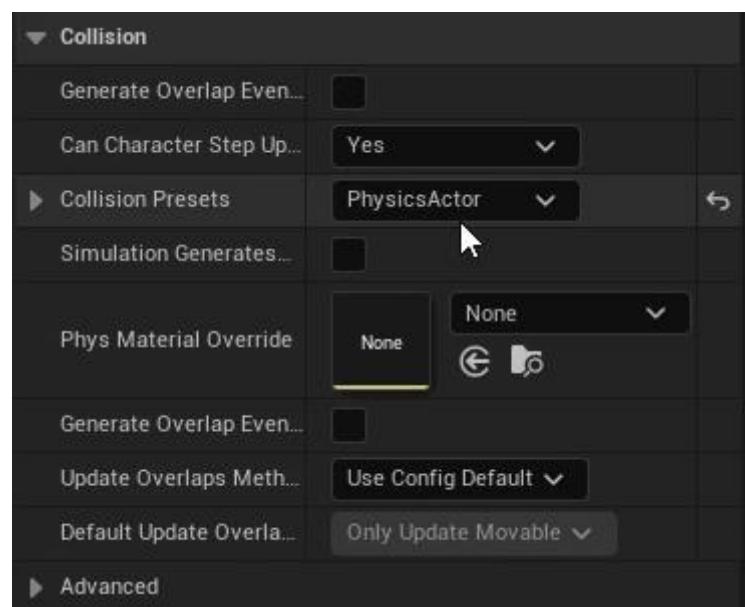
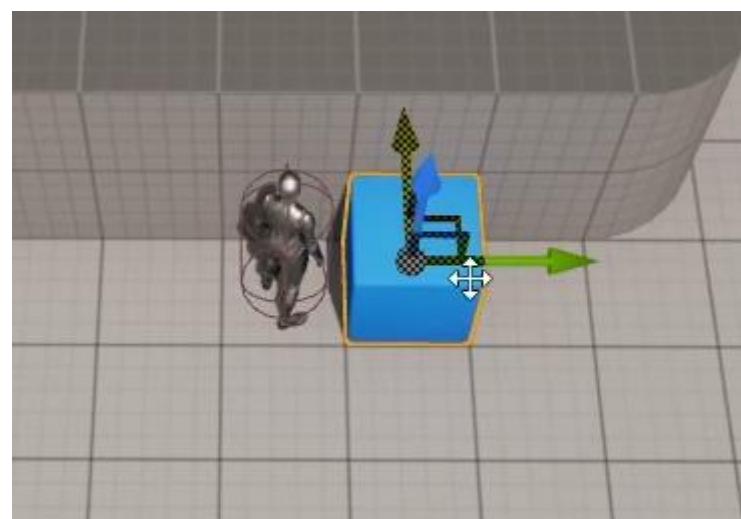
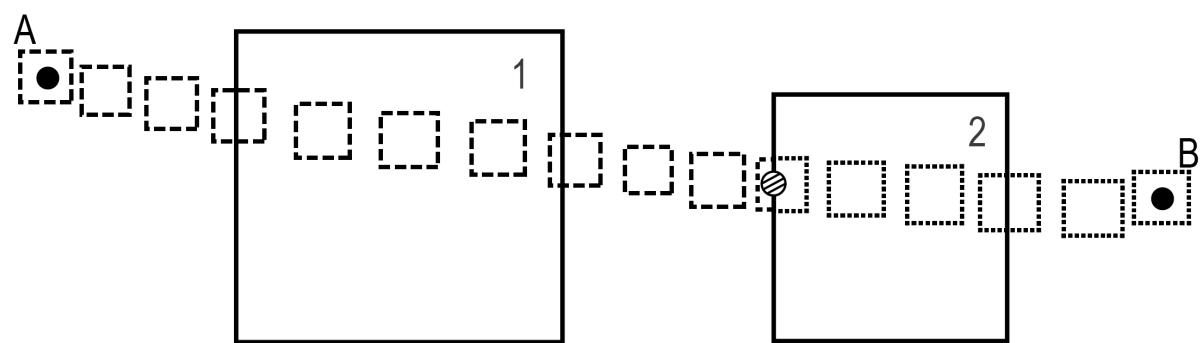


Chapter 05: Query with Line Traces

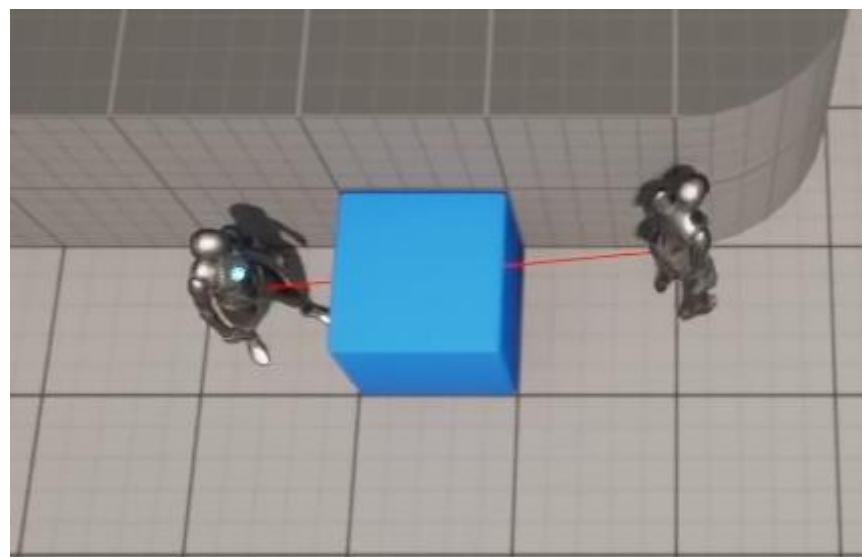


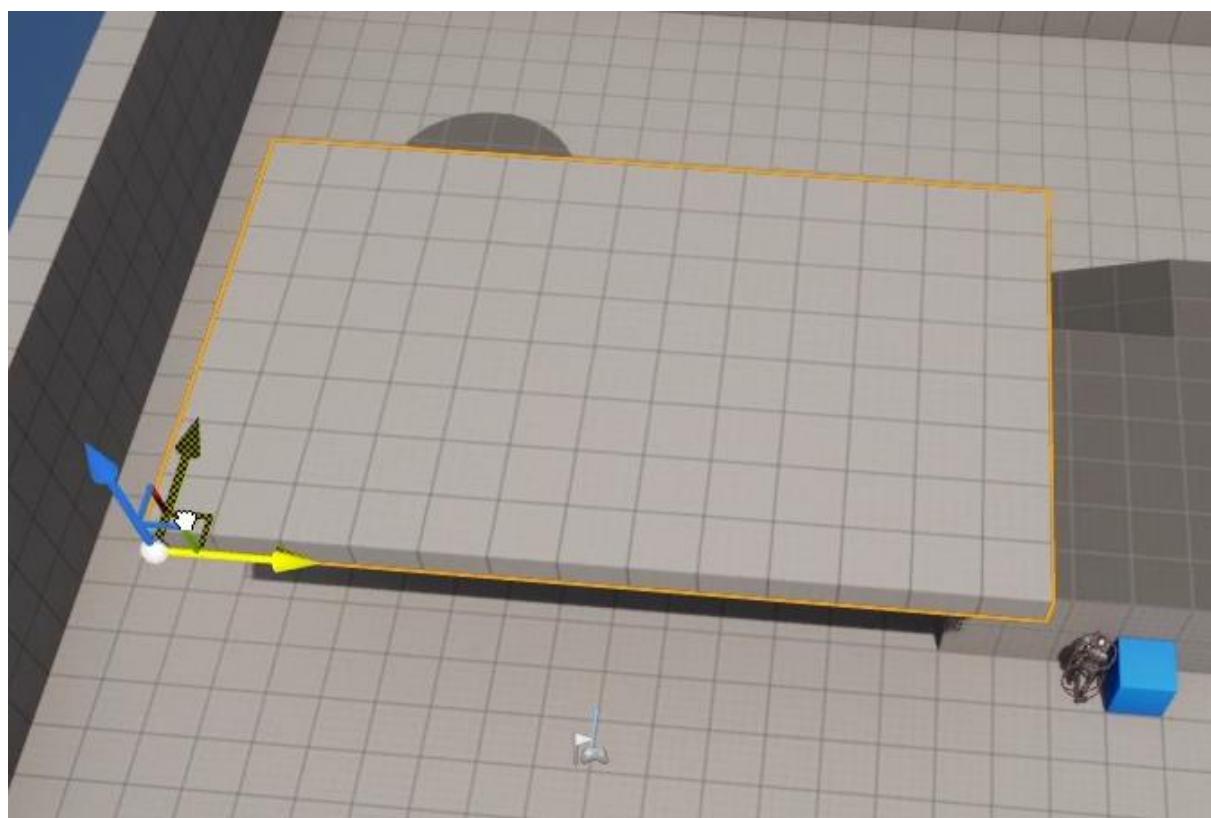
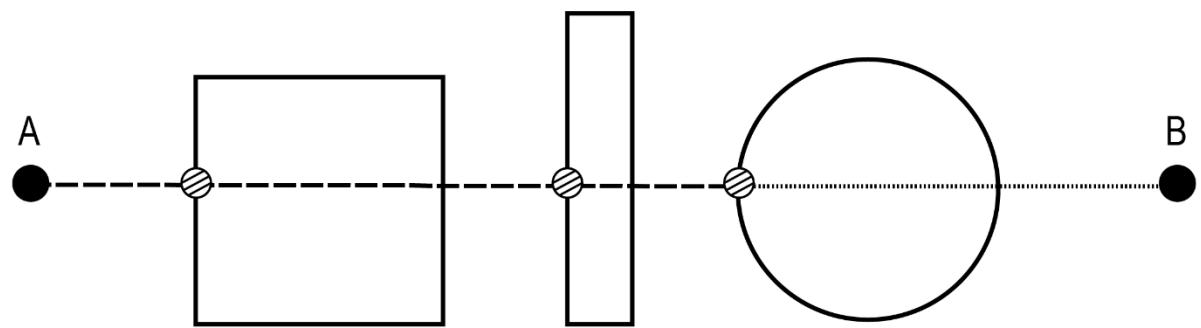




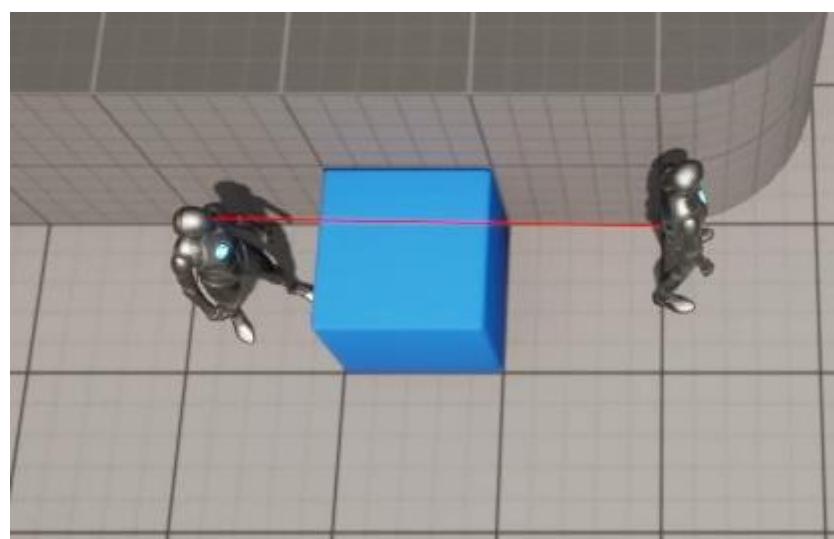
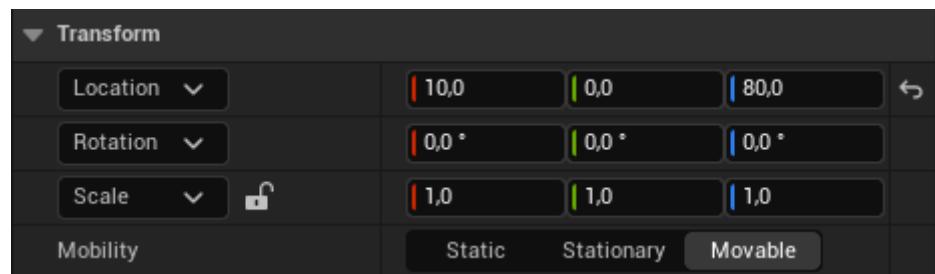
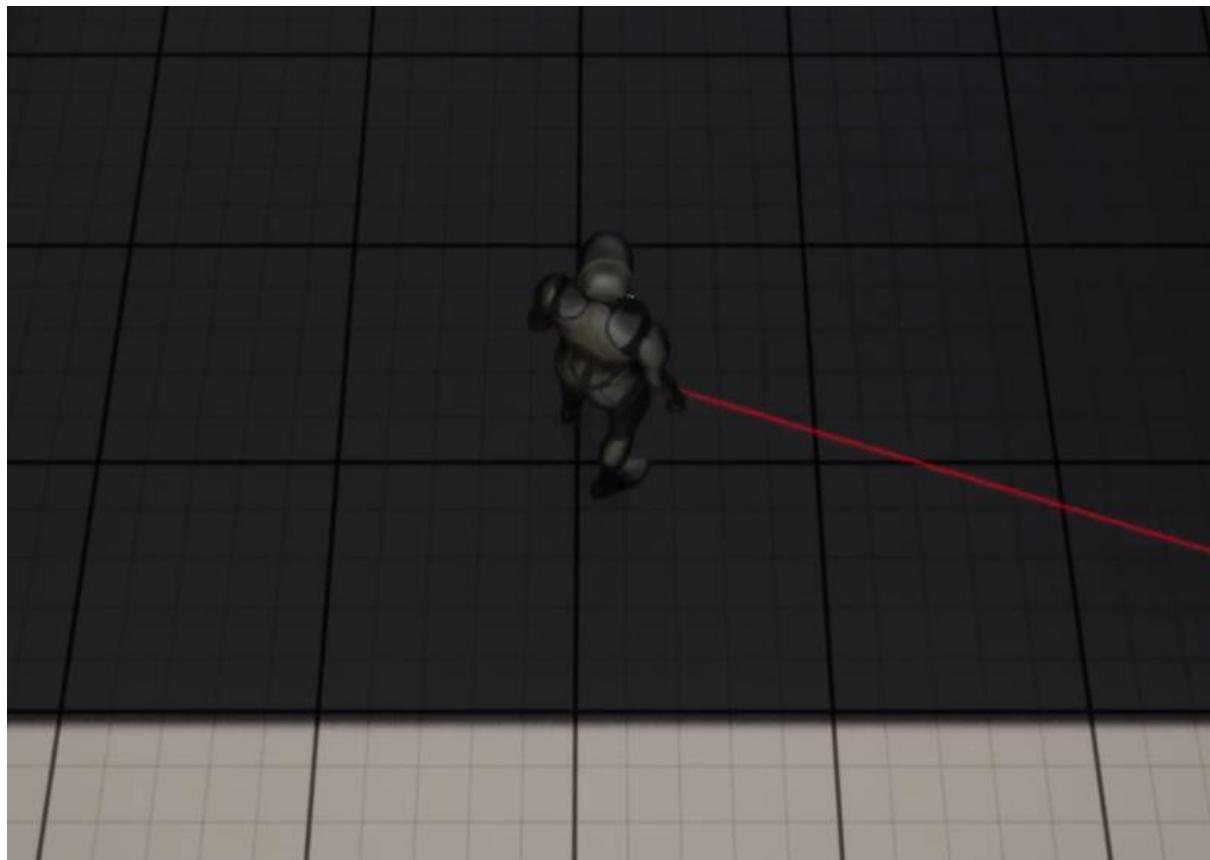


Collision Presets		Custom...	↶
Collision Enabled	Collision Enabled (Query and		
Object Type	PhysicsBody		
	Ignore	Overlap	Block
Collision Responses	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trace Responses			
Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Object Response:			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

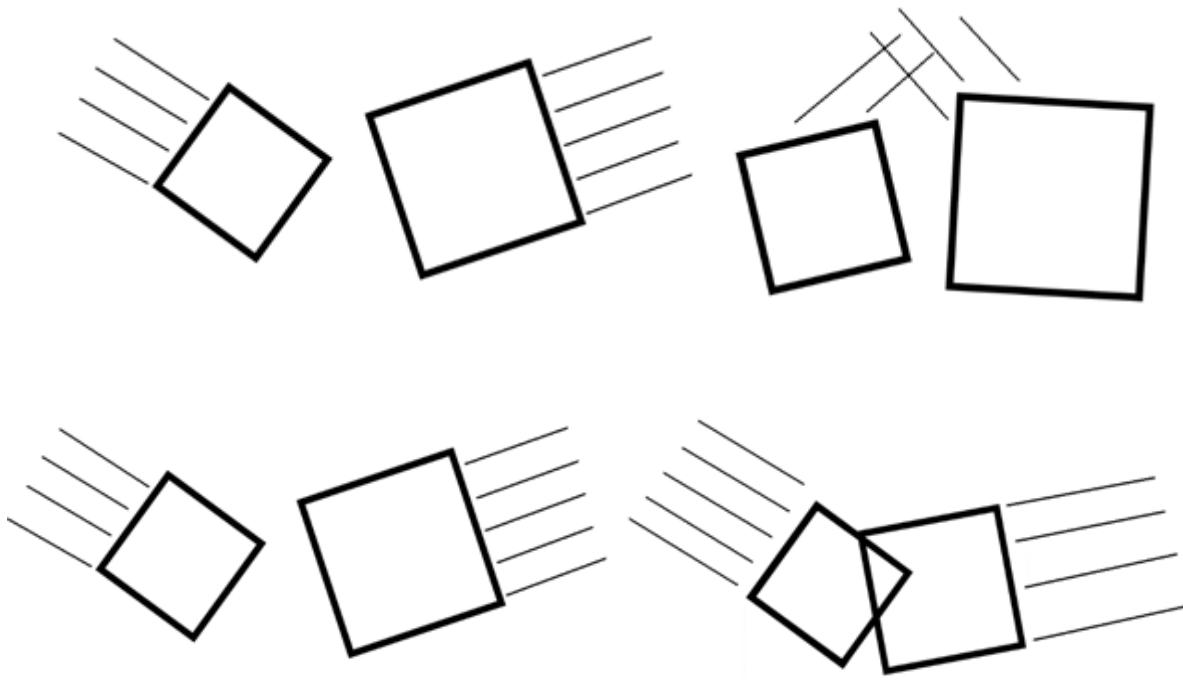




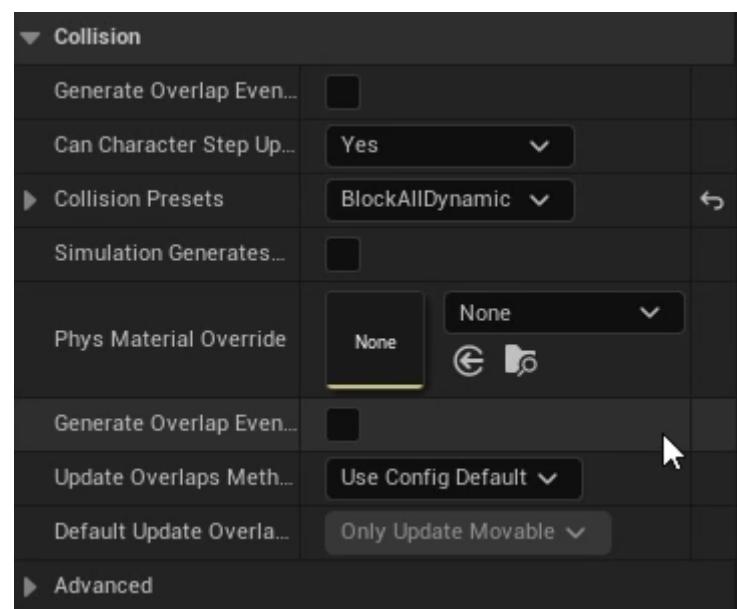
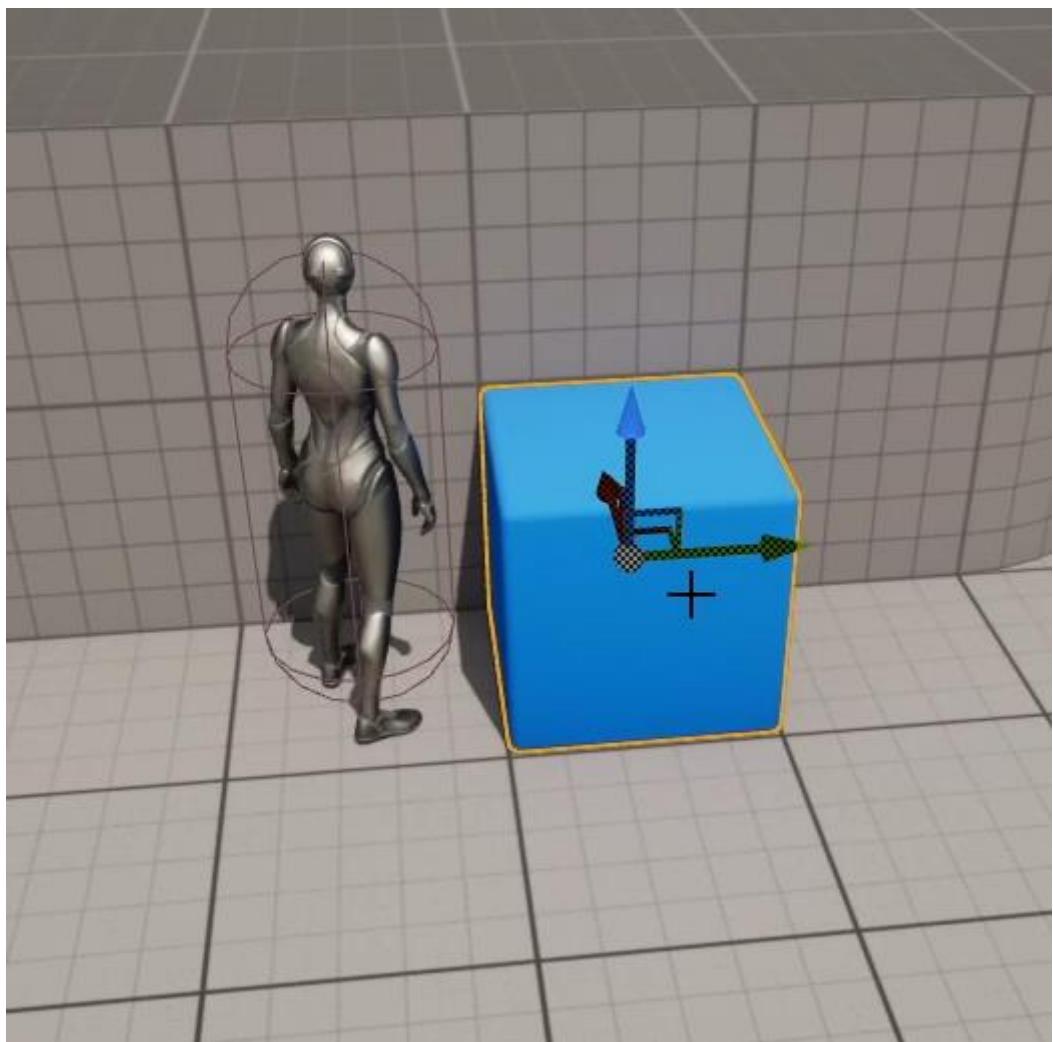
▼ Transform		
Location	850,0	420,0
Rotation	0,0 °	0,0 °
Scale	8,5	13,5
Mobility	Static	Stationary
	Movable	



Chapter 06: Setting Up Collision Objects



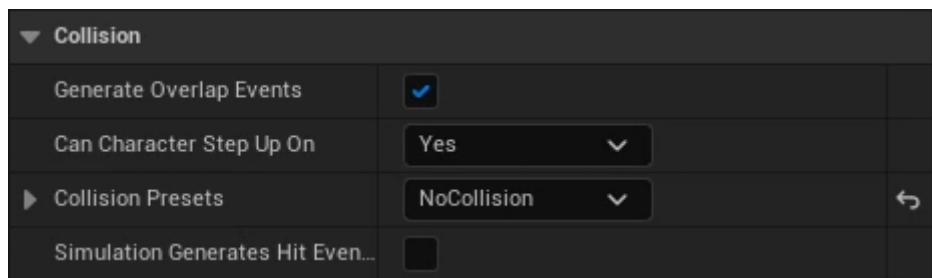
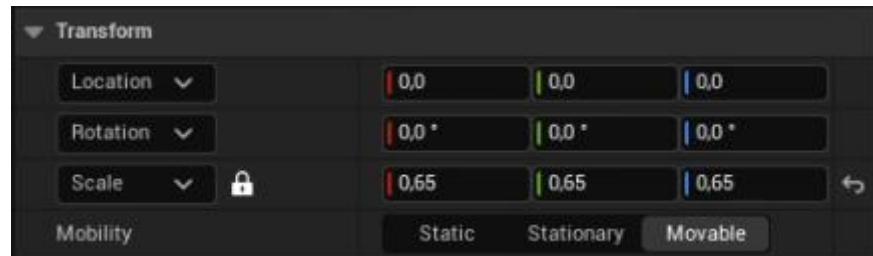
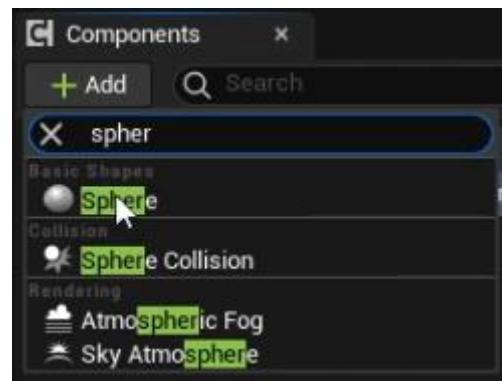
Object A	Object B	Block	Overlap	Ignore
Block		Block	Overlap	Ignore
Overlap		Overlap	Overlap	Ignore
Ignore		Ignore	Ignore	Ignore

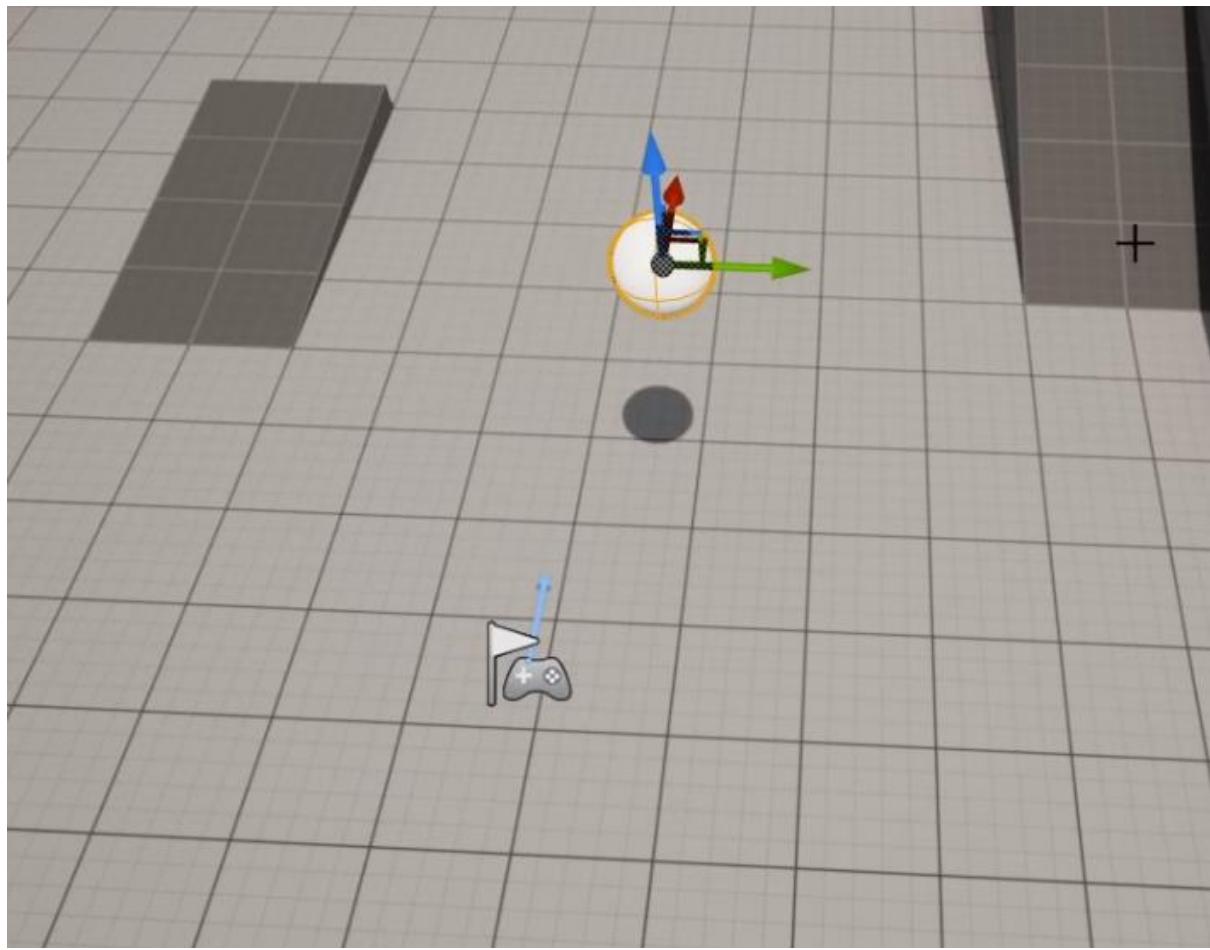


Collision Presets		Custom...	↶
	Collision Enabled	Collision Enabled (Query and ▾)	
	Object Type	PhysicsBody ▾	
		Ignore	Overlap
	Collision Responses	<input type="checkbox"/>	<input type="checkbox"/>
	Trace Responses	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Visibility	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Camera	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	EnemySight	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Object Response			
	WorldStatic	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	WorldDynamic	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Pawn	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	PhysicsBody	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Vehicle	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	Destructible	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Collision Enabled	Collision Enabled (Query and ▾)
Object Type	No Collision Query Only (No Physics Collision) Physics Only (No Query Collision)
Collision Responses	Collision Enabled (Query and Physics)

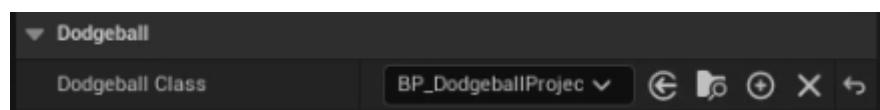
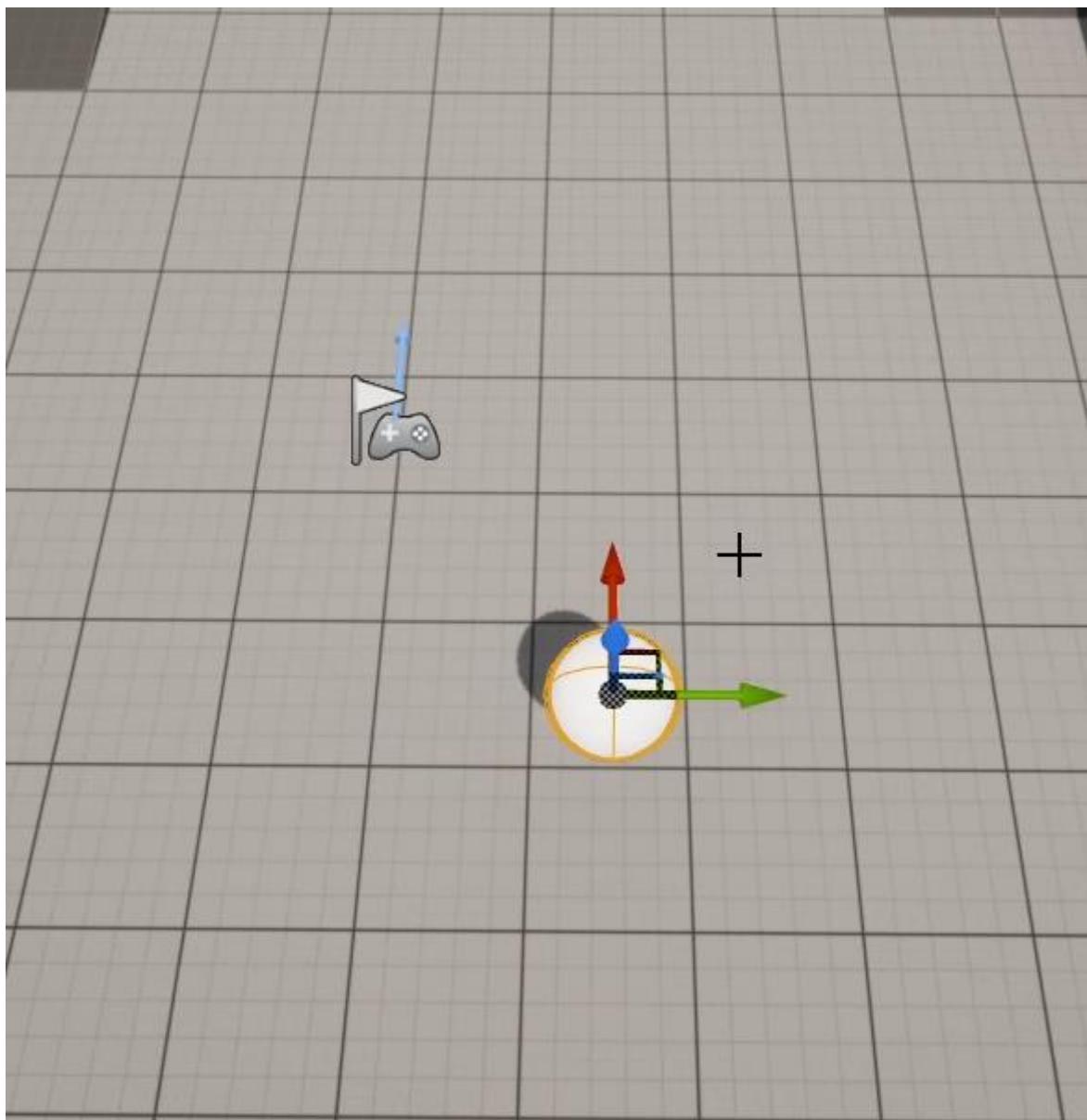


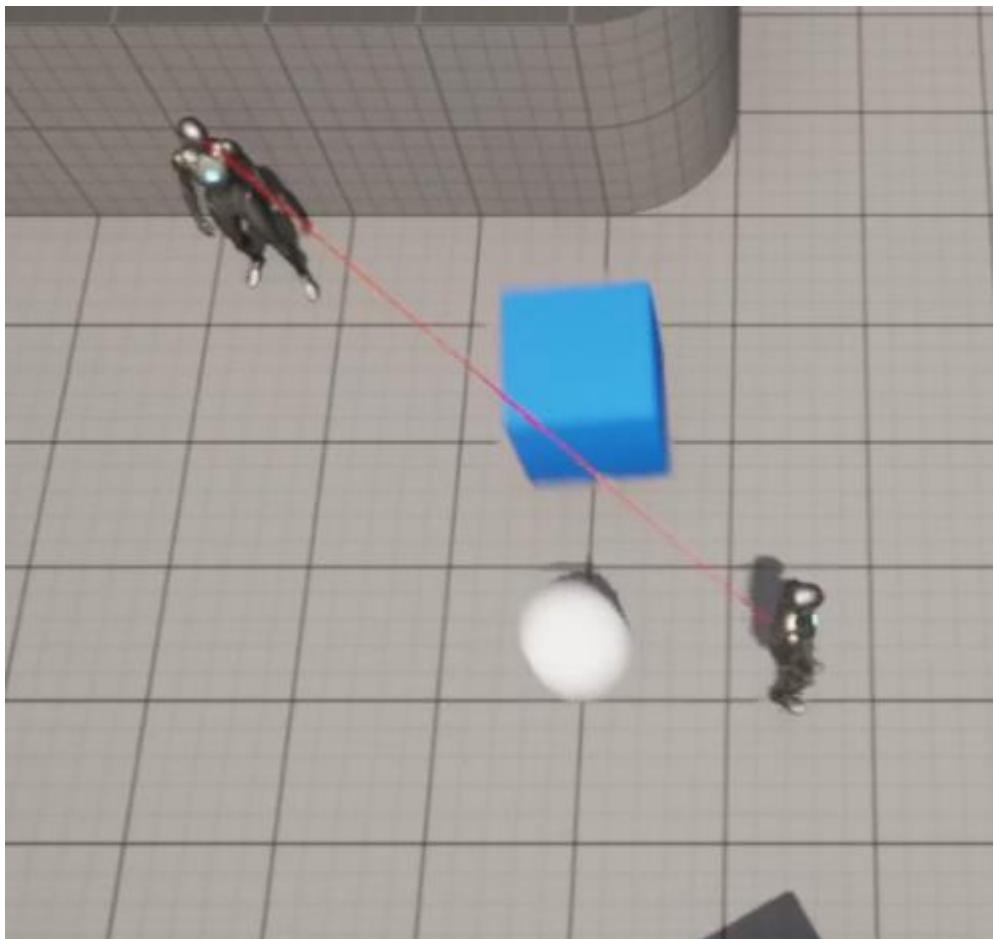




Physical Material	
Friction	0,7
Static Friction	0,0
Friction Combine Mode	Average
Override Friction Combine Mode	<input checked="" type="checkbox"/>
Restitution	0,3
Restitution Combine Mode	Average
Override Restitution Combine Mode	<input checked="" type="checkbox"/>
Density	1,0
Sleep Linear Velocity Threshold	1,0
Sleep Angular Velocity Threshold	0,05
Sleep Counter Threshold	4
Advanced	
Raise Mass to Power	0,75
Destruction	
Destructible Damage Threshold Scale	1,0
Physical Properties	
Surface Type	Default

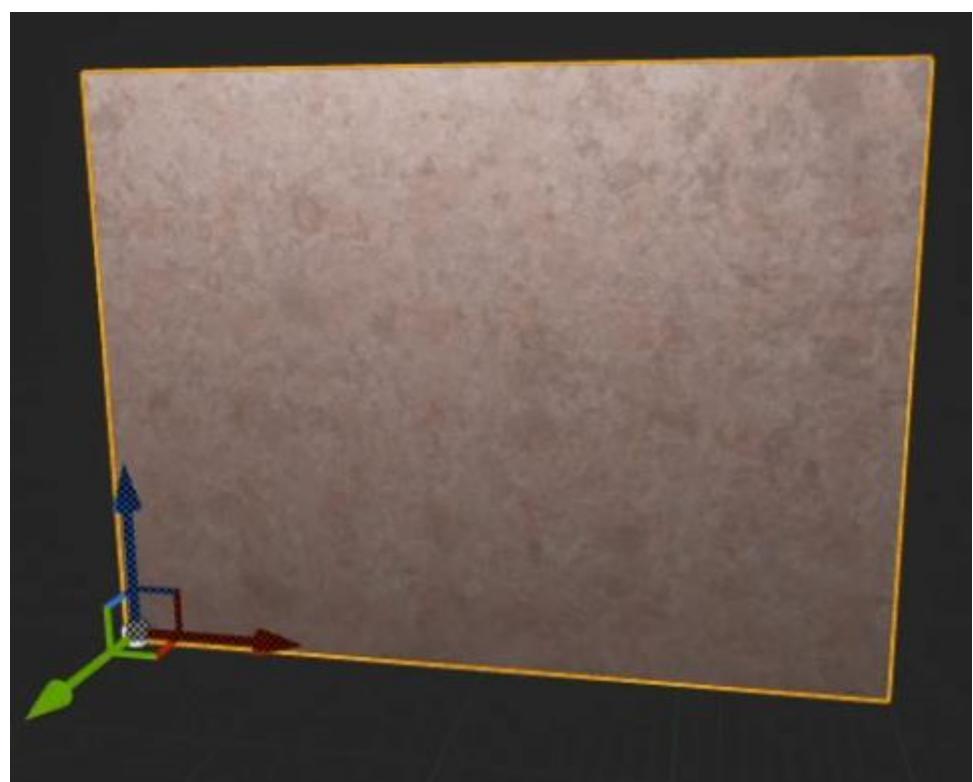
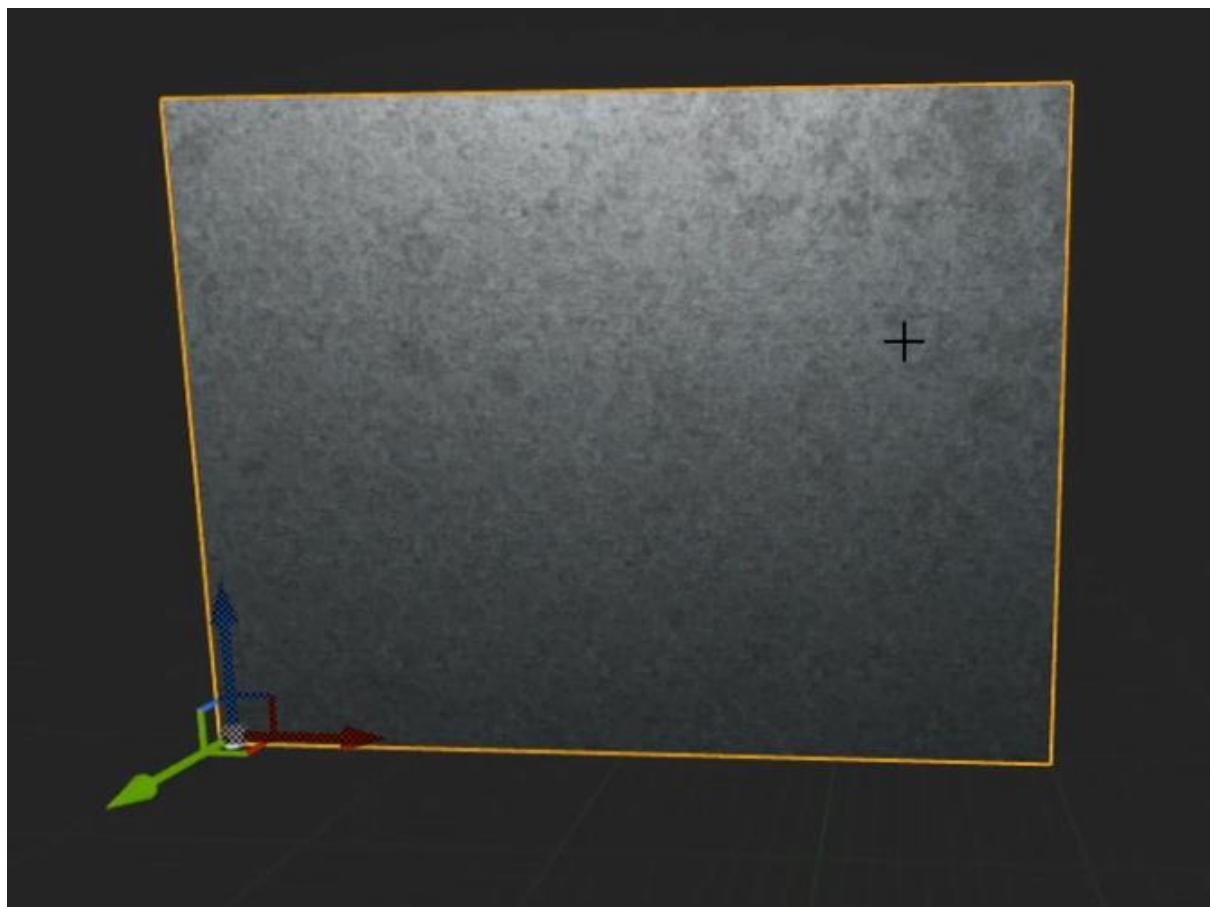
Collision	
Generate Overlap Events	<input checked="" type="checkbox"/>
Can Character Step Up On	Yes
► Collision Presets	Dodgeball
Simulation Generates Hit Even...	<input checked="" type="checkbox"/>
Phys Material Override	 PM_Dodgeball <input type="button" value="🗁"/>





▼ Transform

Location	▼	-200,0	0,0	0,0
Rotation	▼	0,0 °	0,0 °	0,0 °
Scale	▼	1,0	1,0	1,0
Mobility	<input checked="" type="button"/> Lock	Static	Stationary	Movable



▼ Transform

Location ▾	710,0	1710,0	0,0
Rotation ▾	0,0 °	0,0 °	0,0 °
Scale ▾	1,0	1,0	1,0
Mobility	Static	Stationary	Movable

▼ Transform

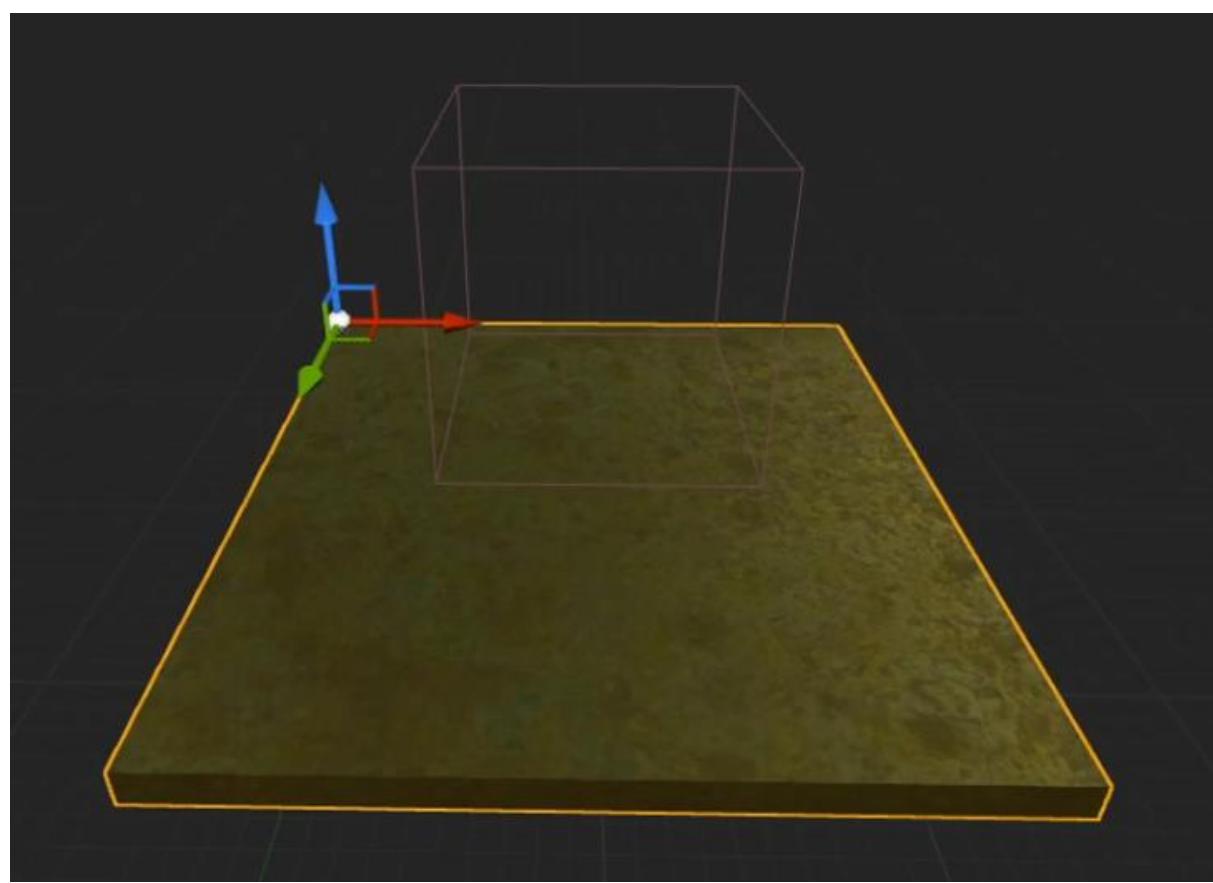
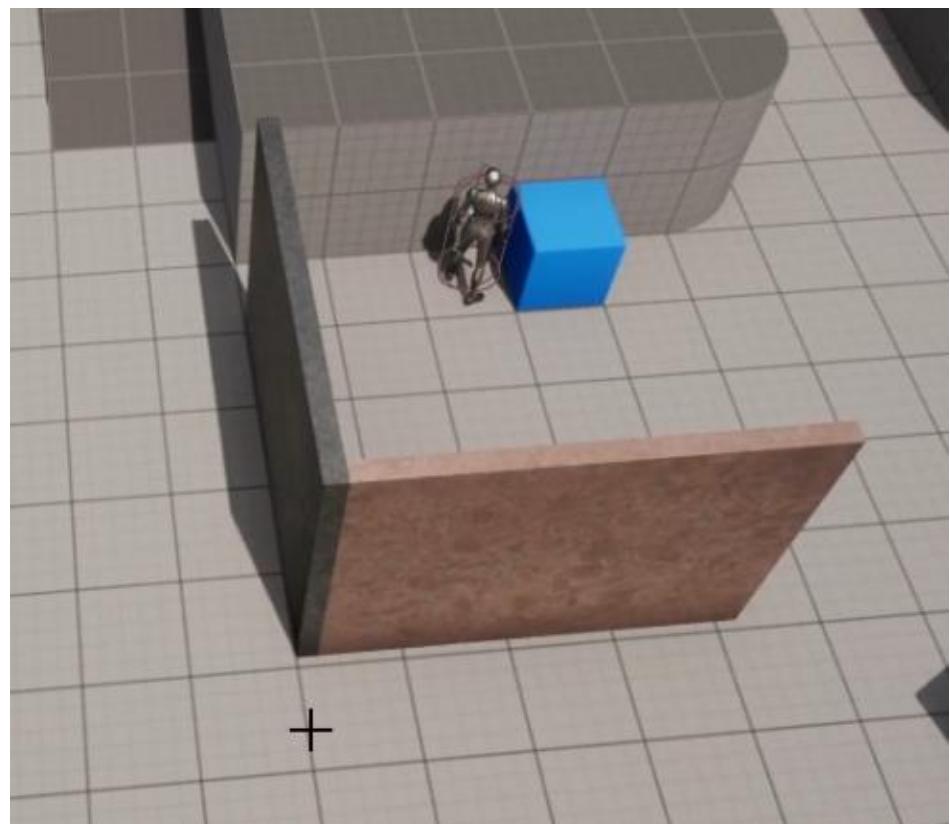
Location ▾	720,0	1720,0	0,0
Rotation ▾	0,0 °	0,0 °	89,9999
Scale ▾	1,0	1,0	1,0

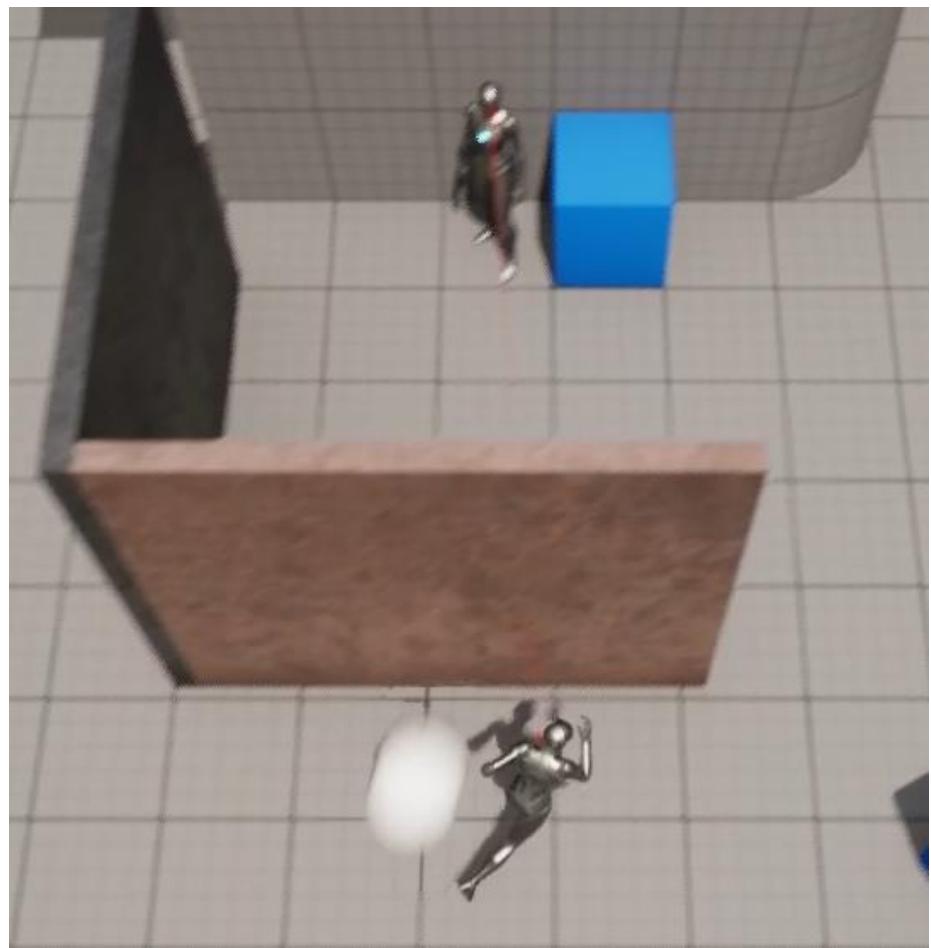
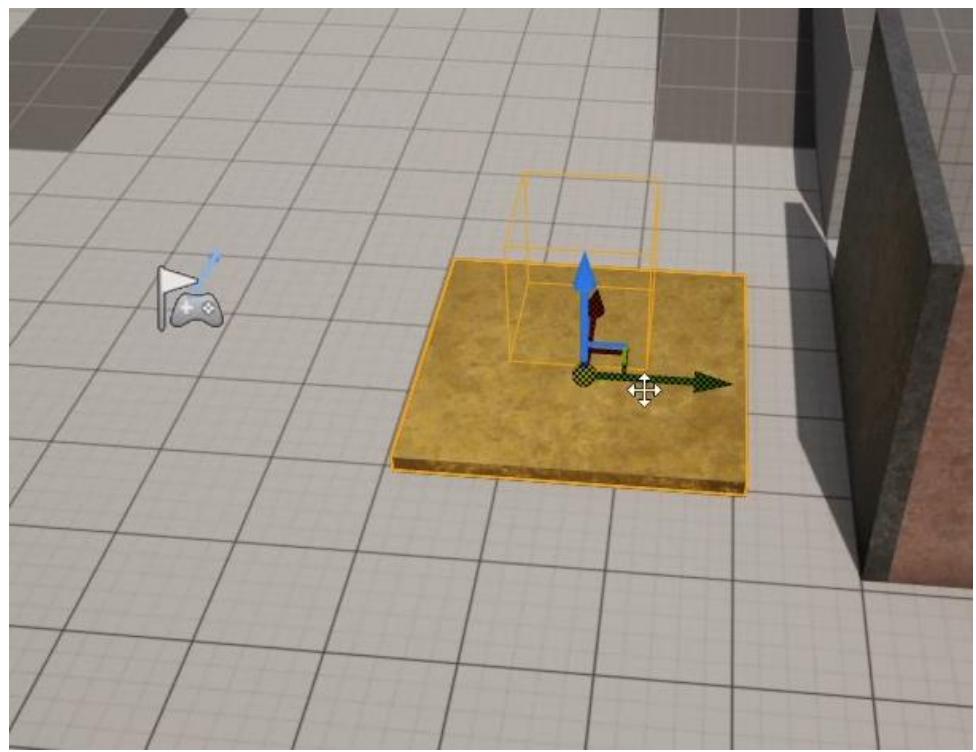
▼ Transform

Location ▾	710,0	1710,0	0,0
Rotation ▾	0,0 °	0,0 °	0,0 °
Scale ▾	1,0	1,0	1,0
Mobility	Static	Stationary	Movable

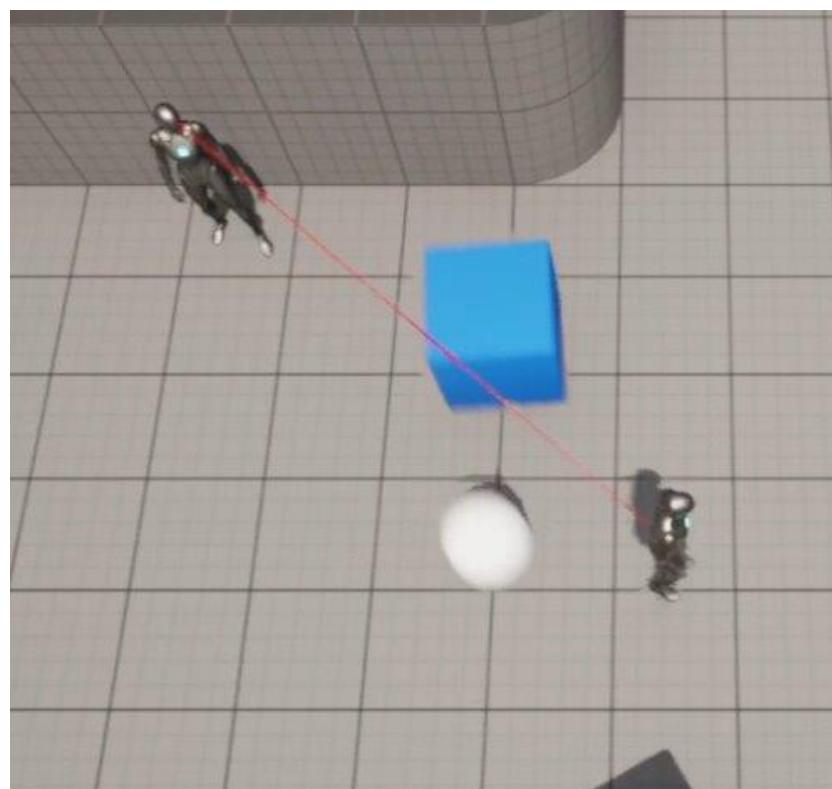
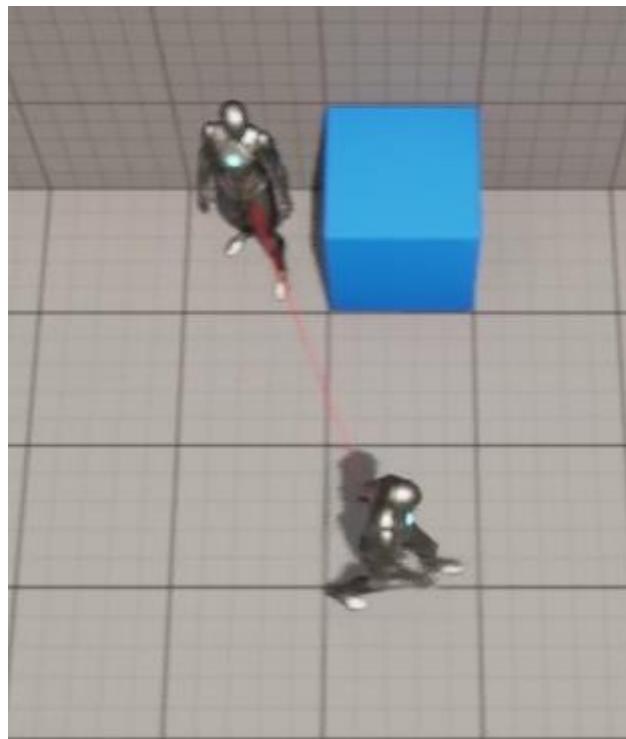
▼ Transform

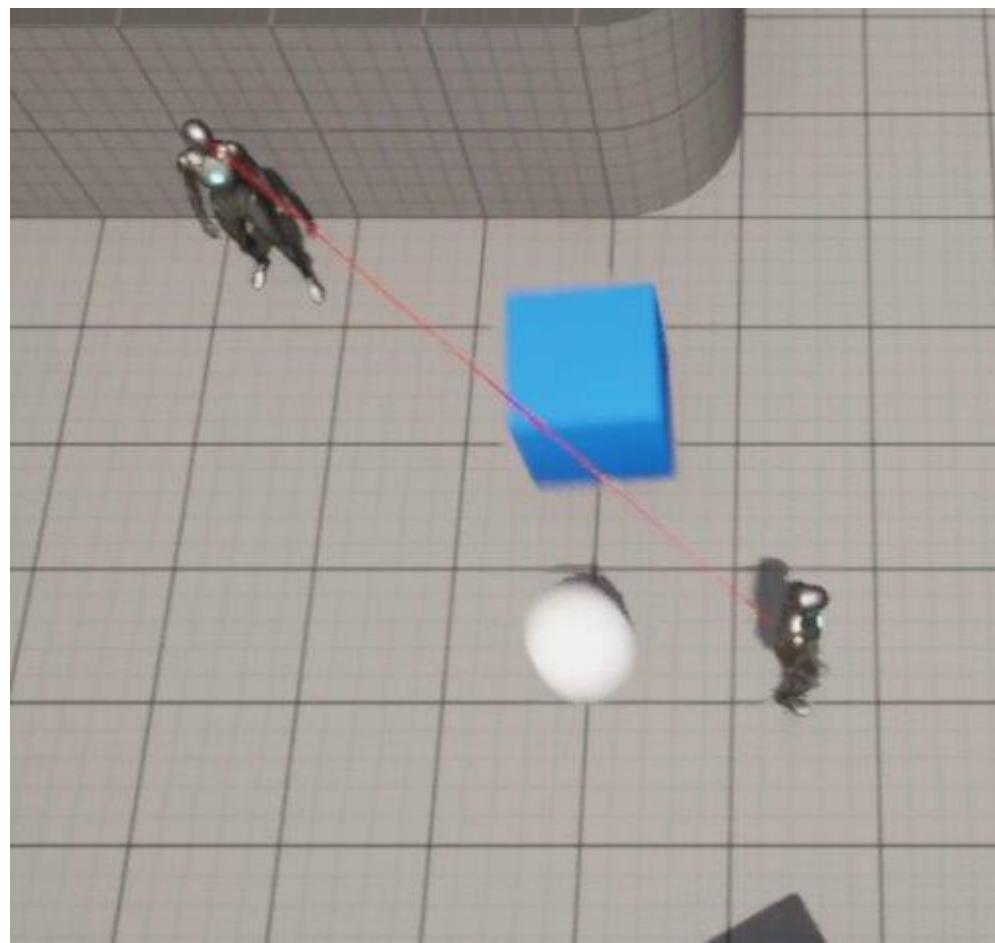
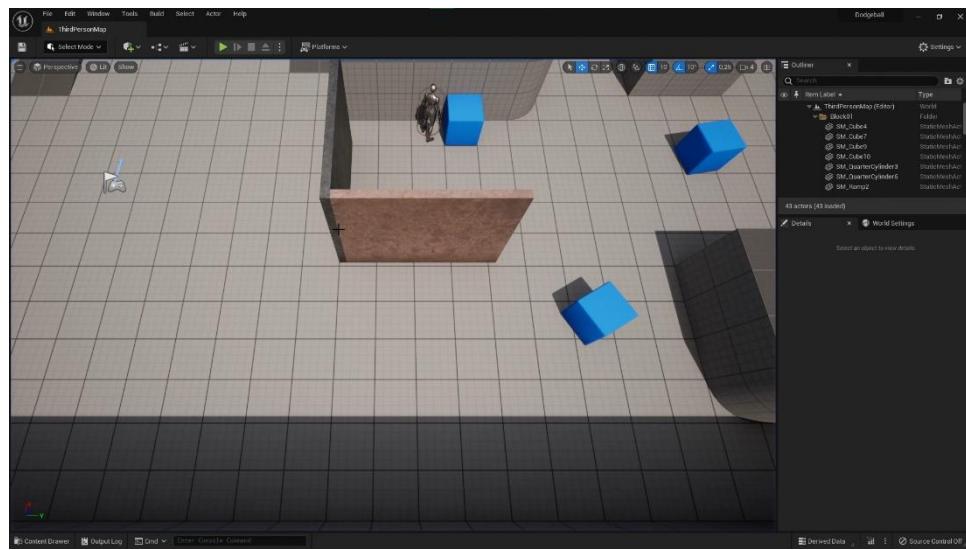
Location ▾	720,0	1720,0	0,0
Rotation ▾	0,0 °	0,0 °	89,9999
Scale ▾	1,0	1,0	1,0

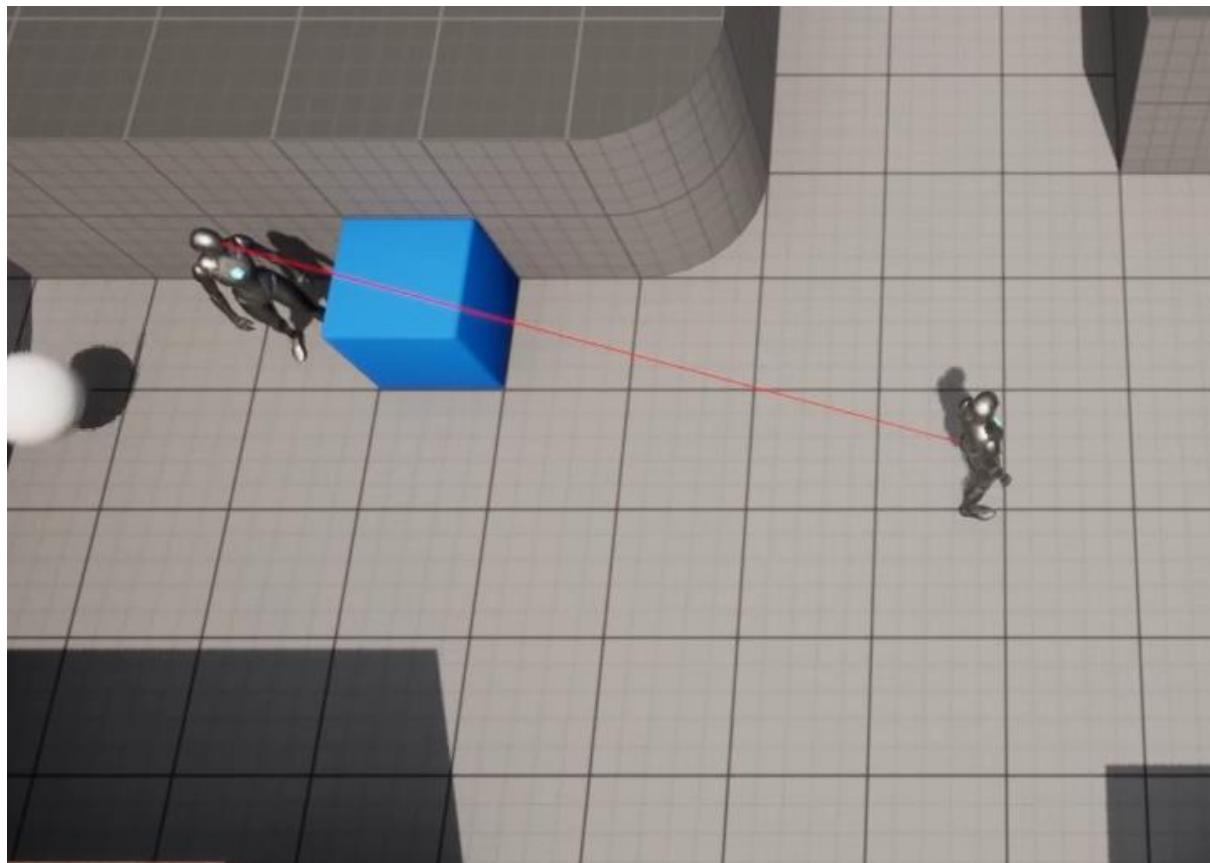
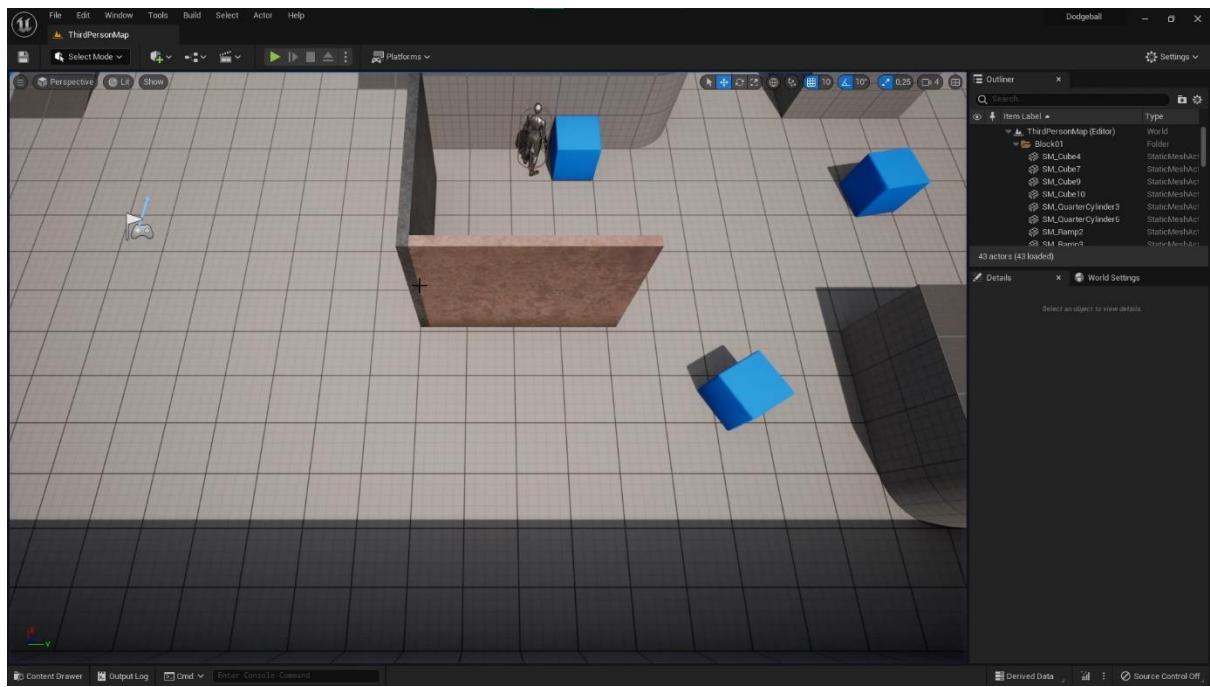




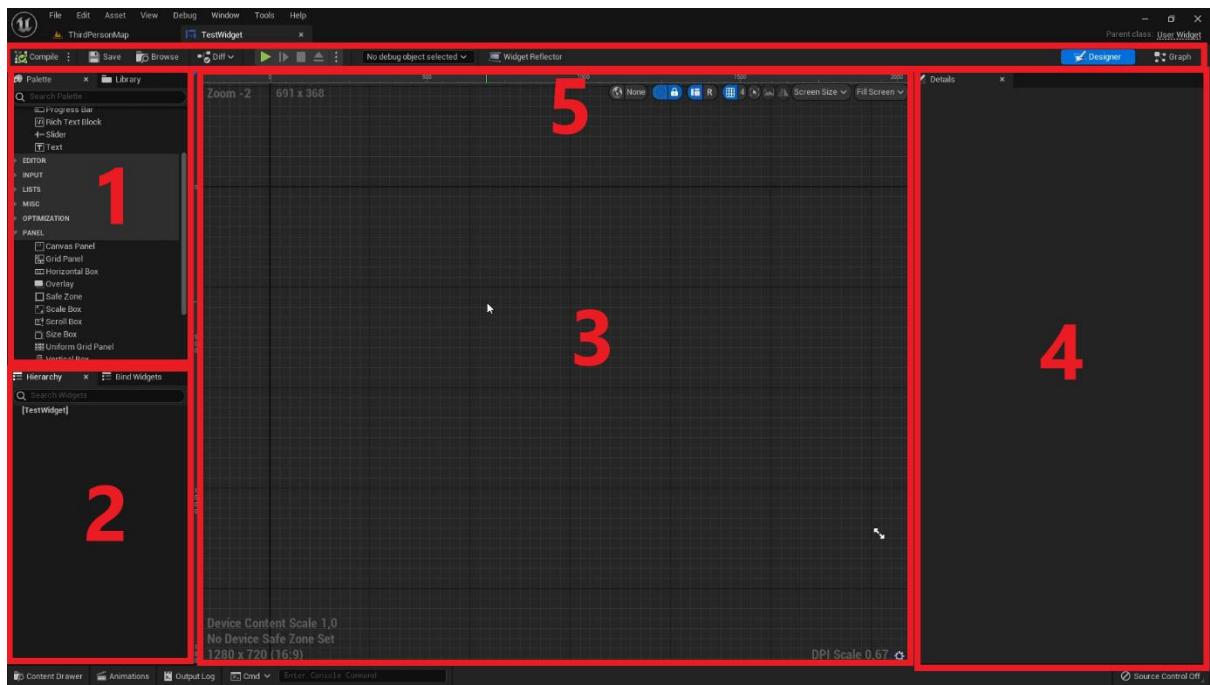
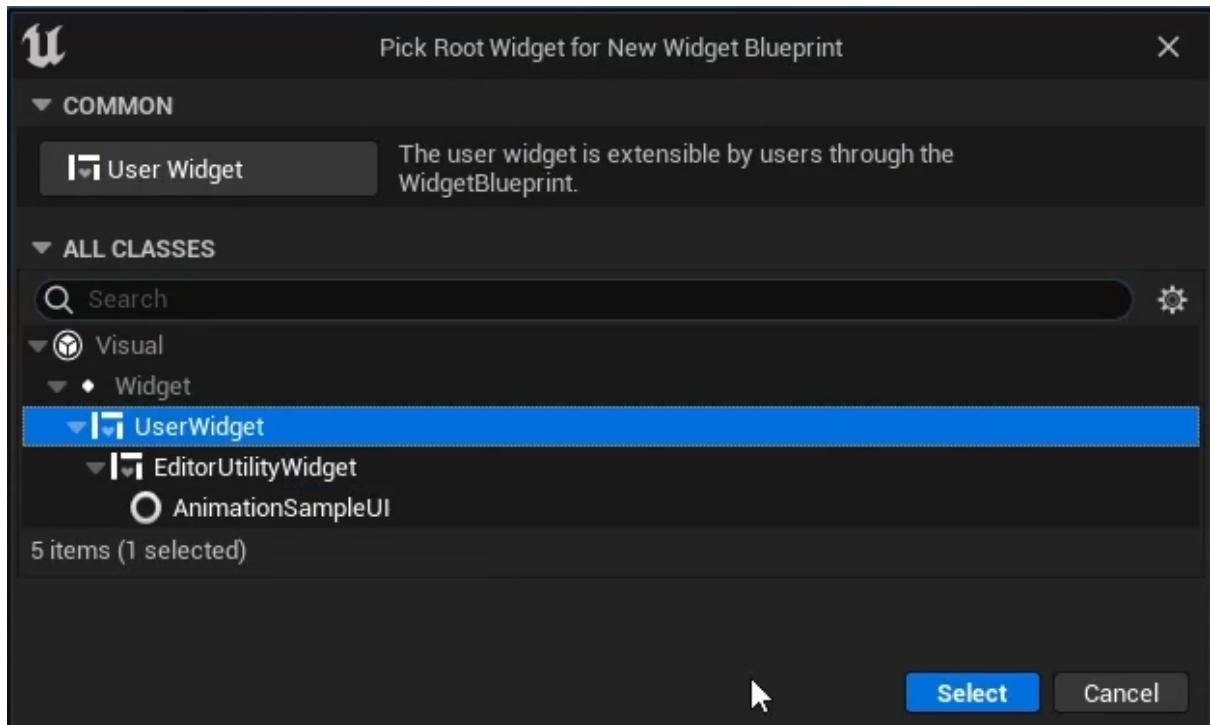
Chapter 07: Working with UE5 Utilities

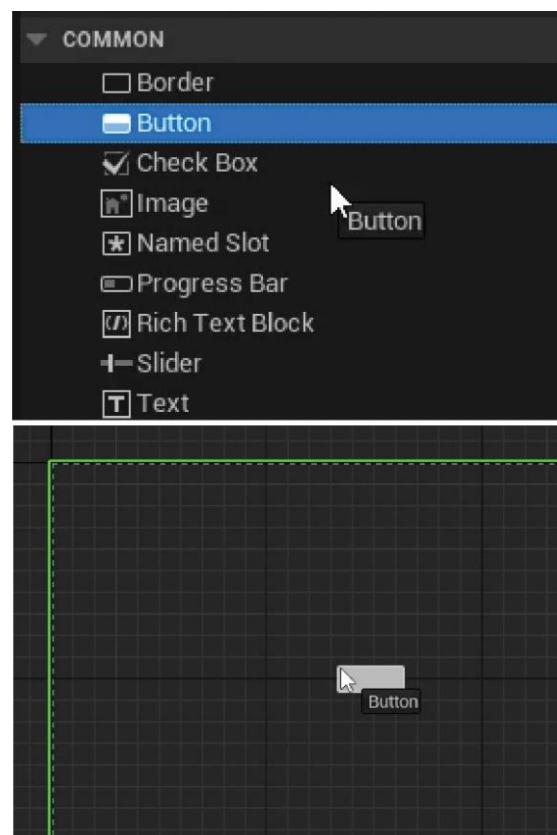
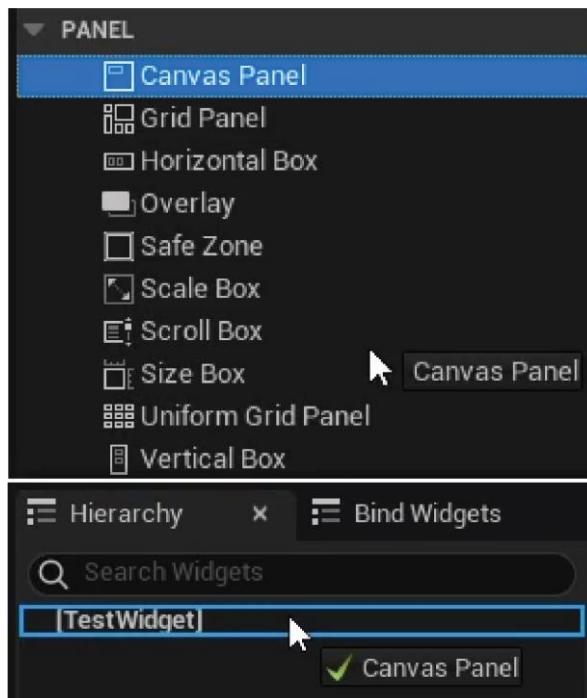


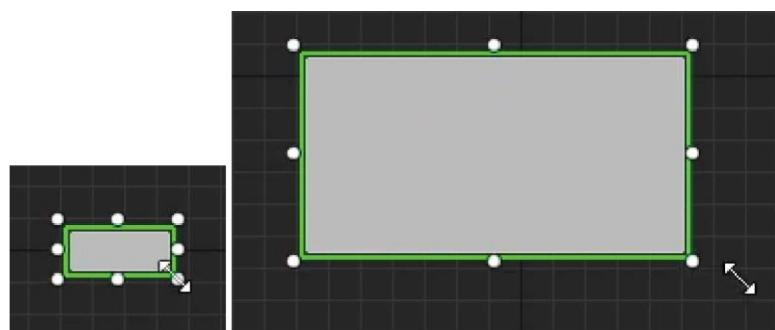
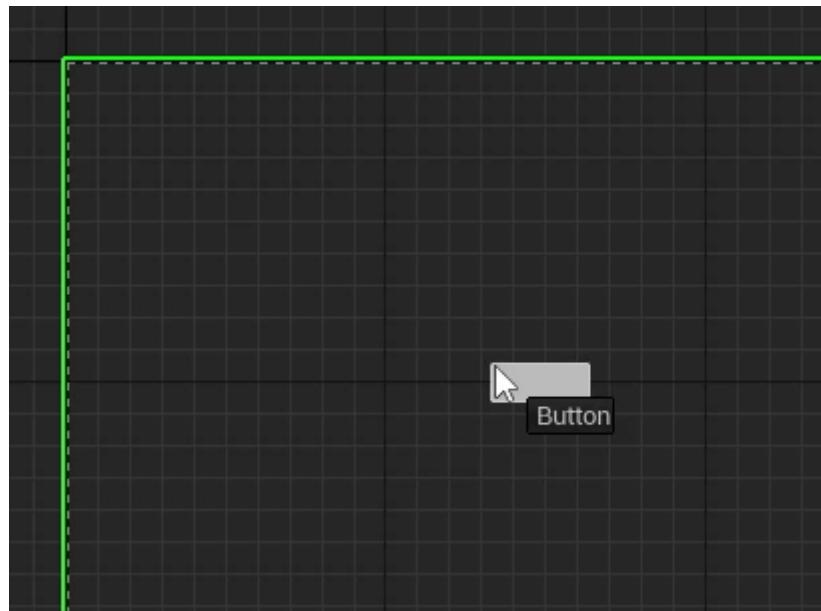
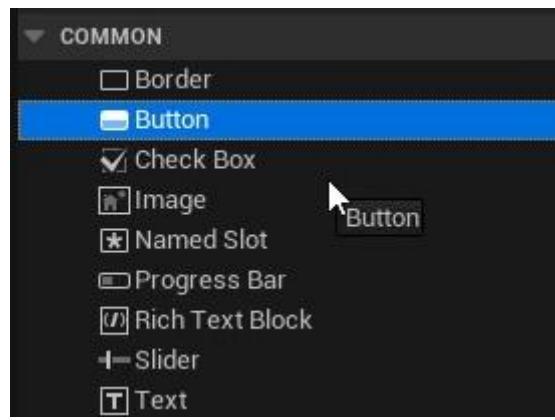


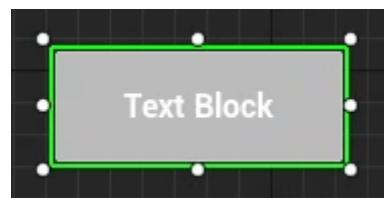
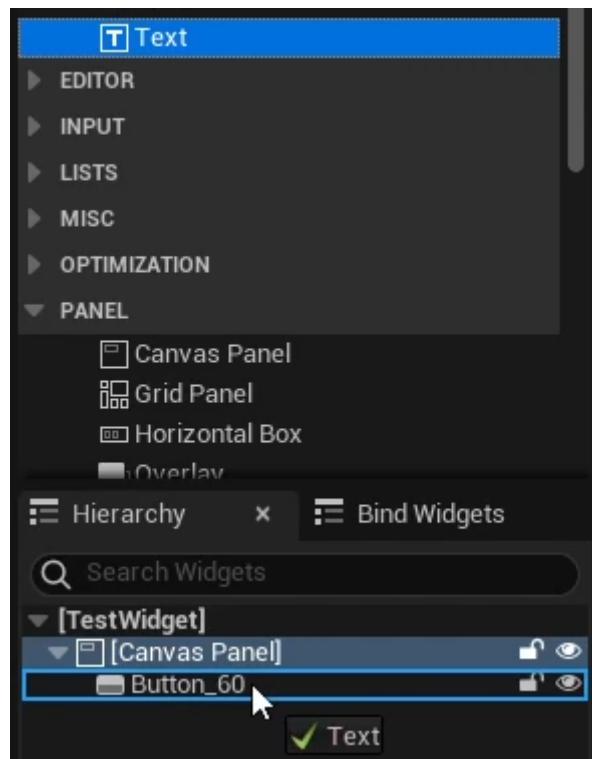


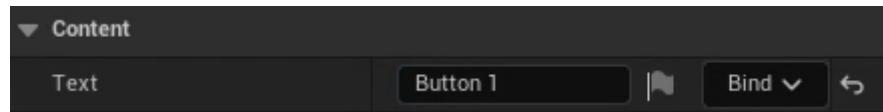
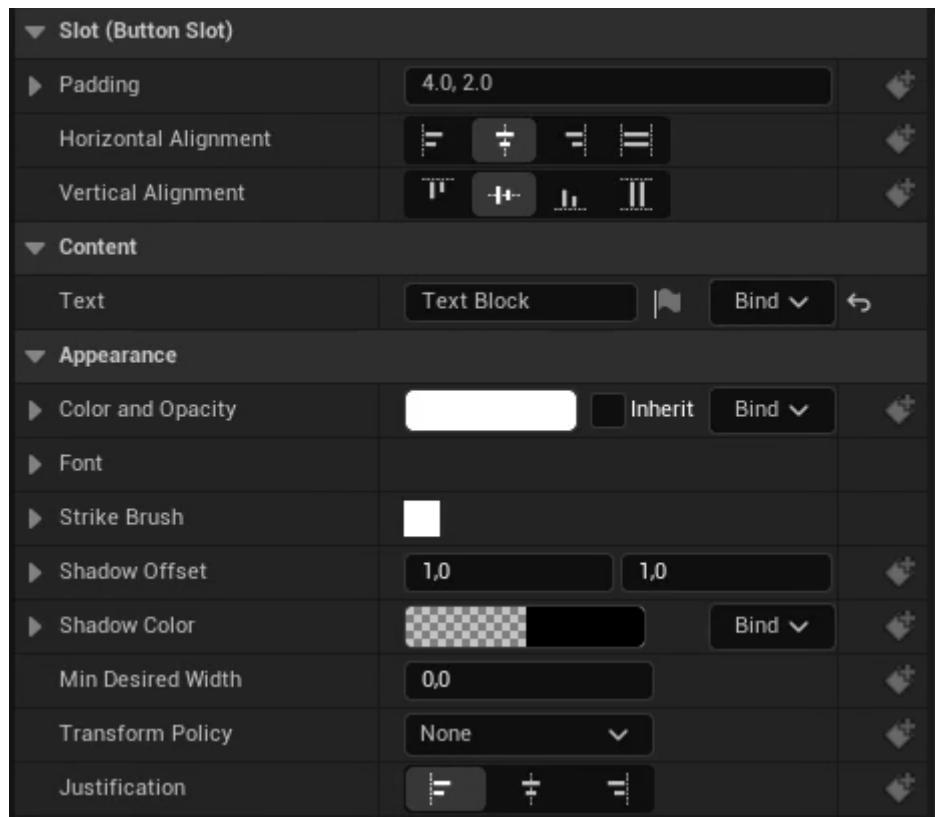
Chapter 08: Creating User Interfaces with UMG

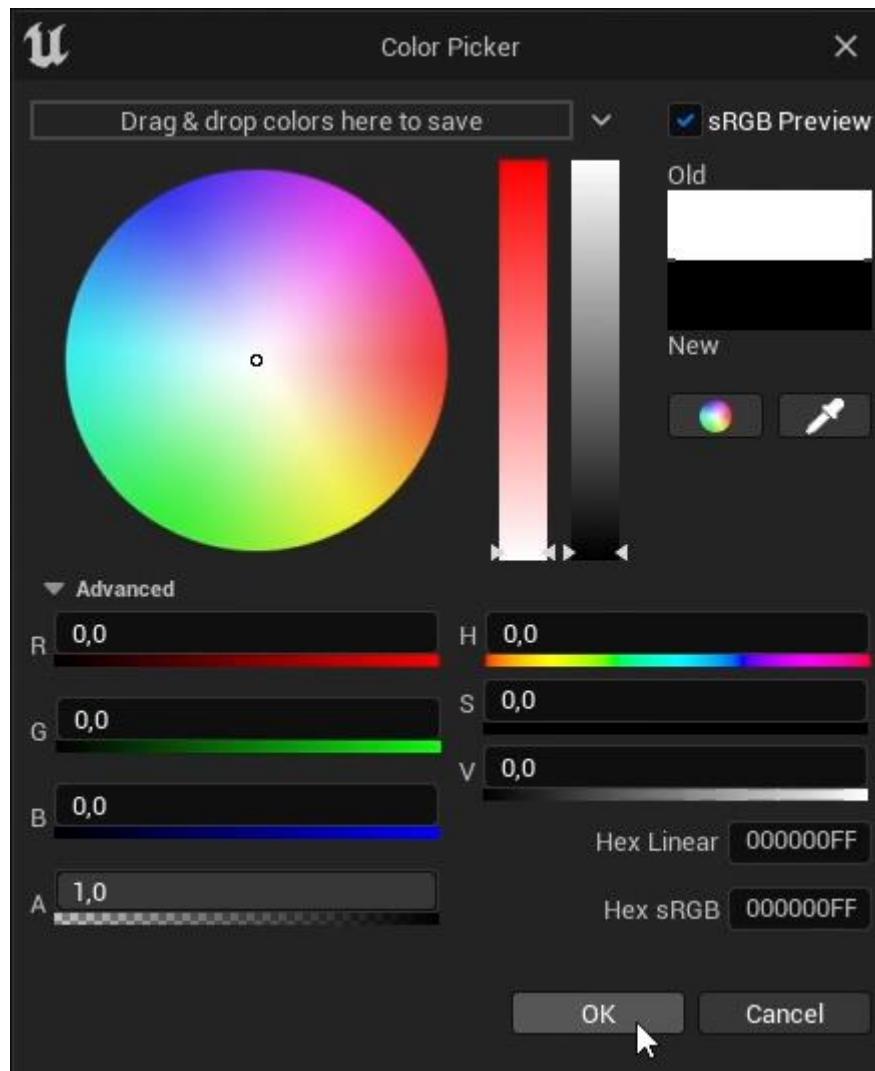


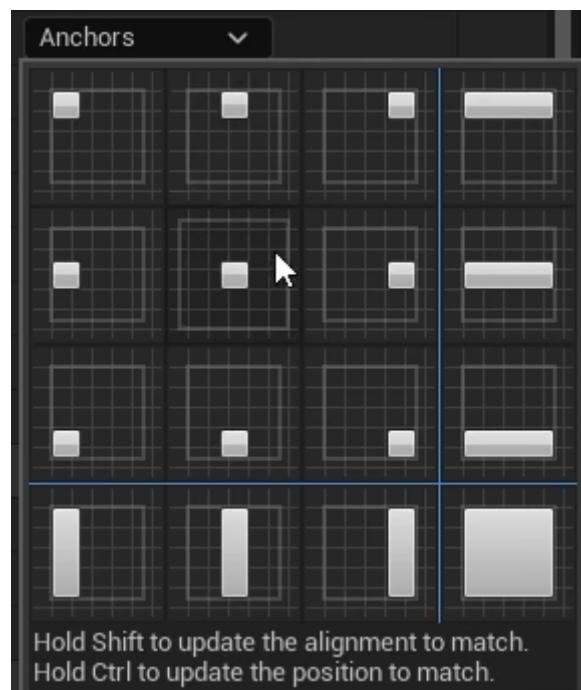
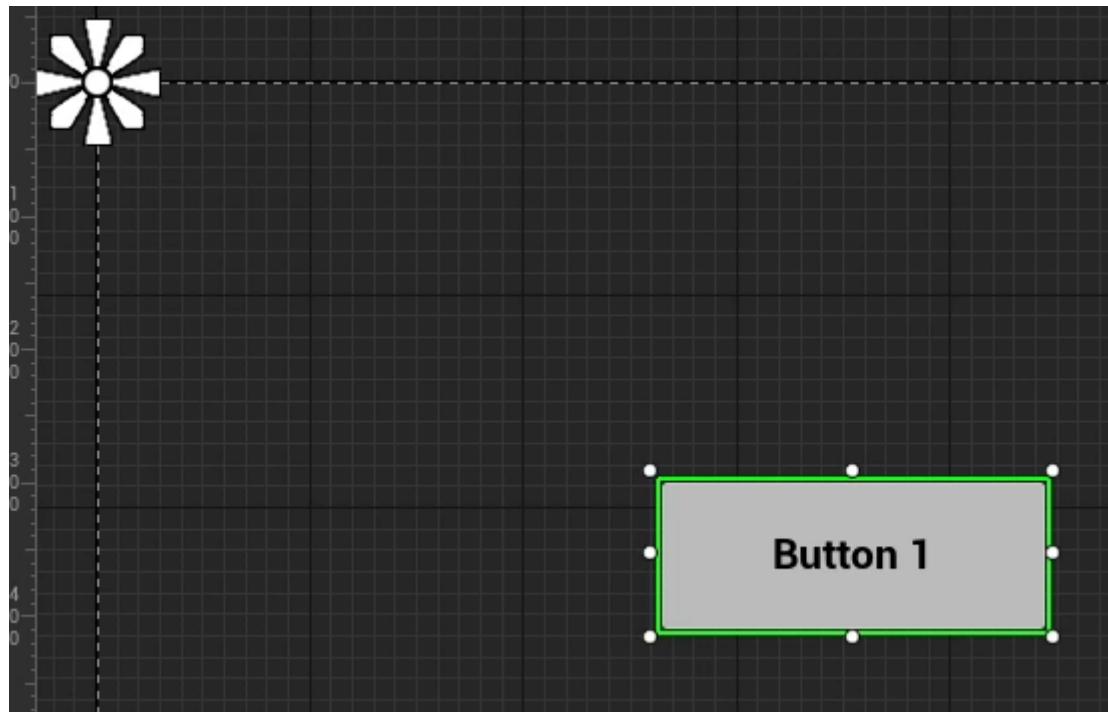


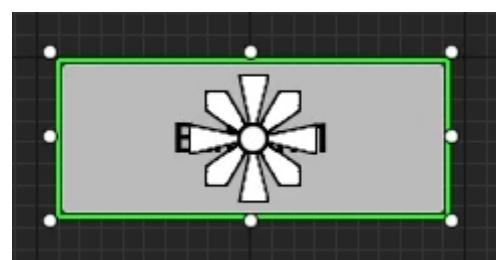
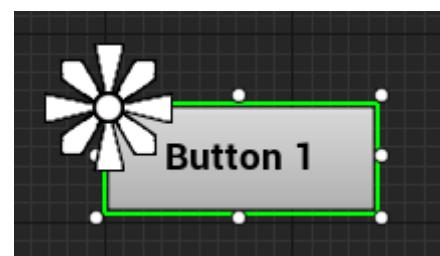
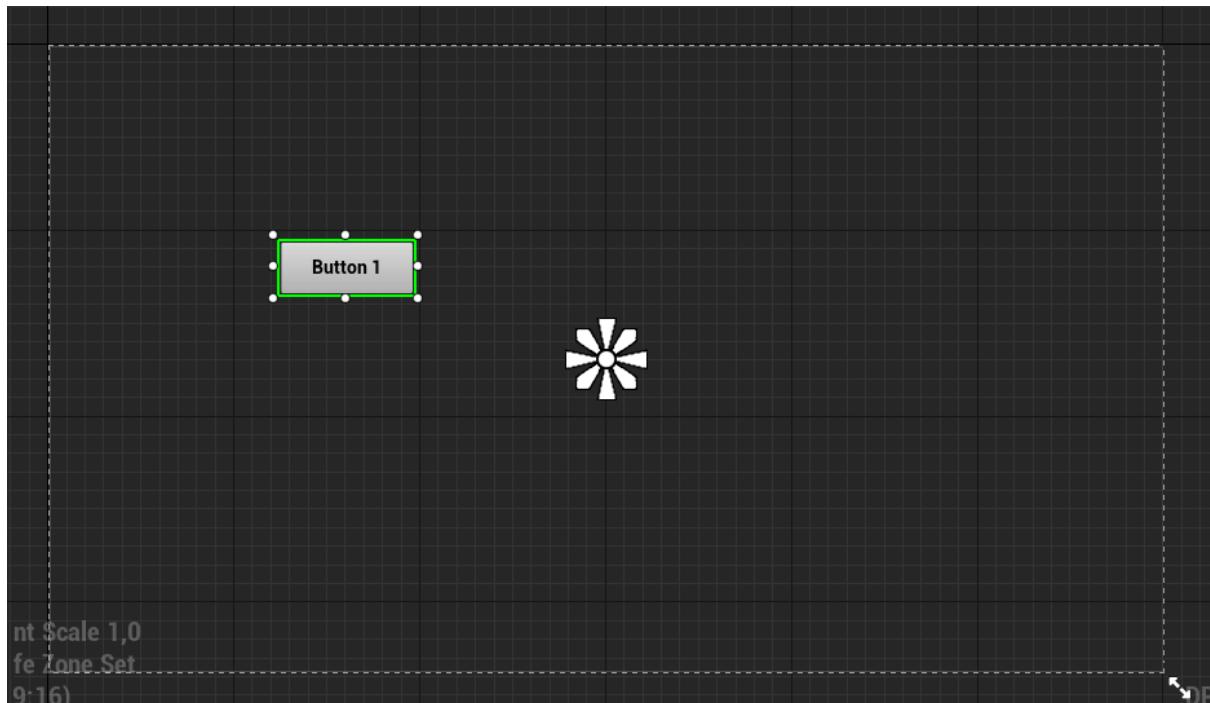


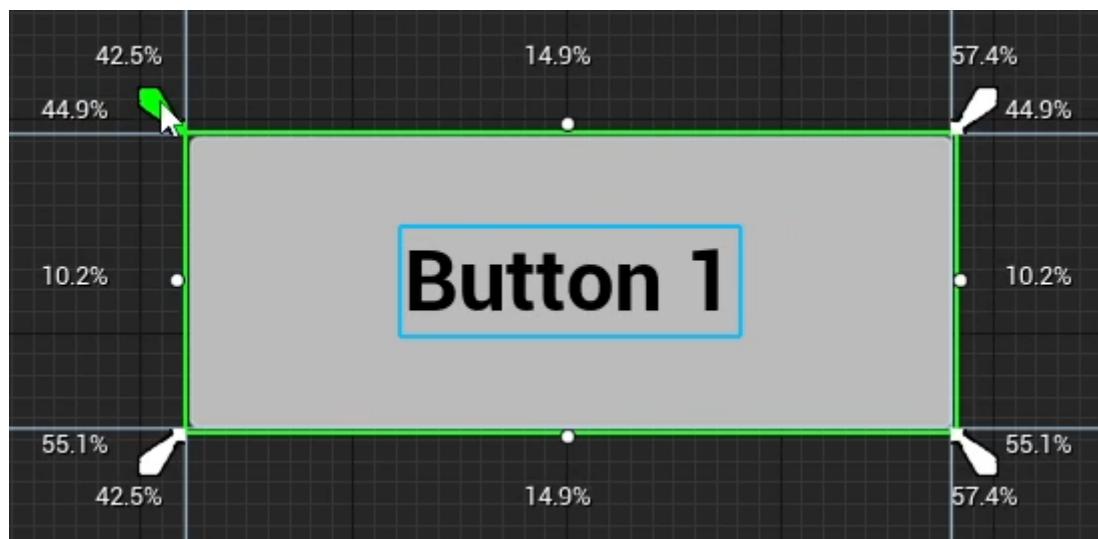
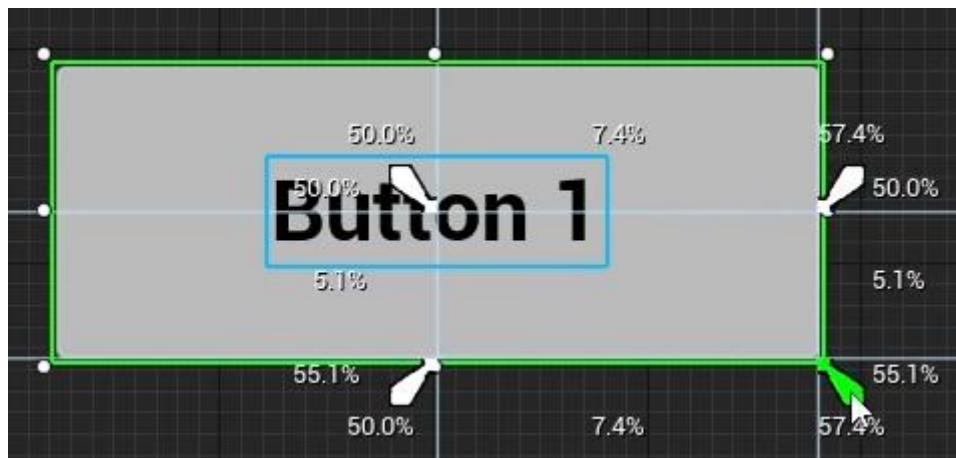




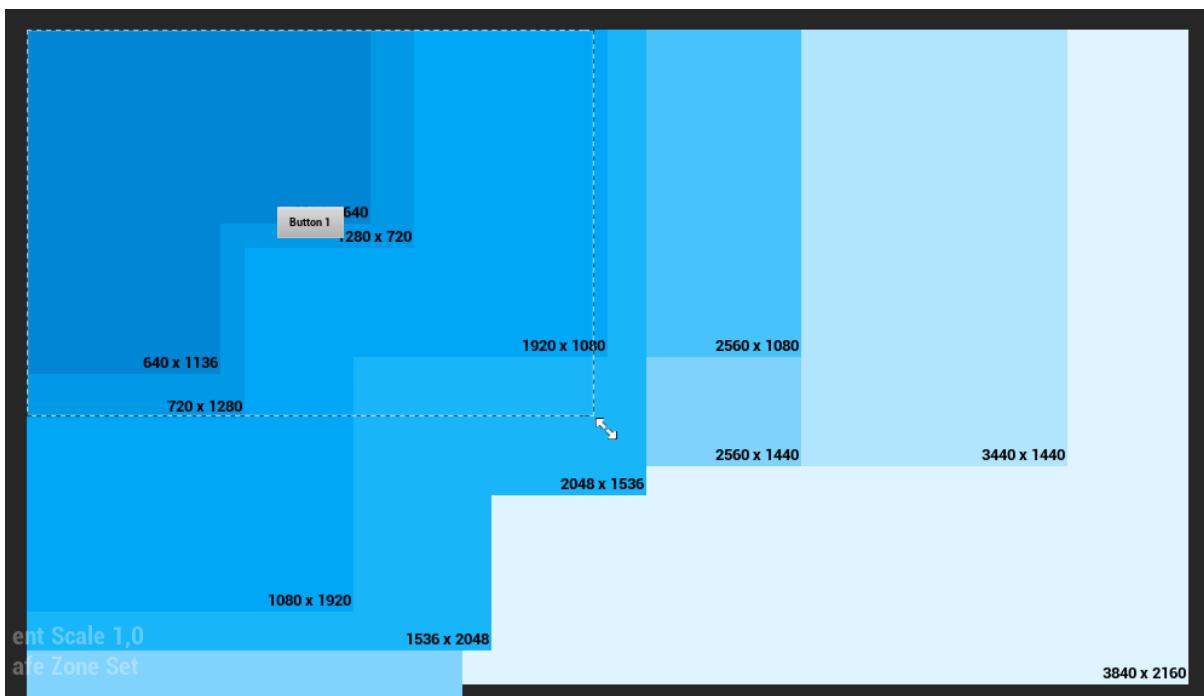
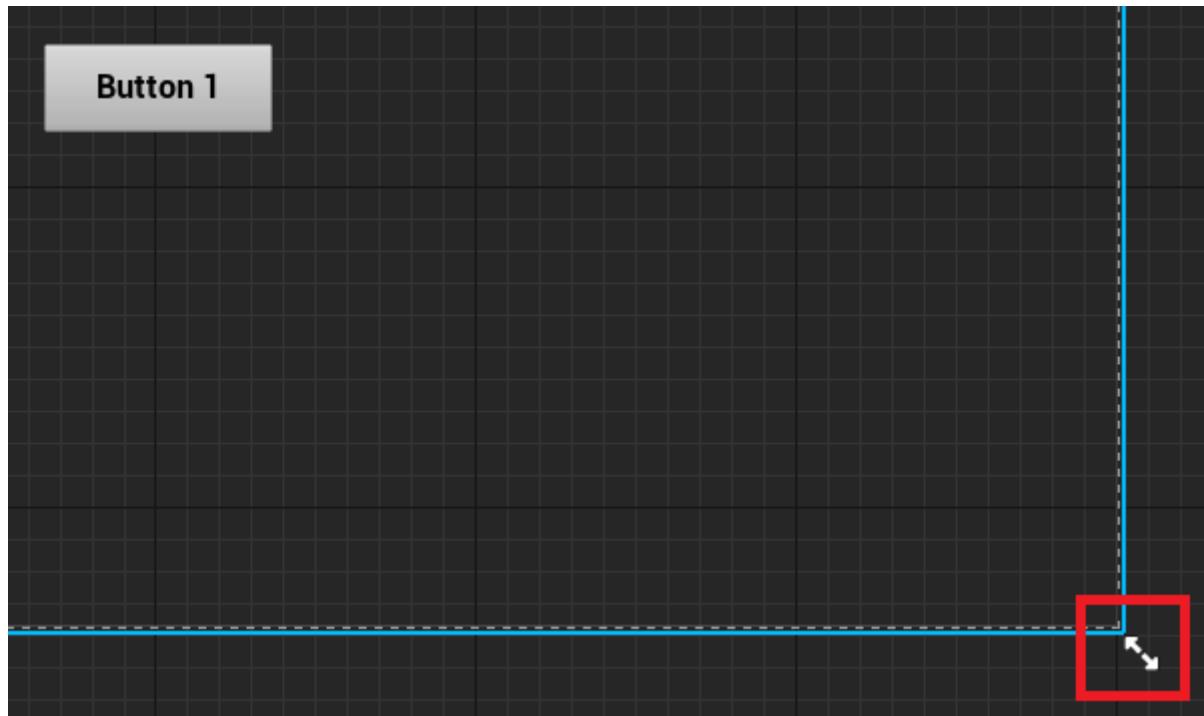


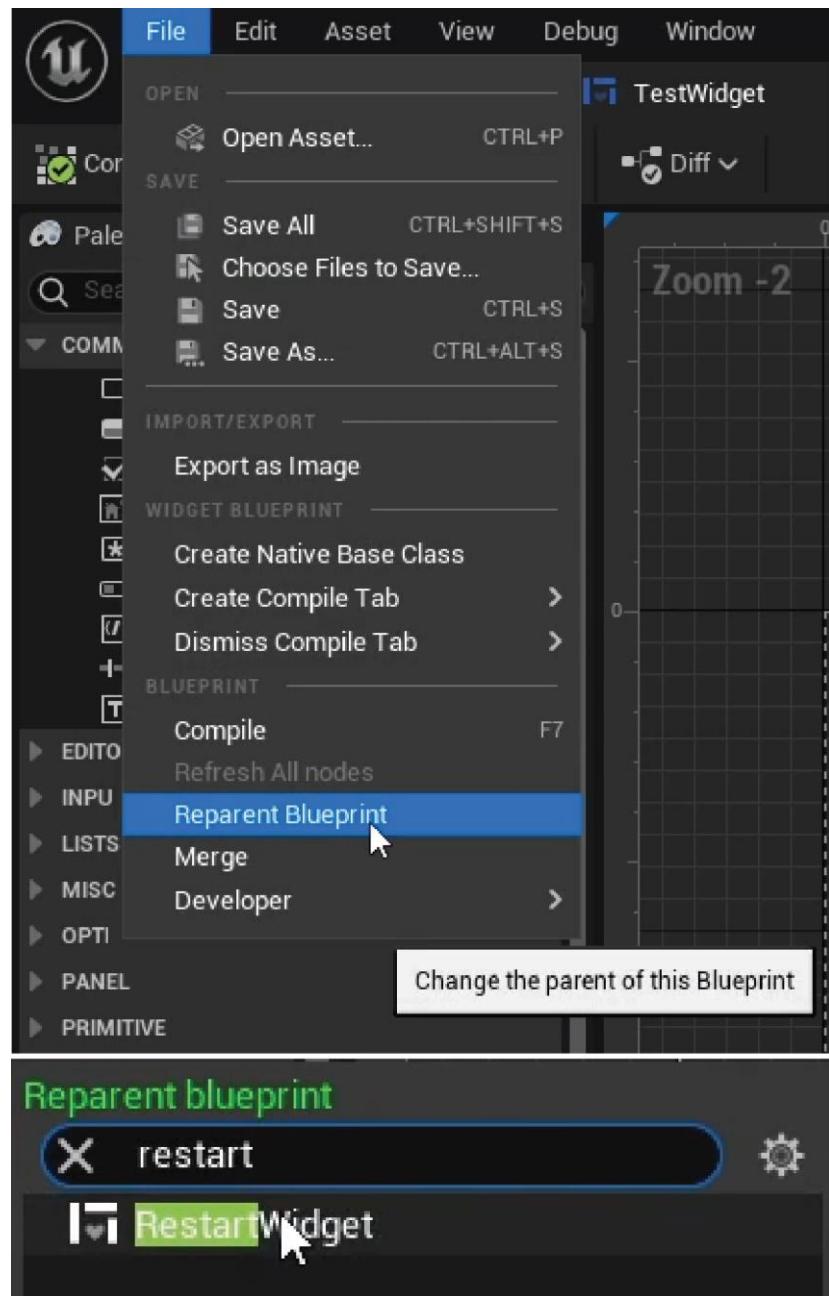


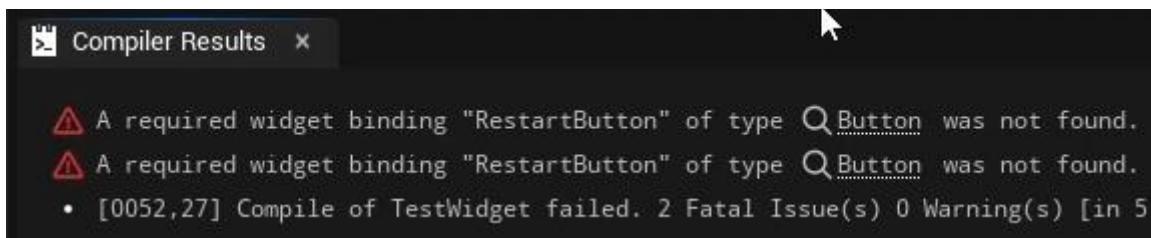
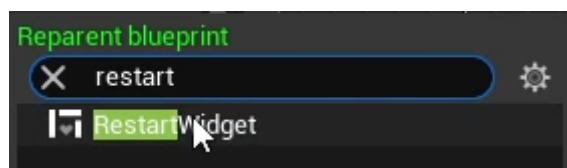
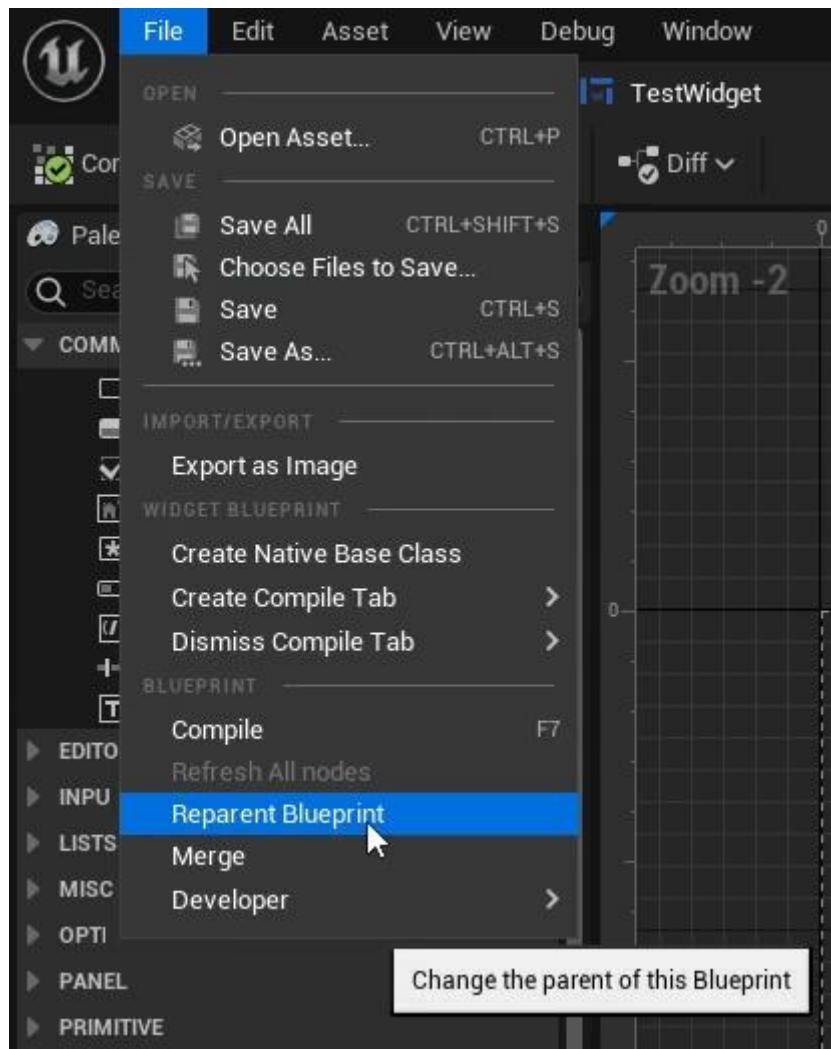


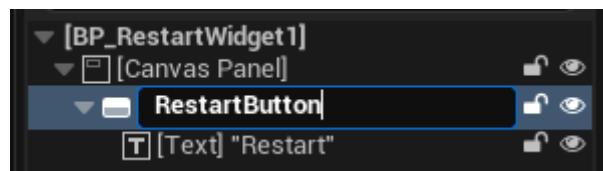
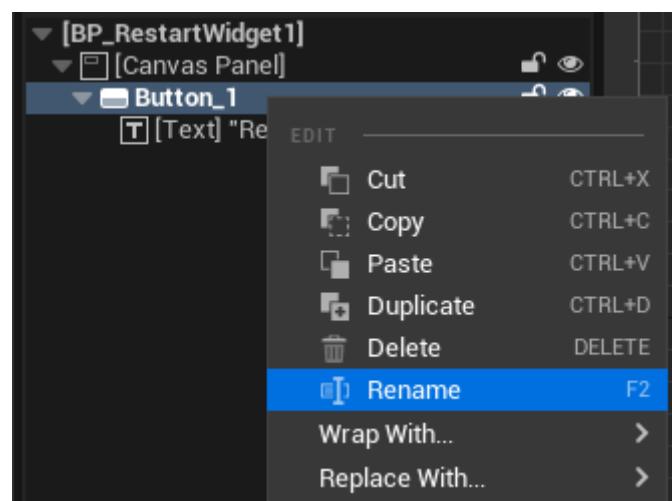
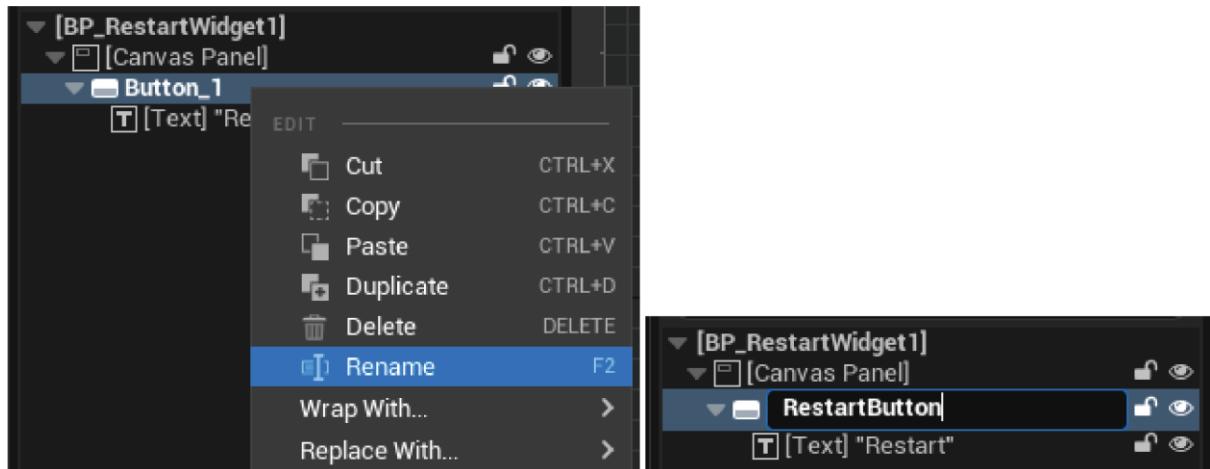


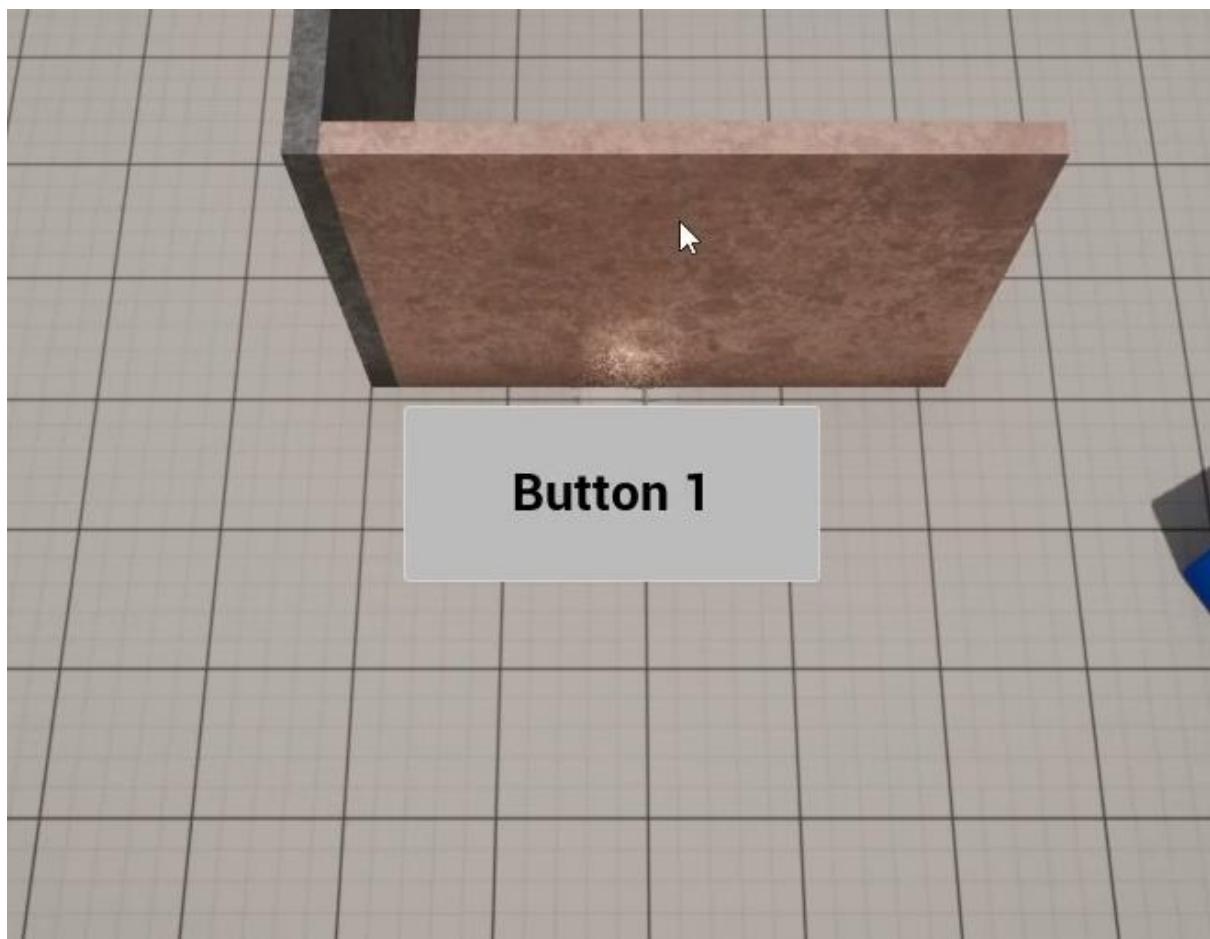
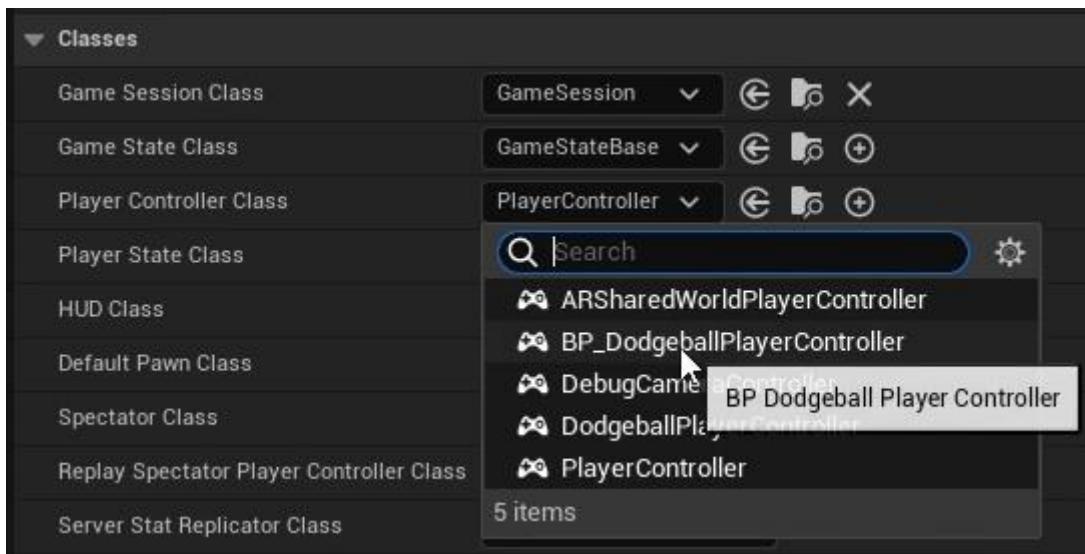
Anchors		Anchors	↶
► Minimum	0,052	0,083	↶ ↗
► Maximum	0,208	0,116	↶ ↗
Offset Left	572,060059		↶ ↗
Offset Top	246,270264		↶ ↗
Offset Right	-372,240265		↶ ↗
Offset Bottom	-250,594604		↶ ↗

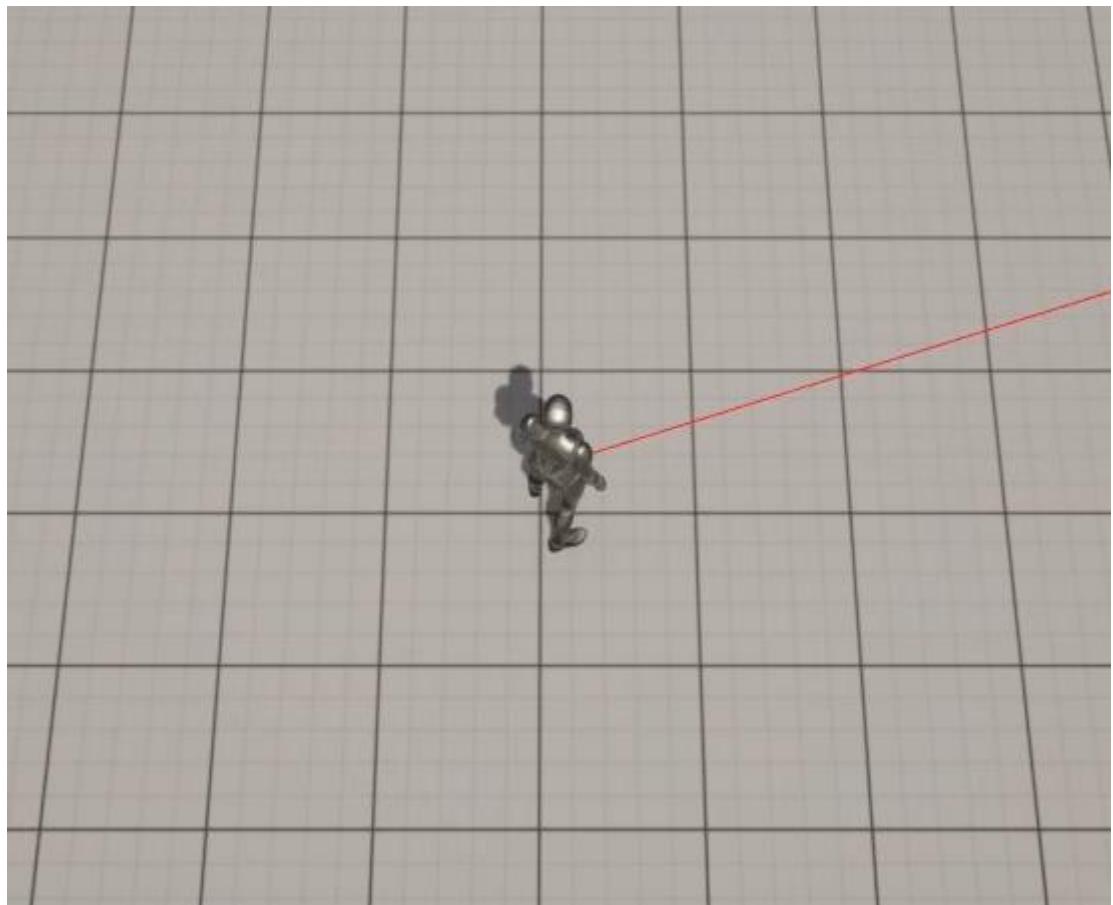












COMMON

- Border
- Button
- Check Box
- Image
- Named Slot
- Progress Bar
- Rich Text Block
- Slider
- Text

EDITOR

INPUT

LISTS

MISC

OPTIMIZATION

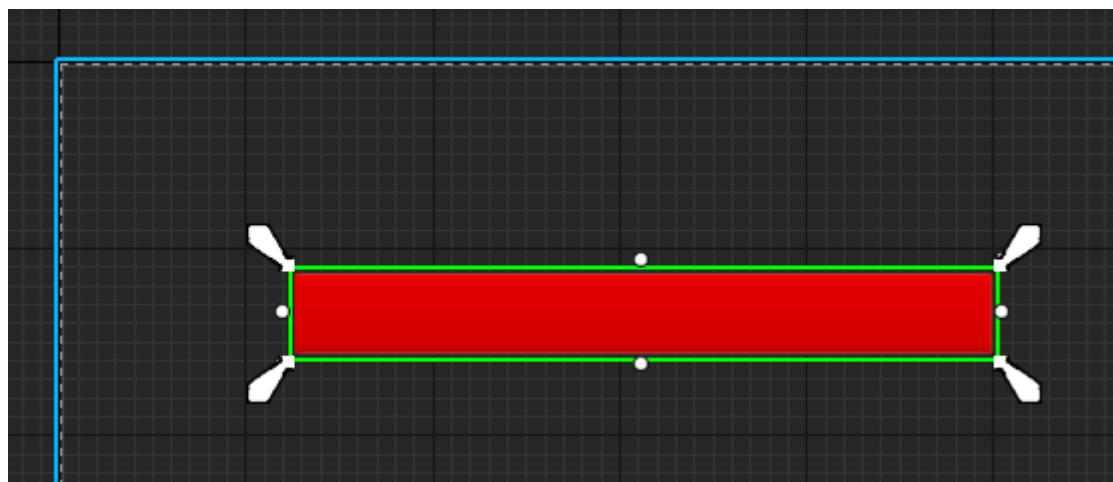
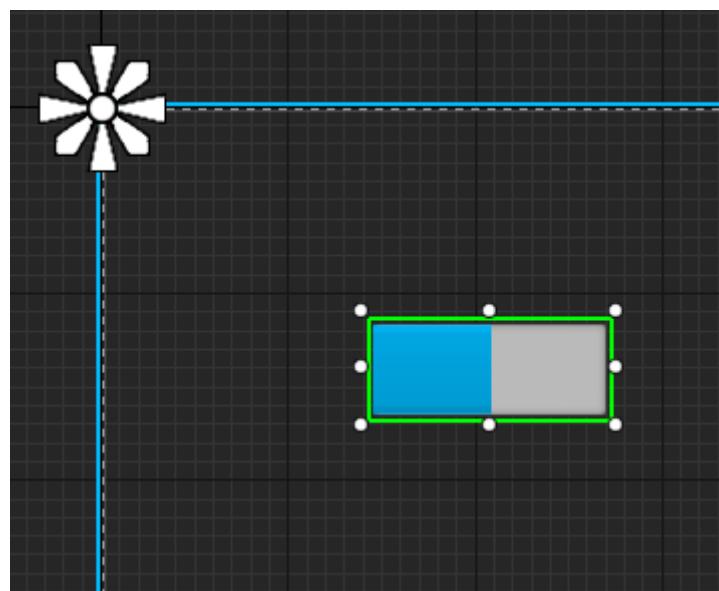
PANEL

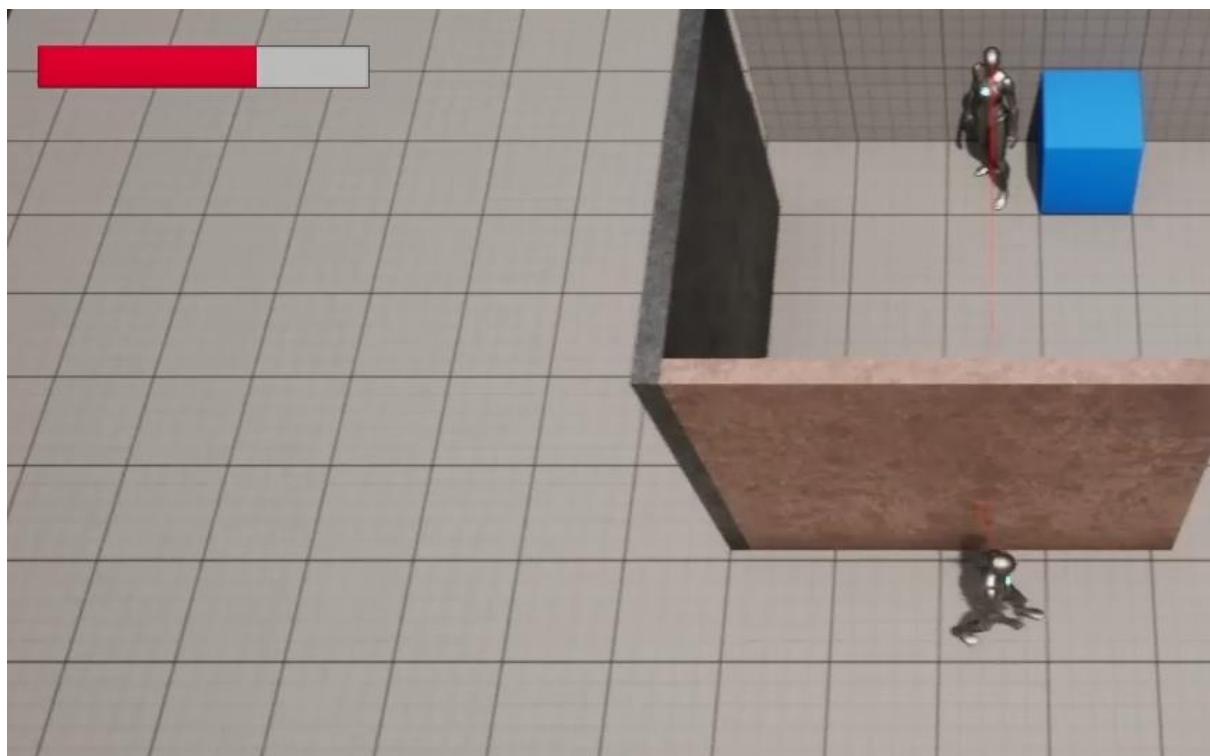
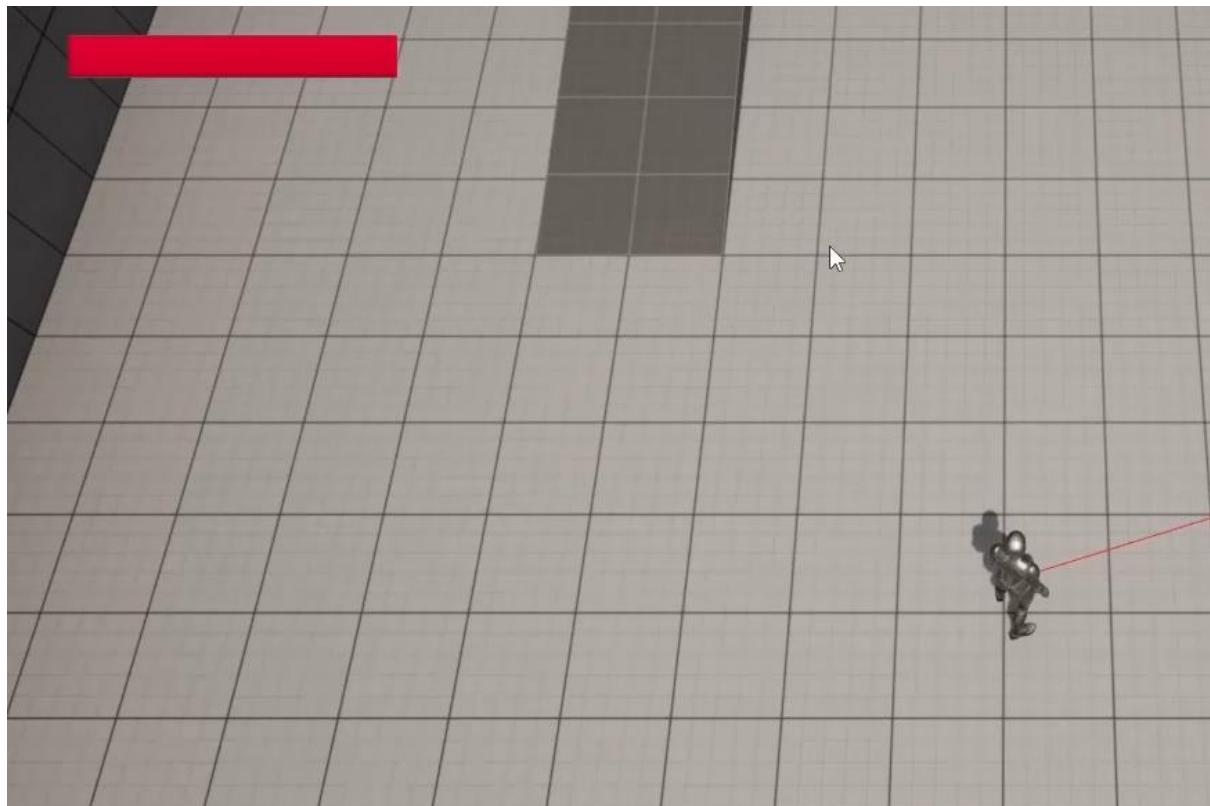
- Canvas Panel
- Grid Panel

Progress Bar

▼ Progress

Percent	0,0	Bind ▾
Bar Fill Type	Left to Right ▾	



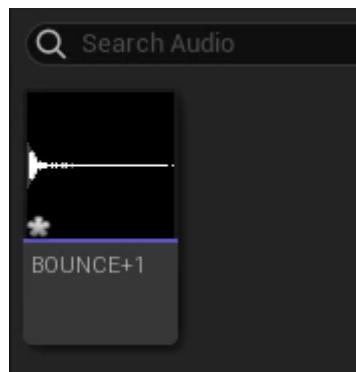
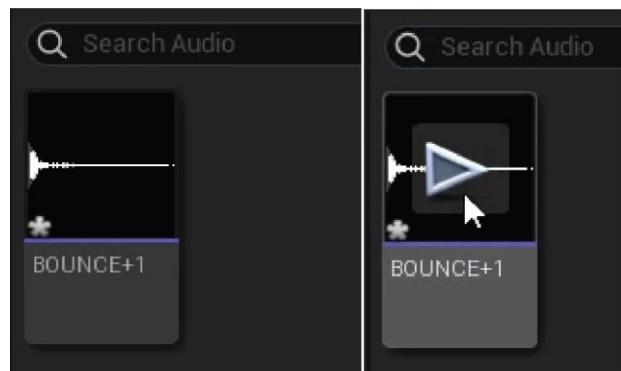
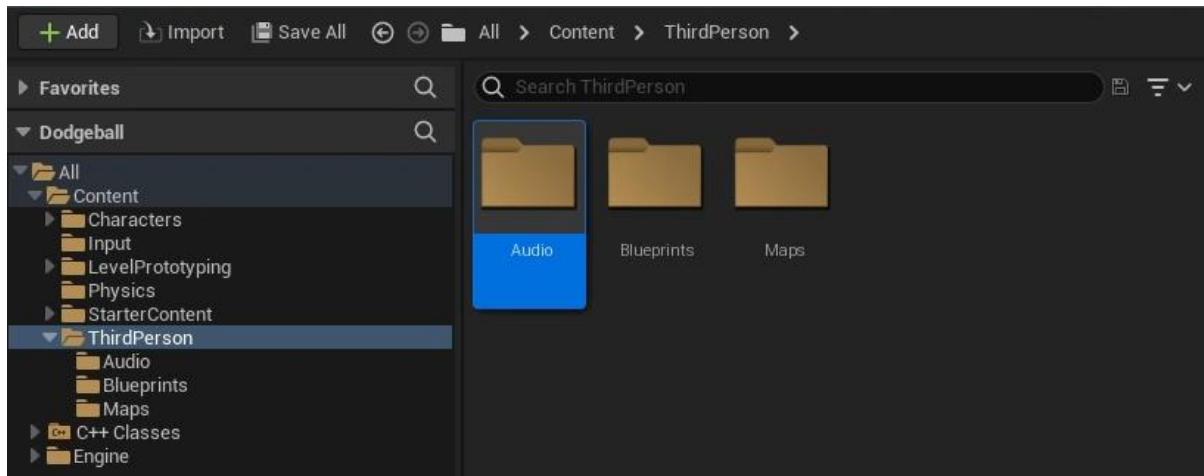


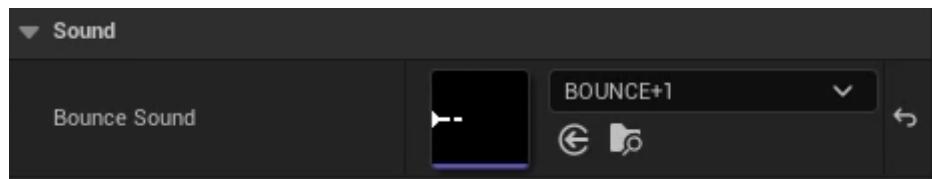
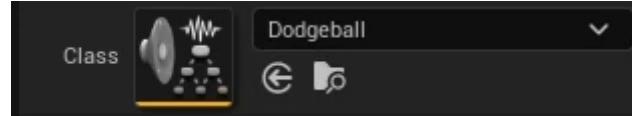
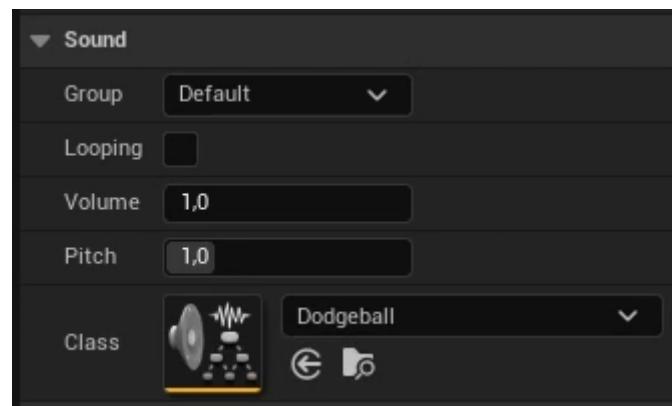
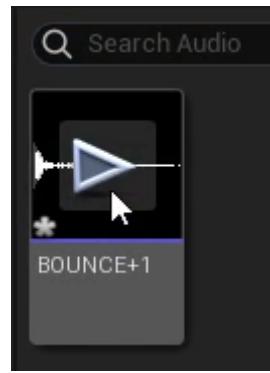
Game Over

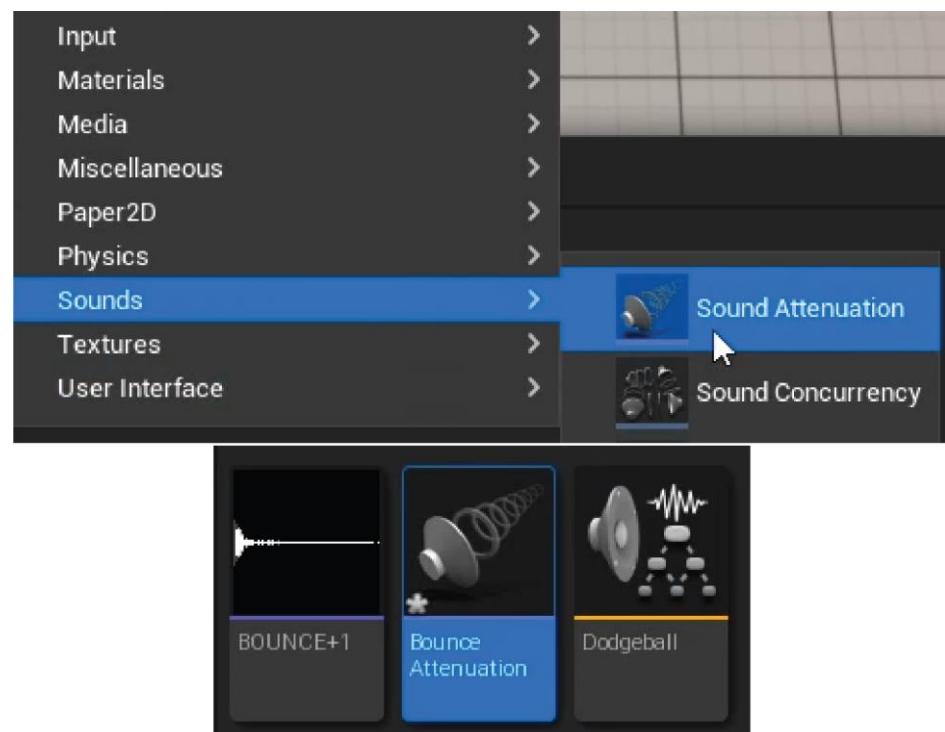
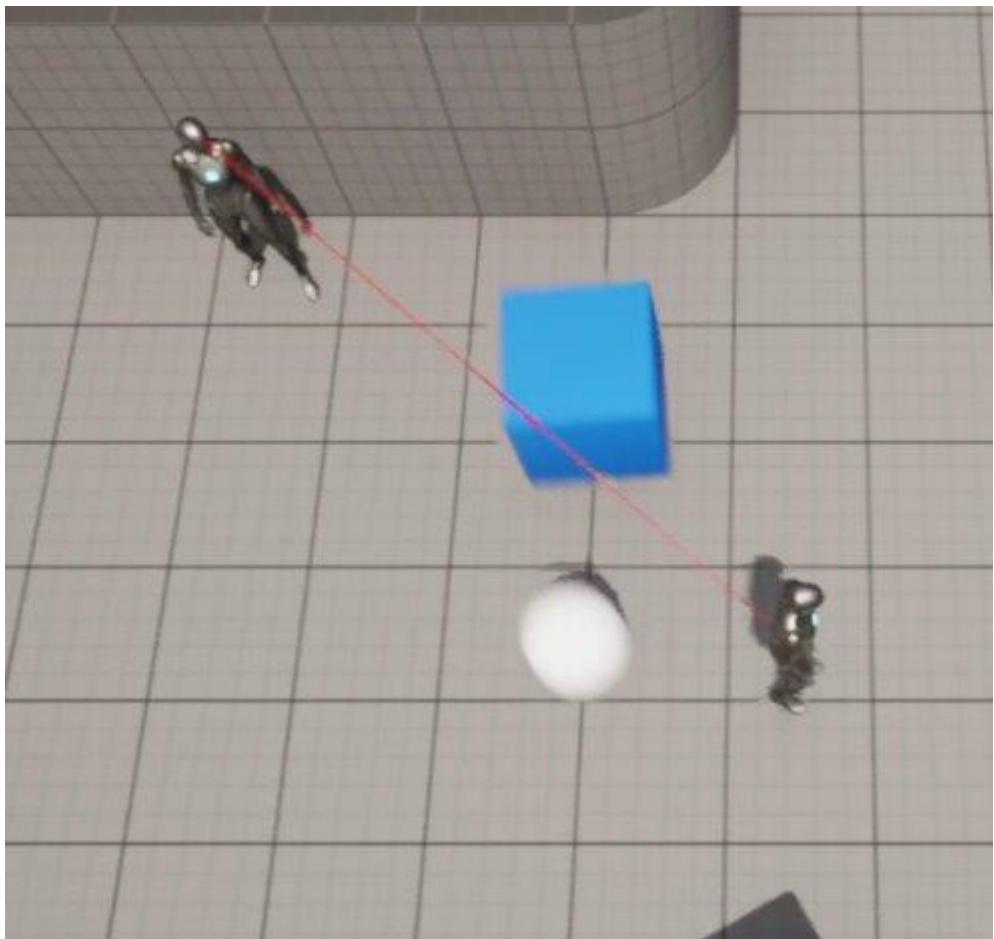
Restart

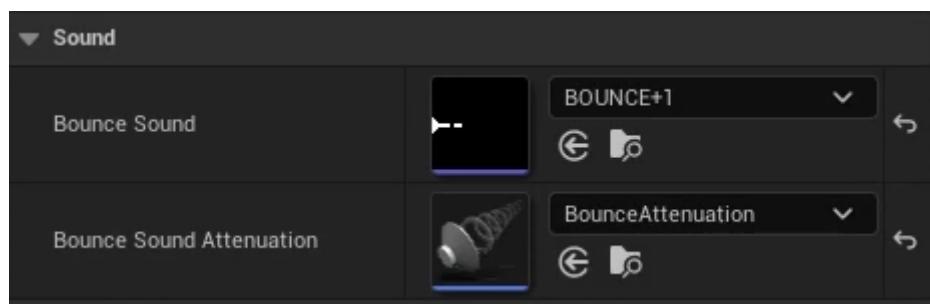
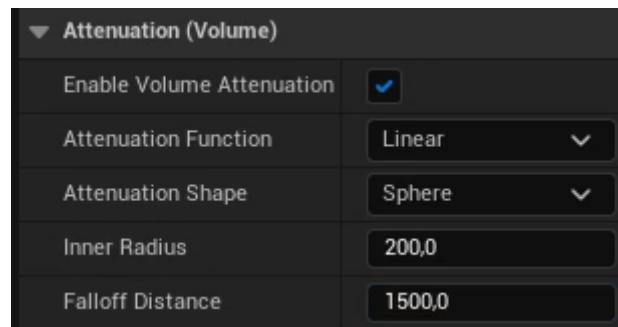
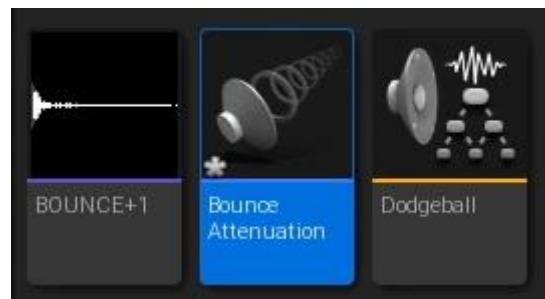
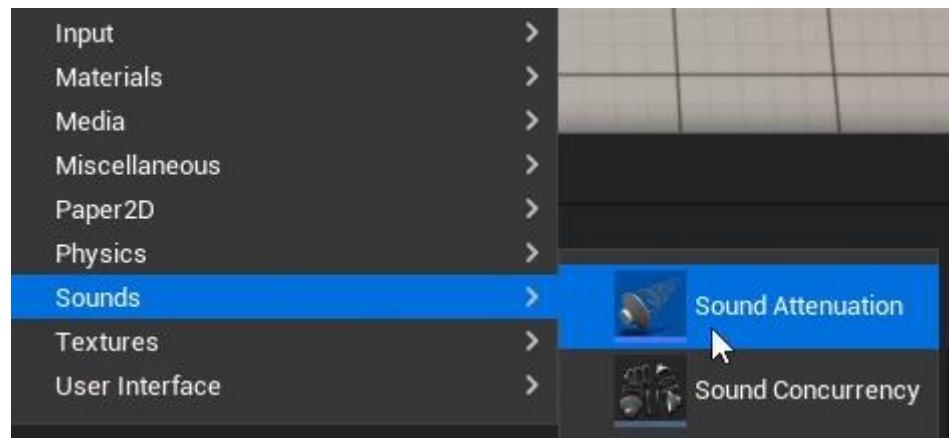
Quit

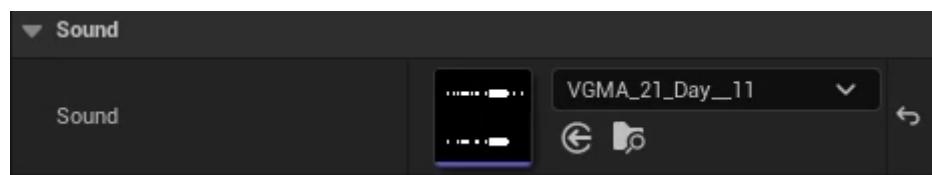
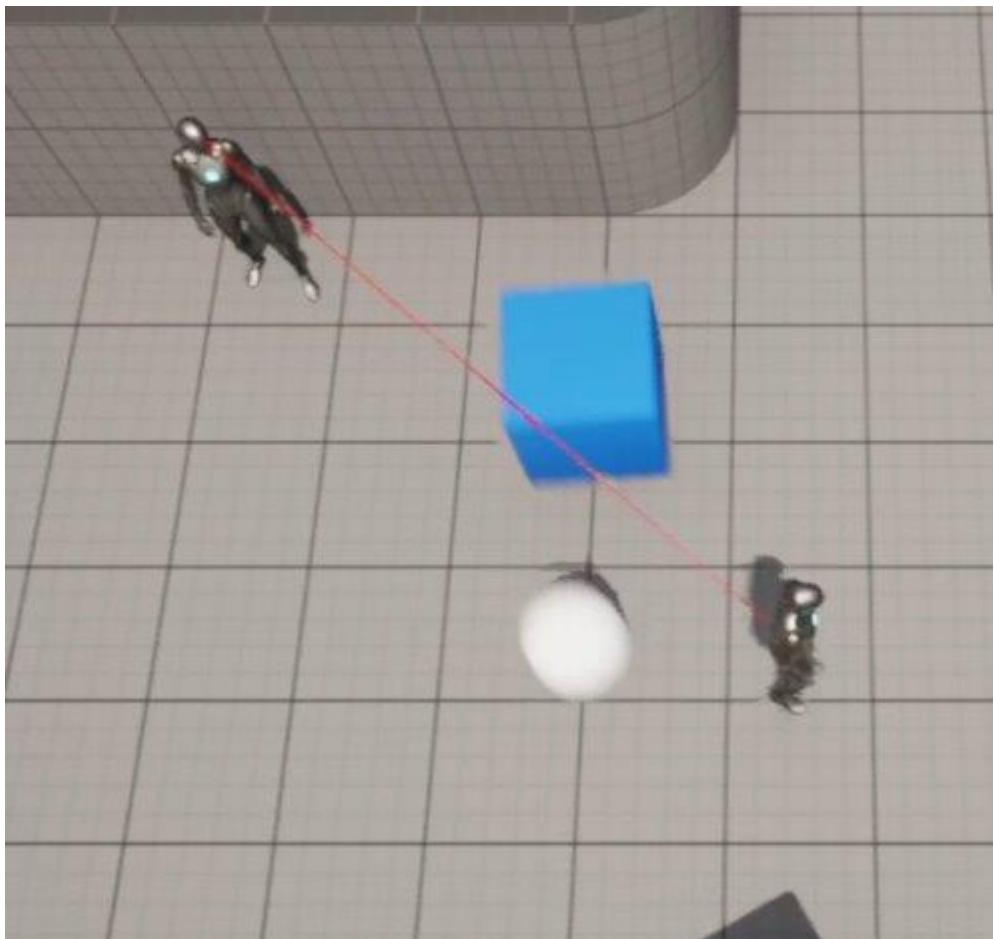
Chapter 09: Adding Audio-Visual Elements

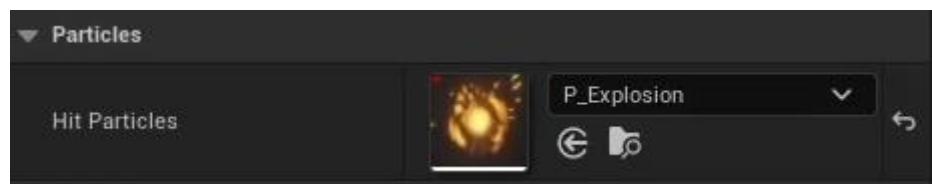


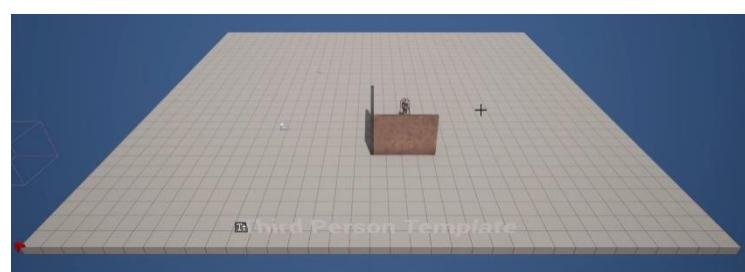
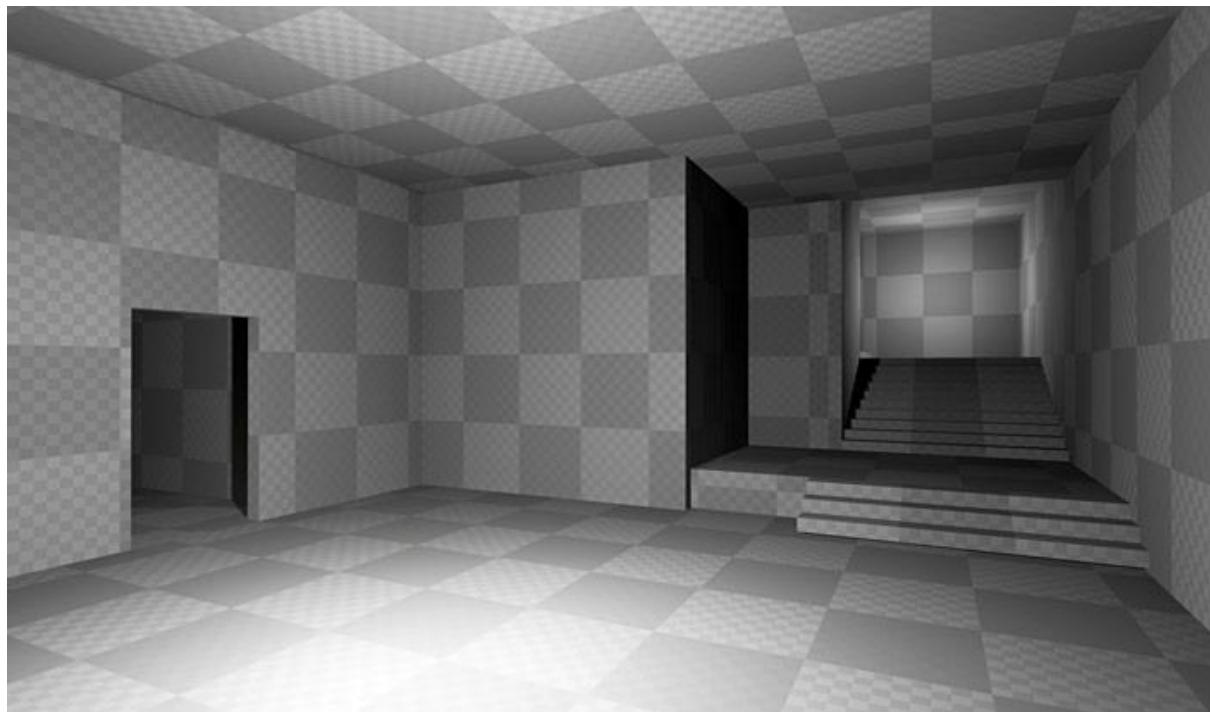






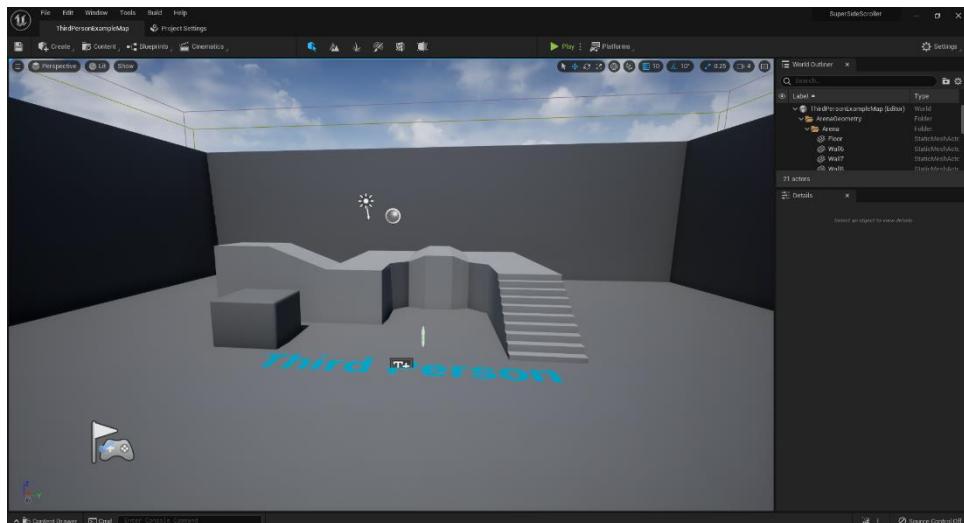
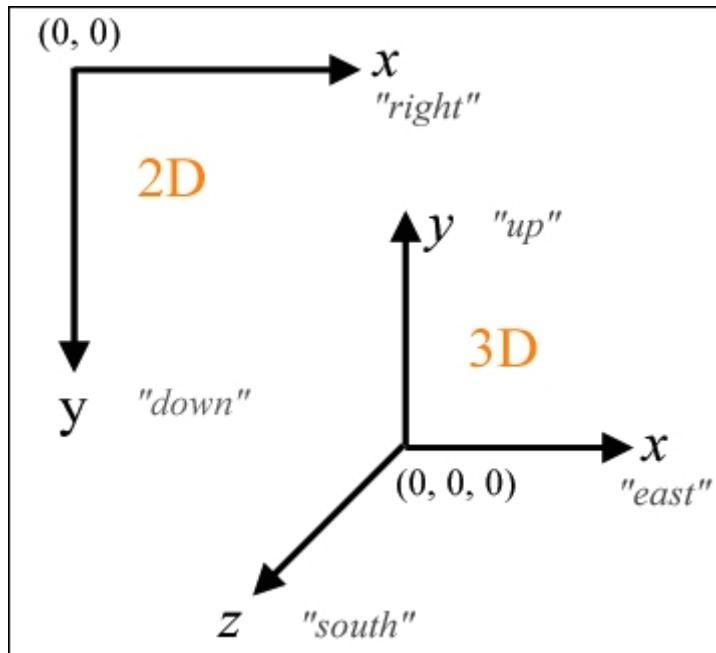








Chapter 10: Creating the SuperSideScroller Game



▼ Bindings

Speech Mappings	0 Array elements	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
-----------------	------------------	----------------------------------	----------------------------------

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of ind keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuou

▼ Action Mappings

▶ Jump	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
--------	----------------------------------	----------------------------------

▼ Axis Mappings

▶ Move Forward / Backward	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Move Right / Left	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Turn Right / Left Gamepad	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Turn Right / Left Mouse	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Look Up / Down Gamepad	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Look Up / Down Mouse	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>
▶ Advanced		

▼ TRANSFORM

Location	0.0	0.0	-97.0	<input type="button" value="↶"/>
Rotation	0.0 °	0.0 °	-90.0 °	<input type="button" value="↶"/>
Scale	1.0	1.0	1.0	<input type="button" value="↶"/>

▼ TRANSFORM

Location	0.0	0.0	0.0	<input type="button" value="↶"/>
Rotation	0.0 °	0.0 °	180.0 °	<input type="button" value="↶"/>
Scale	1.0	1.0	1.0	<input type="button" value="↶"/>

▼ CAMERA

Target Arm Length	500.0	<input type="button" value="↶"/>		
▶ Socket Offset	0.0	0.0	75.0	<input type="button" value="↶"/>
▶ Target Offset	0.0	0.0	0.0	<input type="button" value="↶"/>

▼ CHARACTER MOVEMENT (GENERAL SETTINGS)

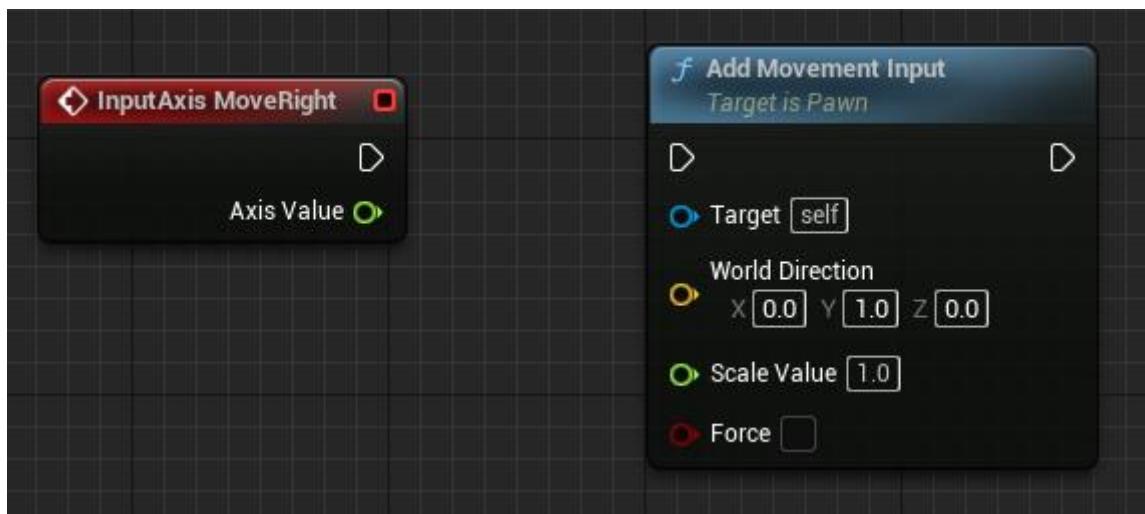
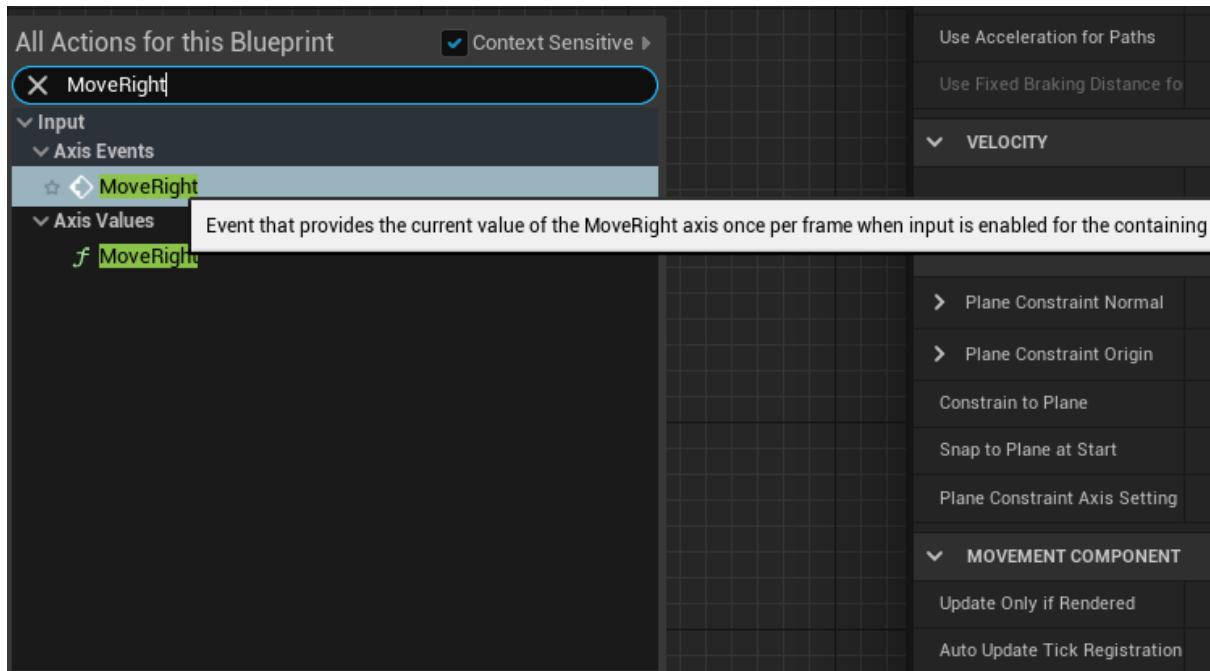
Gravity Scale	2.0	<input type="button" value="↶"/>
---------------	-----	----------------------------------

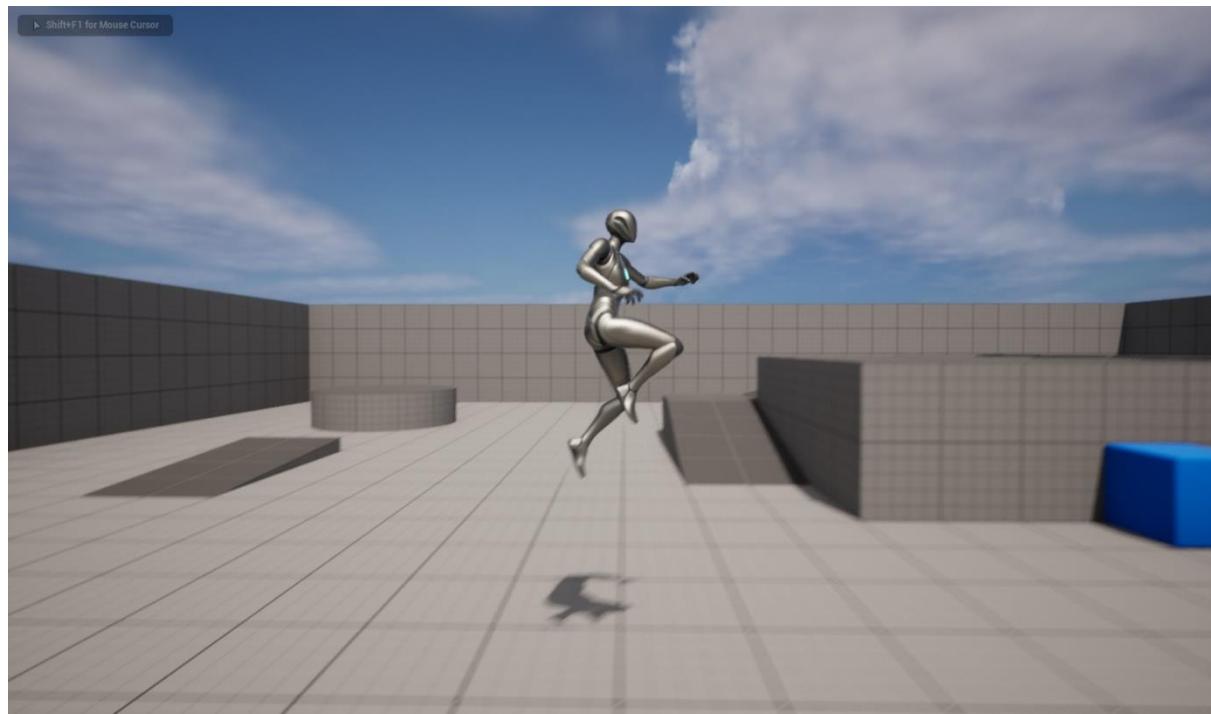
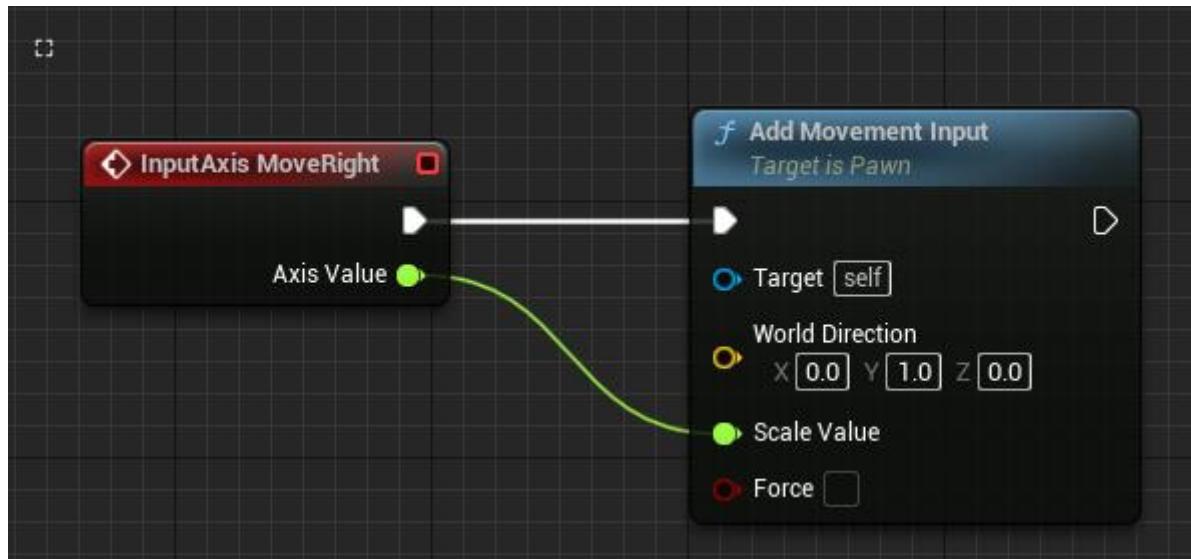
▼ CHARACTER MOVEMENT: WALKING		
Max Step Height	45.0	↶
Walkable Floor Angle	44.765083	↶
Walkable Floor Z	0.71	↶
Ground Friction	3.0	↶

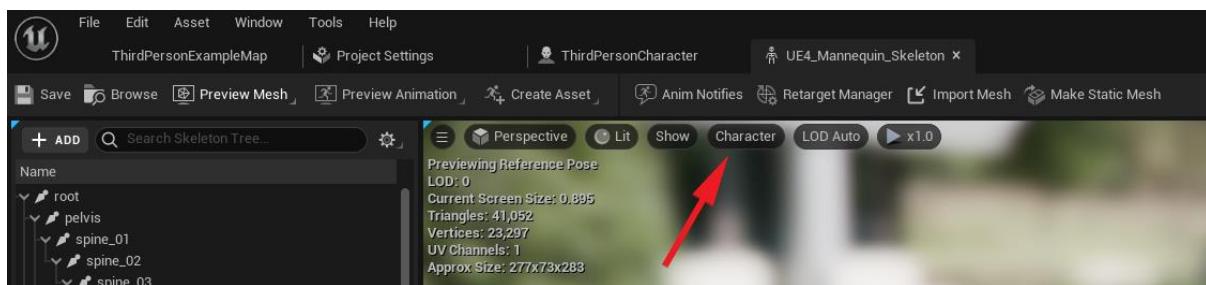
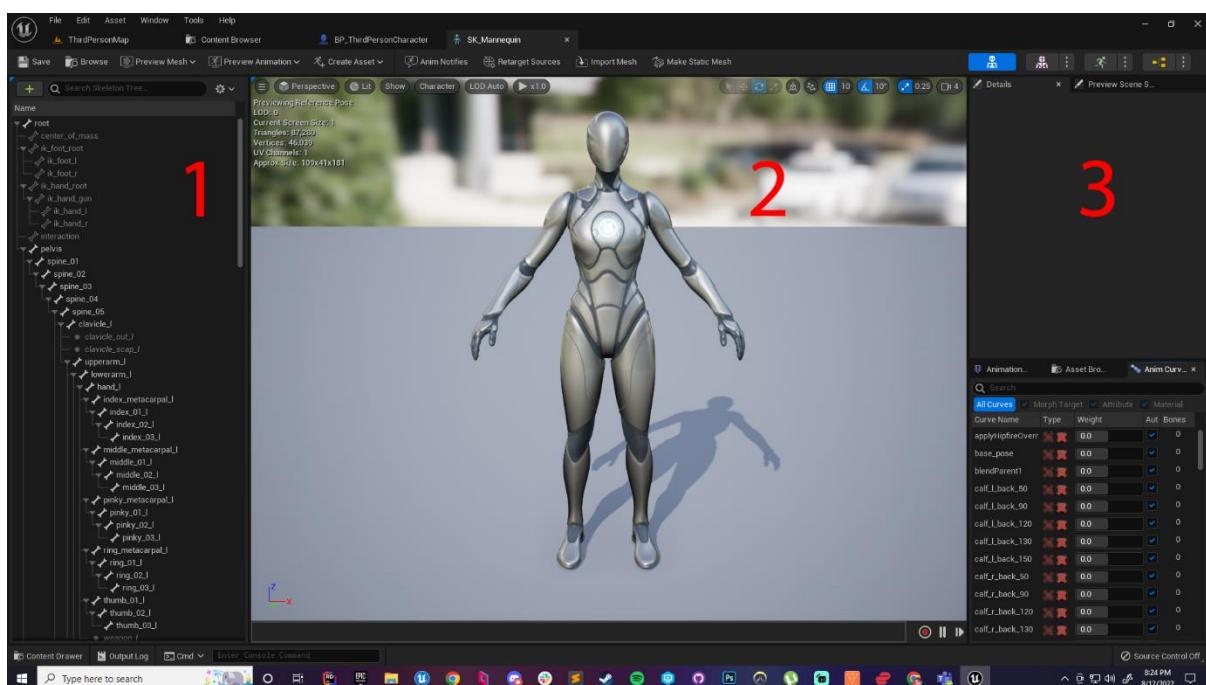
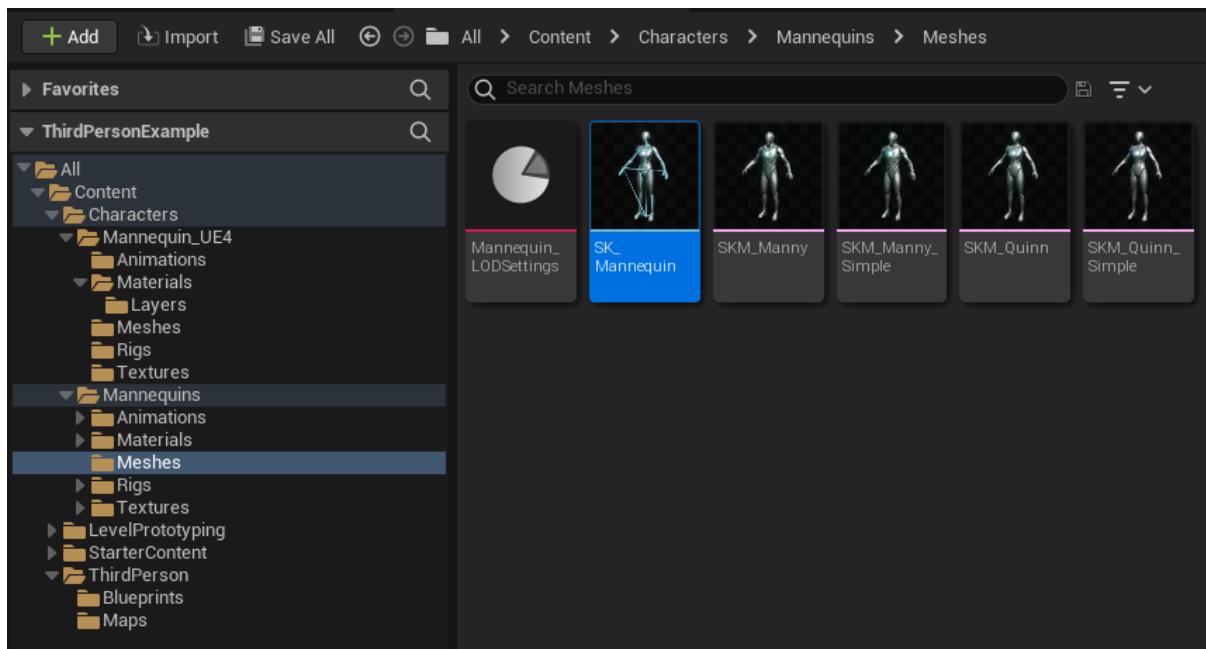
▼ CHARACTER MOVEMENT: JUMPING / FALLING		
Jump Z Velocity	1000.0	↶
Braking Deceleration Falling	0.0	↶
Air Control	0.8	↶
Air Control Boost Multiplier	2.0	↶

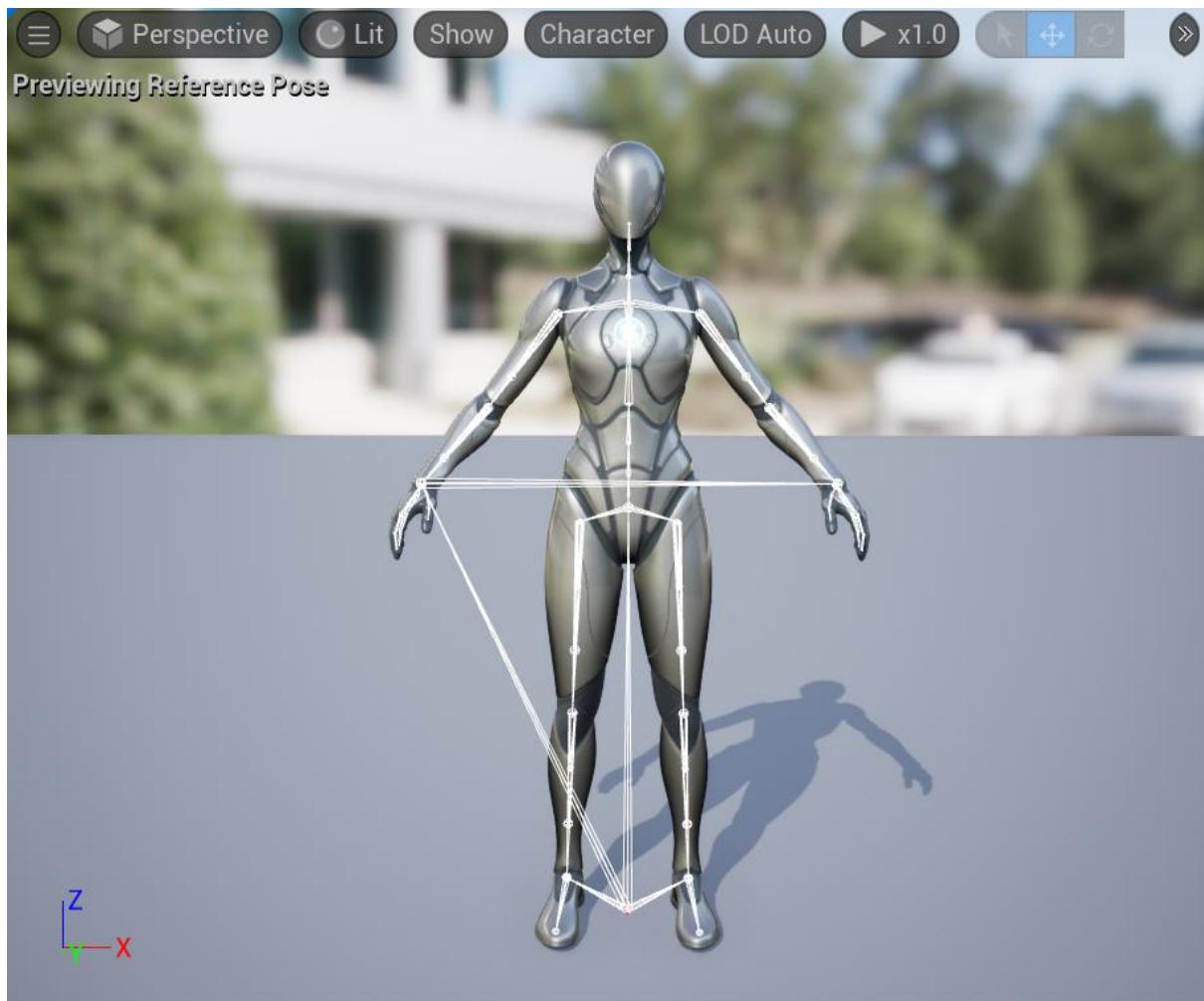
▼ NAV MOVEMENT		
▼ Movement Capabilities		
Nav Agent Radius	42.0	↶
Nav Agent Height	192.0	↶

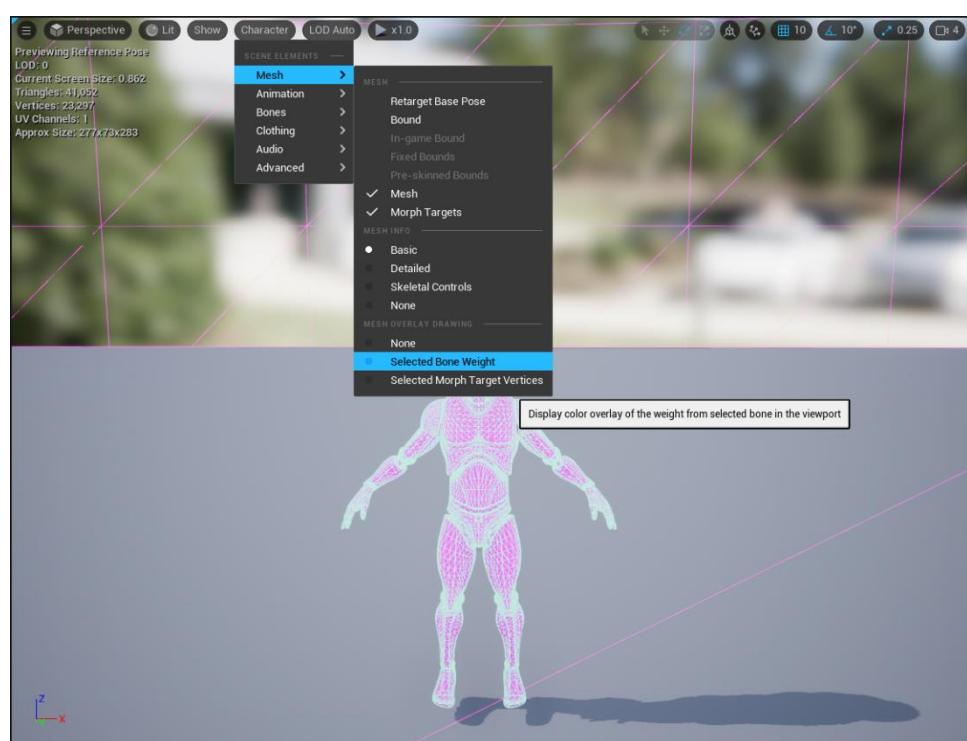
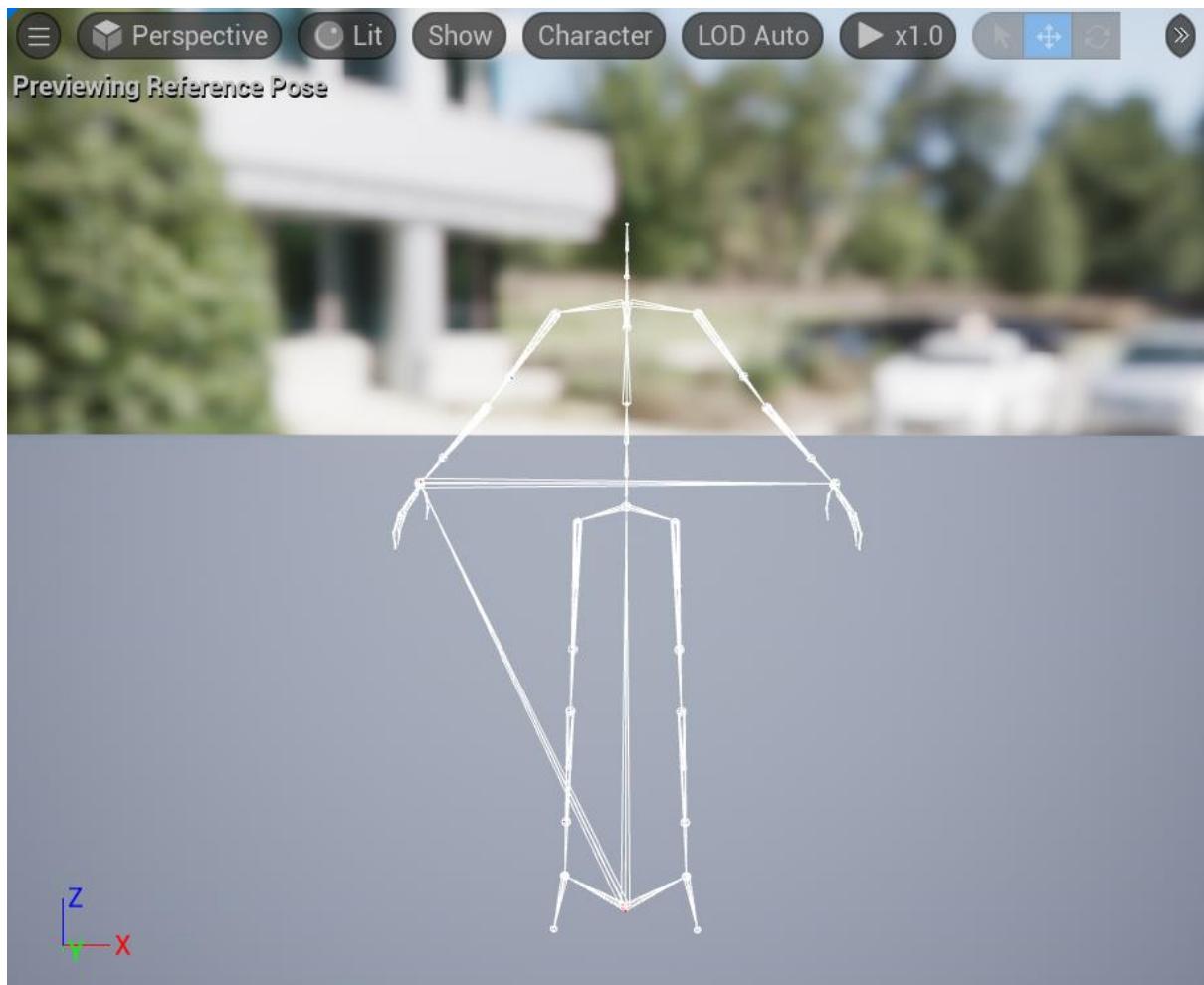
▼ PLANAR MOVEMENT		
Plane Constraint Normal	1.0	0.0
Plane Constraint Origin	0.0	0.0
Constrain to Plane	✓	↶
Snap to Plane at Start	□	↶
Plane Constraint Axis Setting	Custom	▼

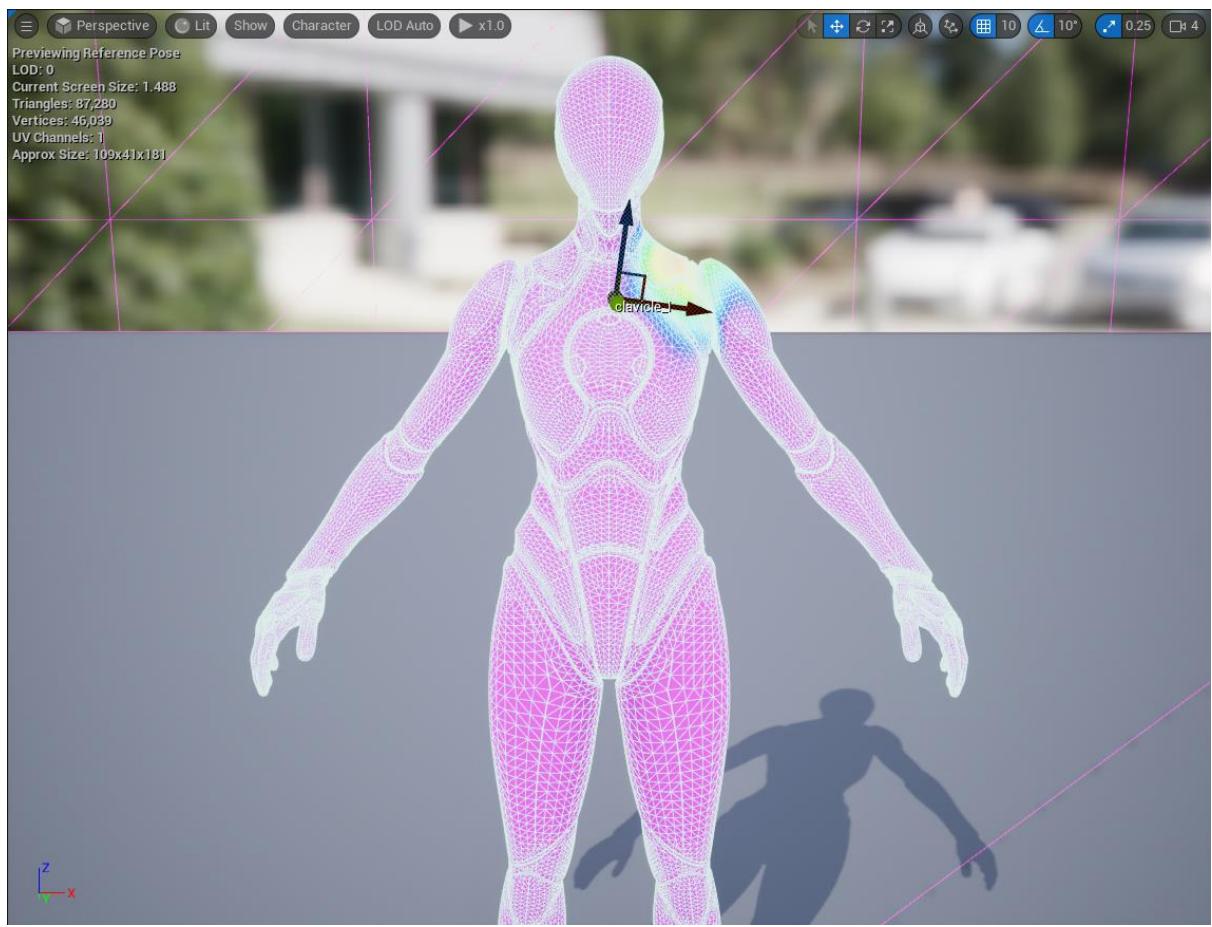


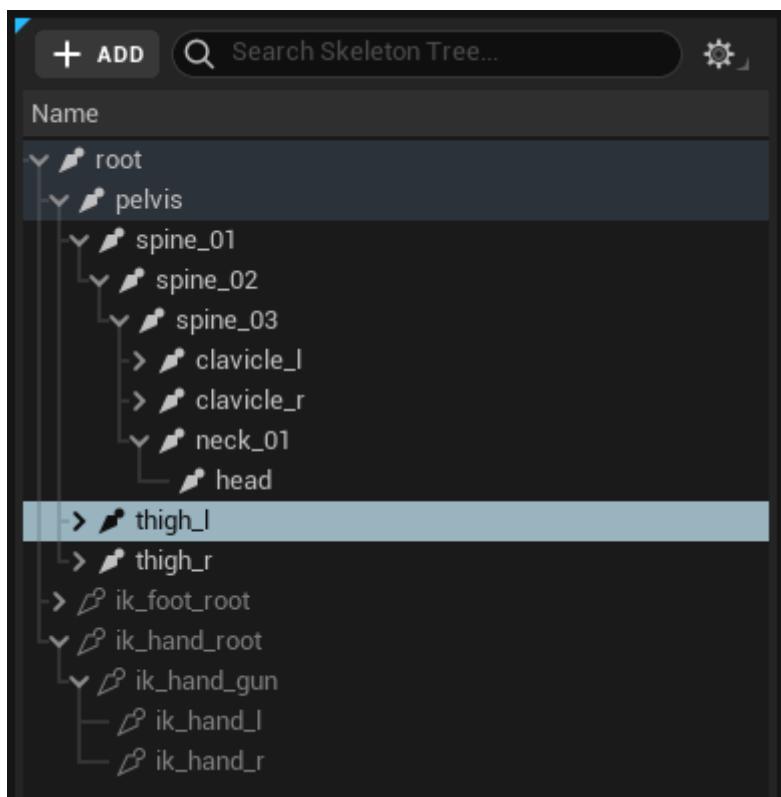
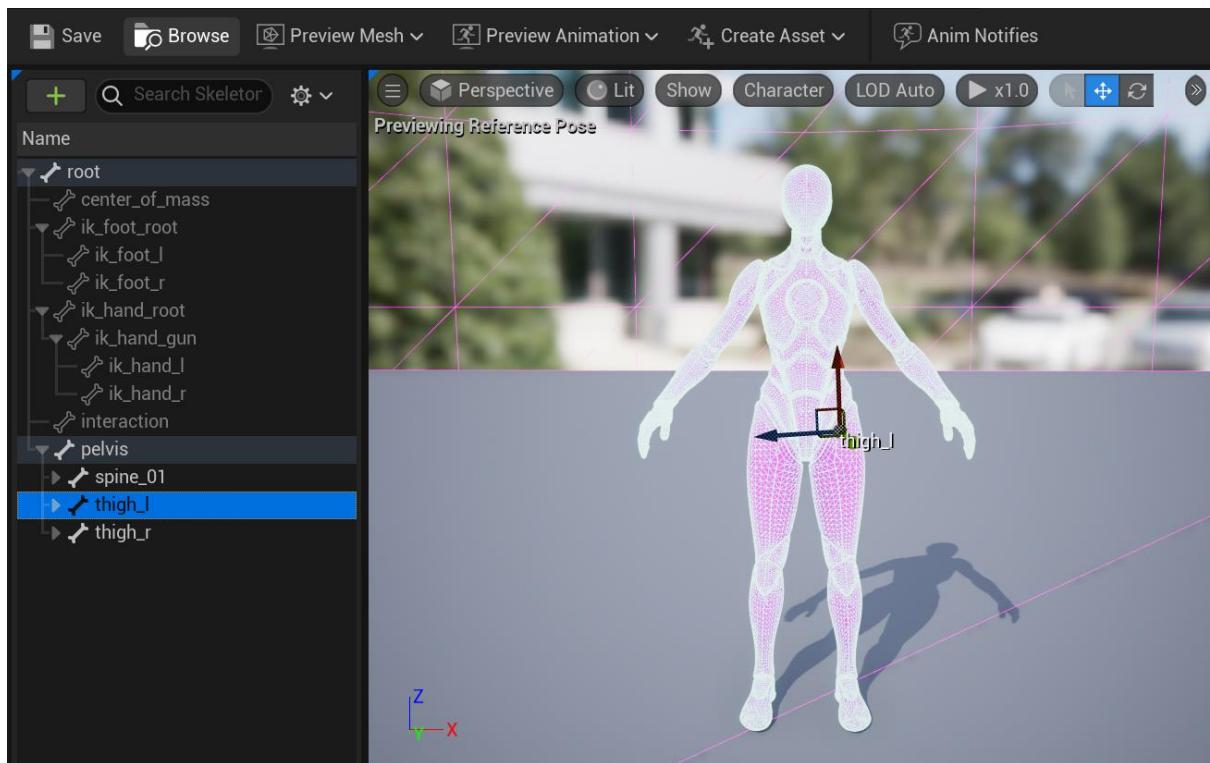




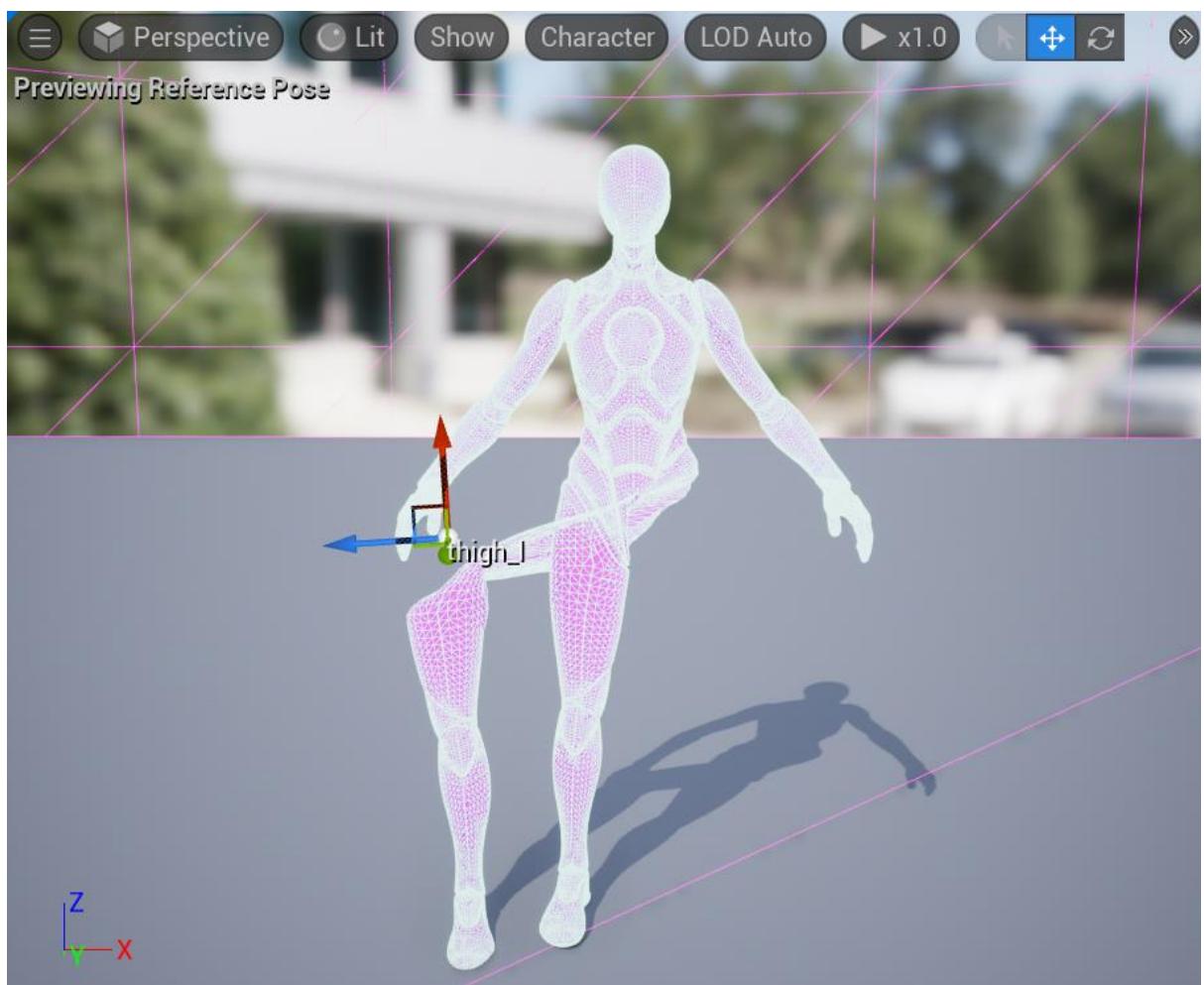


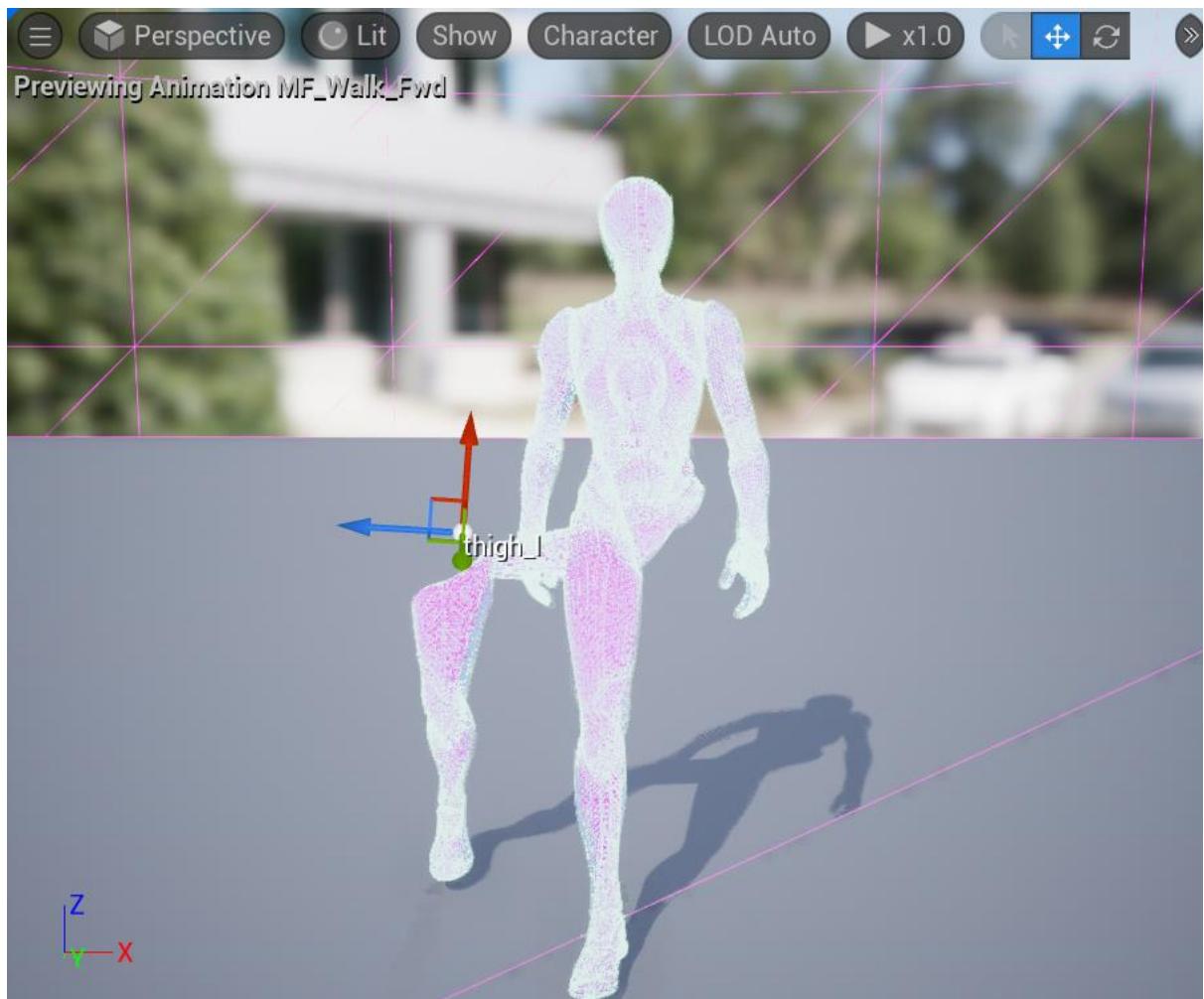


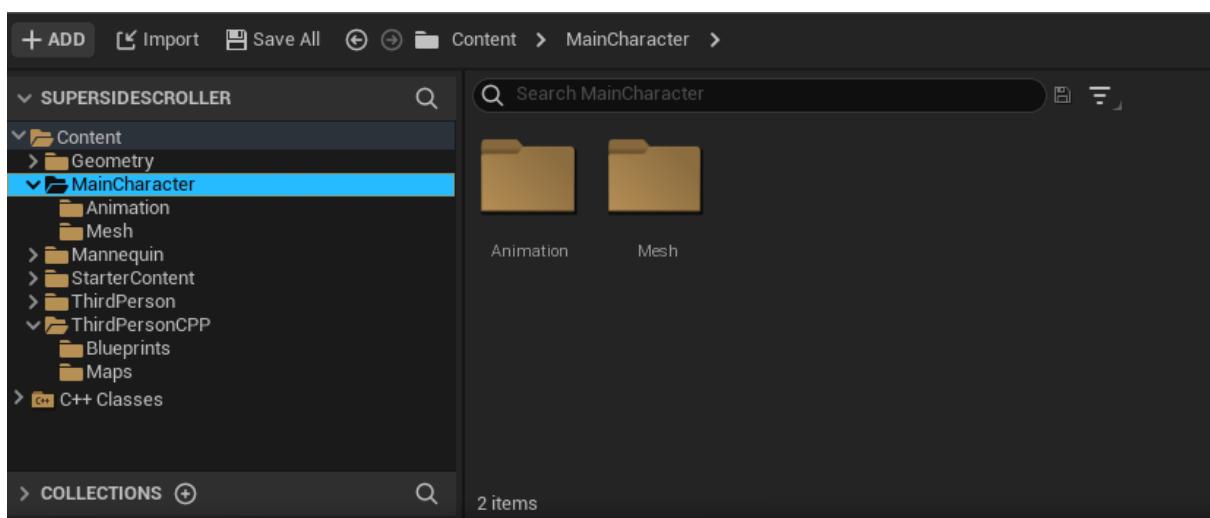
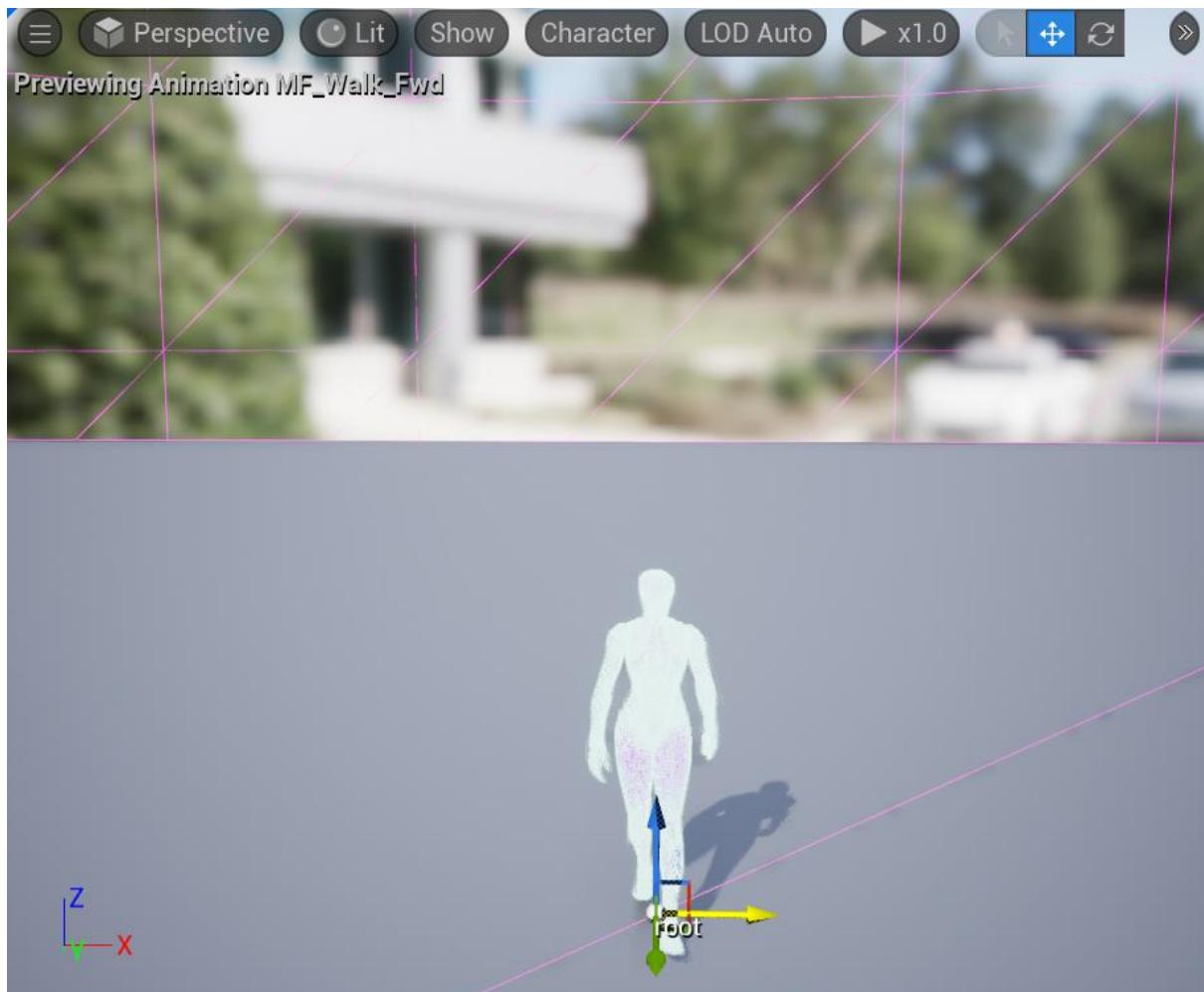




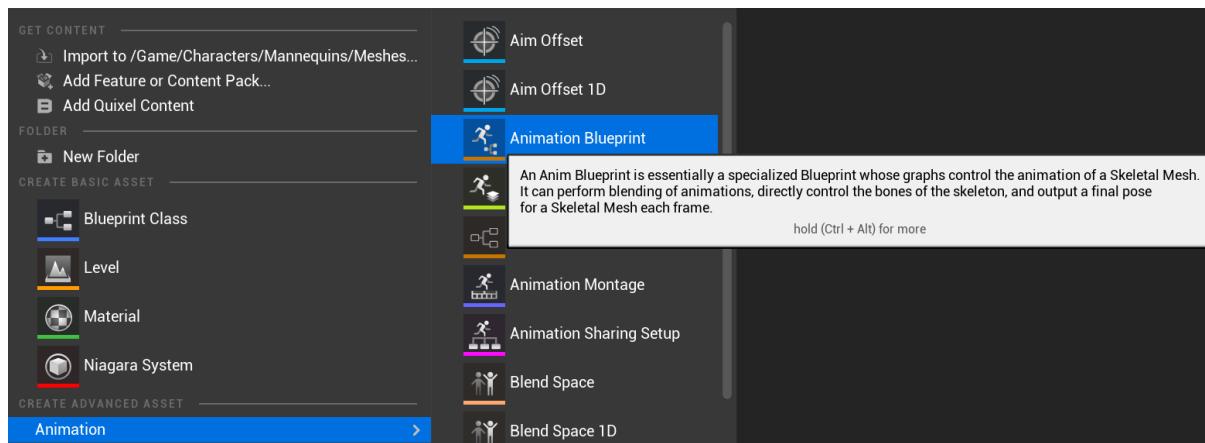
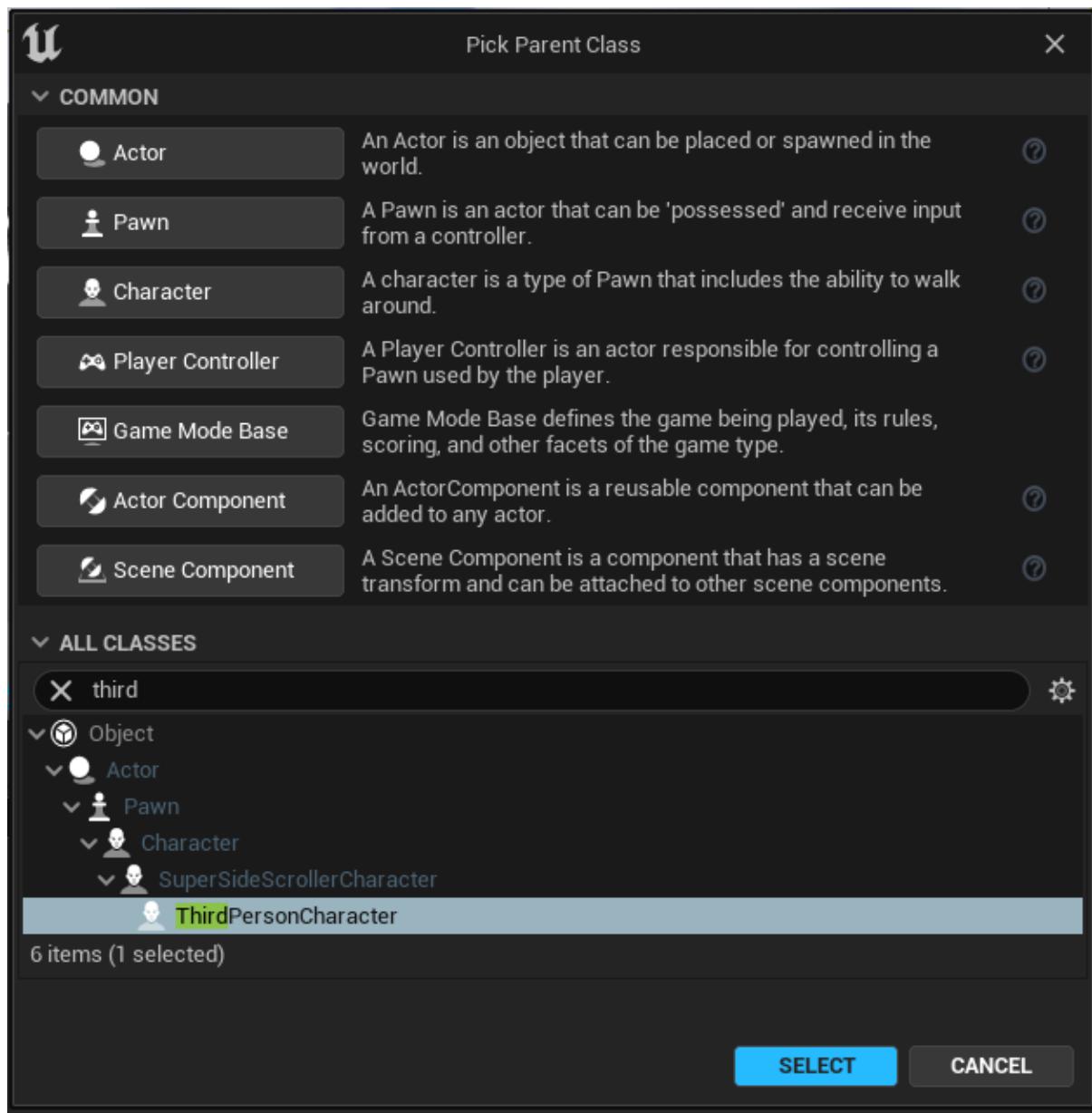
▼ TRANSFORM			
Local Location	-20.626066	27.260214	29.984884
Local Rotation	9.829986	-3.779021	-19.997894
Scale	0.5	0.5	0.5

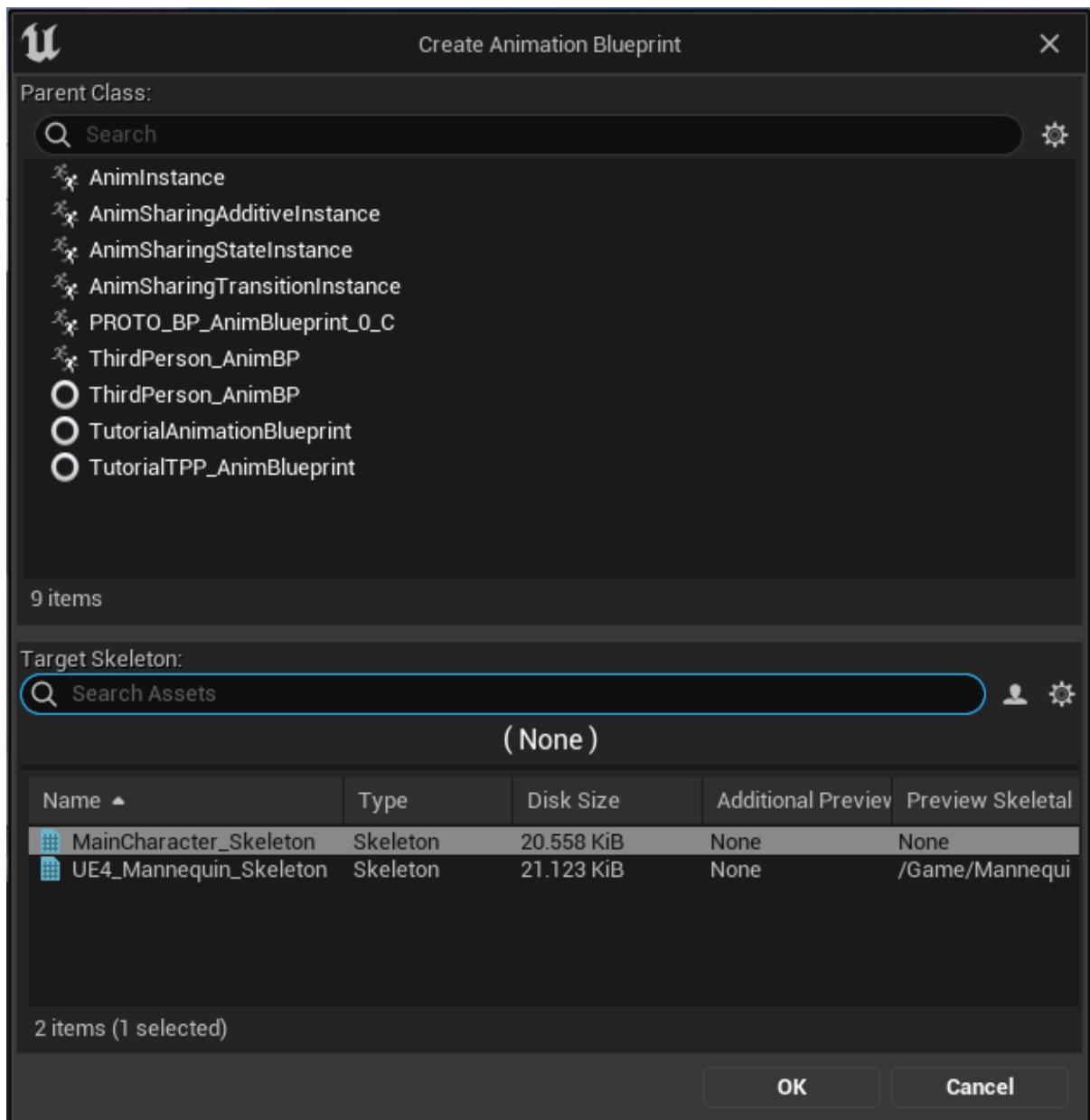


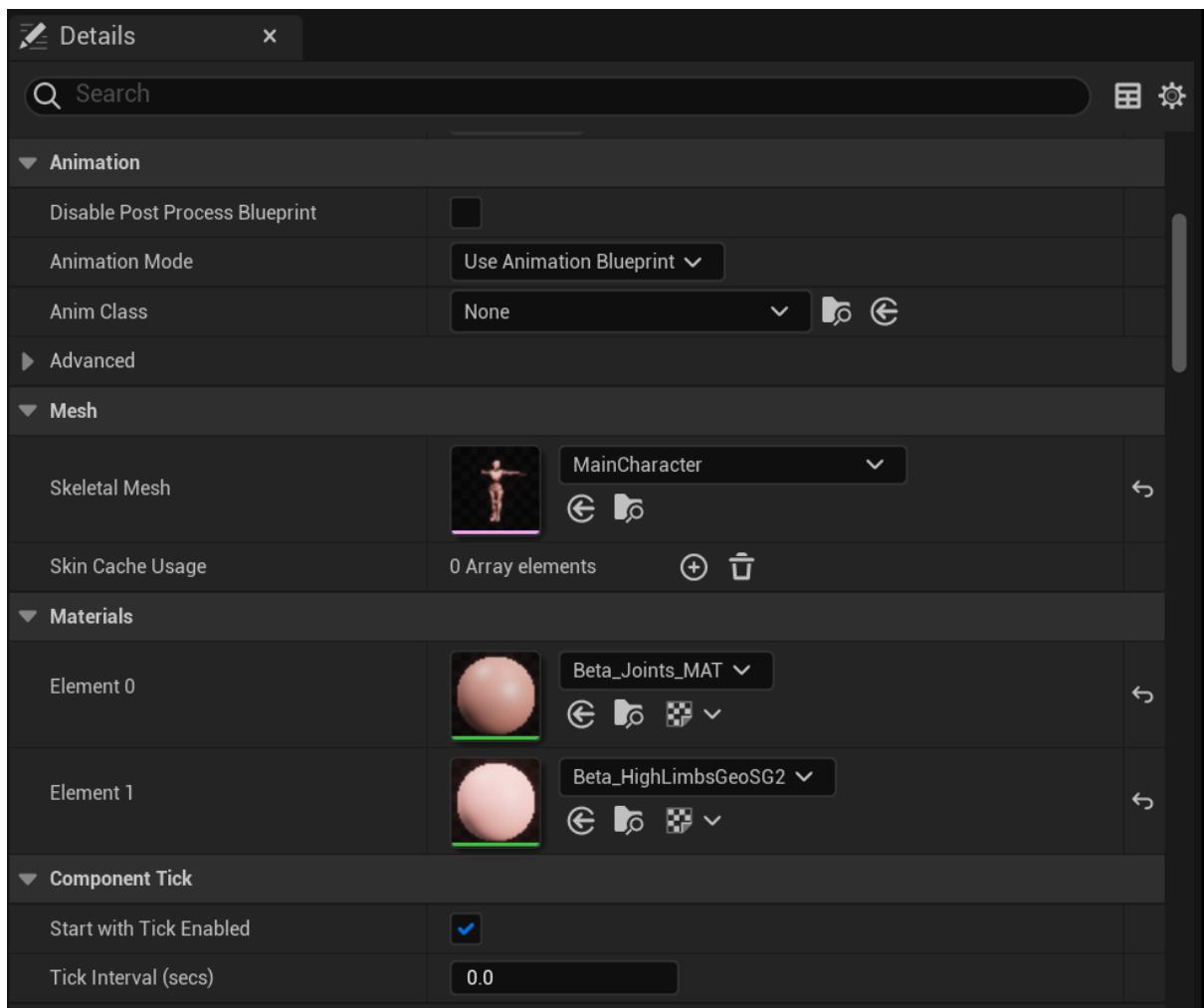
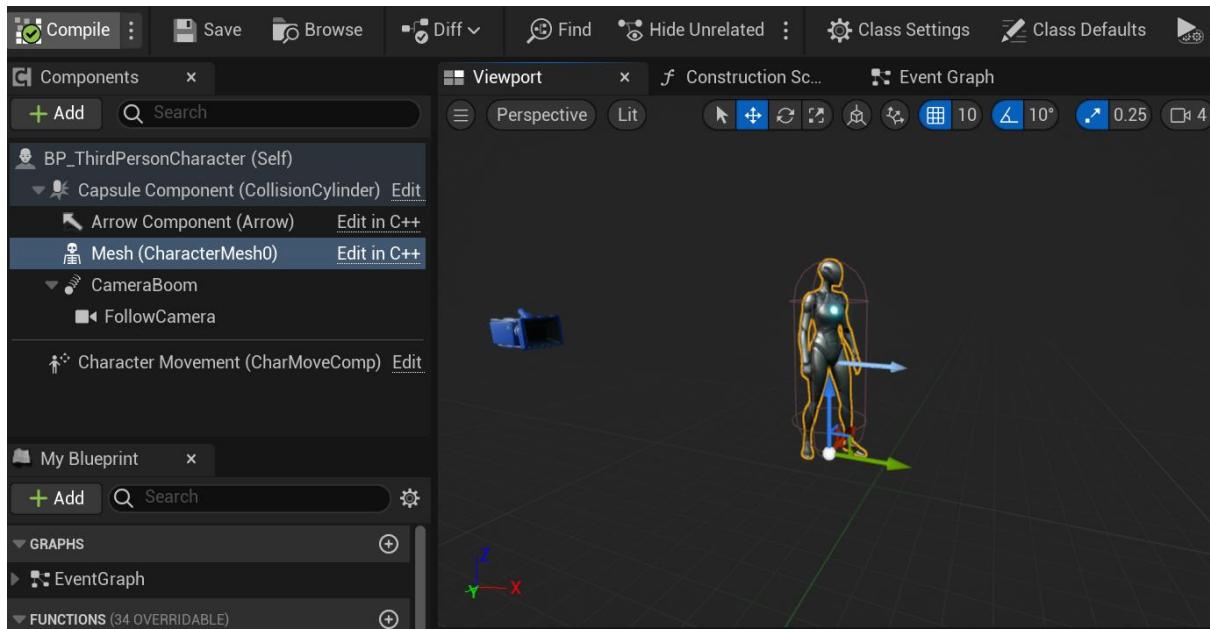


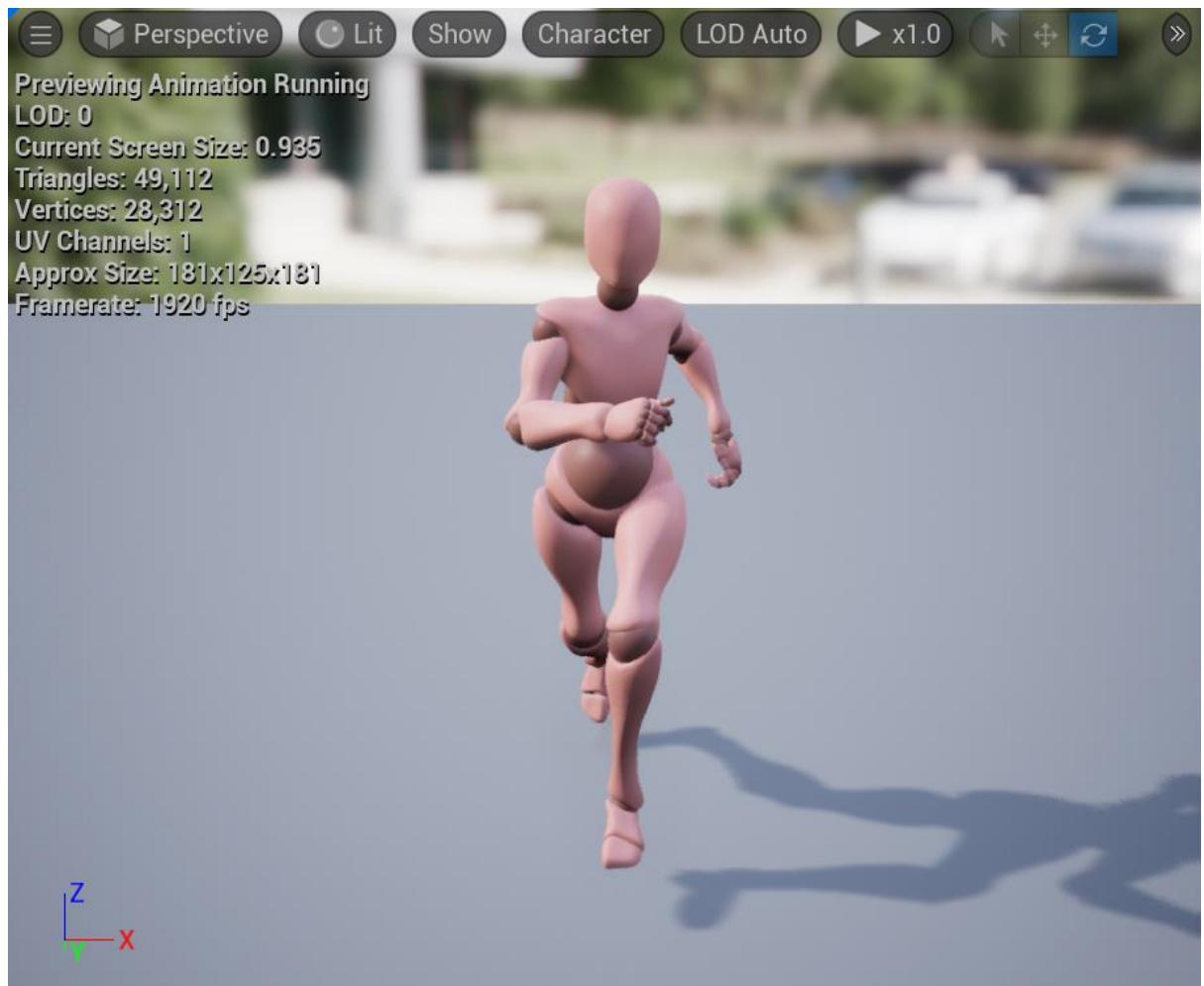
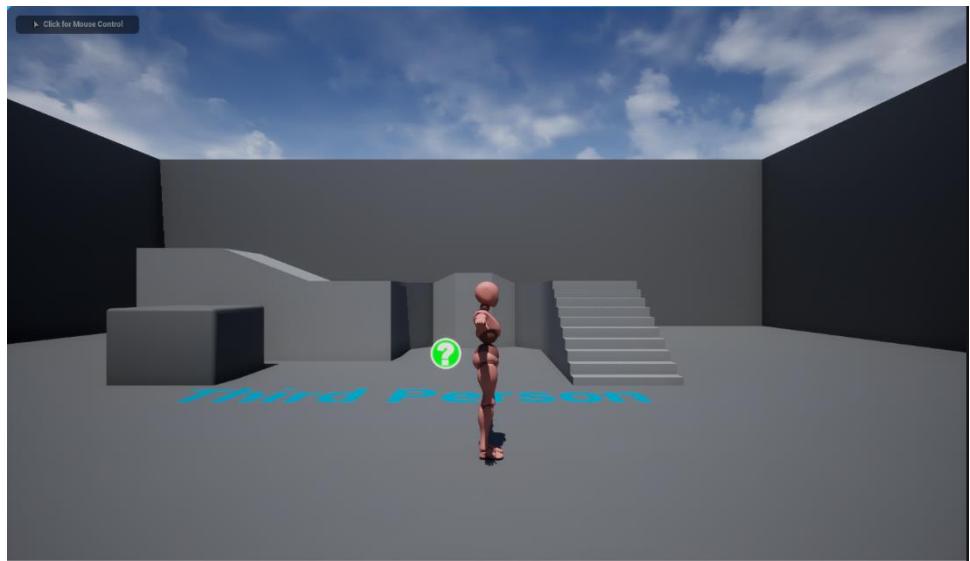




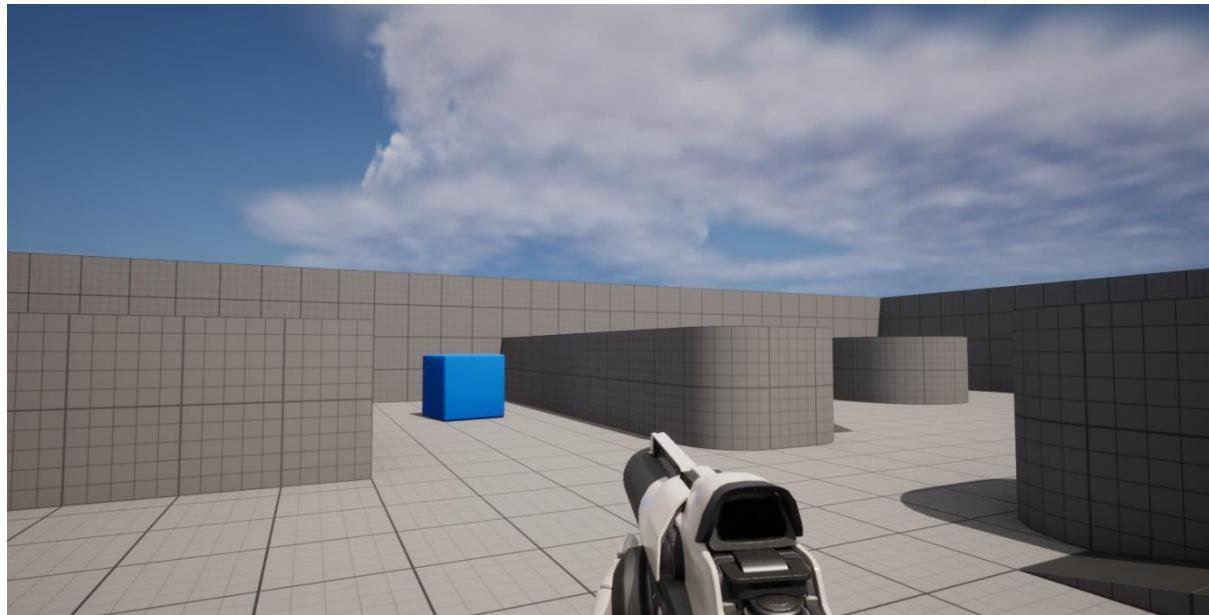




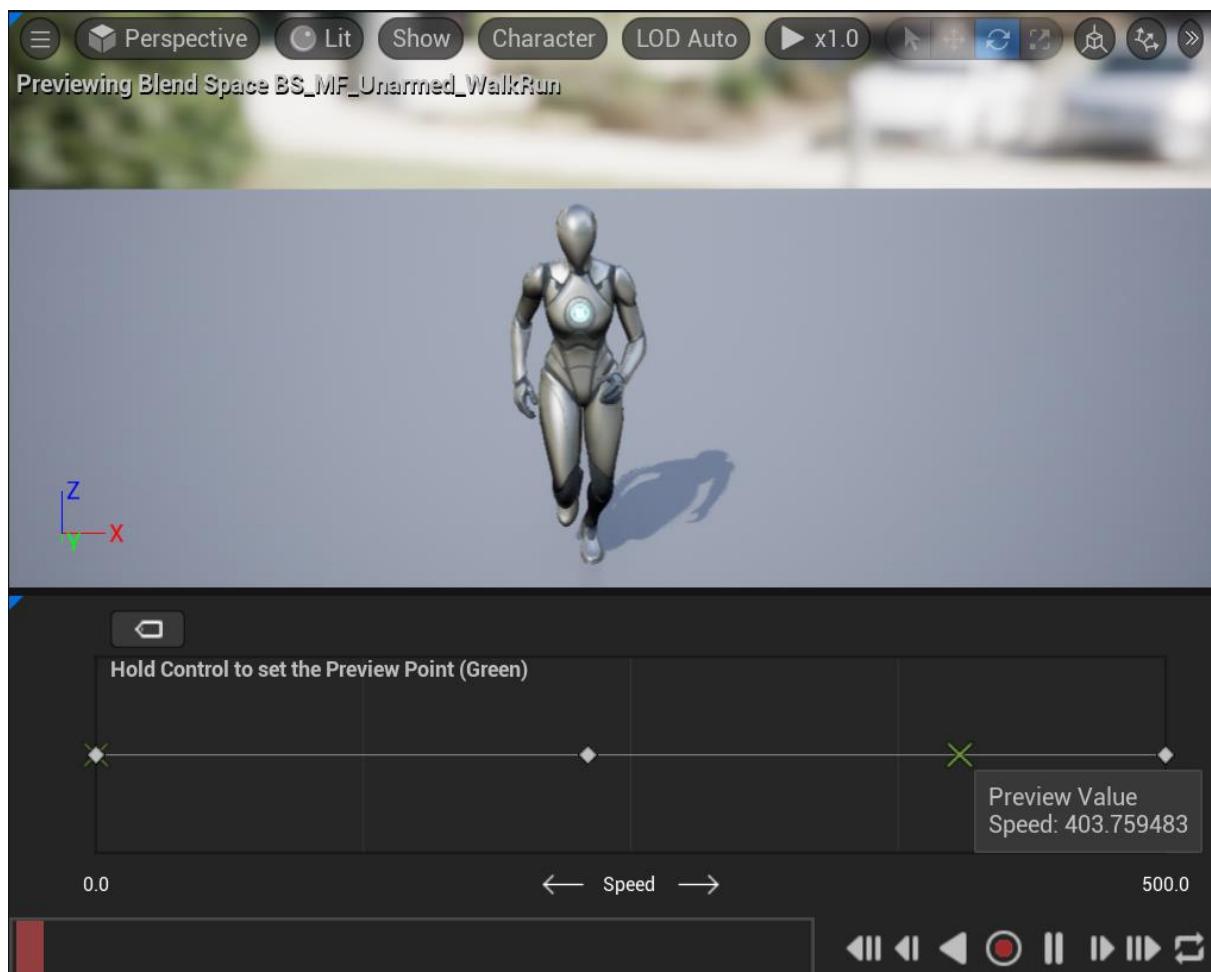


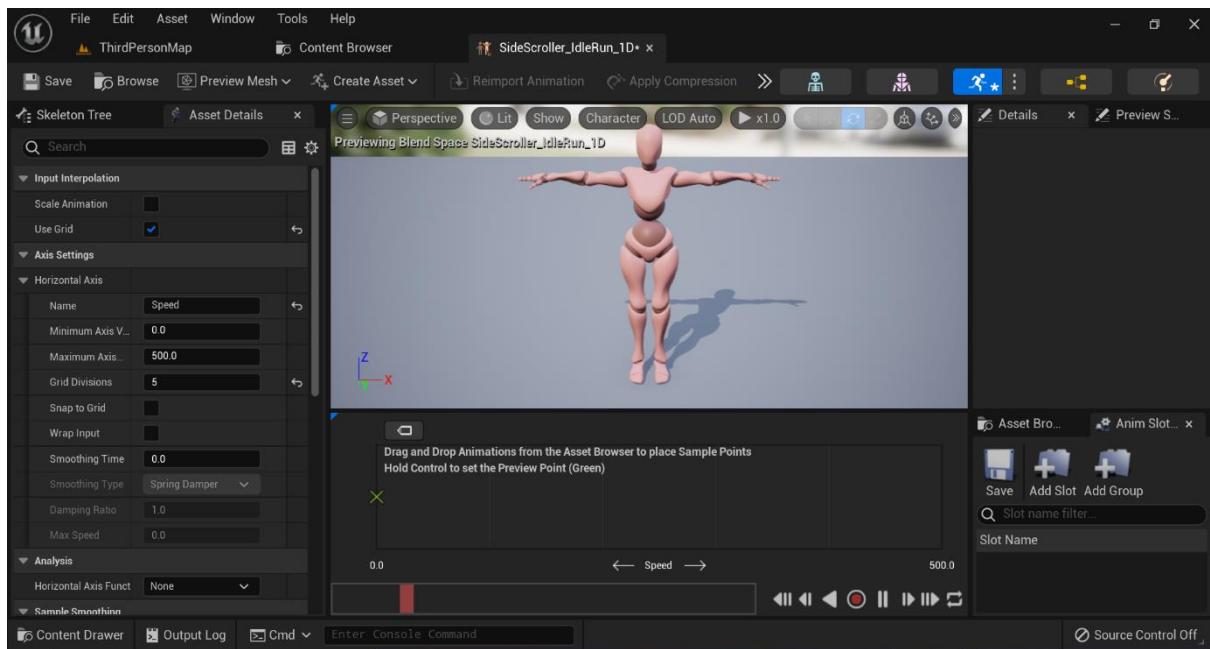
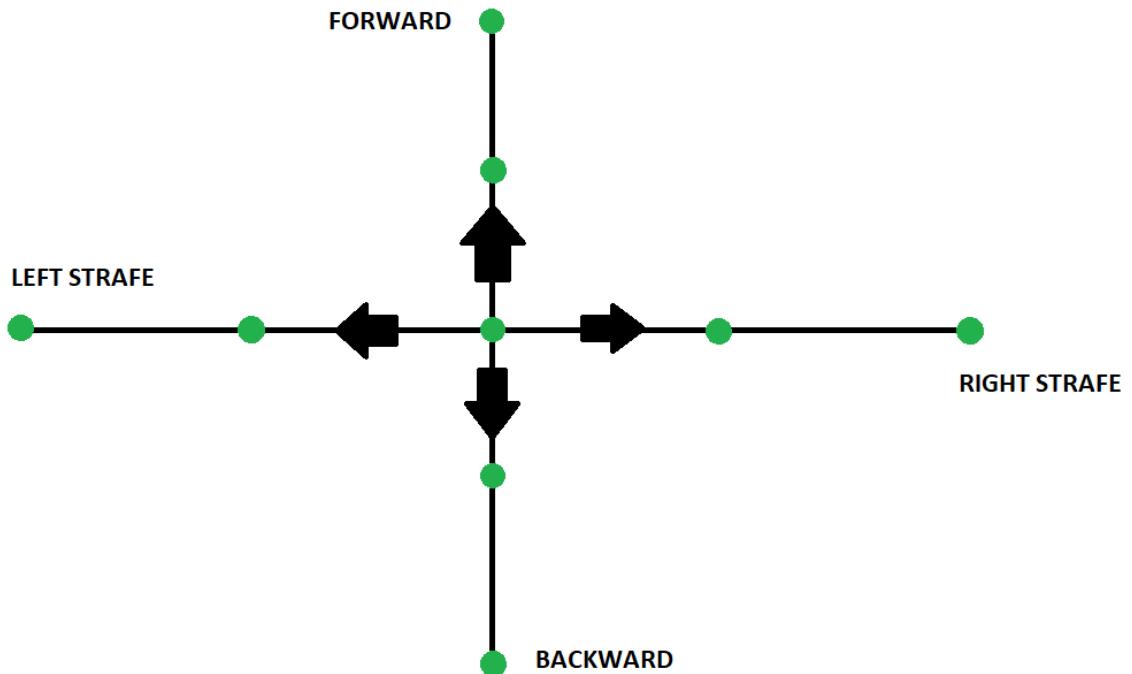


Chapter 11: Working with Blend Space 1D, Key Bindings, and State Machines



▼ Axis Settings	
▼ Horizontal Axis	
Name	Speed
Minimum Axis V...	0.0
Maximum Axis...	500.0
Grid Divisions	4
Snap to Grid	<input type="checkbox"/>
Wrap Input	<input type="checkbox"/>
Smoothing Time	0.0
Smoothing Type	Ease In/Out
Damping Ratio	1.0
Max Speed	0.0

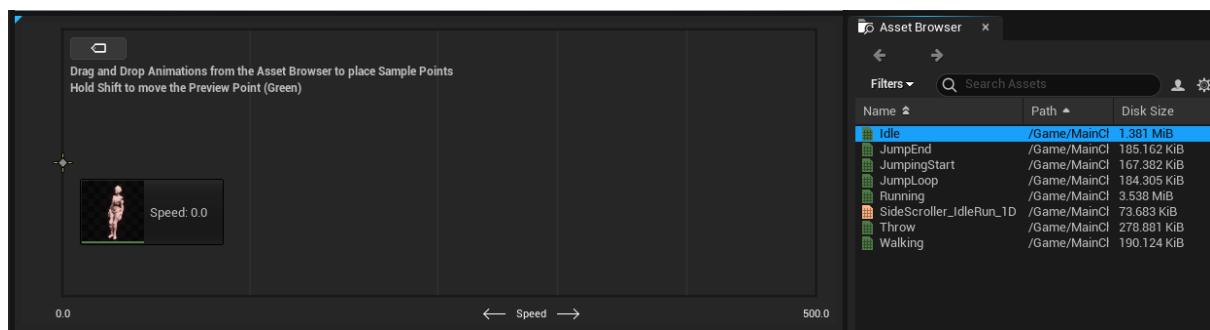


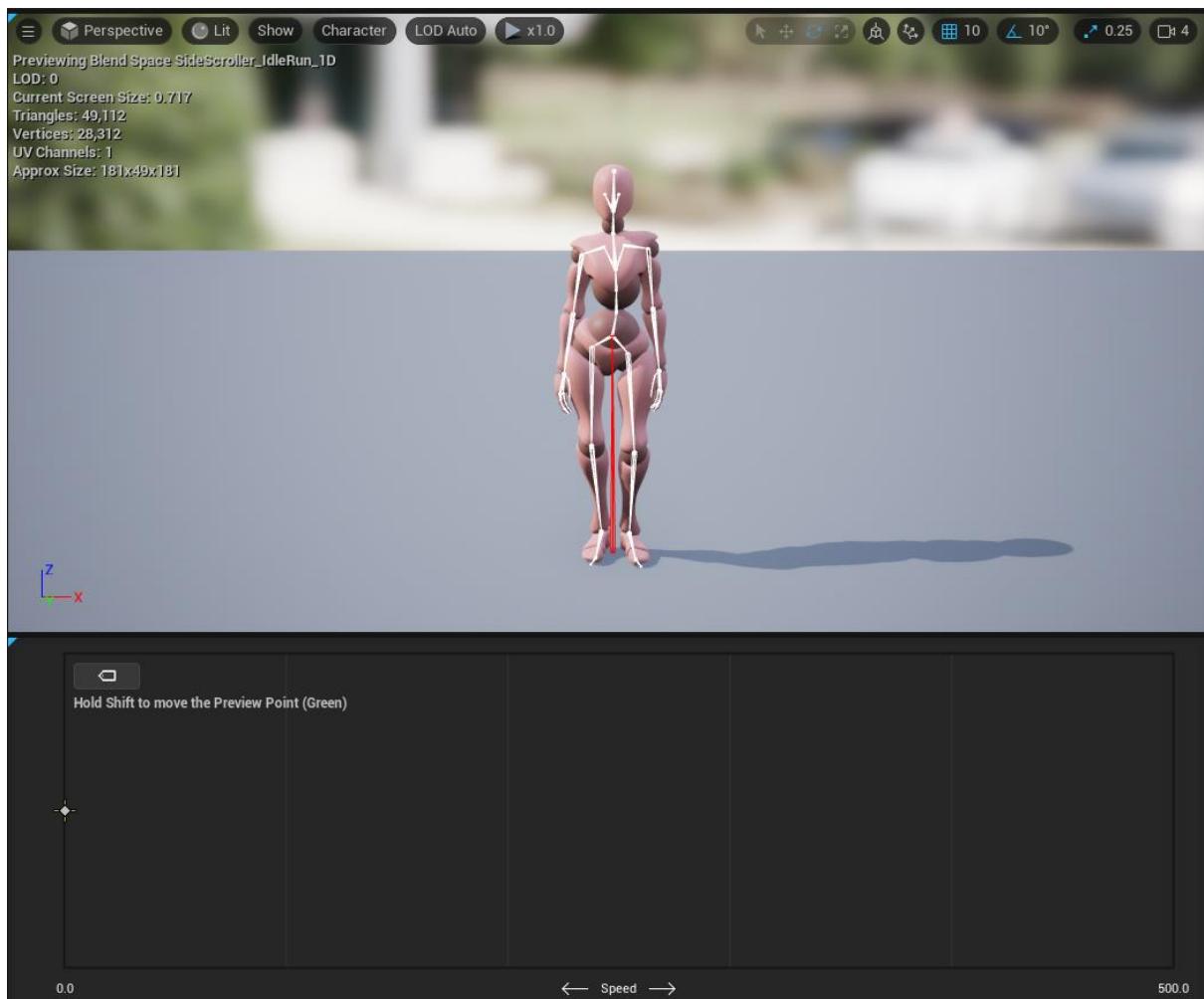


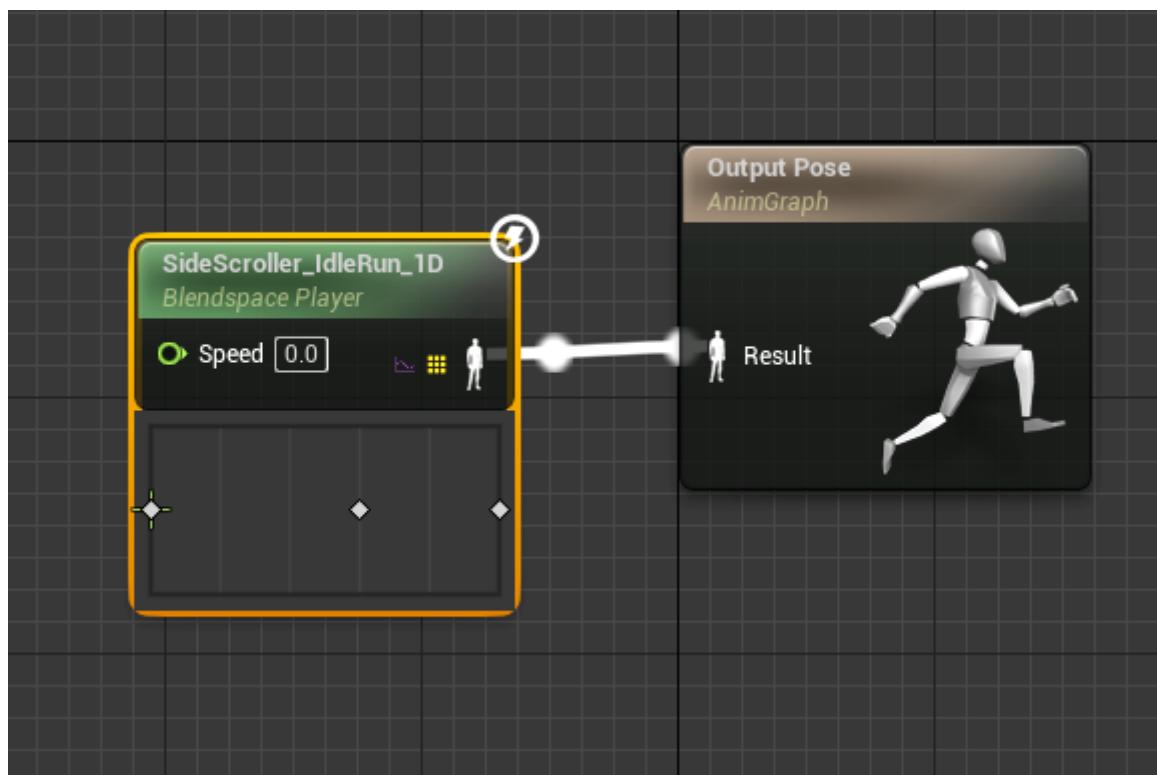
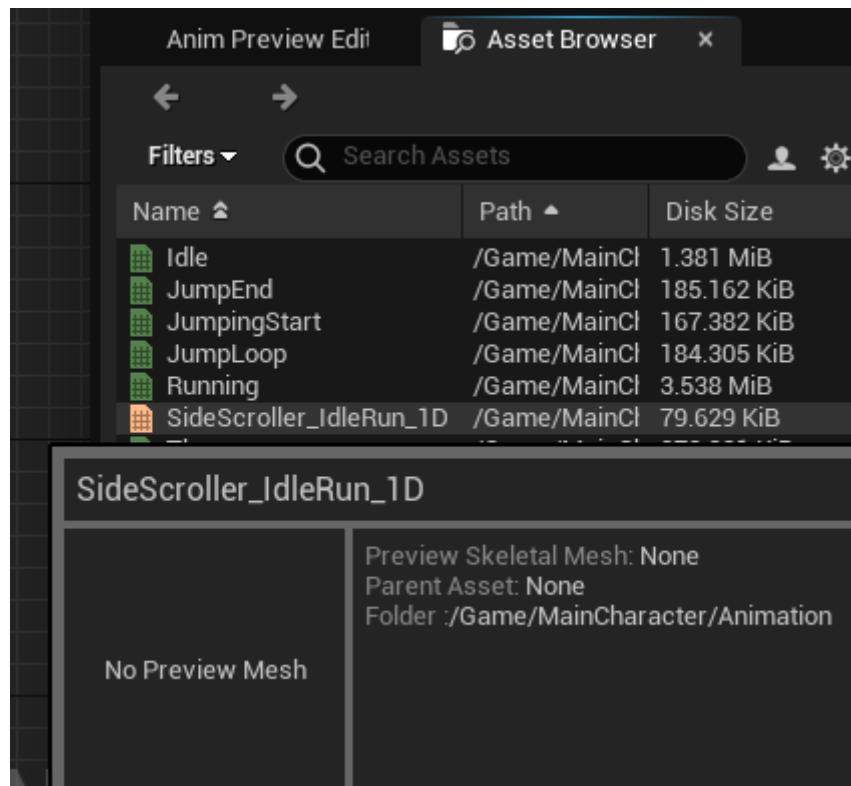
▼ Axis Settings	
▼ Horizontal Axis	
Name	None
Minimum Axis V...	0.0
Maximum Axis...	100.0
Grid Divisions	4
Snap to Grid	<input type="checkbox"/>
Wrap Input	<input type="checkbox"/>
Smoothing Time	0.0
Smoothing Type	Spring Damper ▾
Damping Ratio	1.0
Max Speed	0.0

▼ Axis Settings	
▼ Horizontal Axis	
Name	Speed ↻
Minimum Axis V...	0.0
Maximum Axis...	100.0
Grid Divisions	4
Snap to Grid	<input type="checkbox"/>
Wrap Input	<input type="checkbox"/>
Smoothing Time	0.0
Smoothing Type	Spring Damper ▾
Damping Ratio	1.0

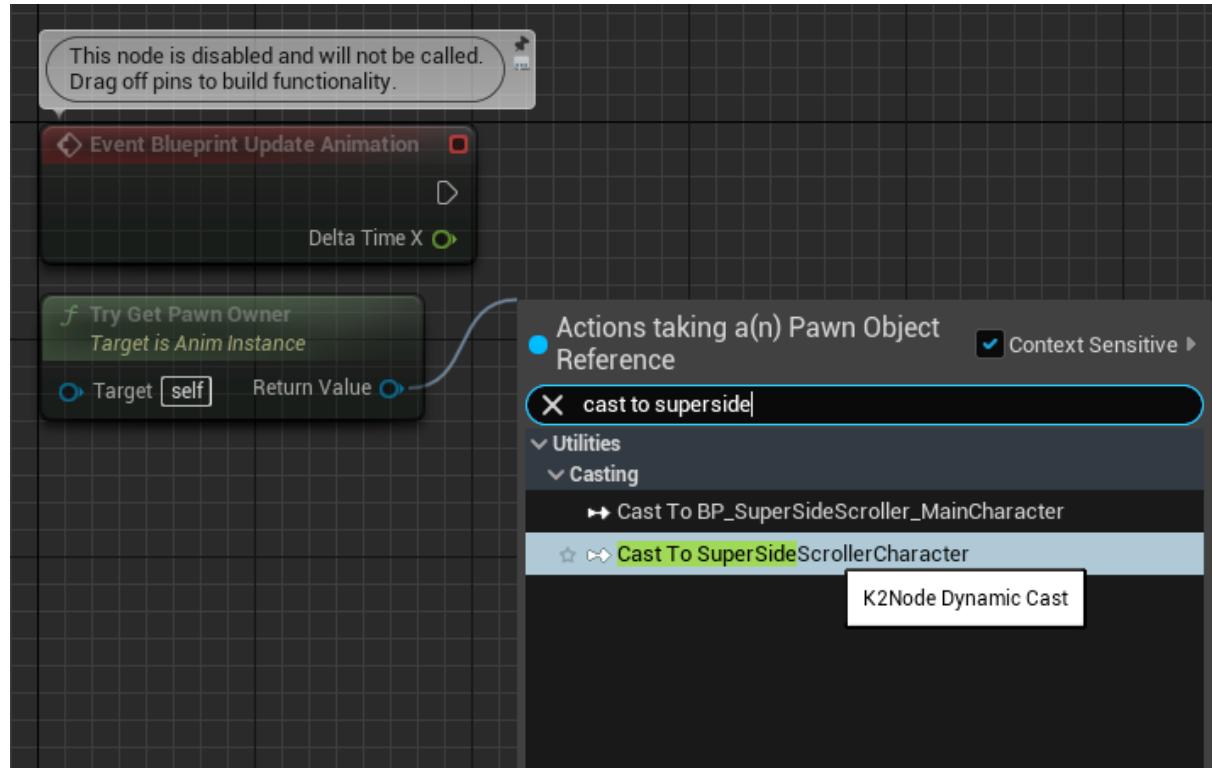
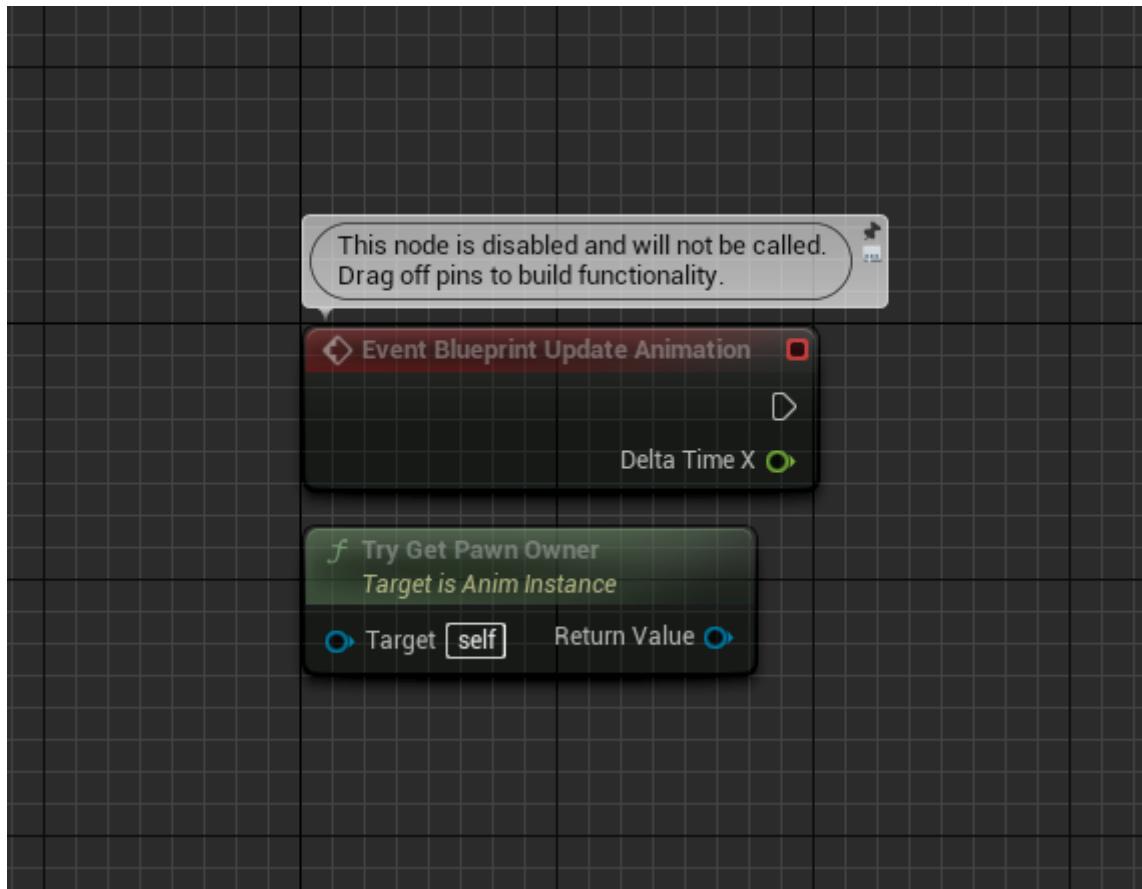
▼ Axis Settings	
▼ Horizontal Axis	
Name	Speed
Minimum Axis V...	0.0
Maximum Axis...	500.0
Grid Divisions	5
Snap to Grid	<input type="checkbox"/>
Wrap Input	<input type="checkbox"/>
Smoothing Time	0.0
Smoothing Type	Spring Damper
Damping Ratio	1.0
Max Speed	0.0

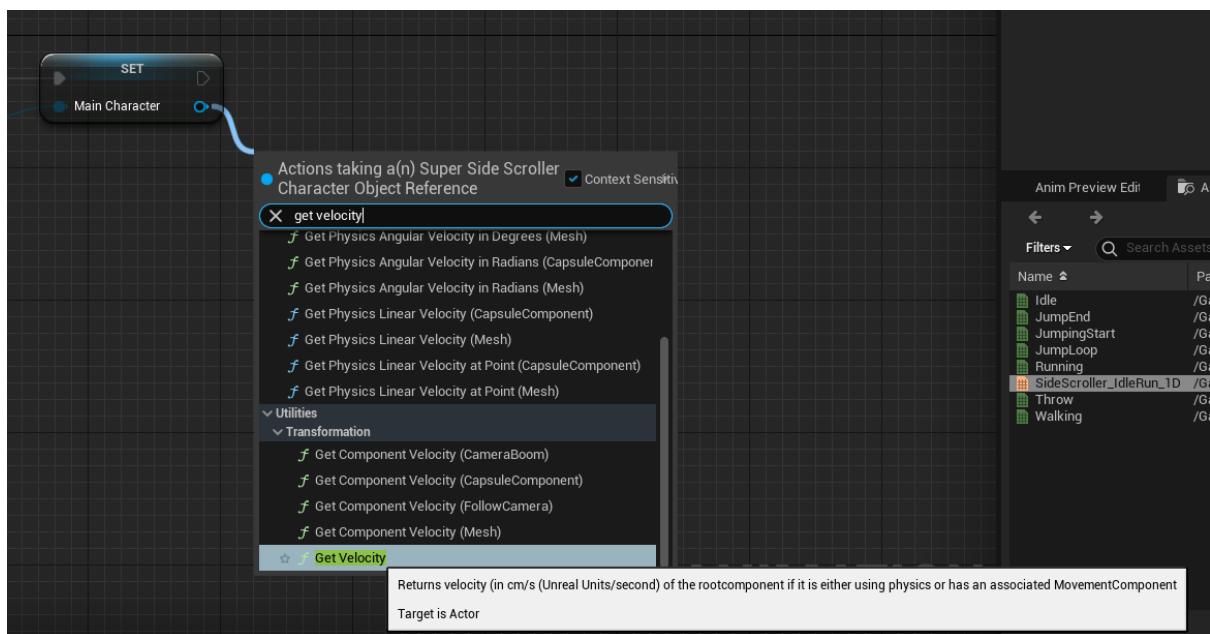
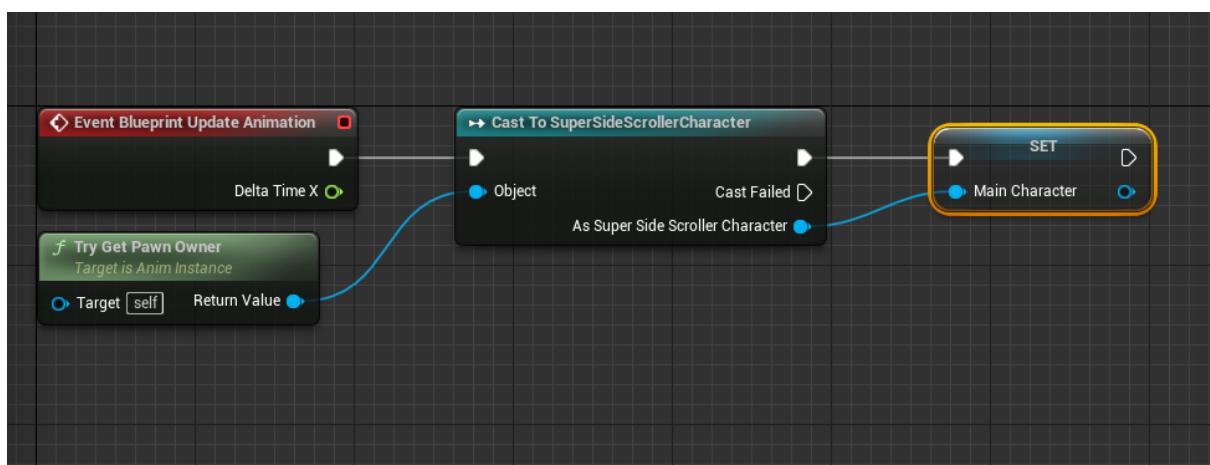
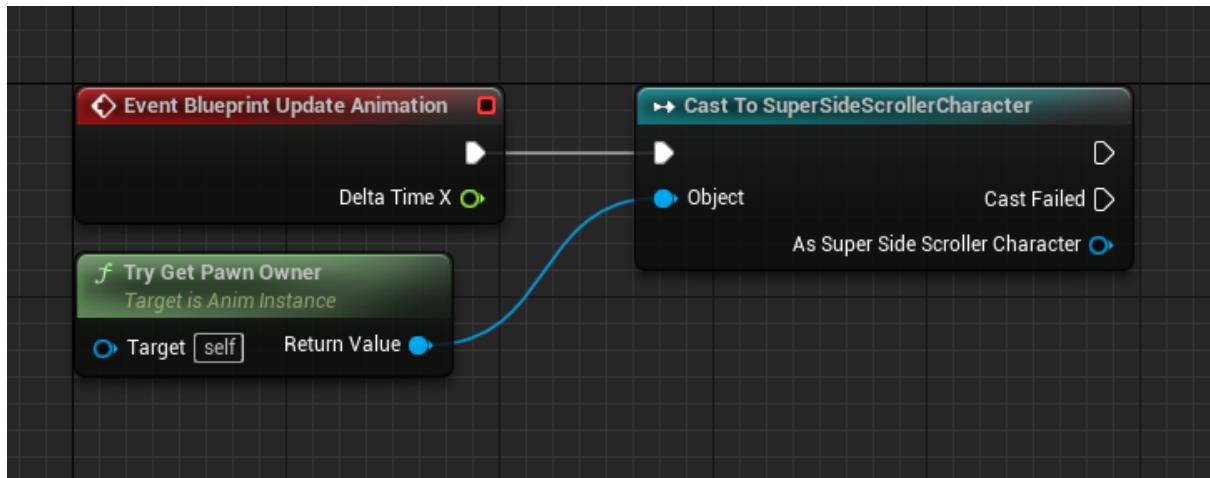


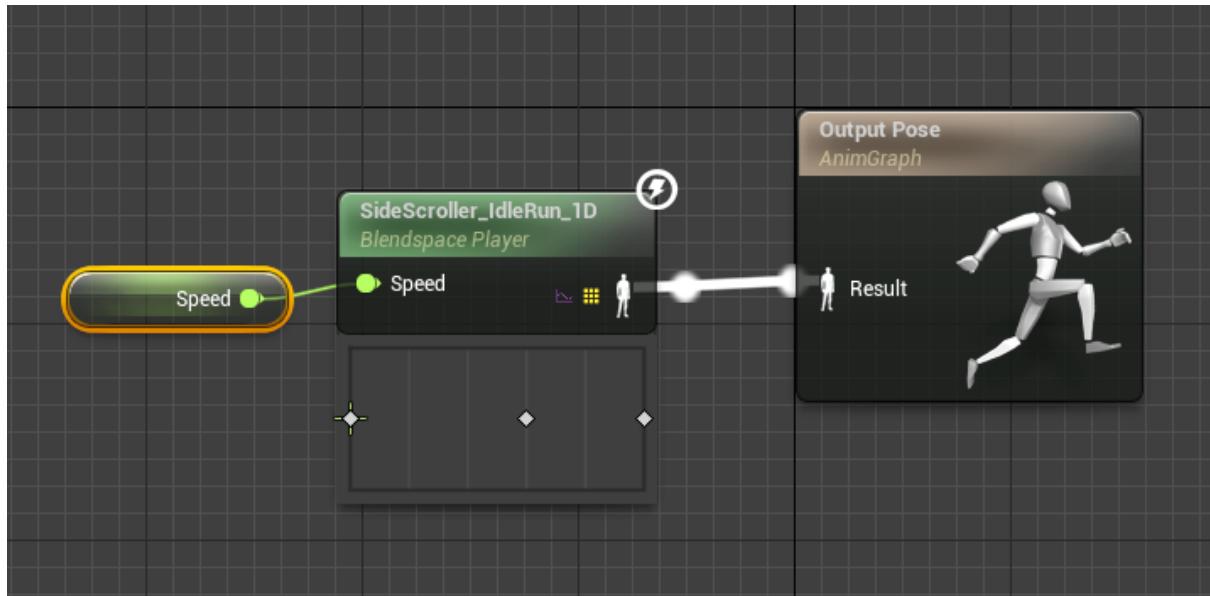
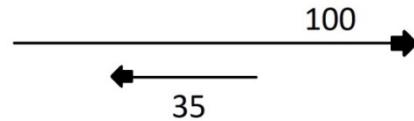
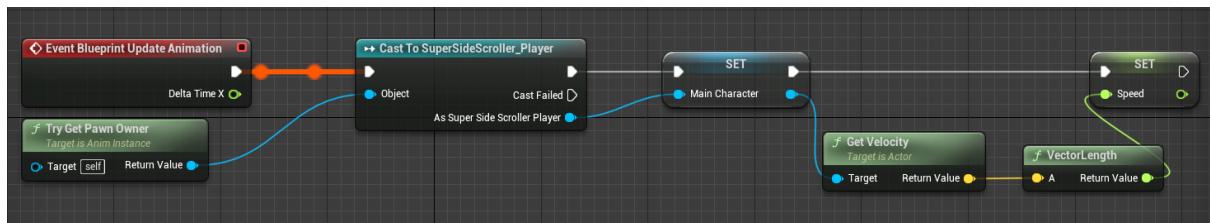
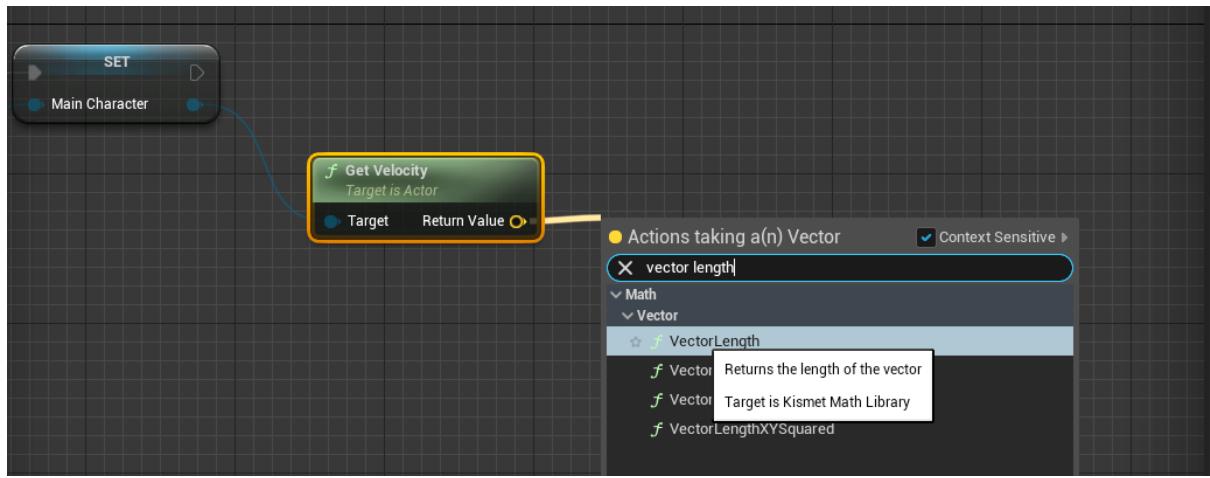


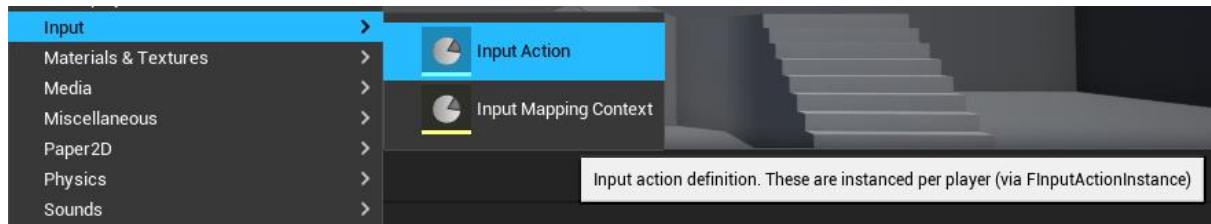
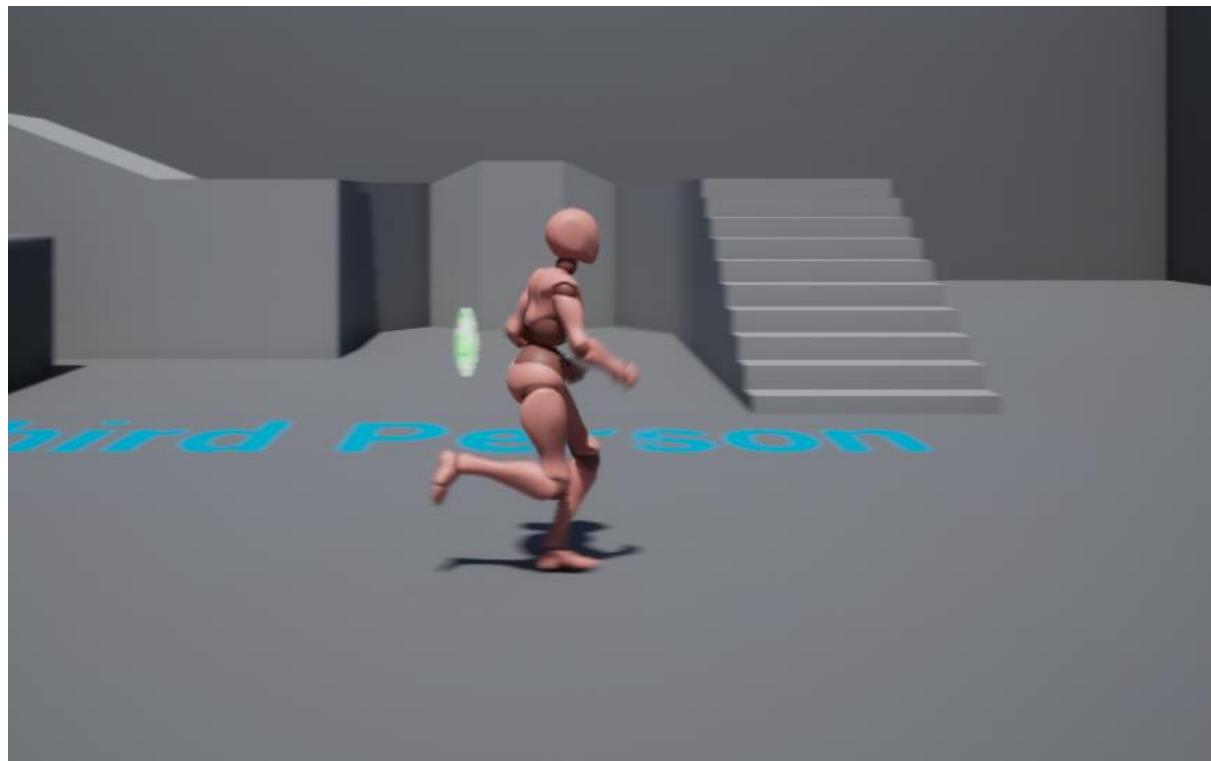
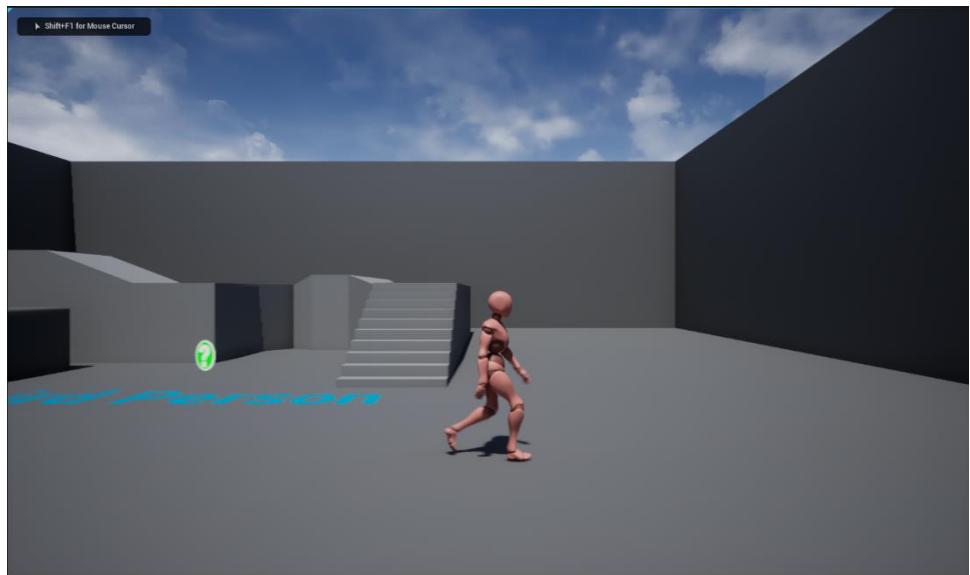






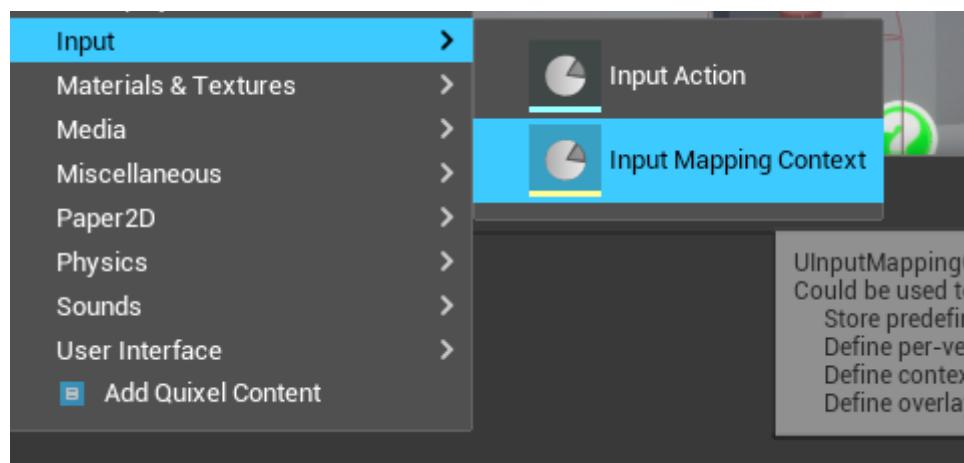






ACTION

Consume Input	<input checked="" type="checkbox"/>
Trigger when Paused	<input type="checkbox"/>
Reserve All Mappings	<input type="checkbox"/>
Value Type	Digital (bool) <input type="button" value="▼"/>
Triggers	1 Array elements <input type="button" value="⊕"/> <input type="button" value="⊖"/>
Index [0]	<input type="button" value="Y Down"/> <input type="button" value="▼"/>
Actuation Threshold	0.5 <input type="button" value="⊖"/>
Modifiers	0 Array elements <input type="button" value="⊕"/> <input type="button" value="⊖"/>



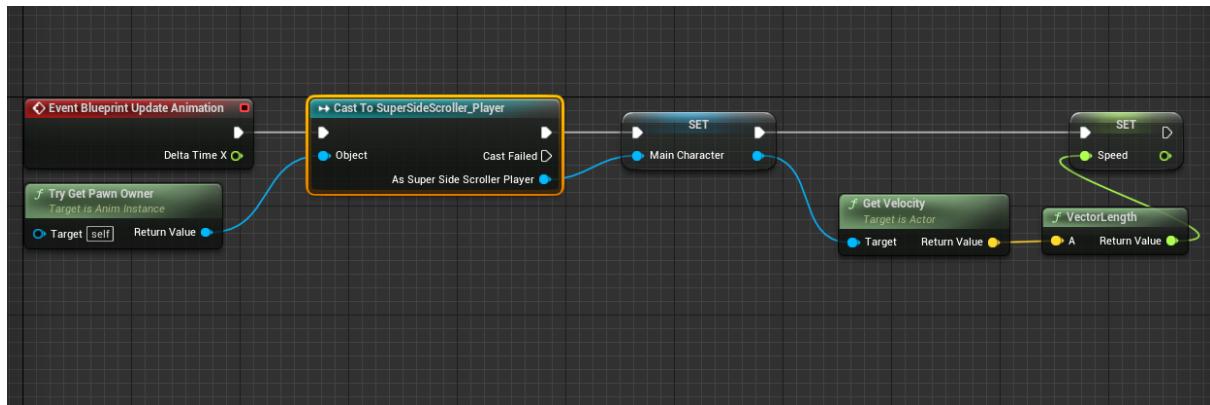
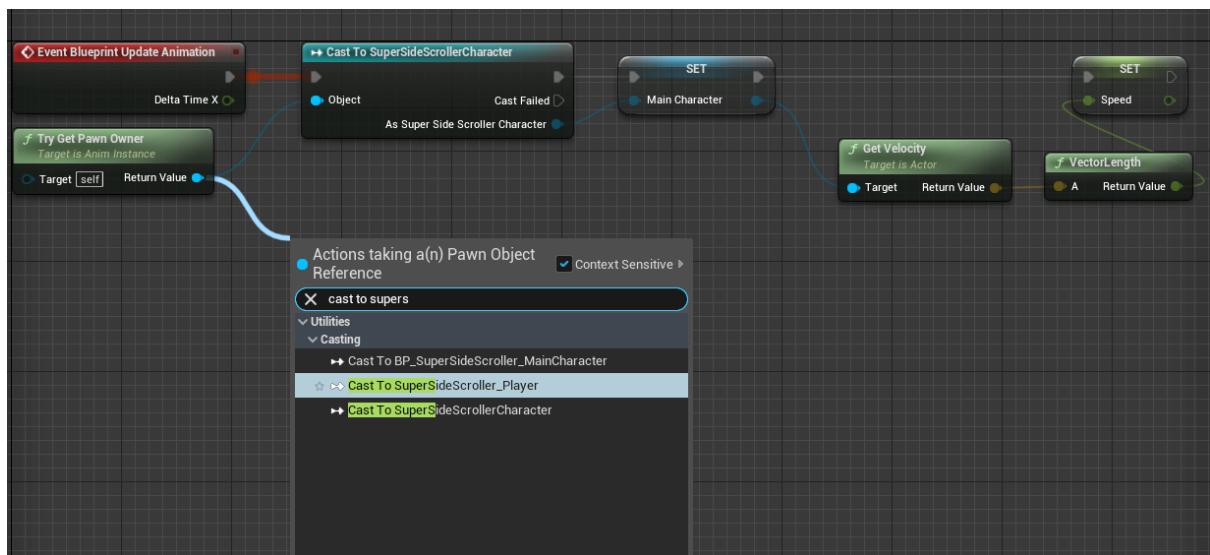
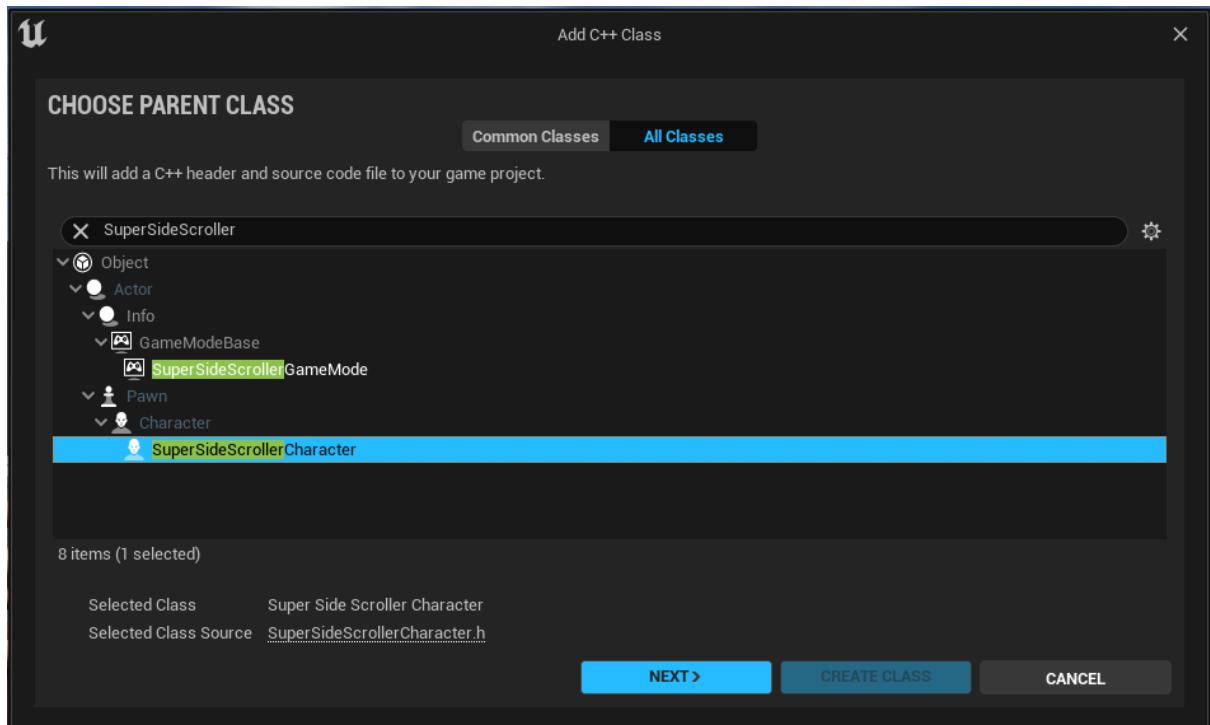
MAPPINGS

Mappings

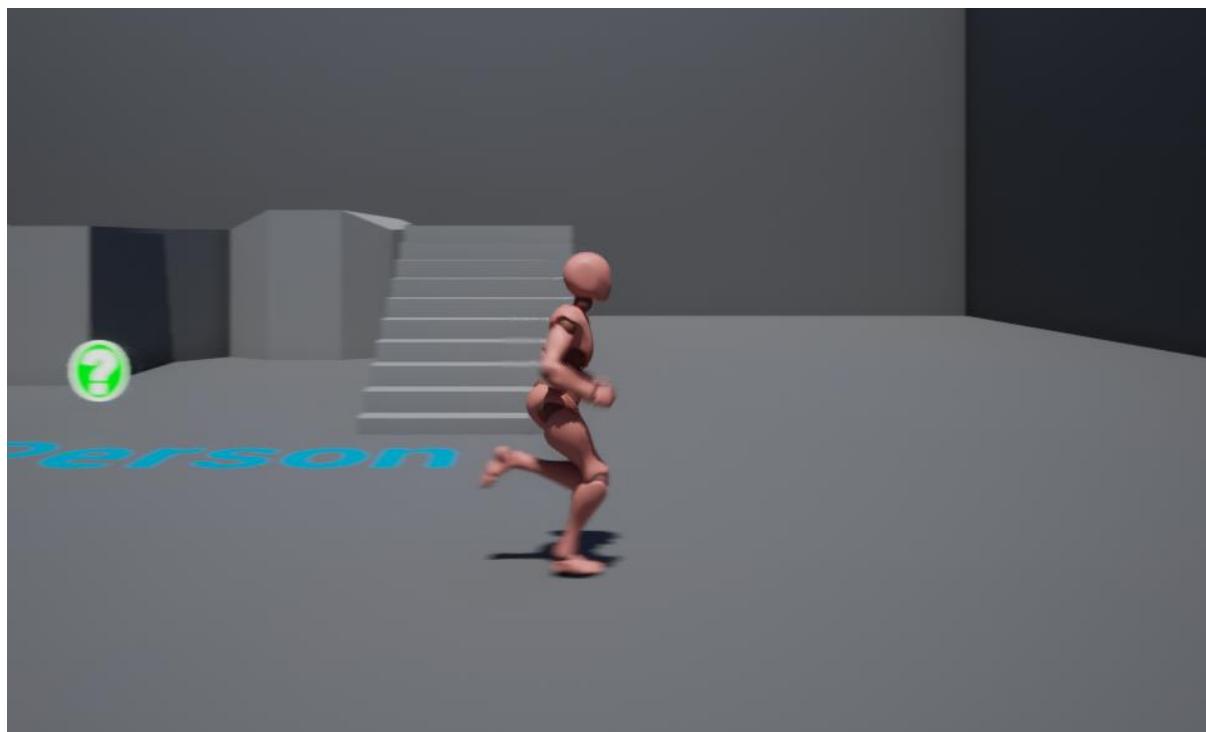
IA_Sprint <input type="button" value="▼"/> <input type="button" value="⊖"/>	<input type="button" value="⊕"/> <input type="button" value="⊖"/> <input type="button" value="Q"/> <input type="button" value="⊕"/> <input type="button" value="⊖"/>
Triggers	1 Array elements <input type="button" value="⊕"/> <input type="button" value="⊖"/>
Index [0]	<input type="button" value="Y Down"/> <input type="button" value="▼"/>
Modifiers	0 Array elements <input type="button" value="⊕"/> <input type="button" value="⊖"/>

CONFIG

Description

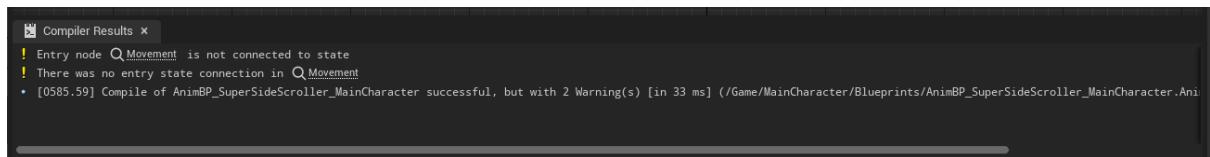
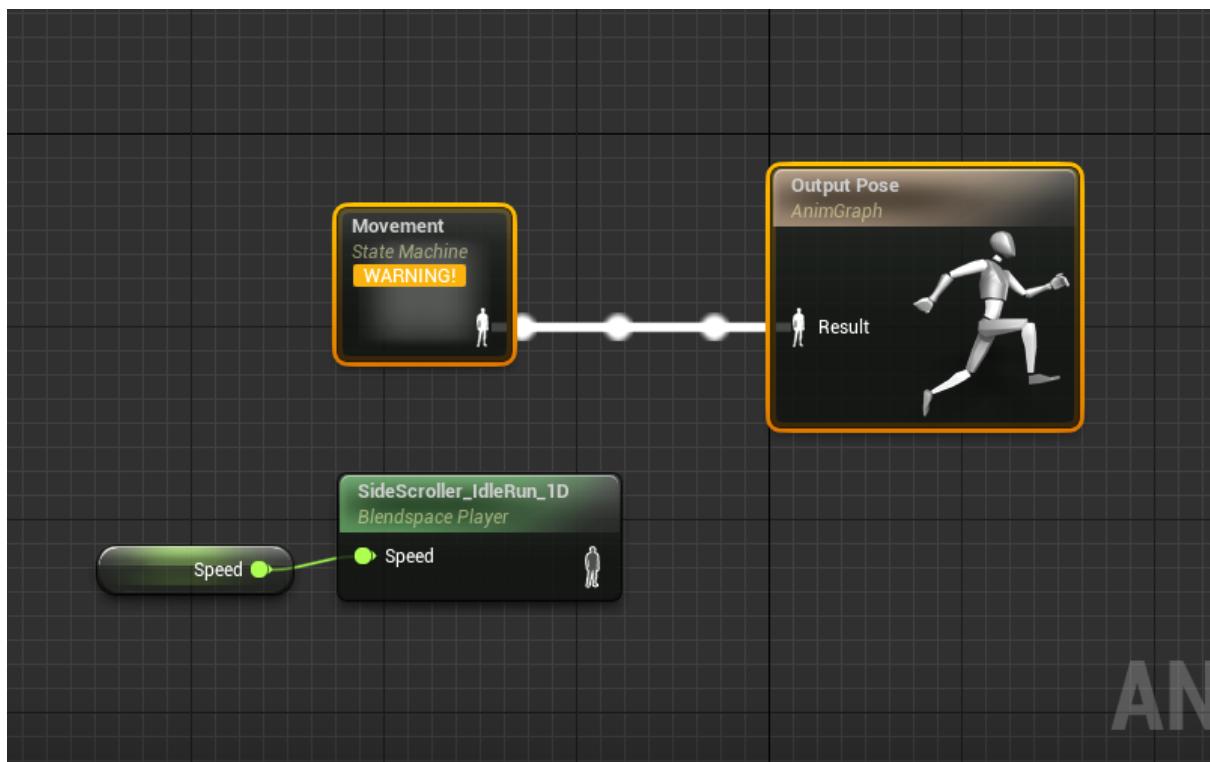
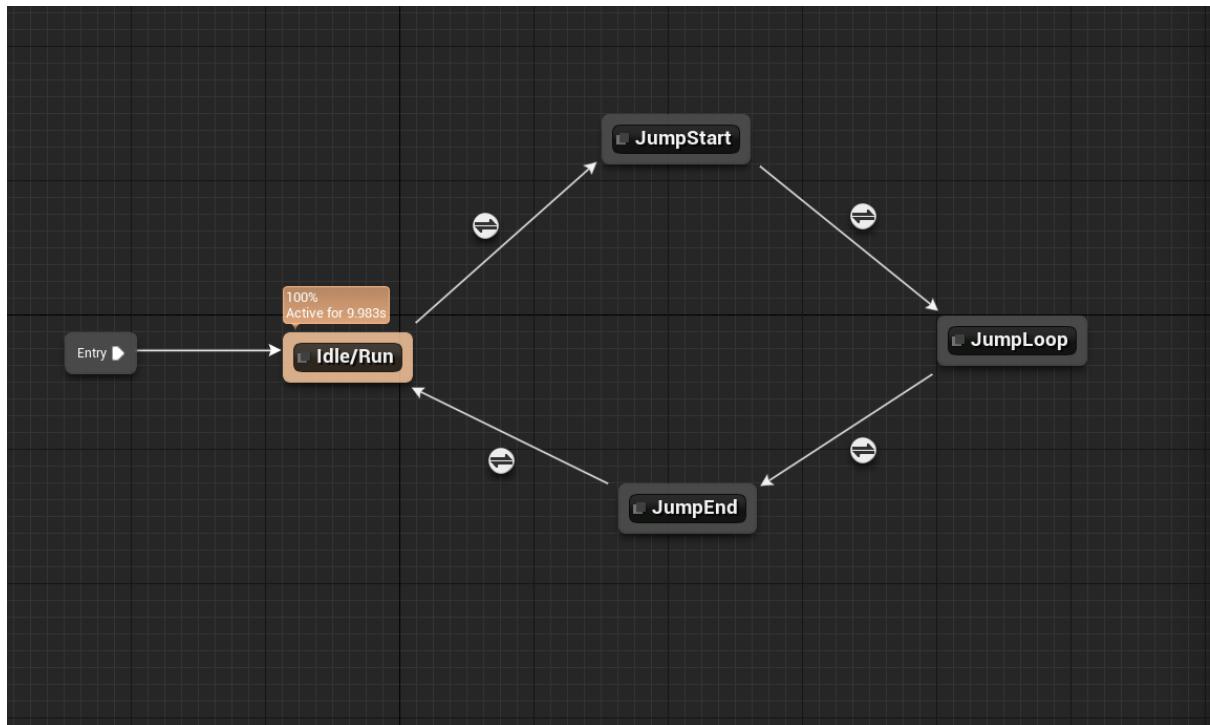


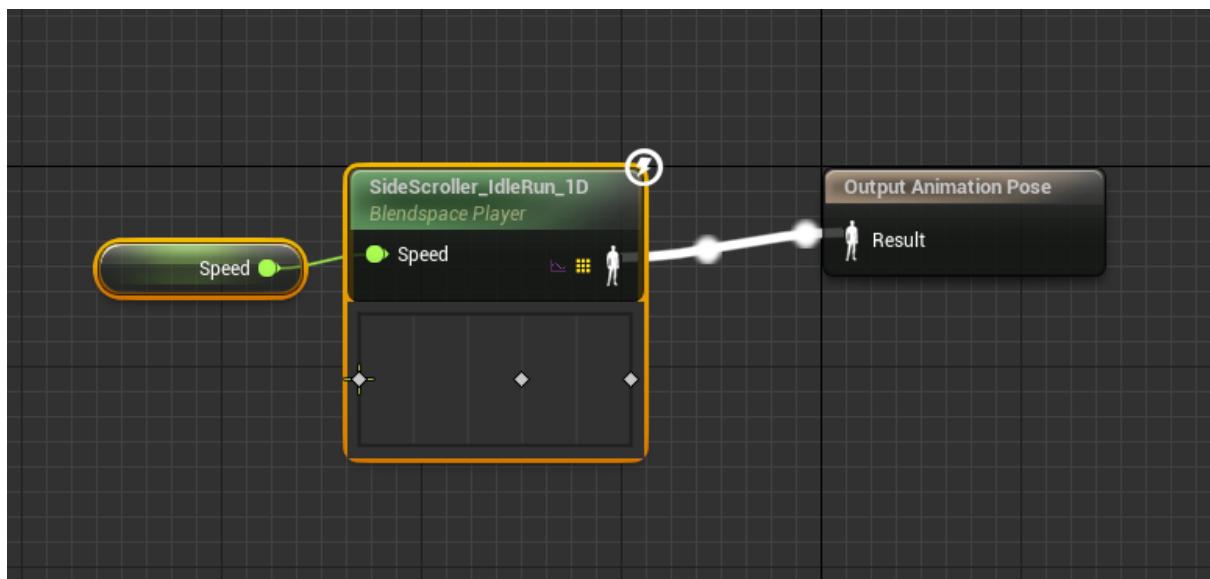
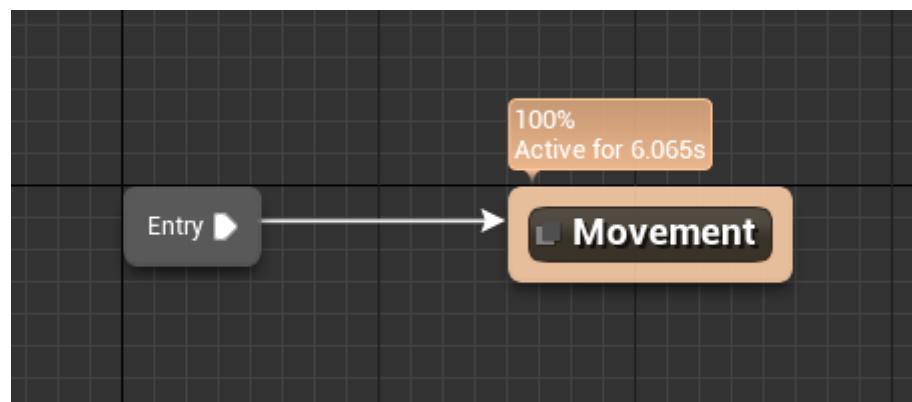
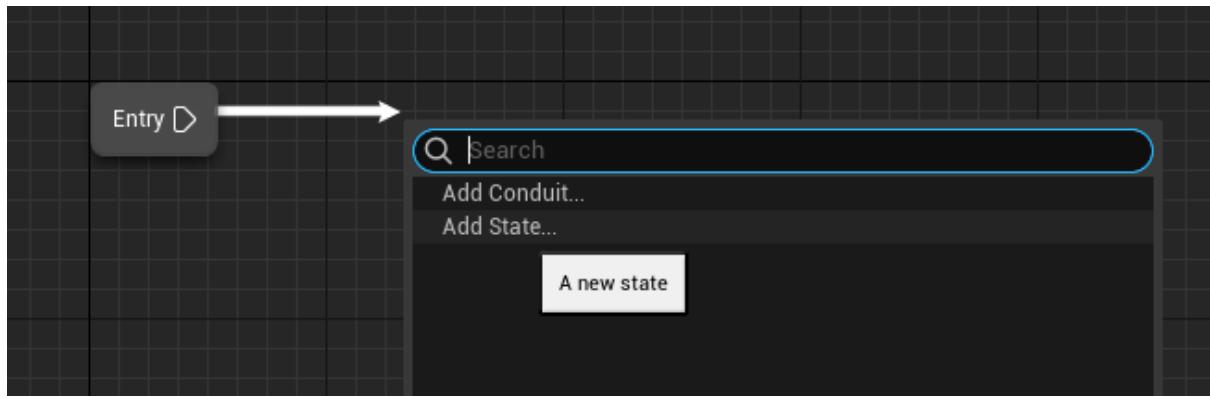
INPUT		
IC Character	 IC_SideScrollerCharacter <input type="button" value="▼"/> <input type="button" value="↶"/> <input type="button" value="🔍"/>	<input type="button" value="↶"/>
IA Sprint	 IA_Sprint <input type="button" value="▼"/> <input type="button" value="↶"/> <input type="button" value="🔍"/>	<input type="button" value="↶"/>

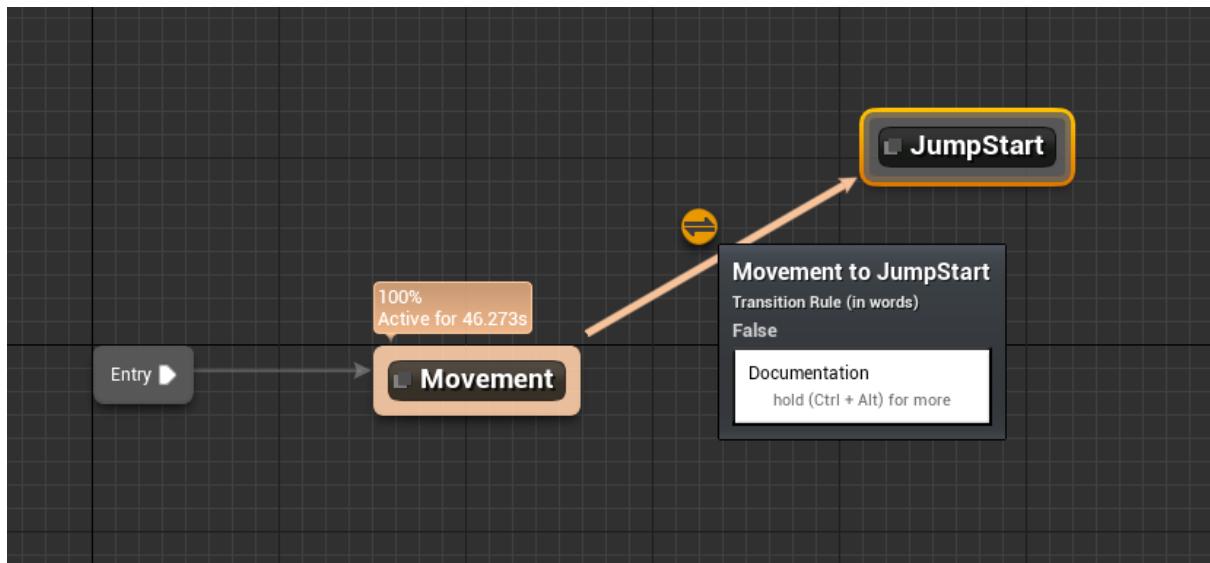
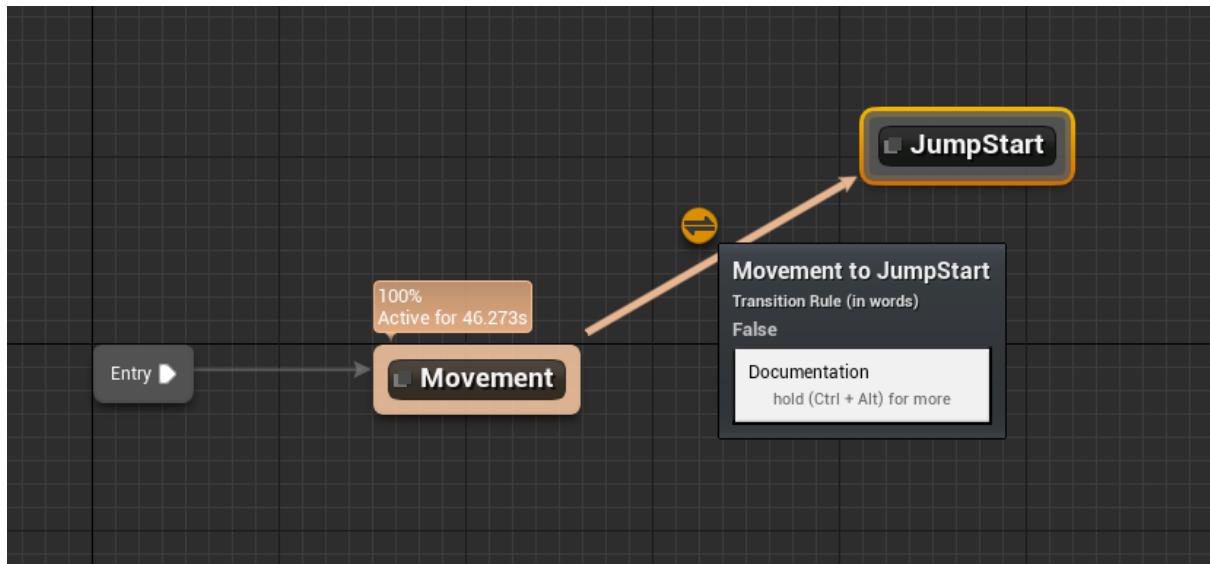


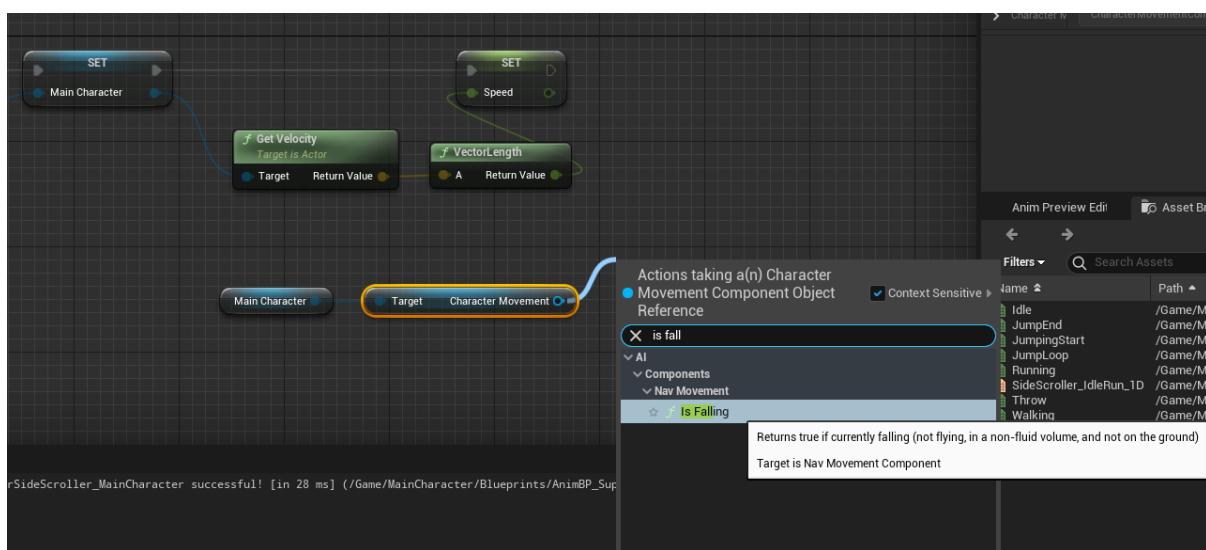
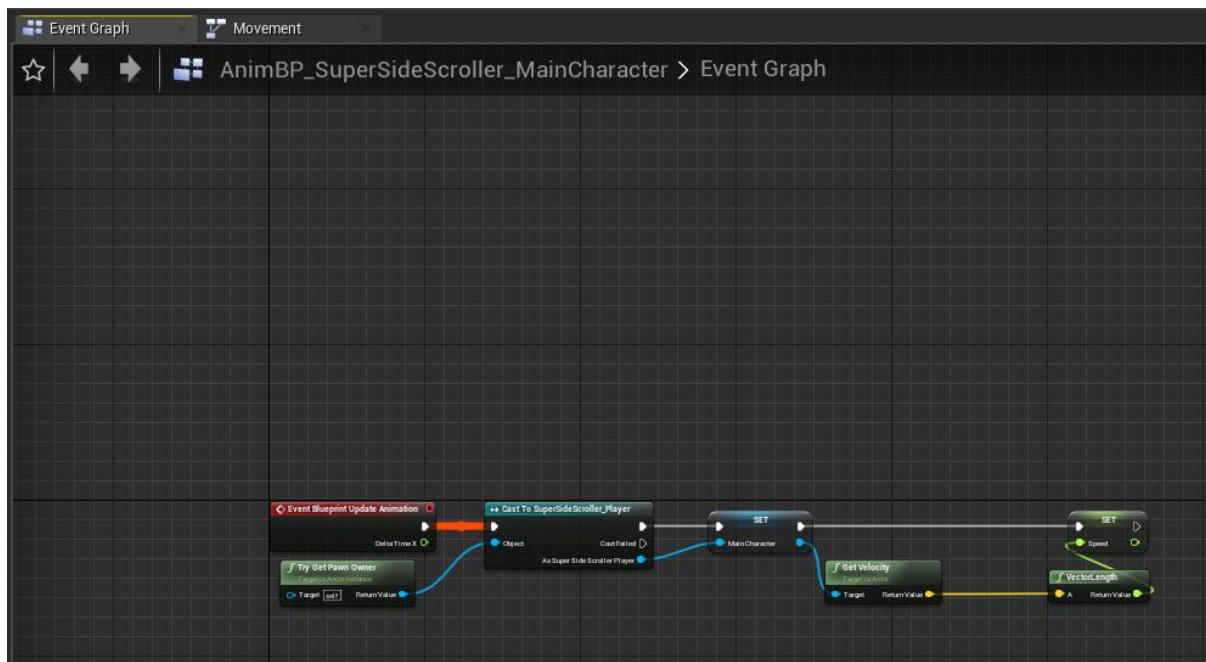
Search Log

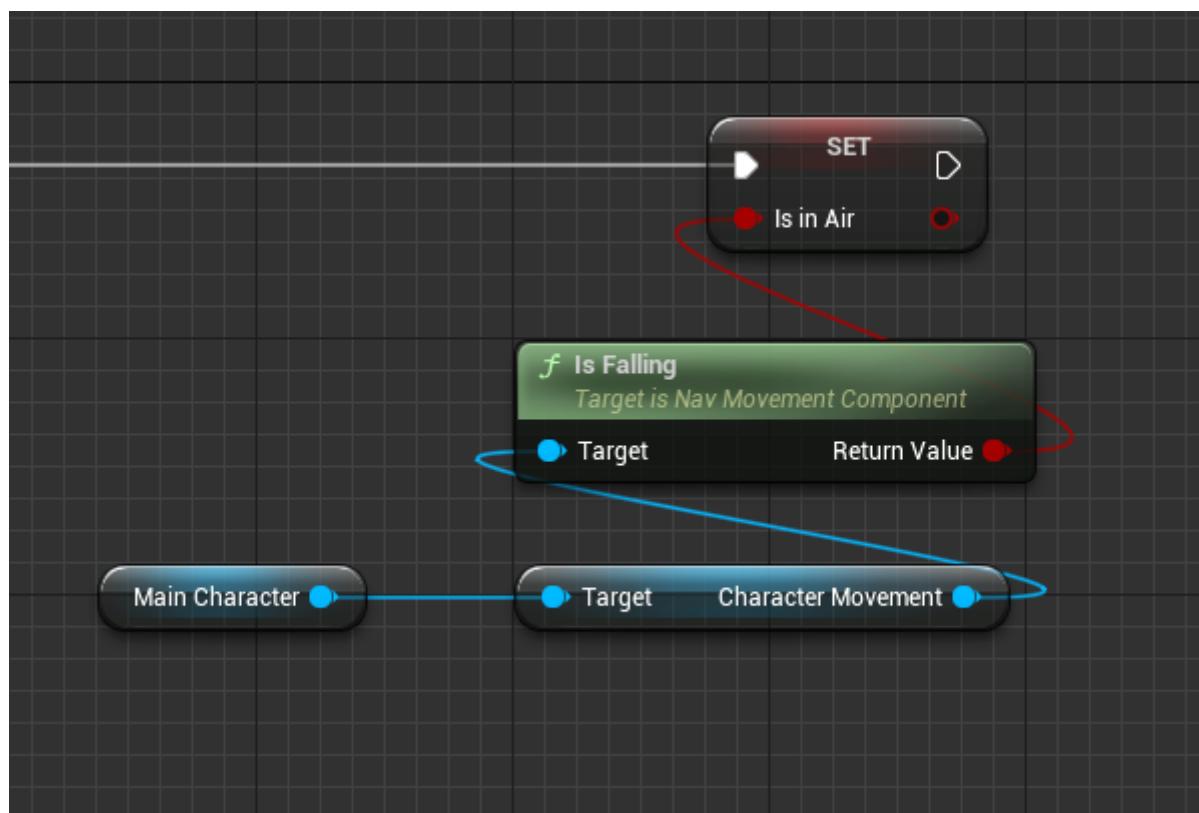
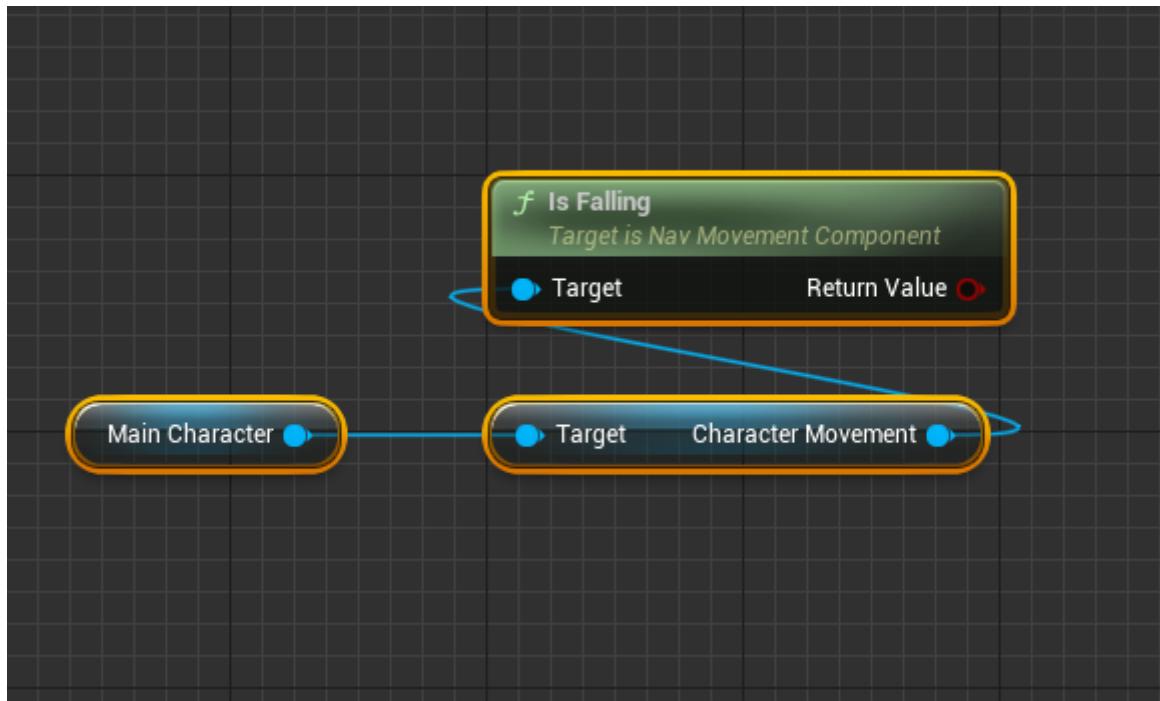
```
LogWorld: Bringing up level for play took
LogOnline: OSS: Created online subsystem
LogWorldPartition: New Streaming Source:
LogWorldPartition: Warning: Invalid world
LogTemp: Warning: THROW PROJECTILE!
LogTemp: Warning: THROW PROJECTILE!
LogTemp: Warning: THROW PROJECTILE!
LogTemp: Warning: THROW PROJECTILE!
```

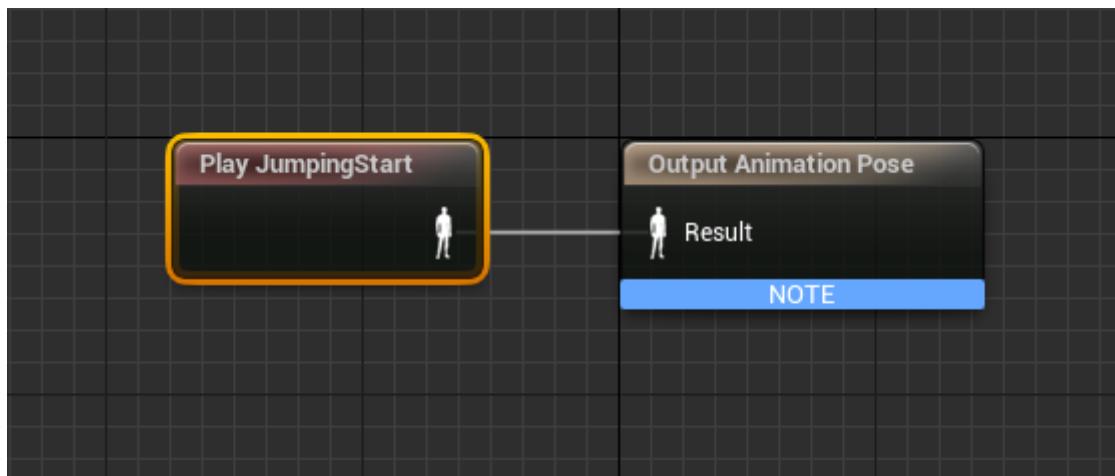
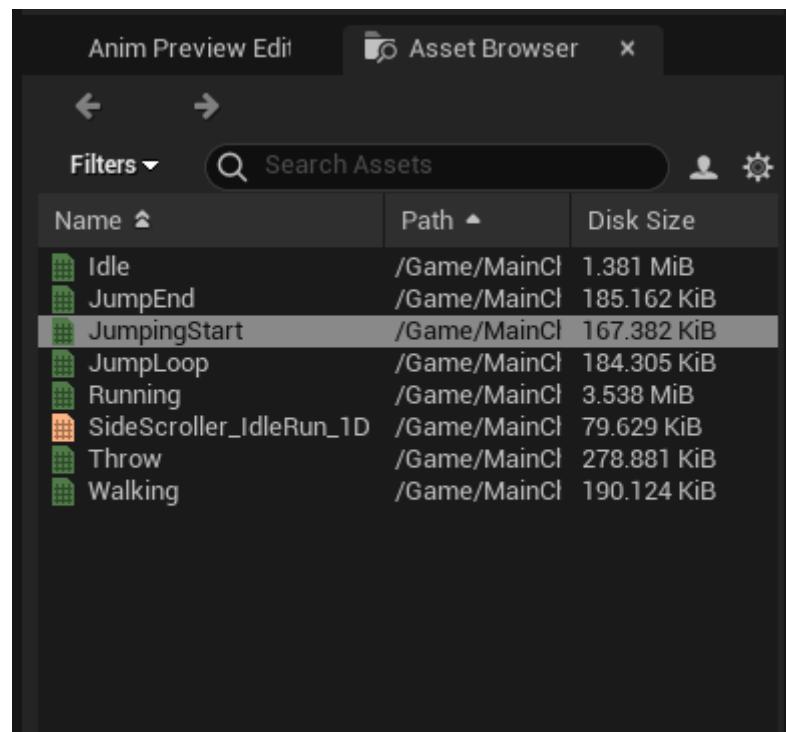
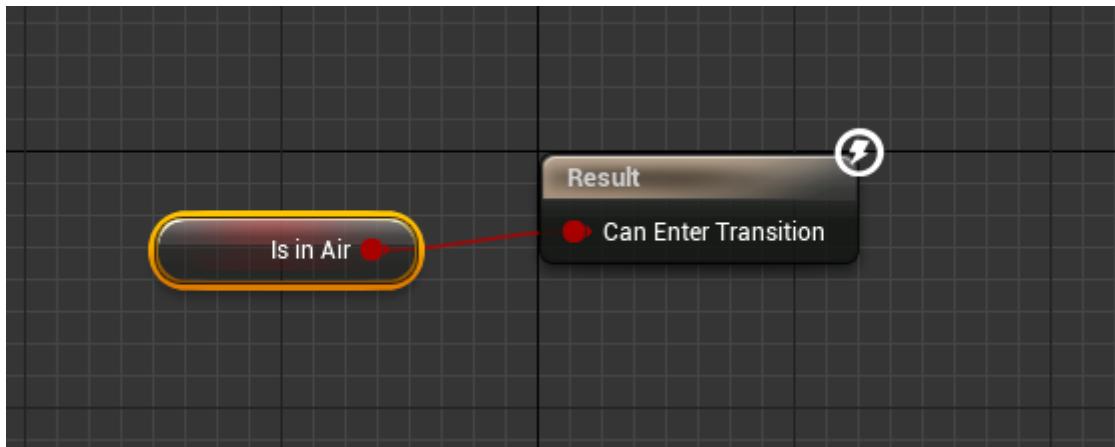


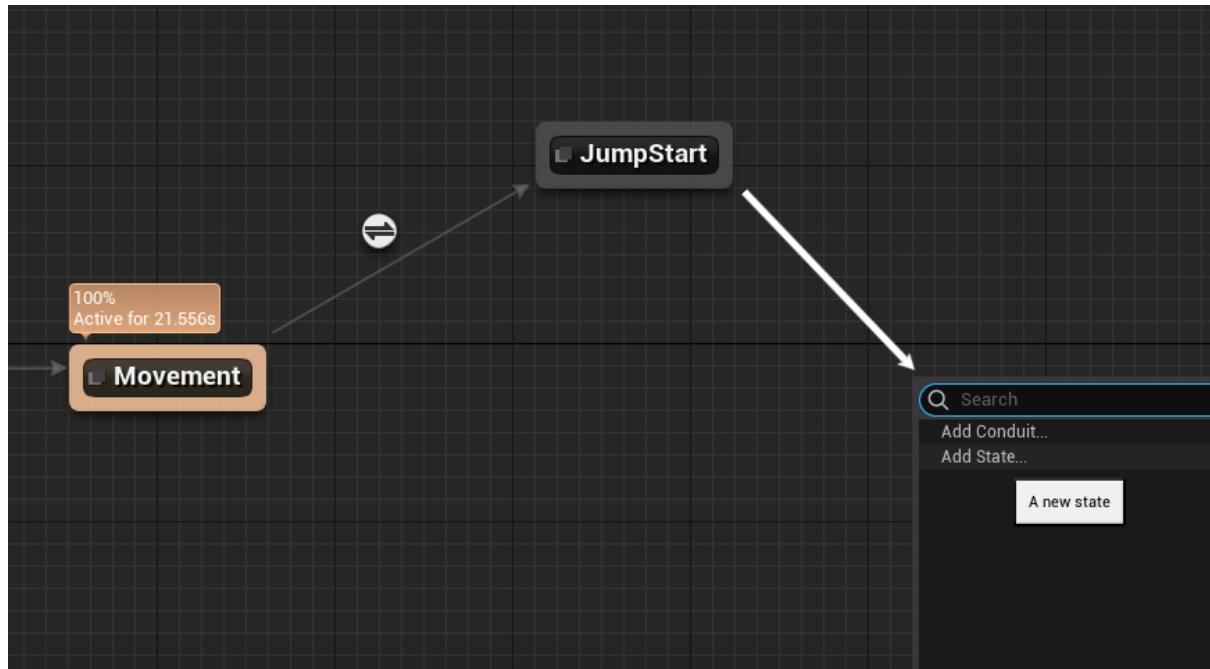
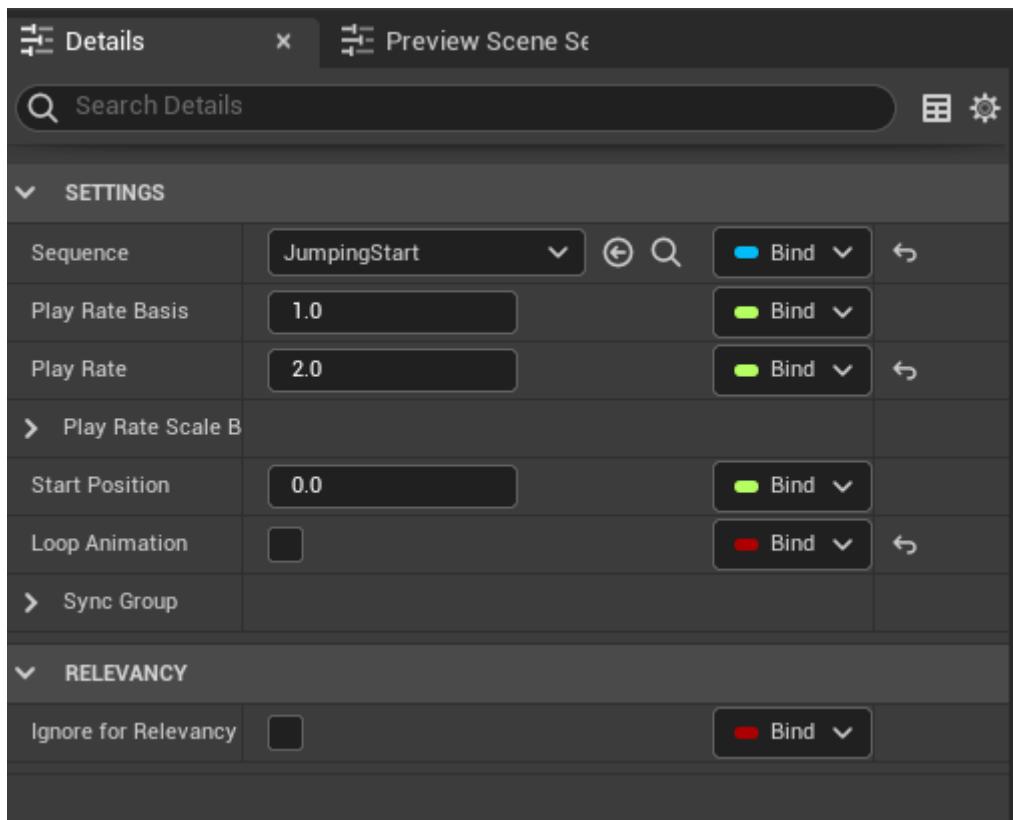


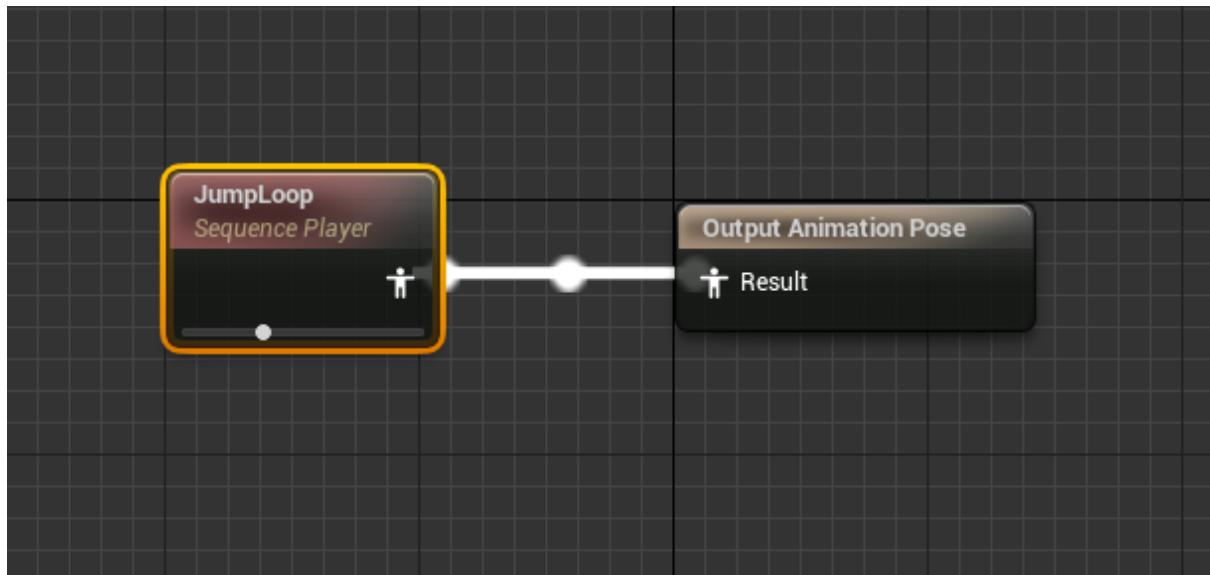
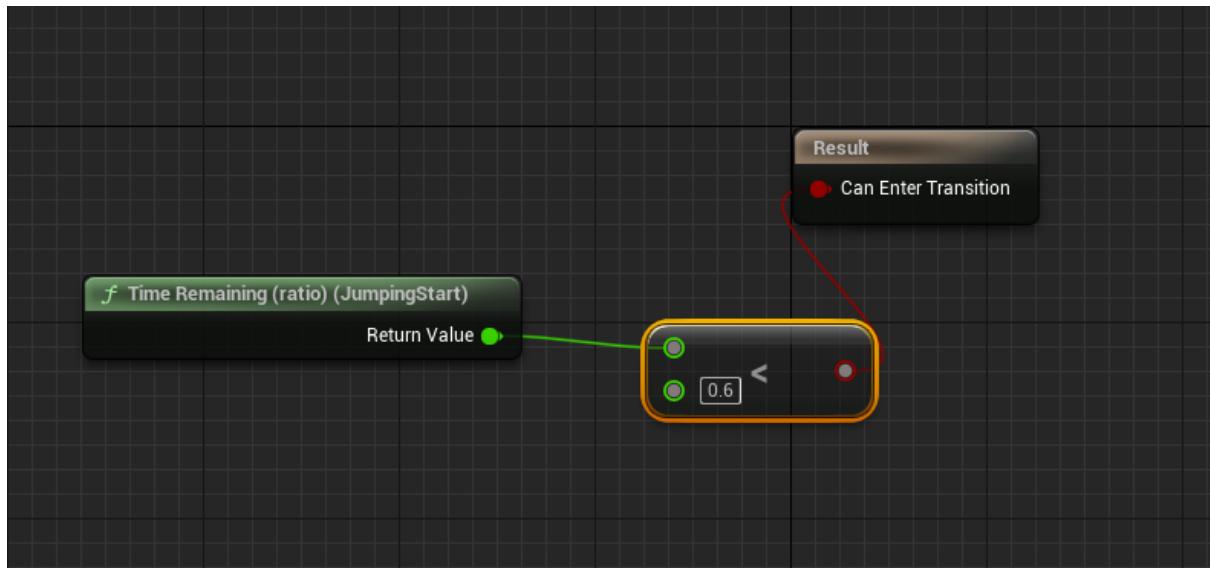


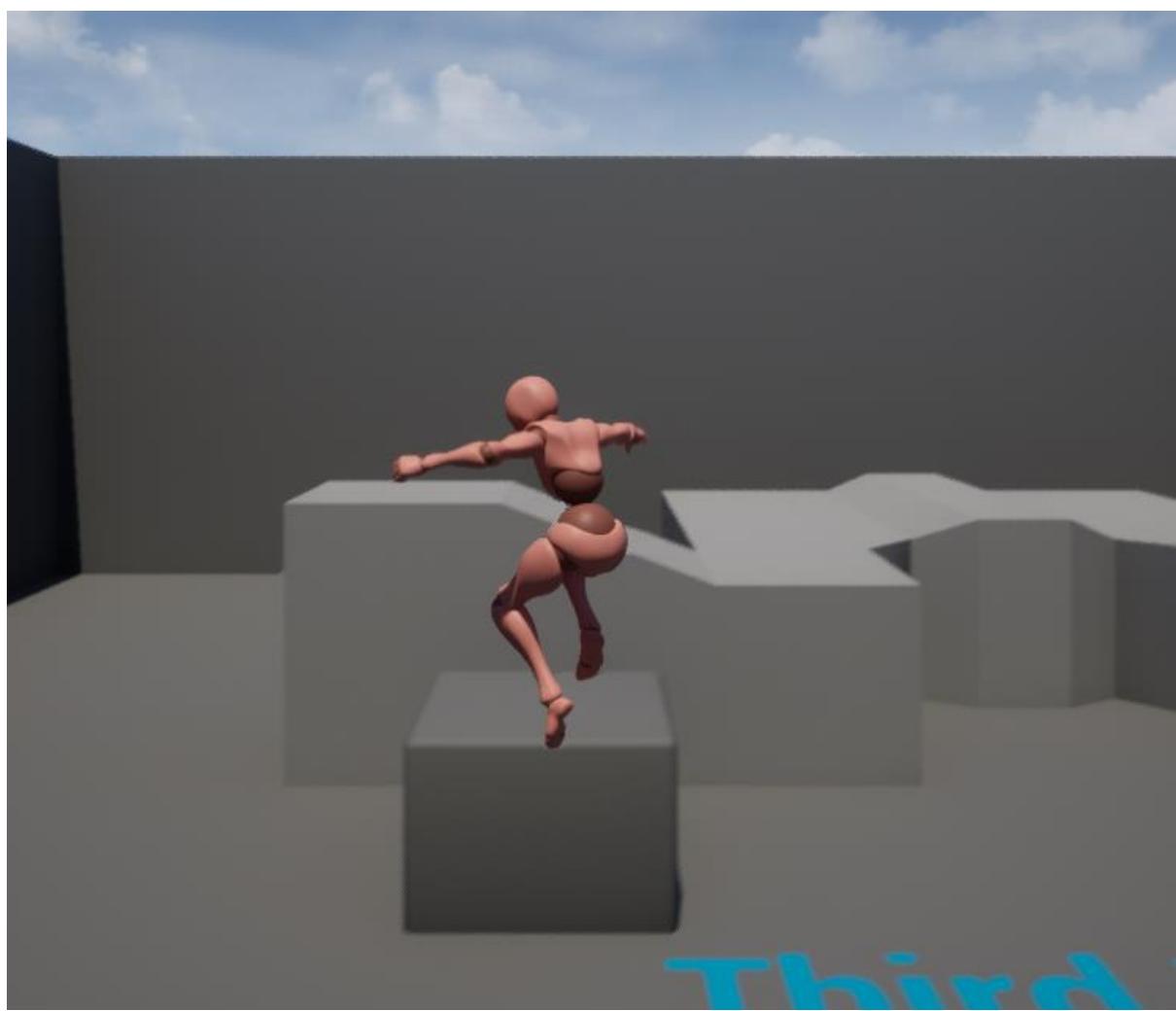
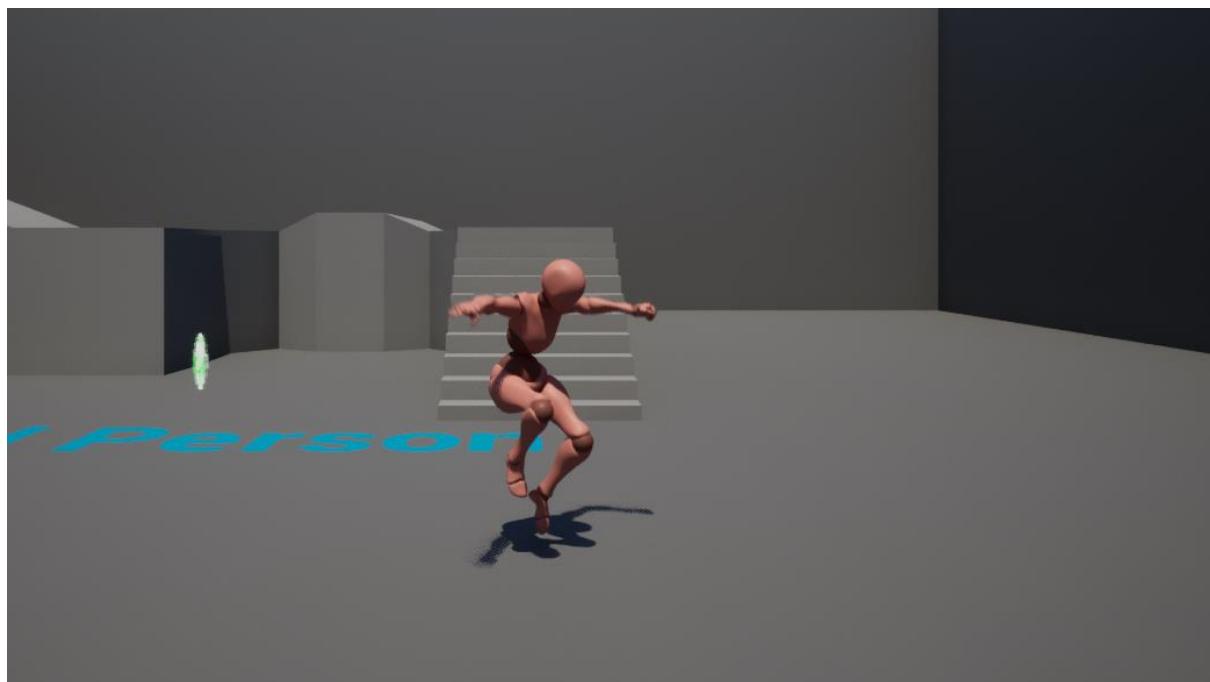




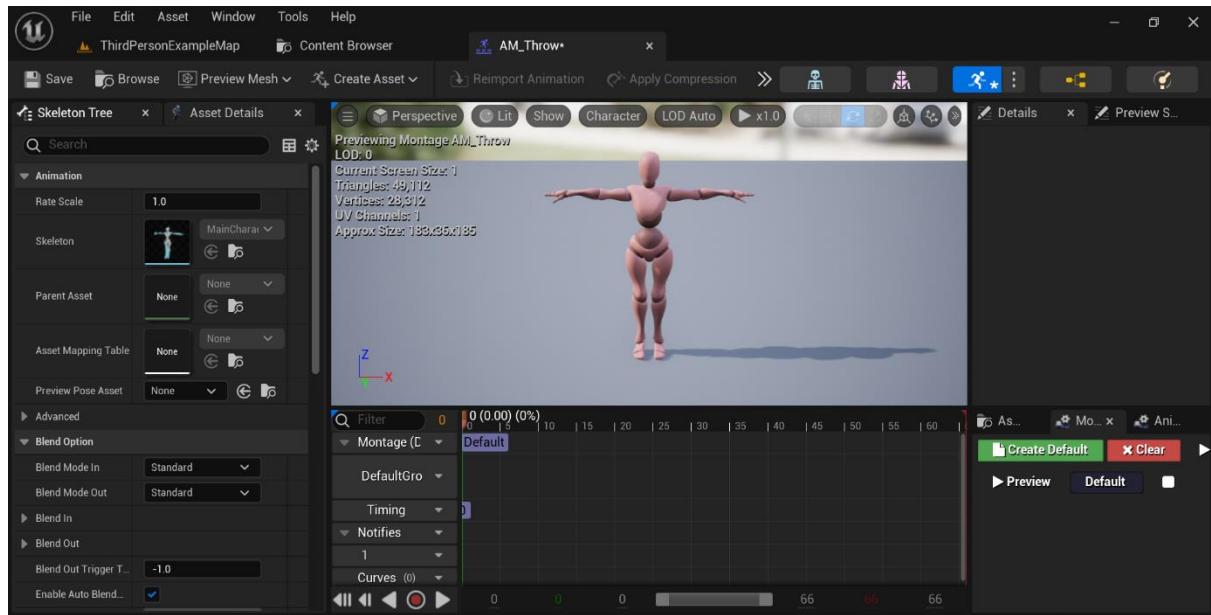


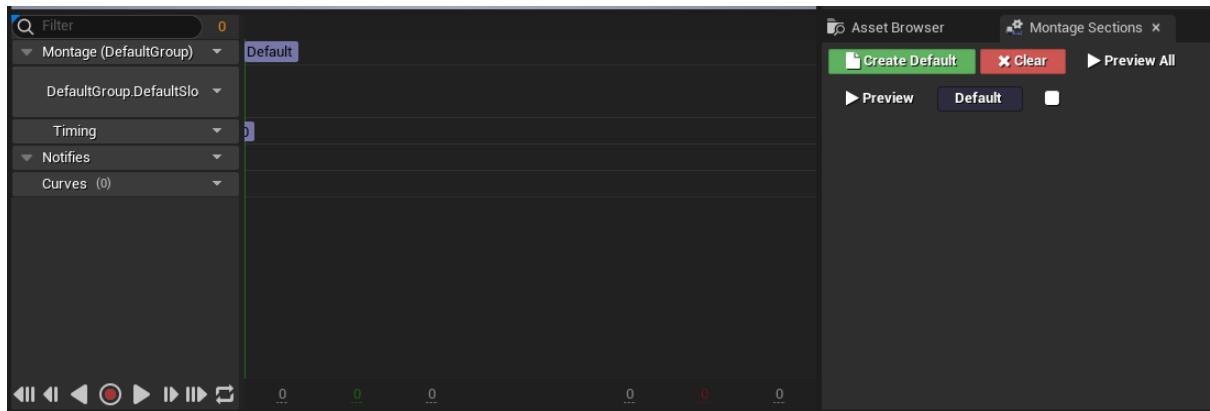






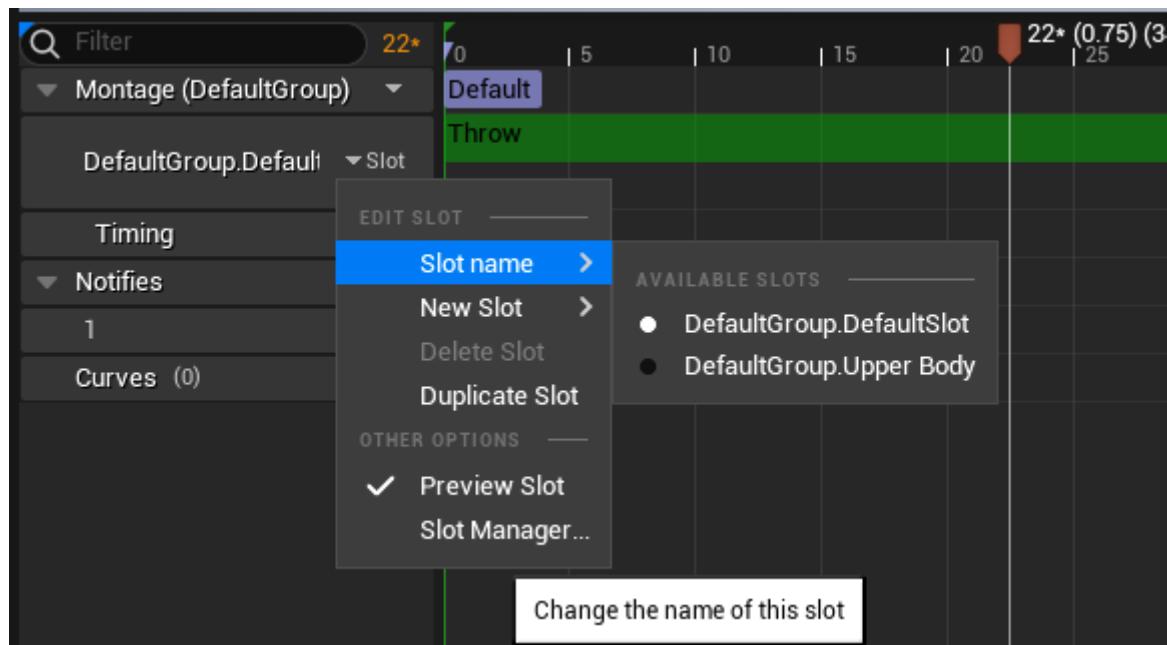
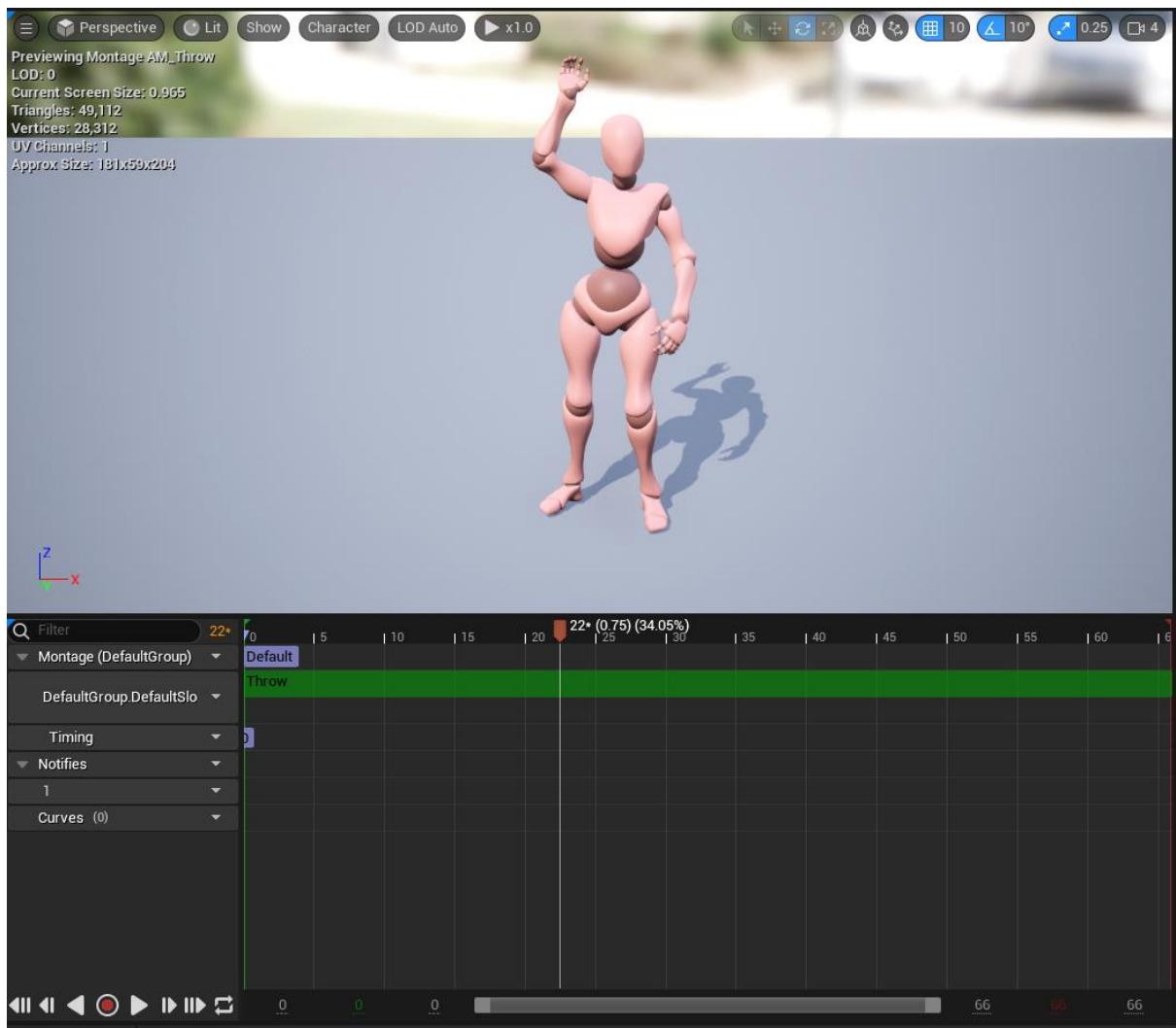
Chapter 12: Animation Blending and Montages

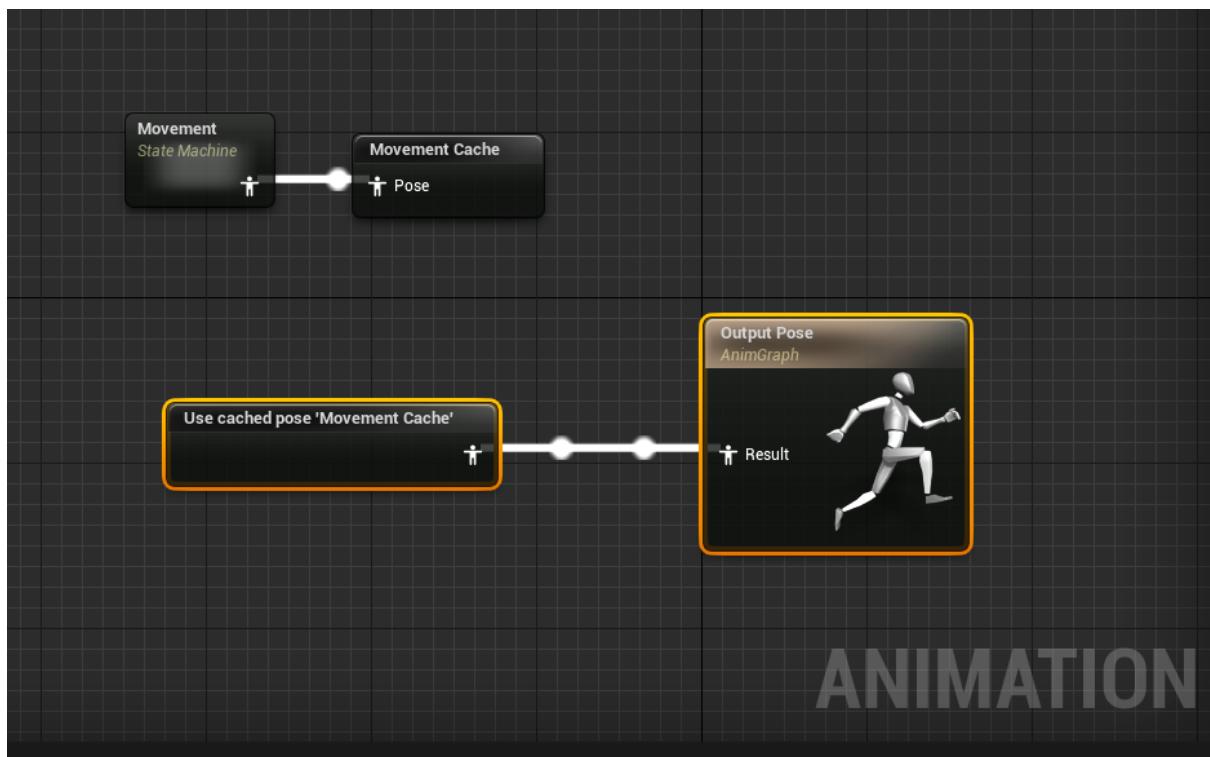
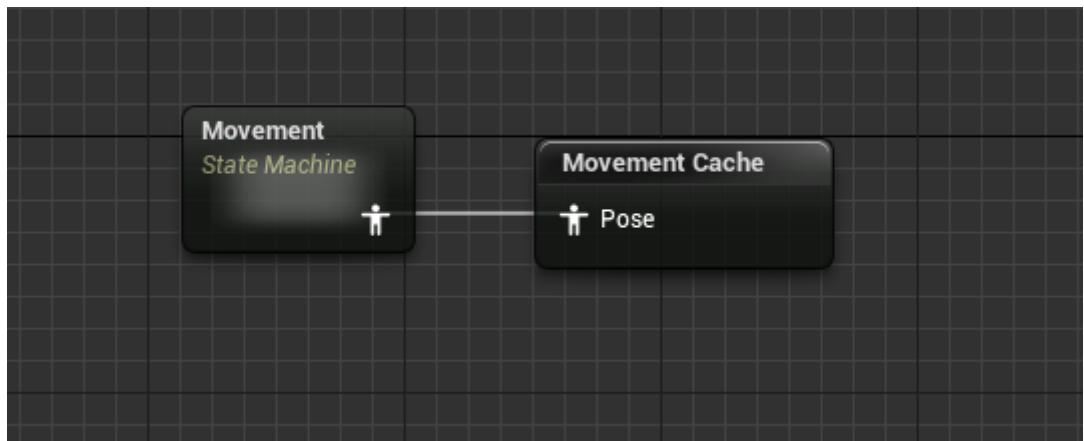
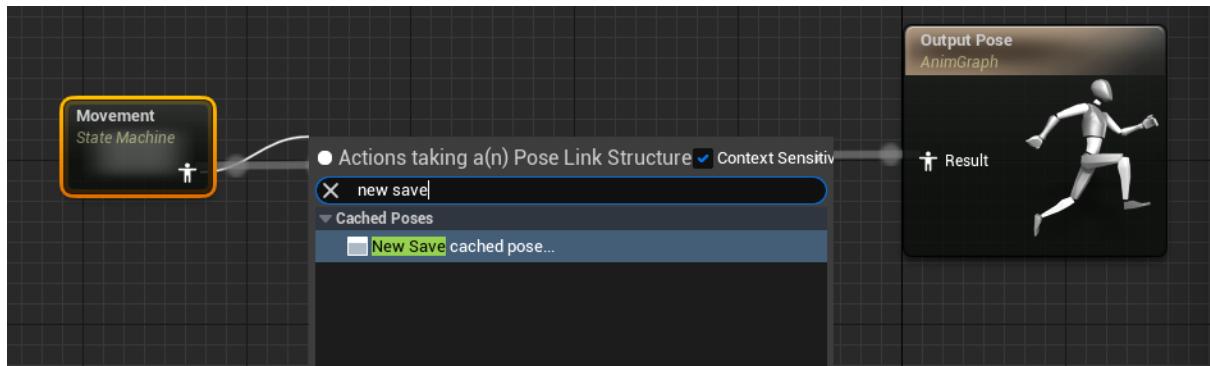


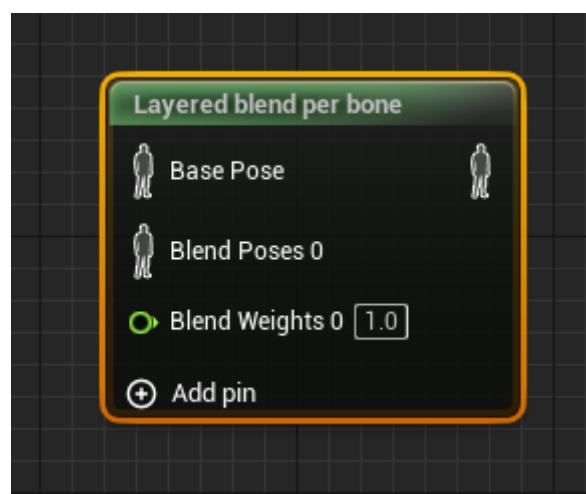
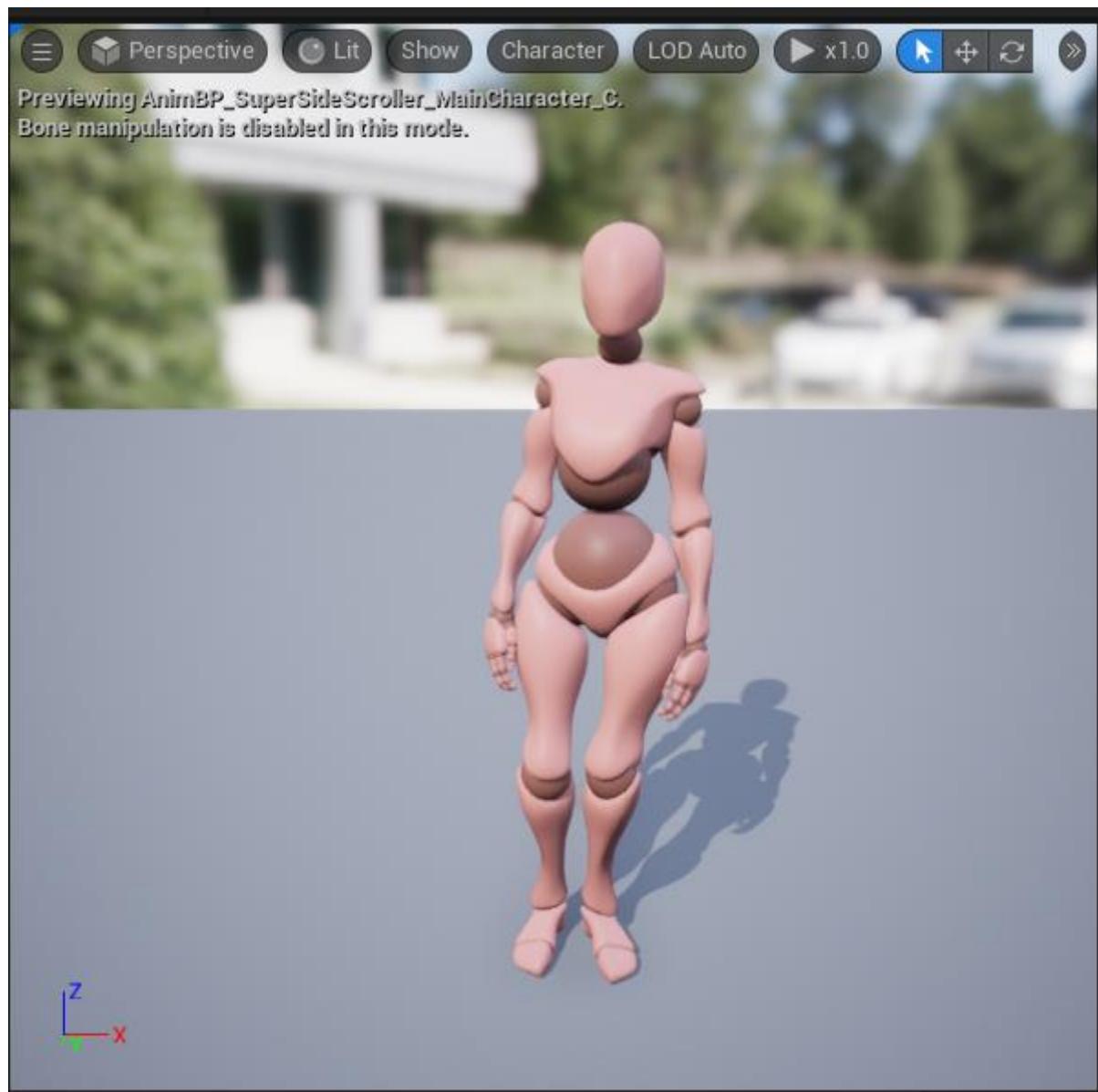


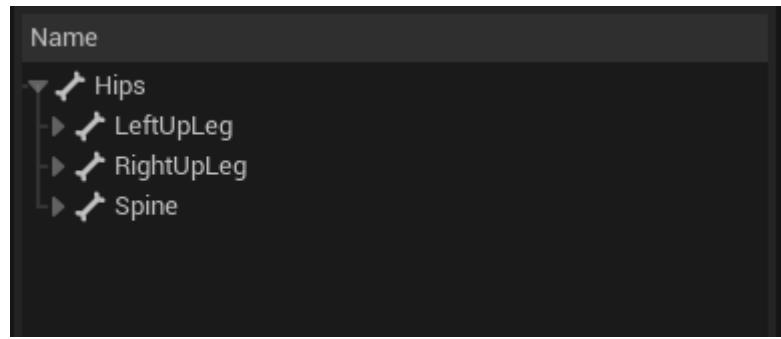
Asset Browser		Montage Sections
Name	Path	Disk Size
AM_Throw	/All/Game/Ma	7.776 KiB
Idle	/All/Game/Ma	1.381 MiB
JumpEnd	/All/Game/Ma	185.162 KiB
JumpingStart	/All/Game/Ma	167.382 KiB
JumpLoop	/All/Game/Ma	184.305 KiB
Running	/All/Game/Ma	3.538 MiB
SideScroller_IdleRun_1D	/All/Game/Ma	79.629 KiB
Throw	/All/Game/Ma	278.881 KiB
Walking	/All/Game/Ma	190.124 KiB

9 items (1 selected)







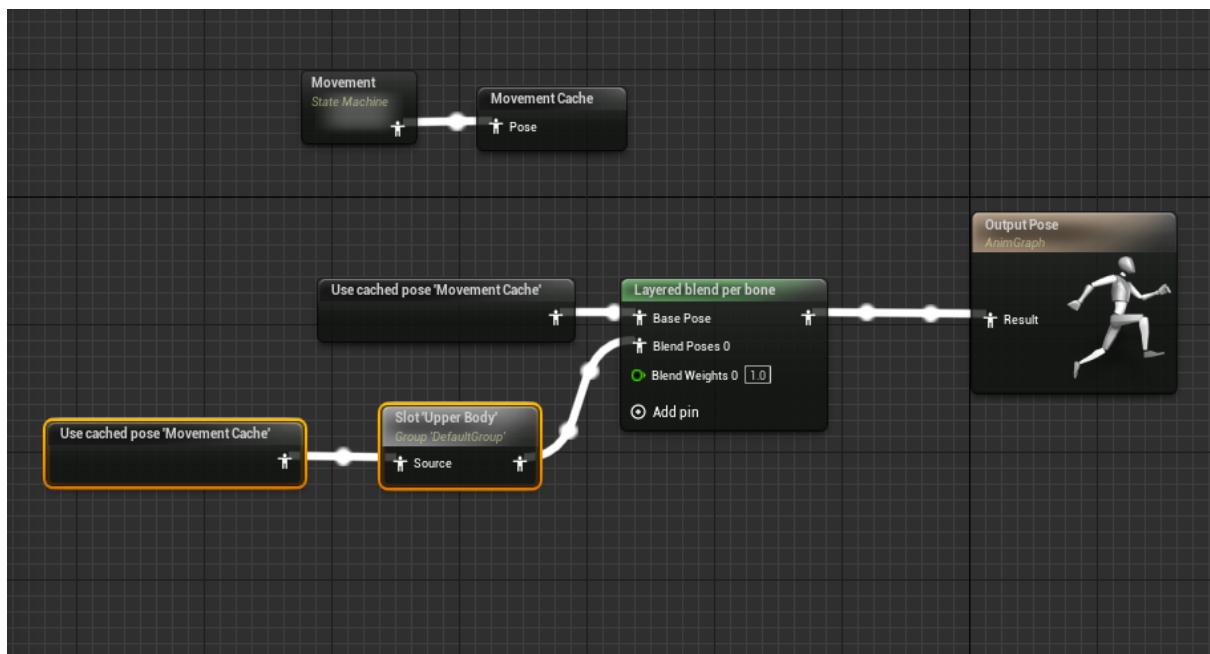
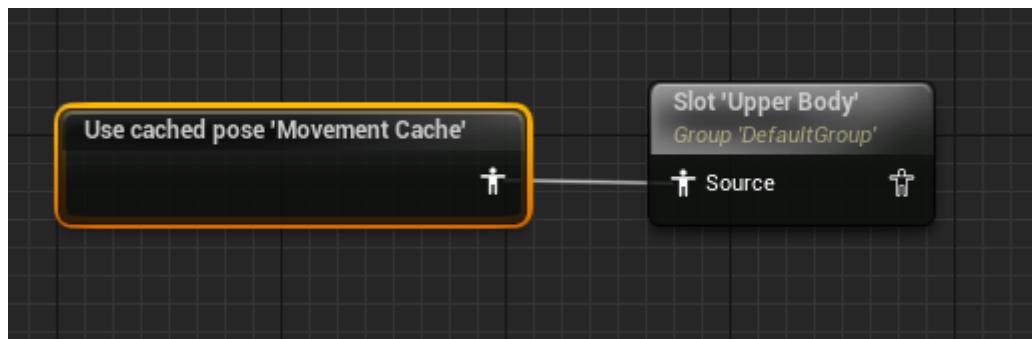
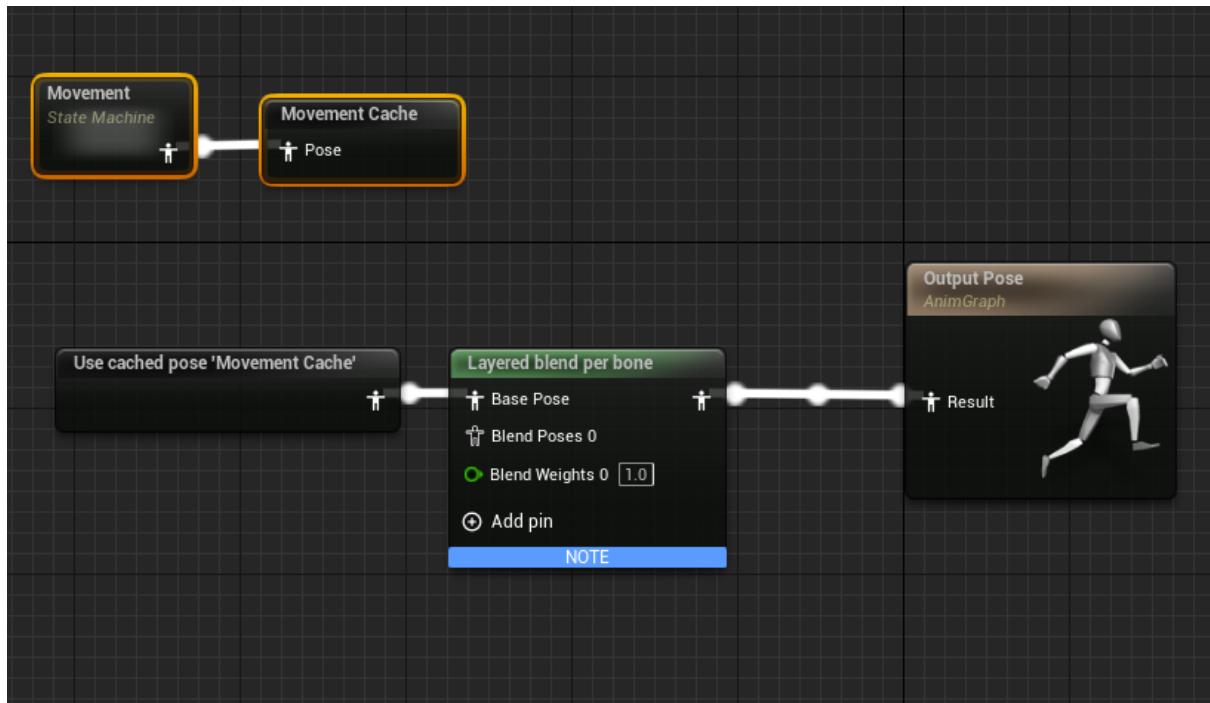


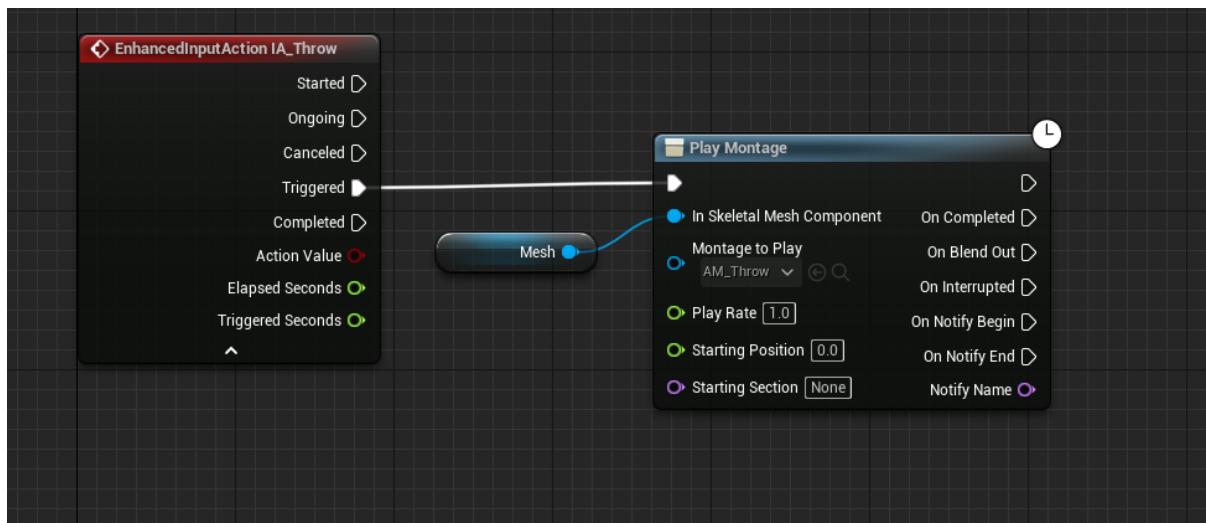
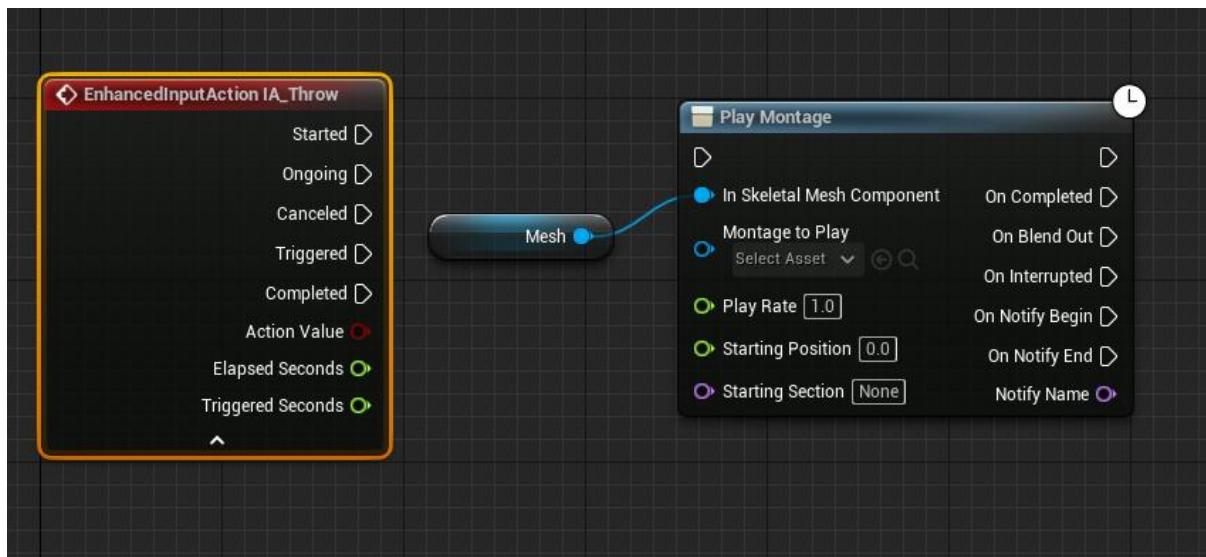
Details Preview Scene S... Search

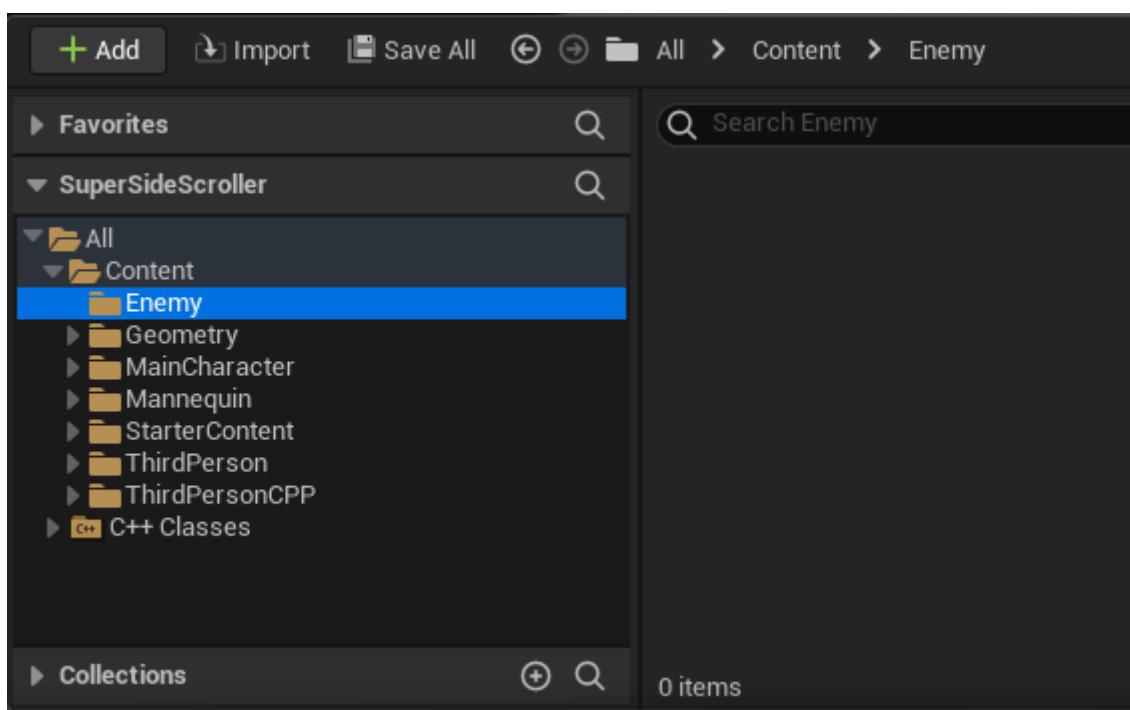
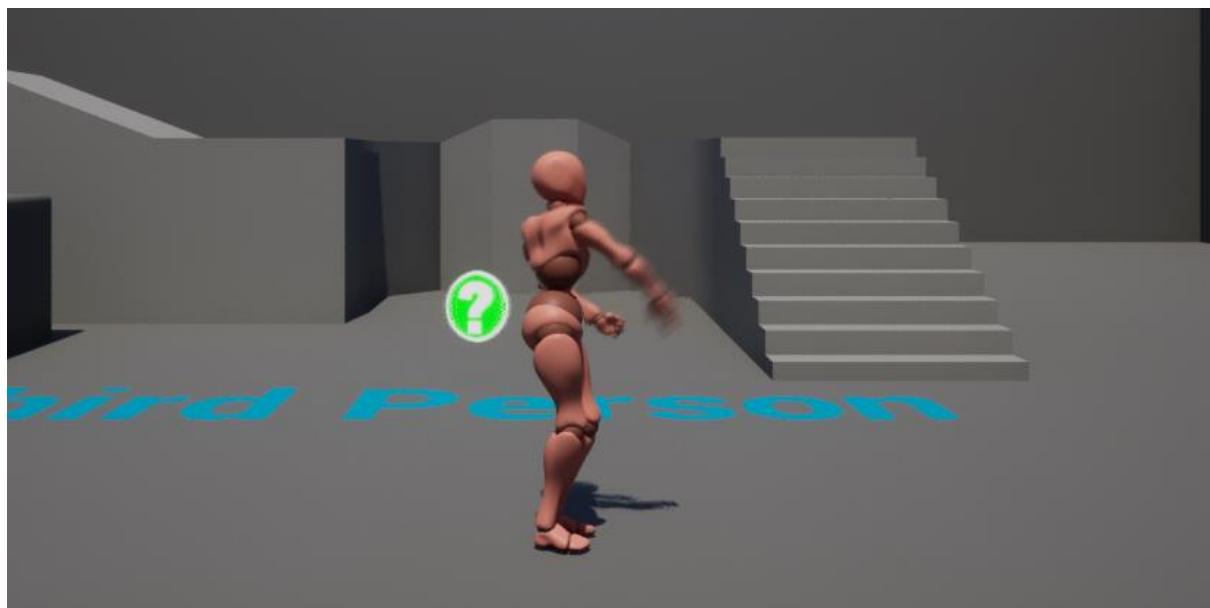
Config

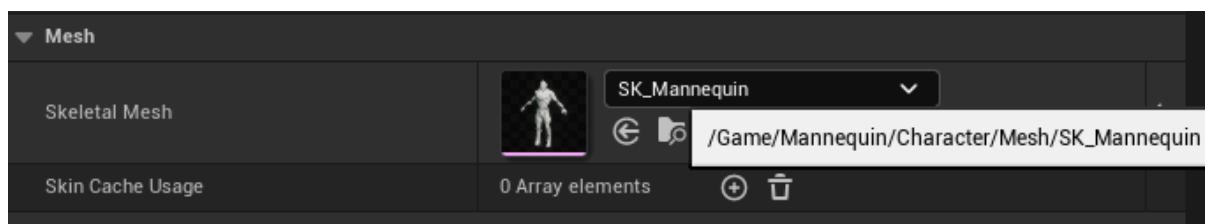
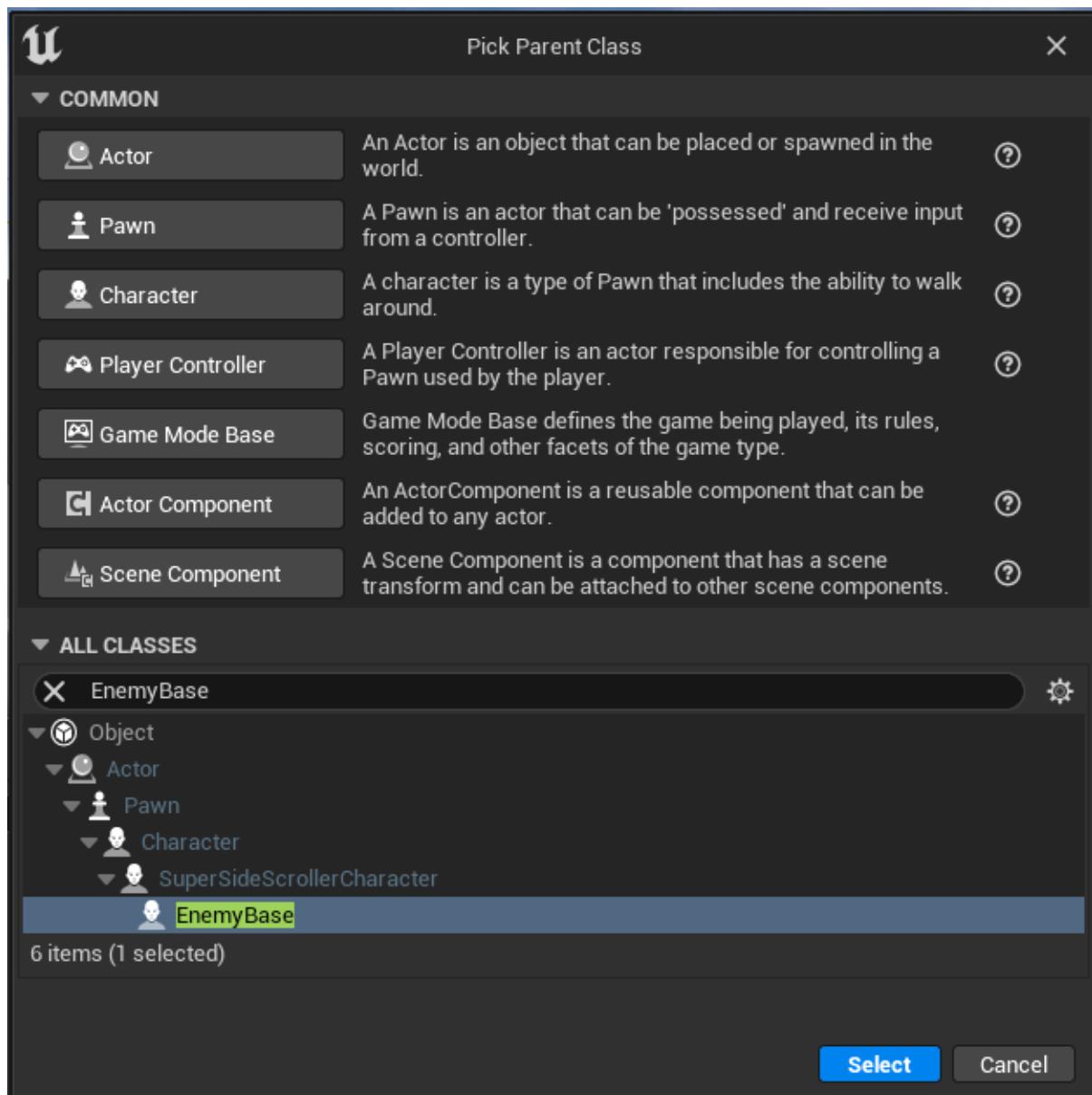
Blend Mode	Branch Filter
Layer Setup	1 Array elements
Index [0]	1 members
Branch Filters	1 Array elements
Index [0]	2 members
Bone Name	Spine
Blend Depth	0
Mesh Space Rotation Blend	<input checked="" type="checkbox"/>
Mesh Space Scale Blend	<input type="checkbox"/>
Curve Blend Option	Override
Blend Root Motion Based on Root Bone	<input checked="" type="checkbox"/>
Functions	
On Initial Update	None

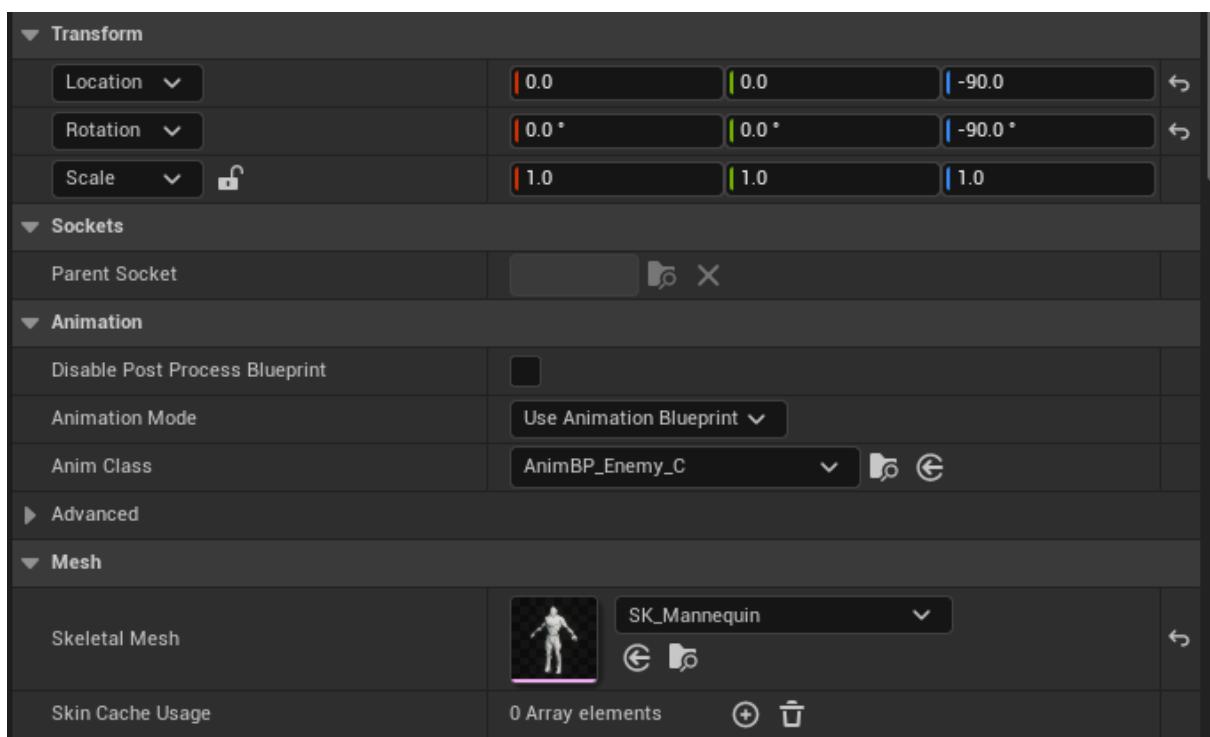
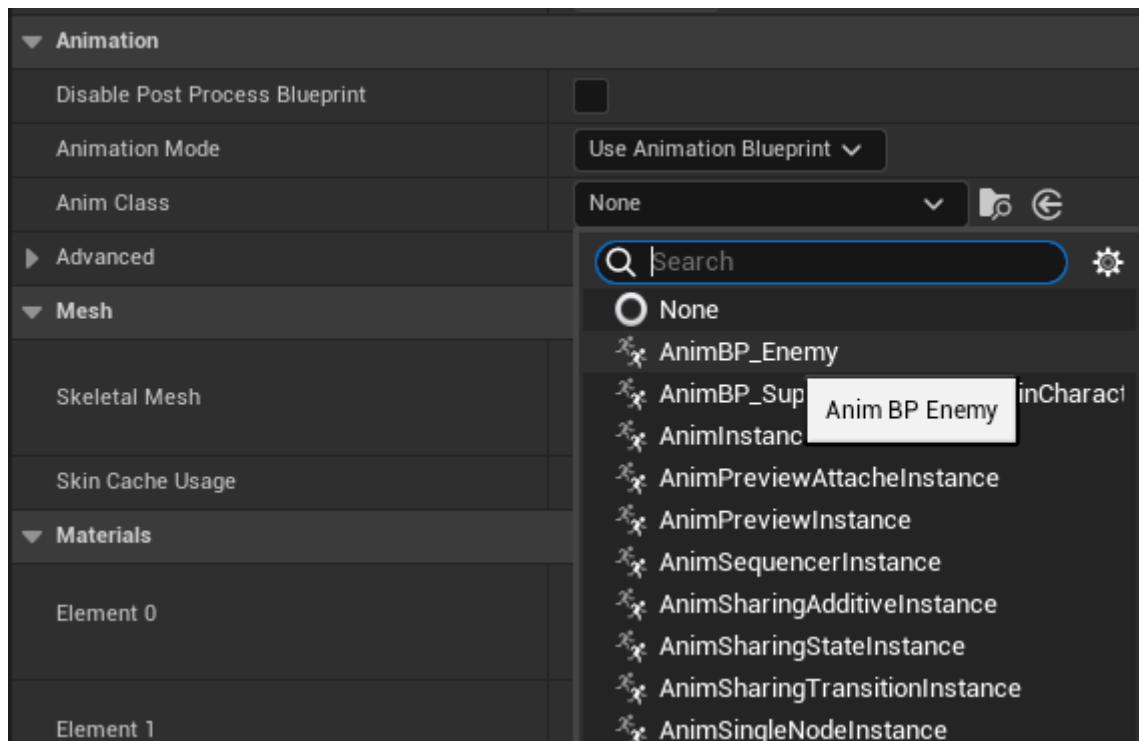
Anim Preview Ed... Asset Browser











Details **Layer Parameters**

Search

Parameter Groups

Global Static Switch Parameter Values

<input checked="" type="checkbox"/> PlasticOverride	<input checked="" type="checkbox"/>	↶ ↷
---	-------------------------------------	-----

Global Texture Parameter Values

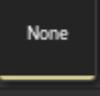
<input checked="" type="checkbox"/> NormalMap	 T_UE4Logo_N	↶ ↷
---	---	-----

Global Vector Parameter Values

BodyColor		↶ ↷
R	0.45098	↶ ↷
G	0.403922	↶ ↷
B	0.360784	↶ ↷
A	0.0	↶ ↷

Save Sibling Save Child

General

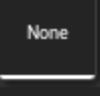
Phys Material	 None	↶ ↷
Parent	 M_Male_Body	↶ ↷

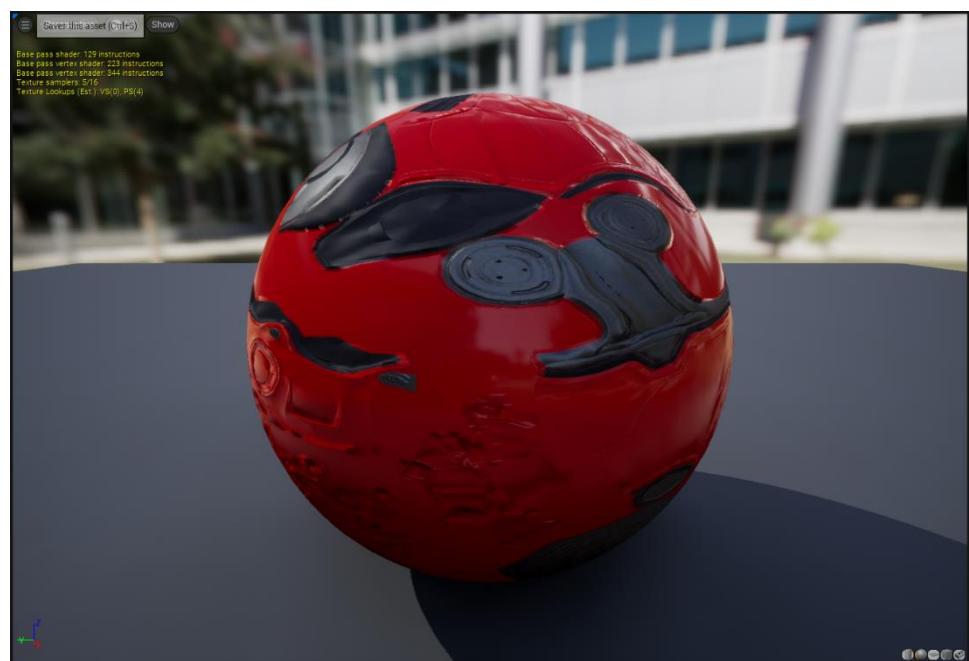
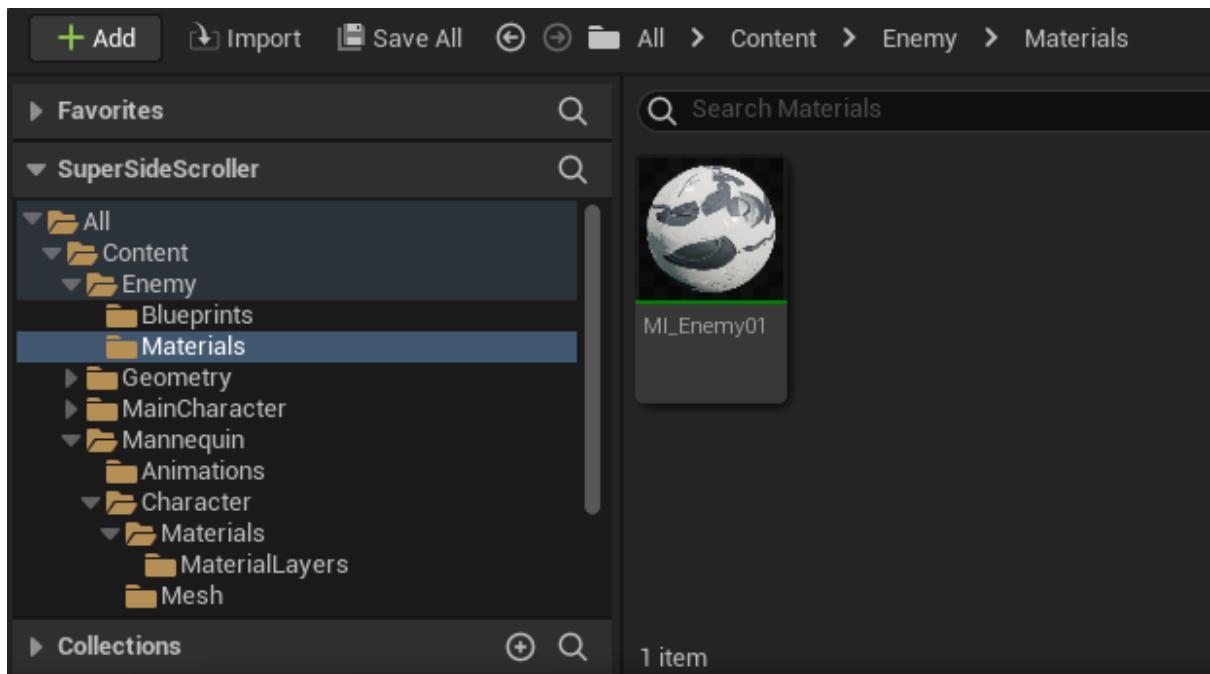
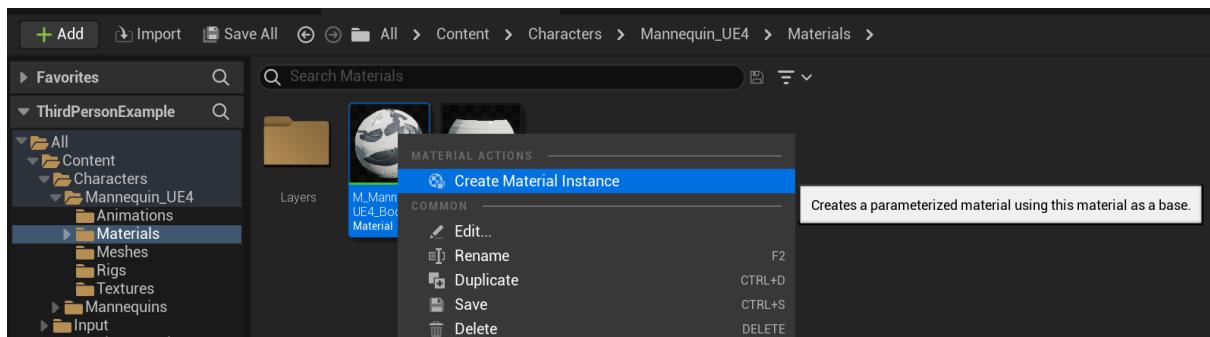
▶ Lightmass Settings

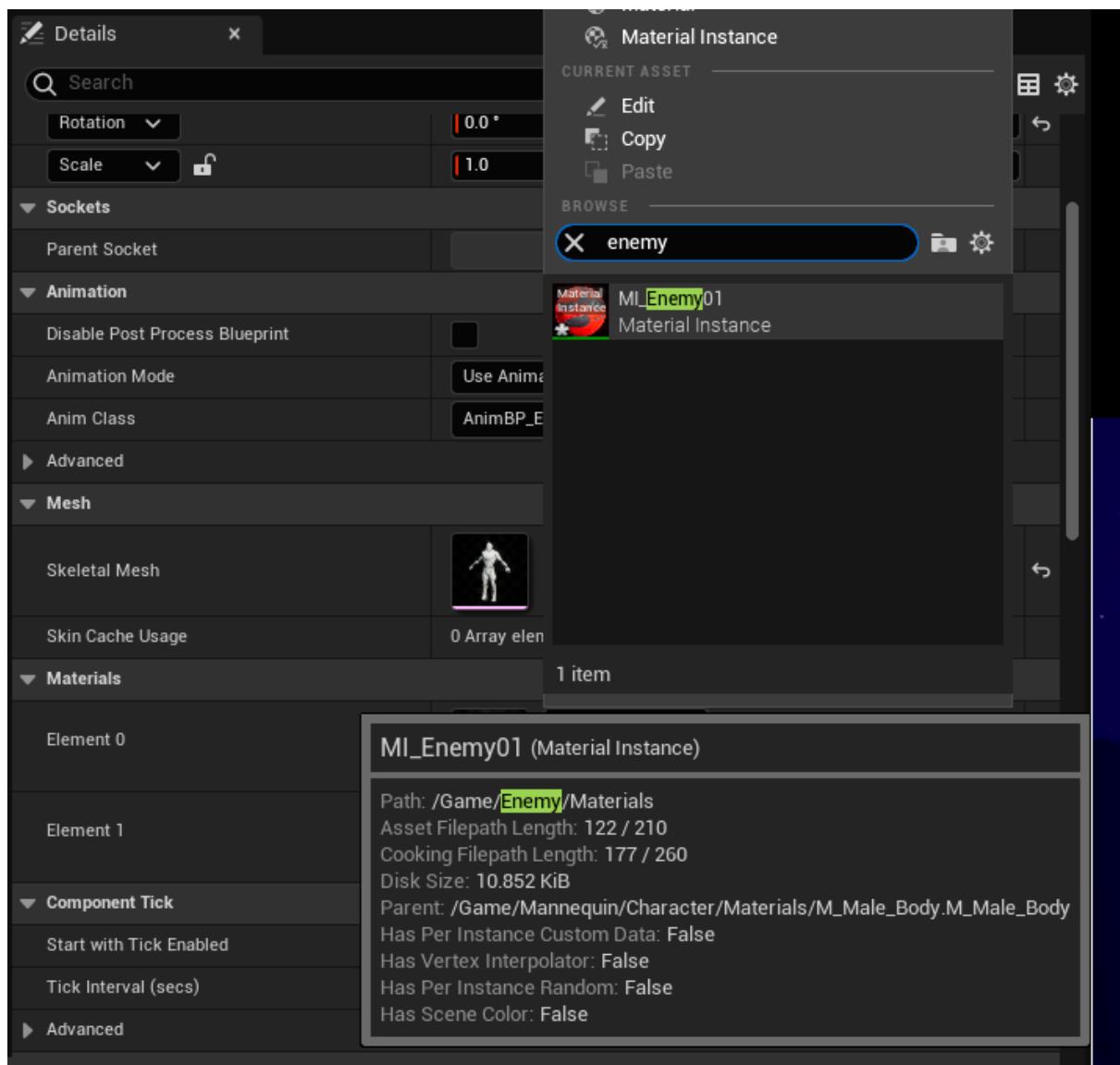
▶ Material Property Overrides

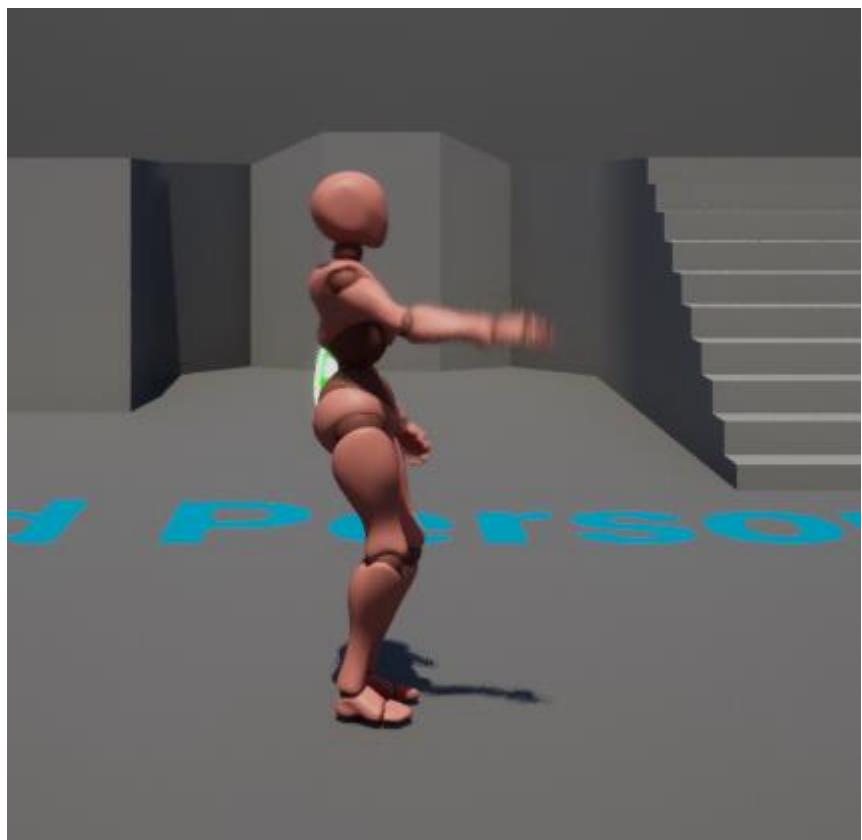
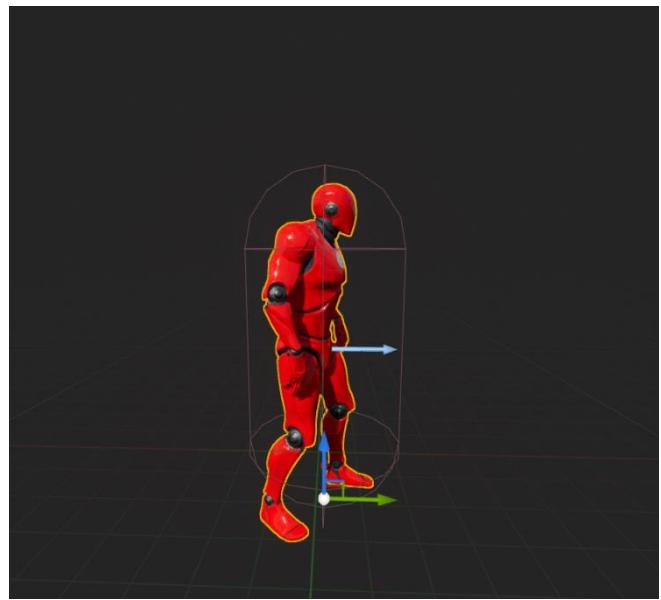
▶ Advanced

Previewing

Preview Mesh	 None	↶ ↷
--------------	--	-----

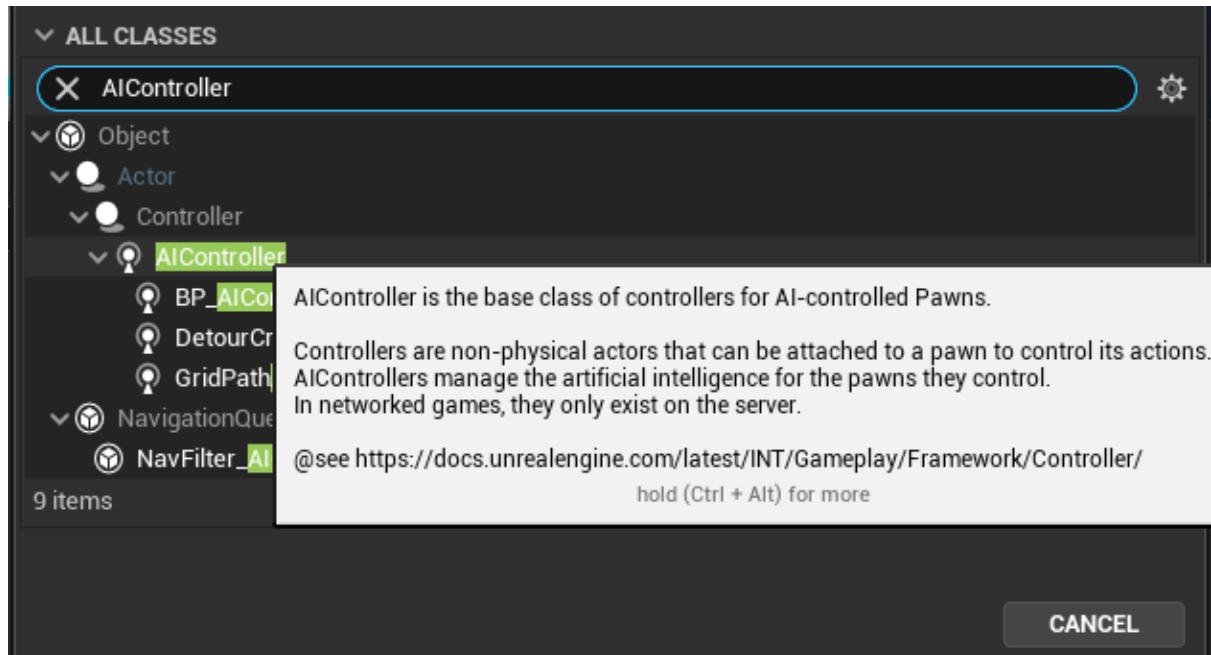


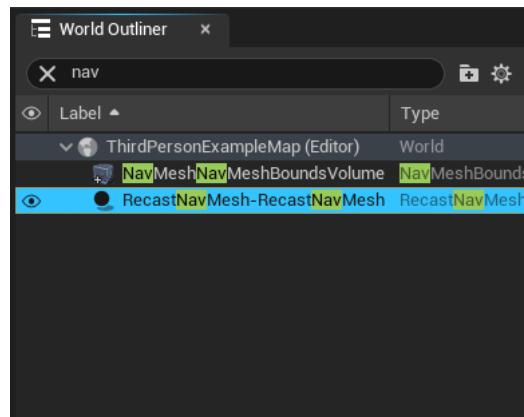
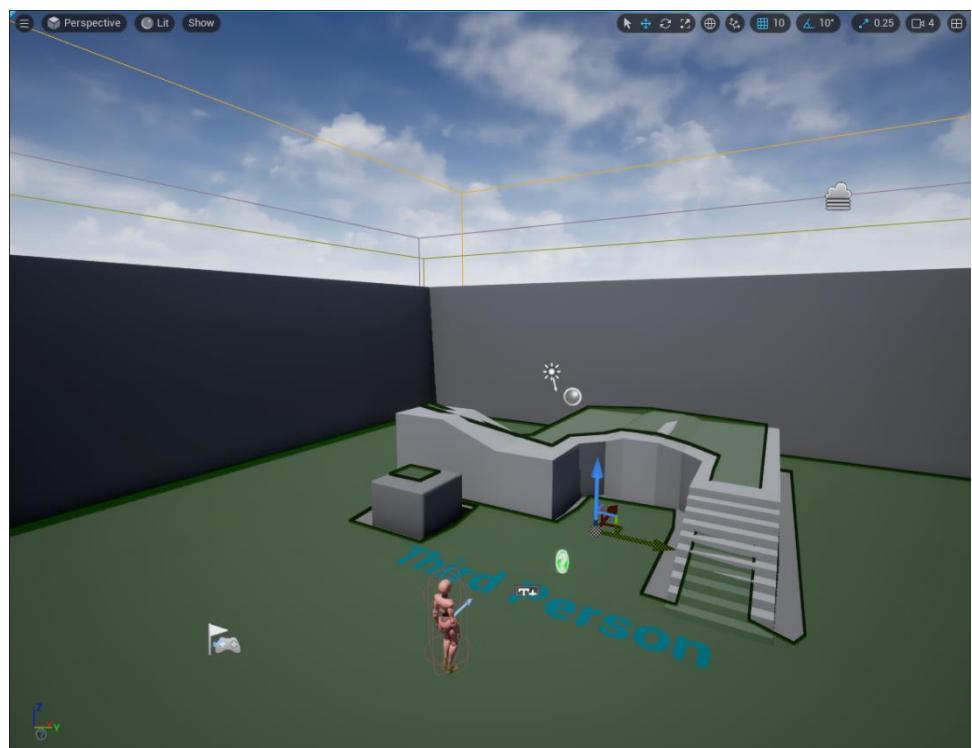


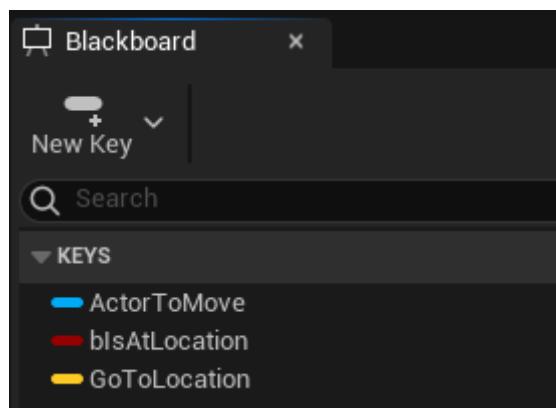


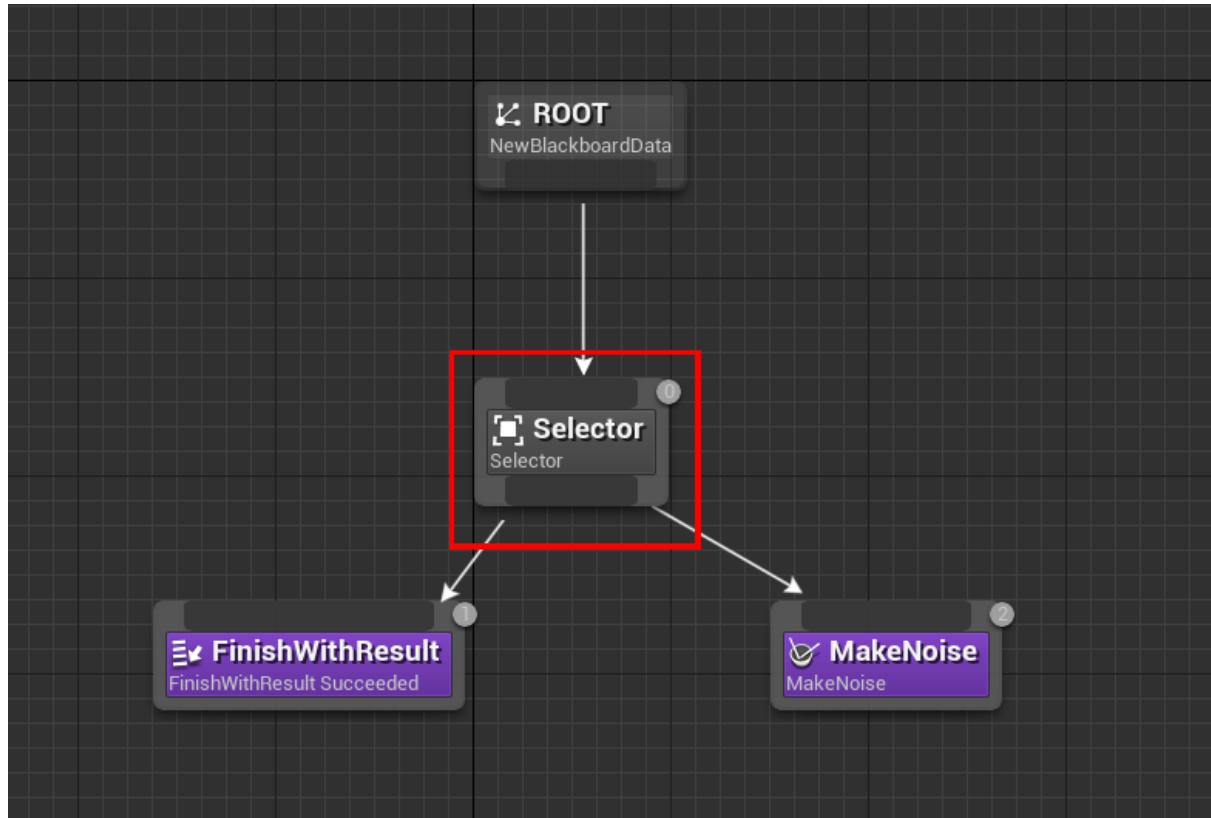


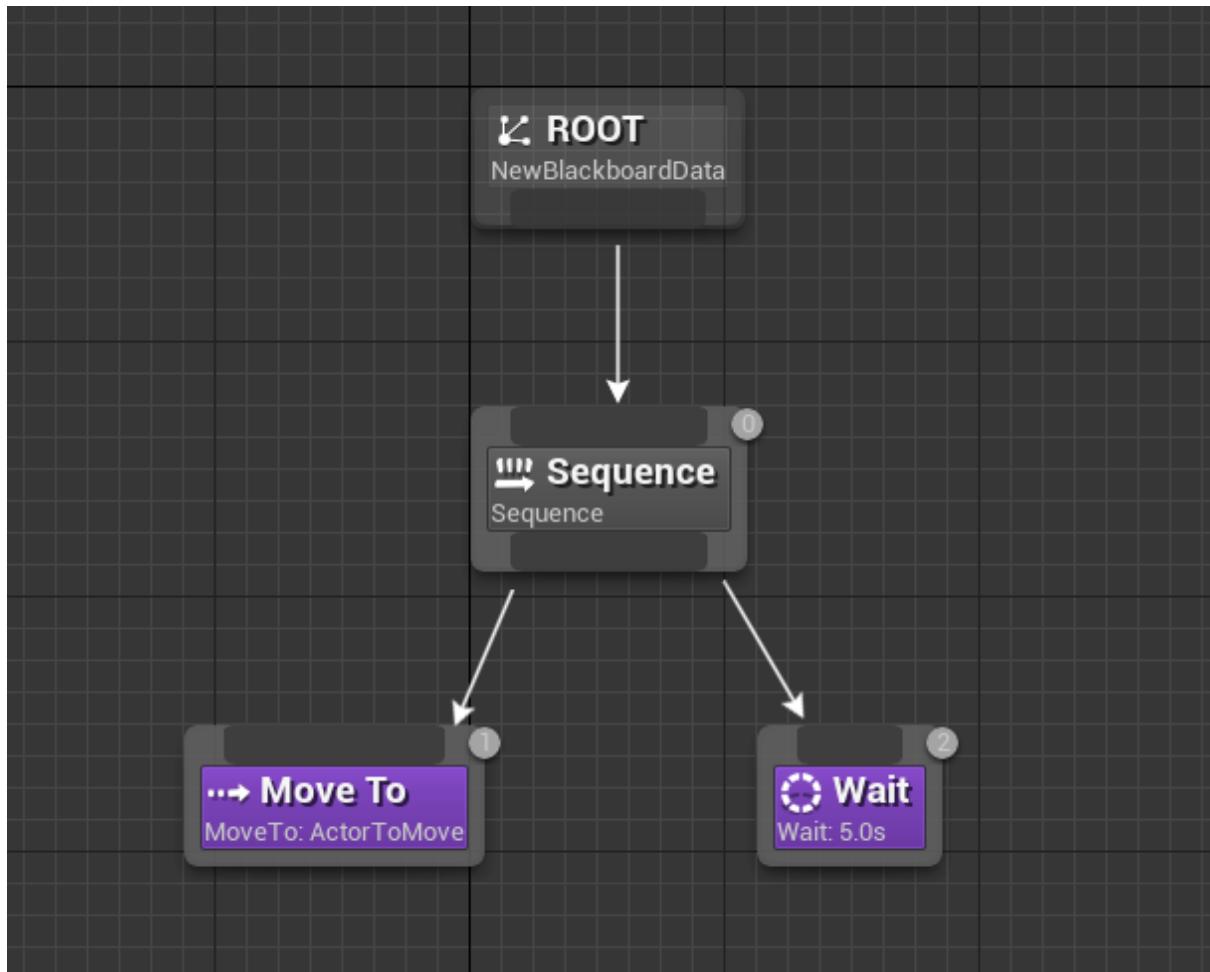
Chapter 13: Creating and Adding Enemy Artificial Intelligence

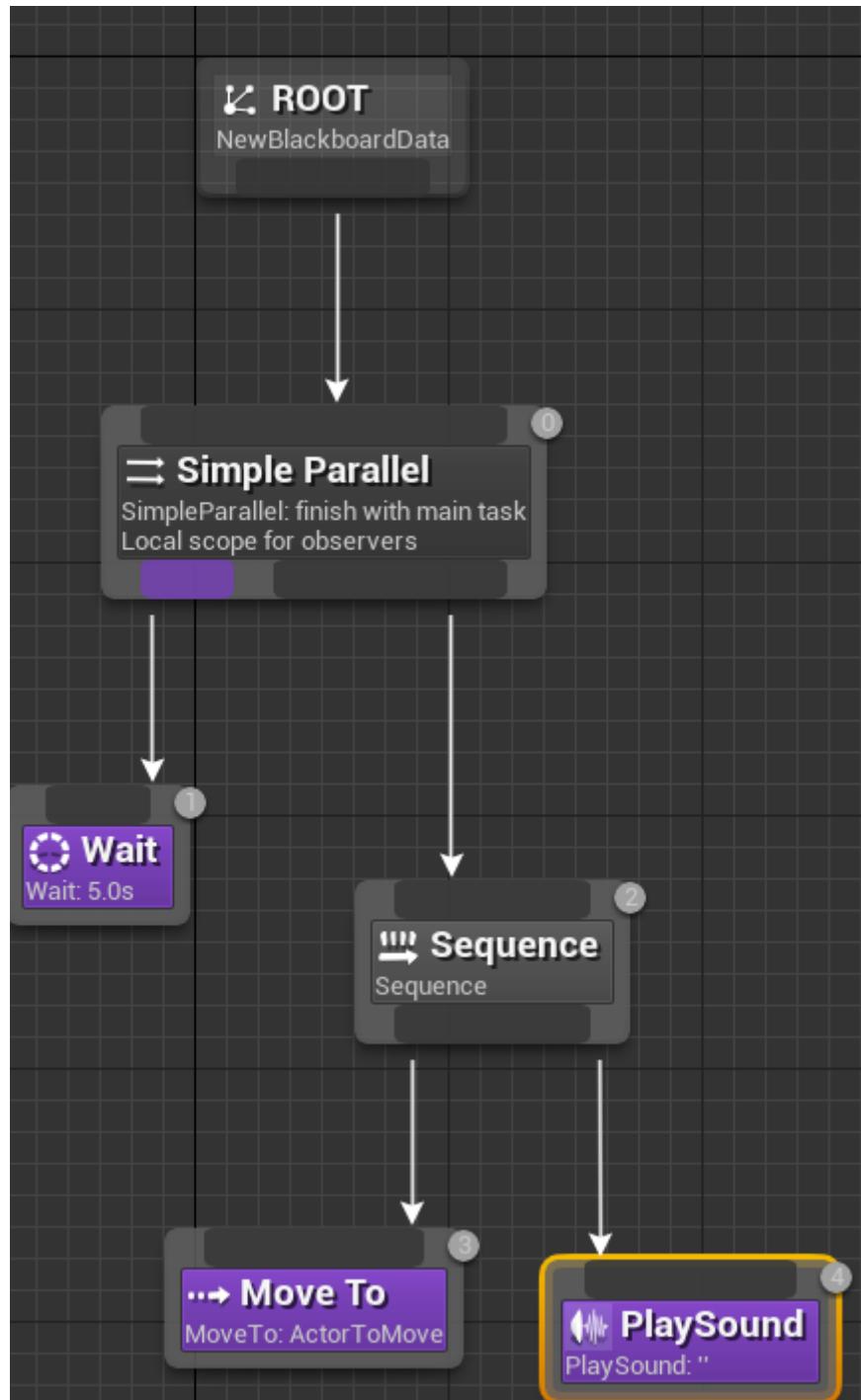


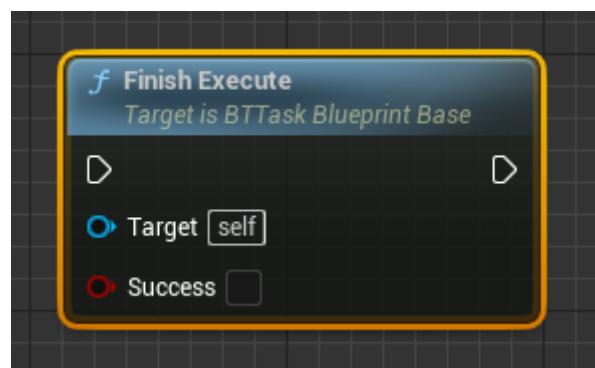
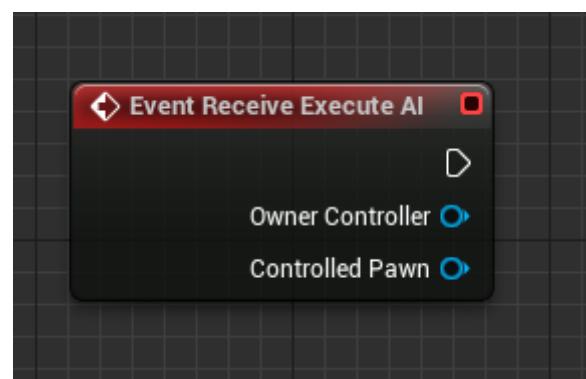
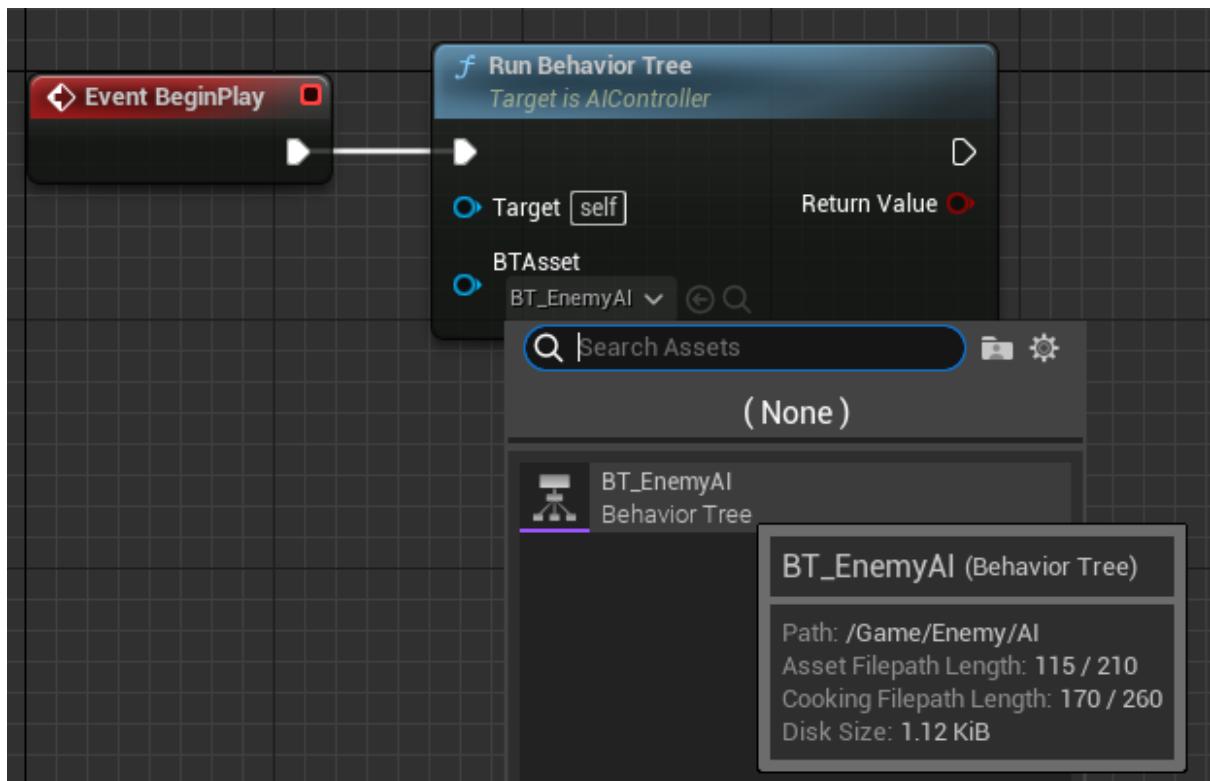


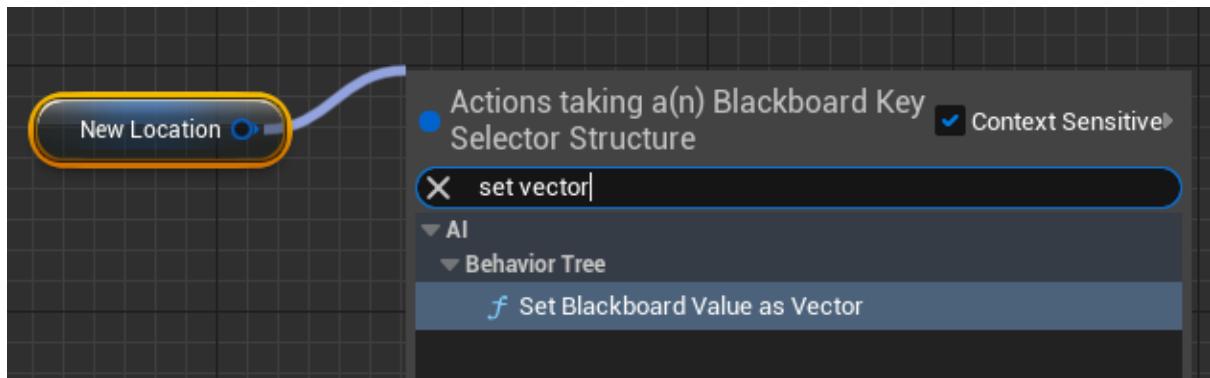
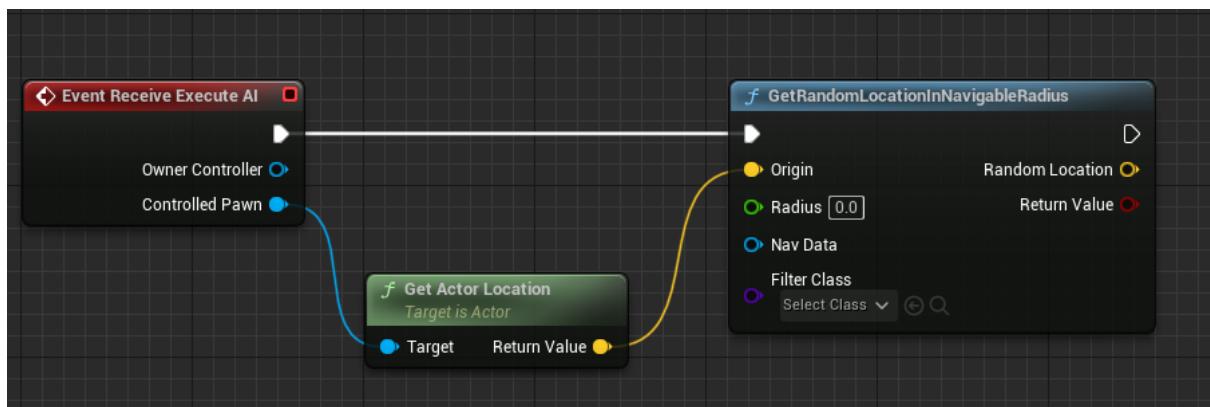
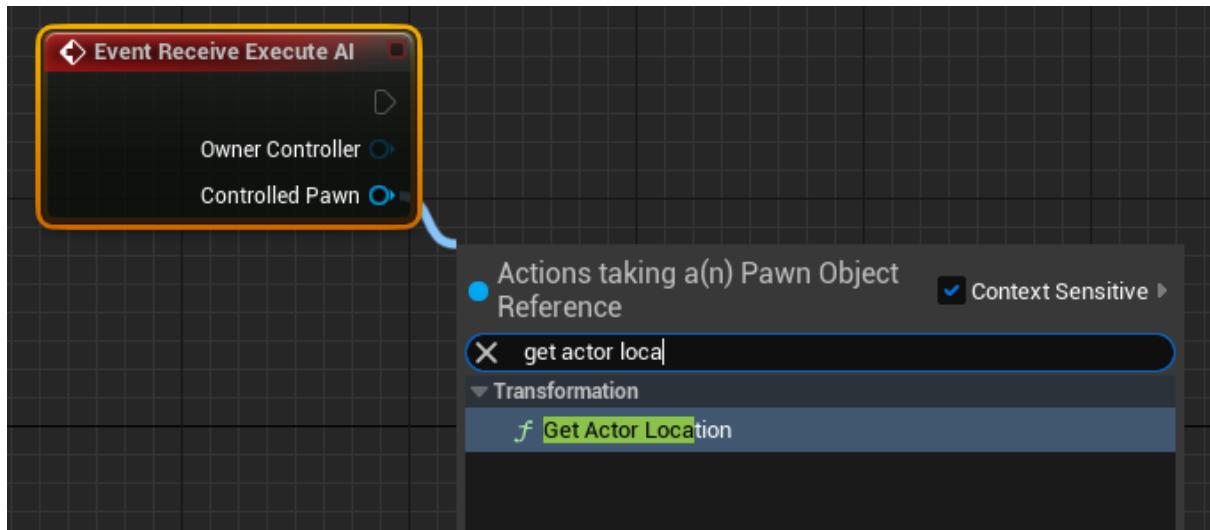


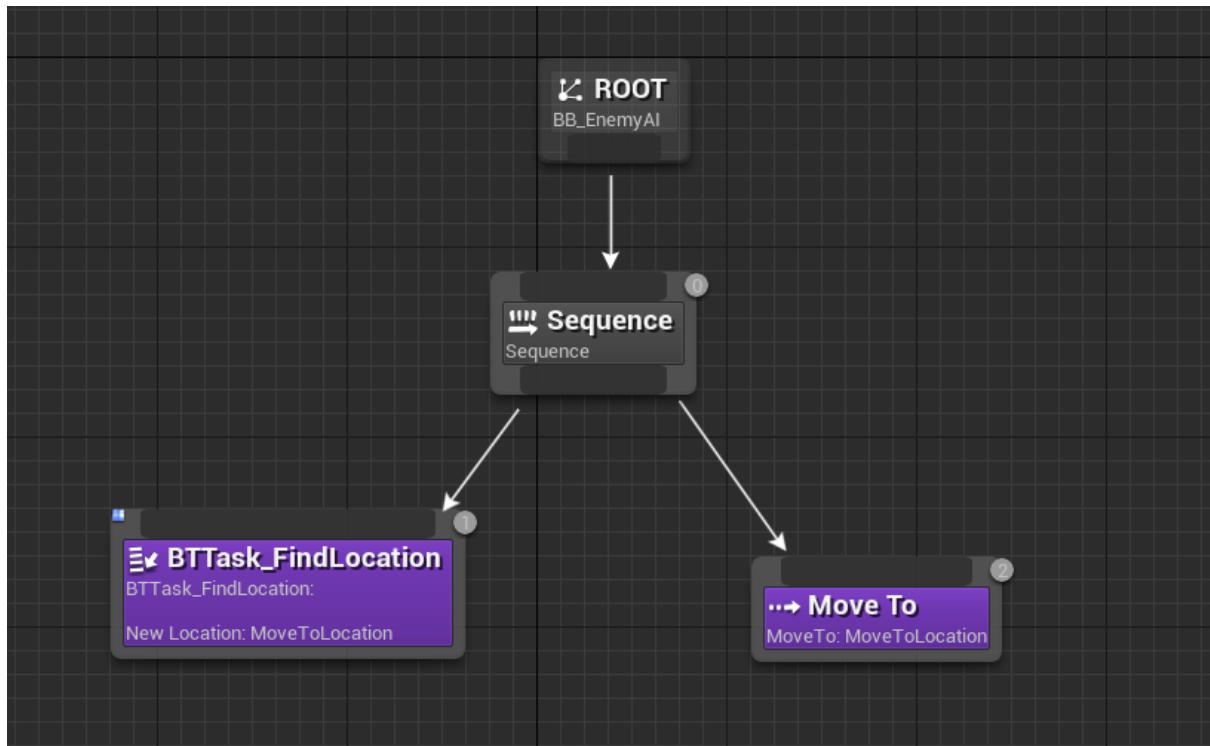
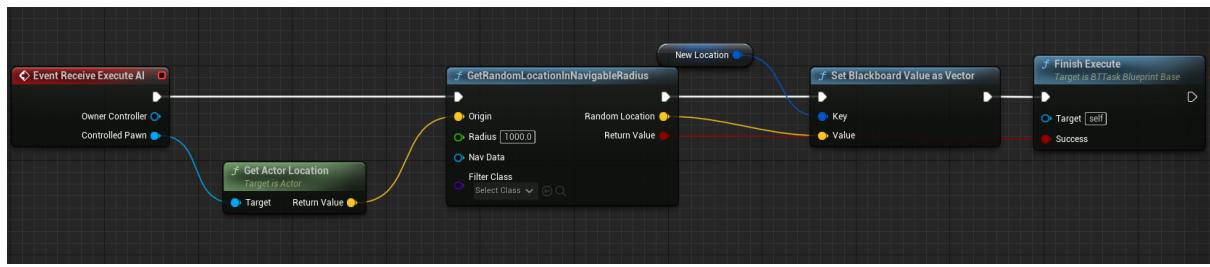
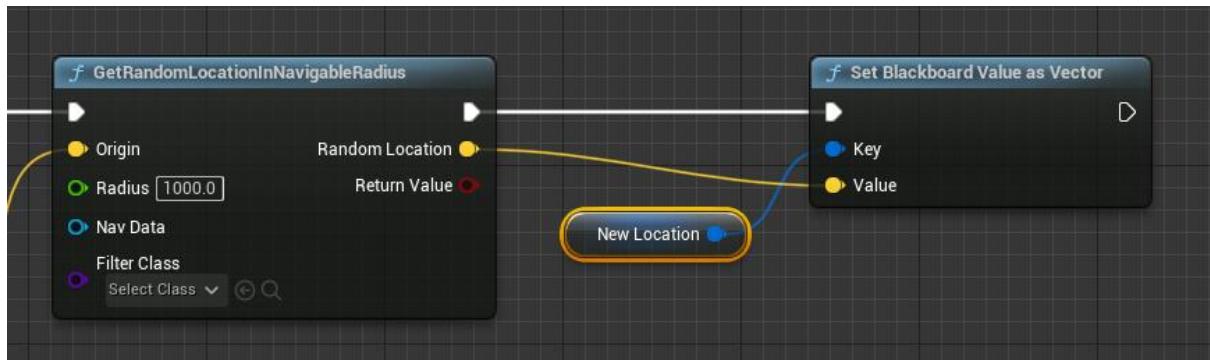


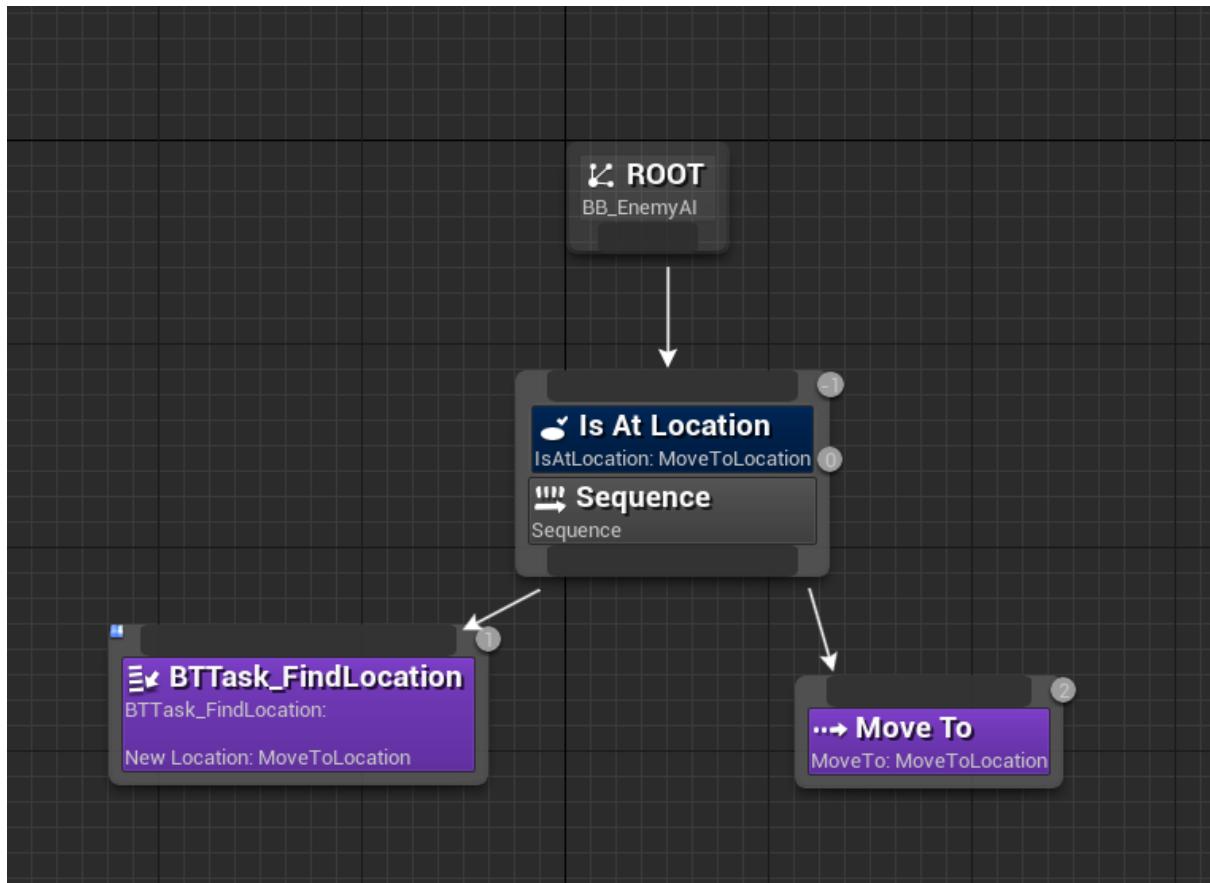


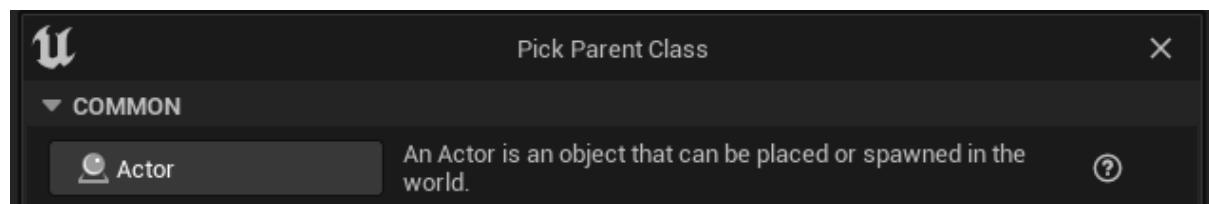


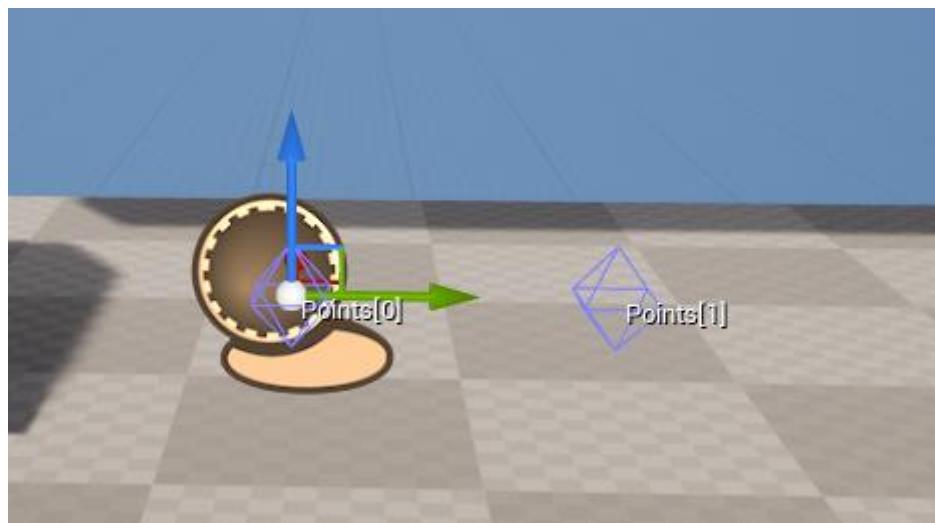
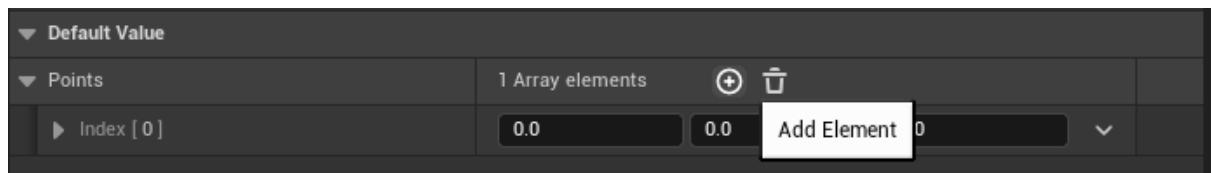










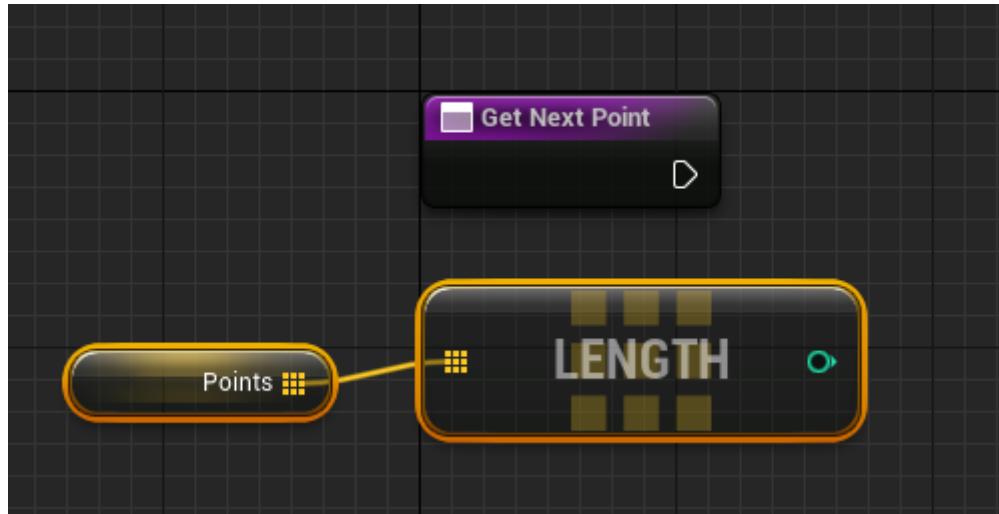
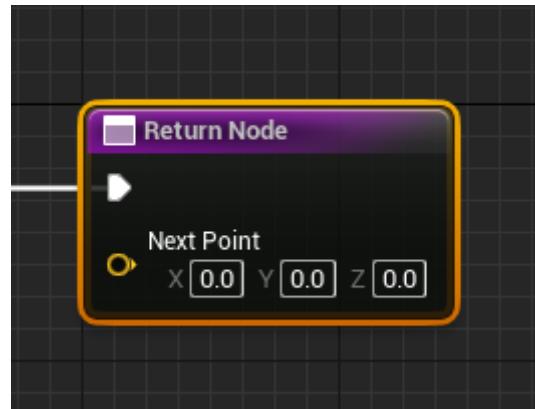


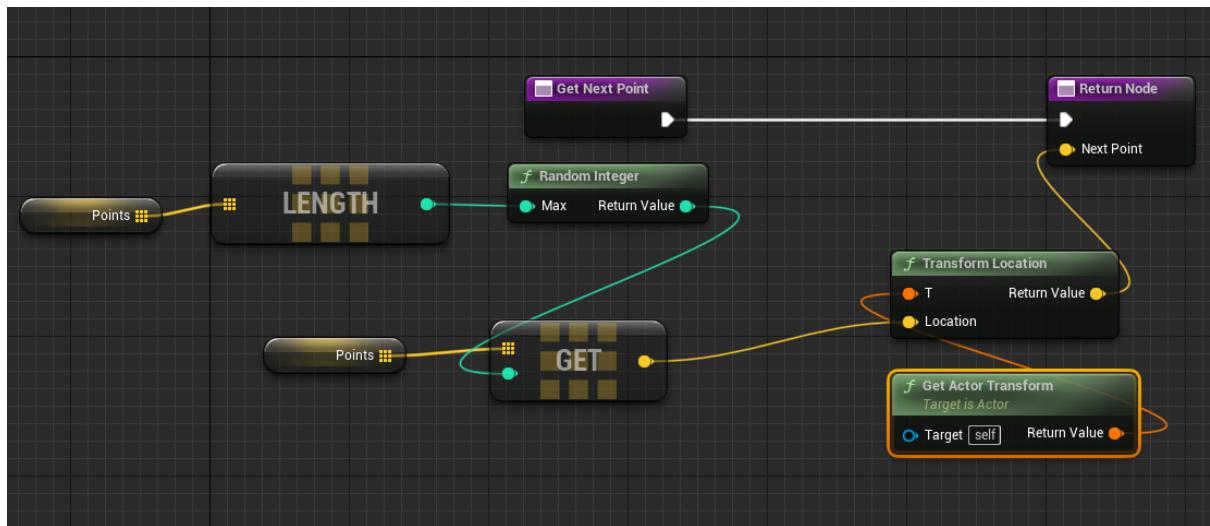
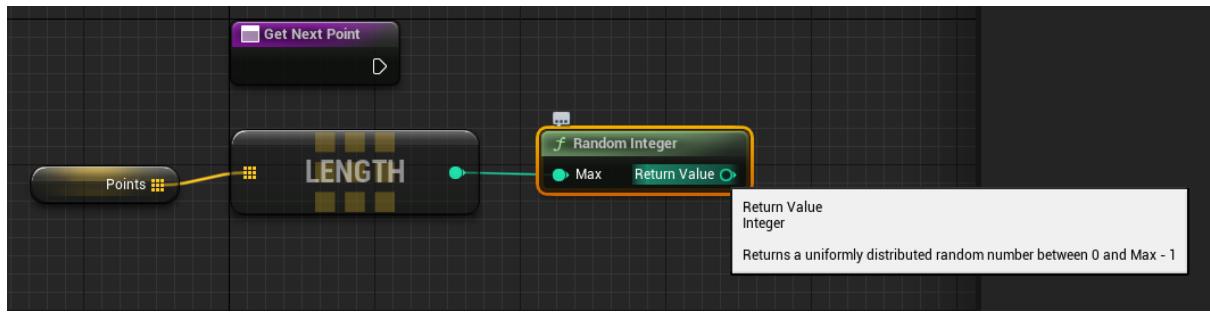
Default

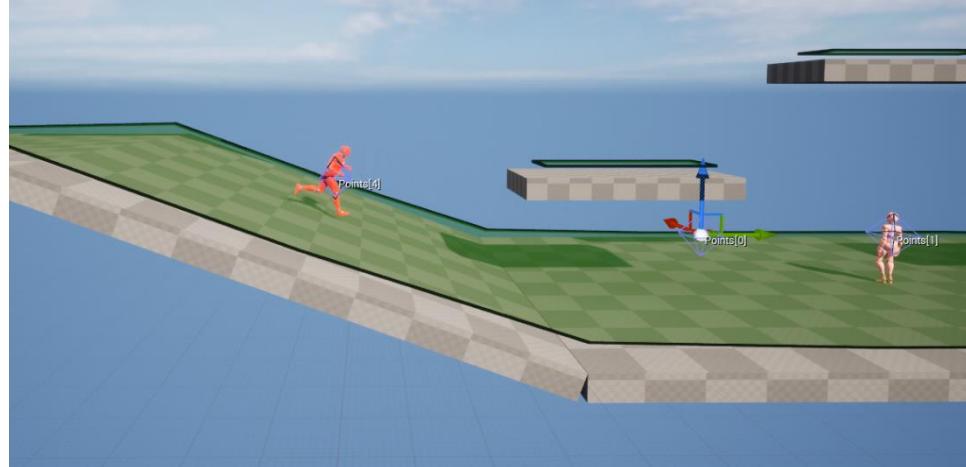
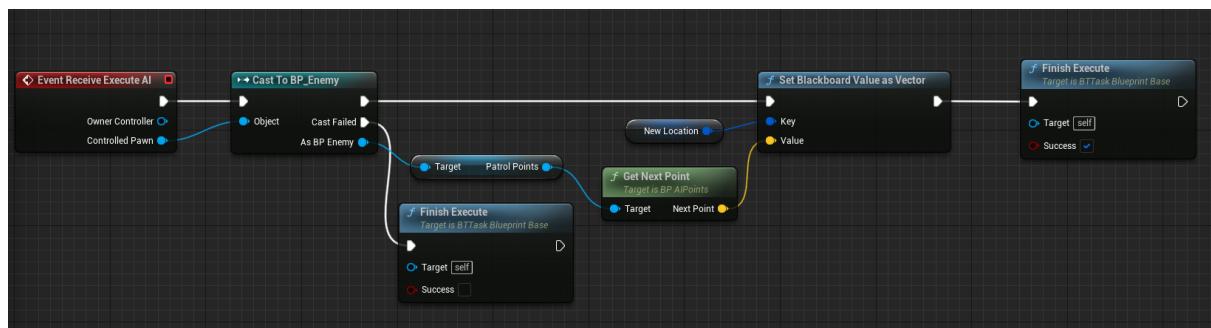
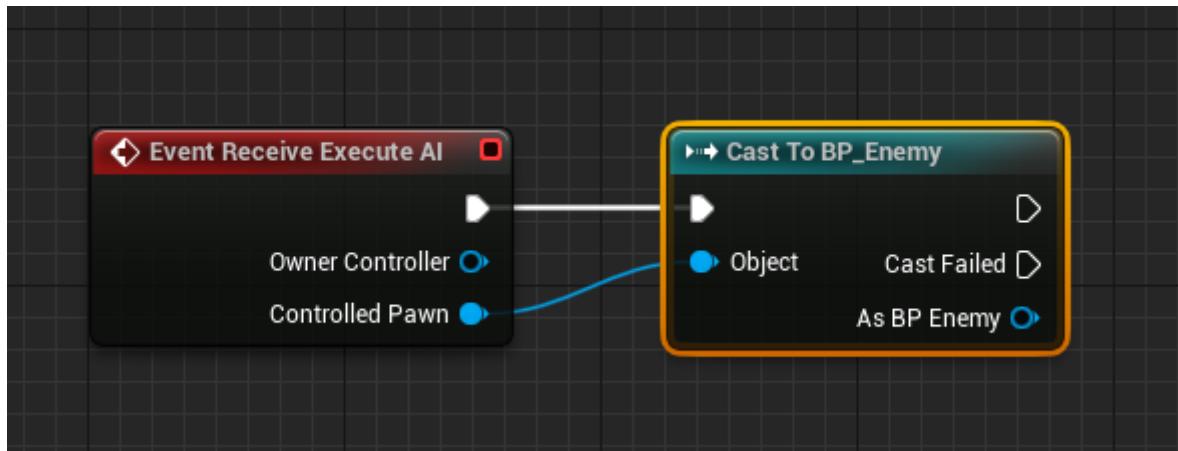
Points		5 Array elements	<input type="button" value="⊕"/>	<input type="button" value="⊖"/>	<input type="button" value="↶"/>
	Index [0]	0.0	0.0	0.0	<input type="button" value="↶"/>
X		0.0			
Y		0.0			
Z		0.0			
▶ Index [1]		0.0	470.0	0.0	<input type="button" value="↶"/>
▶ Index [2]		0.0	1250.0	0.0	<input type="button" value="↶"/>
▶ Index [3]		0.0	-1880.0	310.0	<input type="button" value="↶"/>
▶ Index [4]		0.0	-890.0	140.0	<input type="button" value="↶"/>

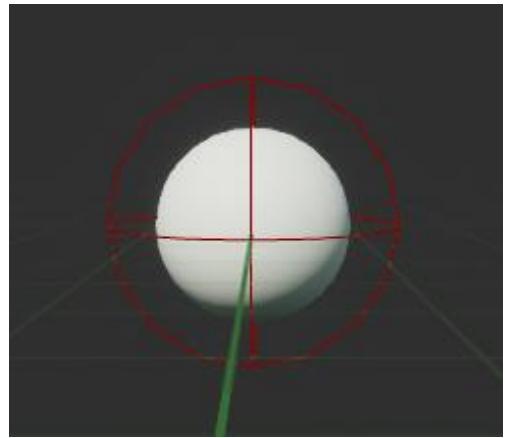
Outputs

<input type="button" value="..."/> NextPoint	<input type="button" value="Vector"/>	<input type="button" value="⊖"/>	<input type="button" value="X"/>
--	---------------------------------------	----------------------------------	----------------------------------



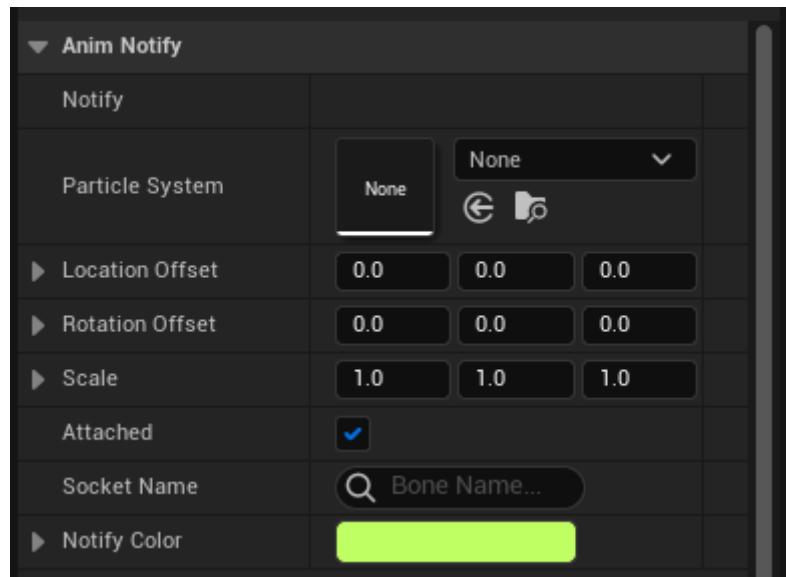
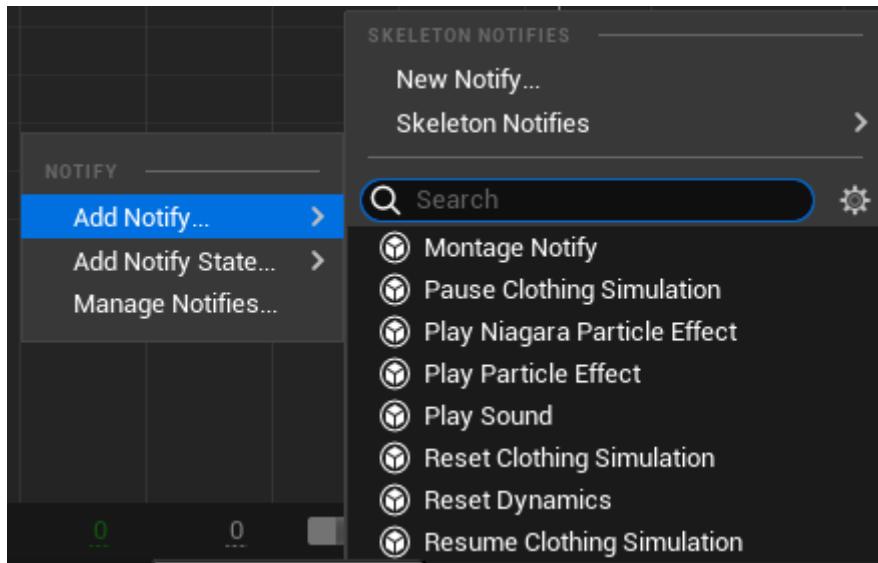


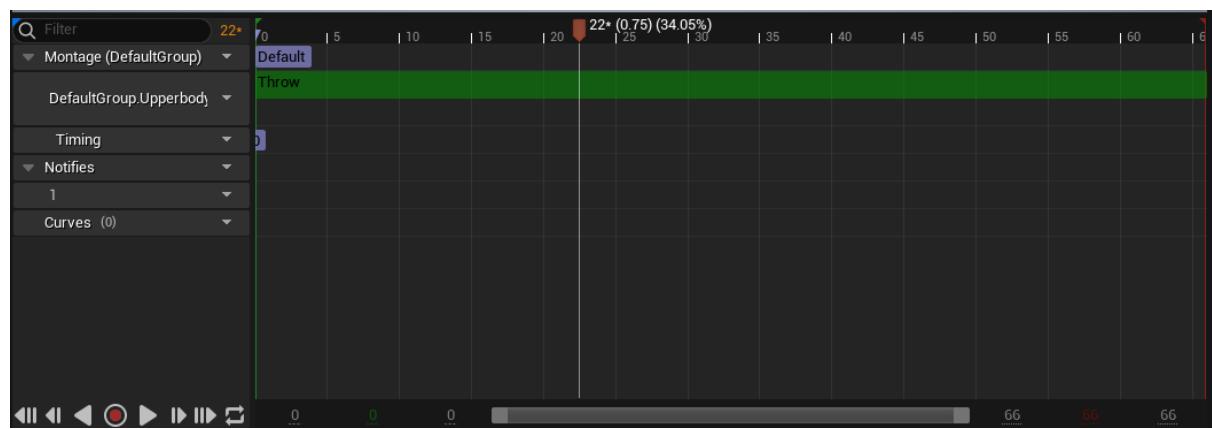
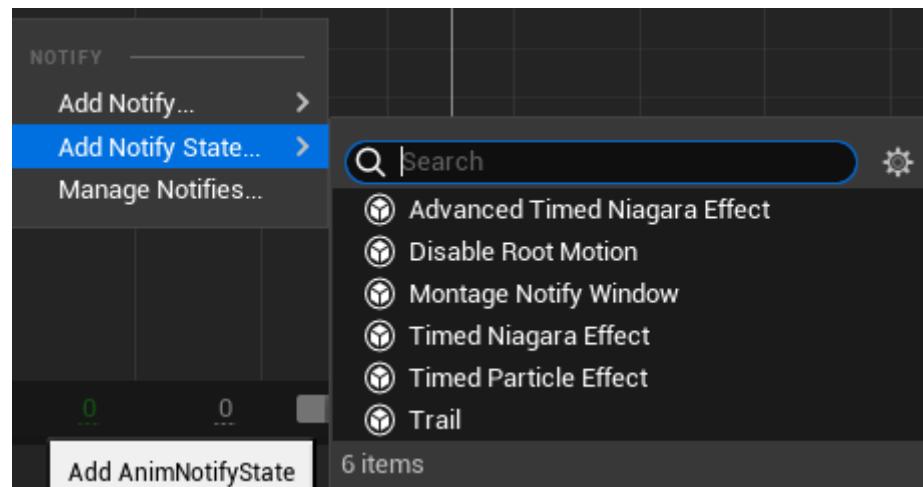
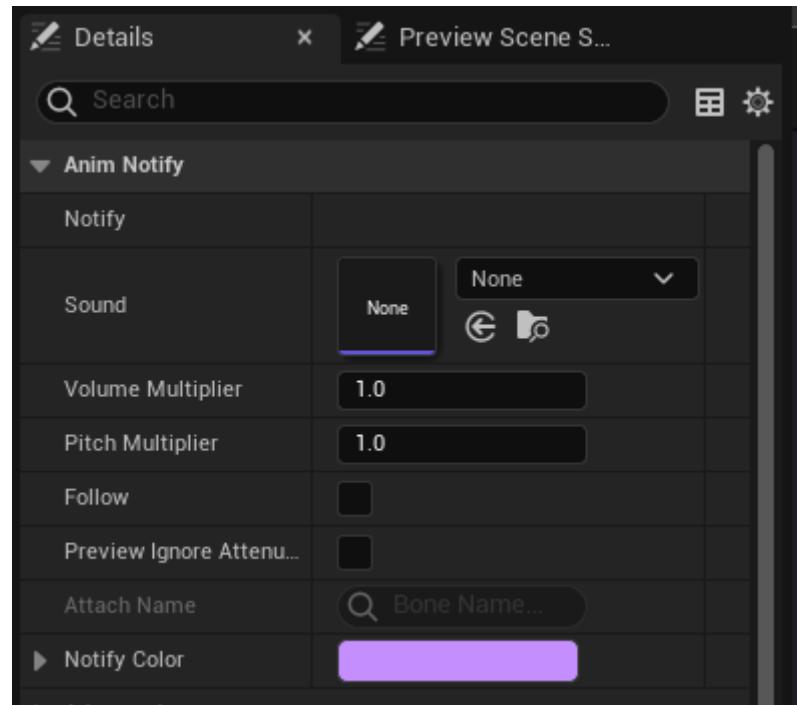




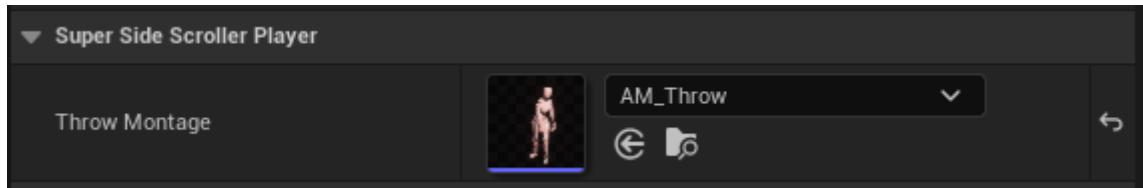
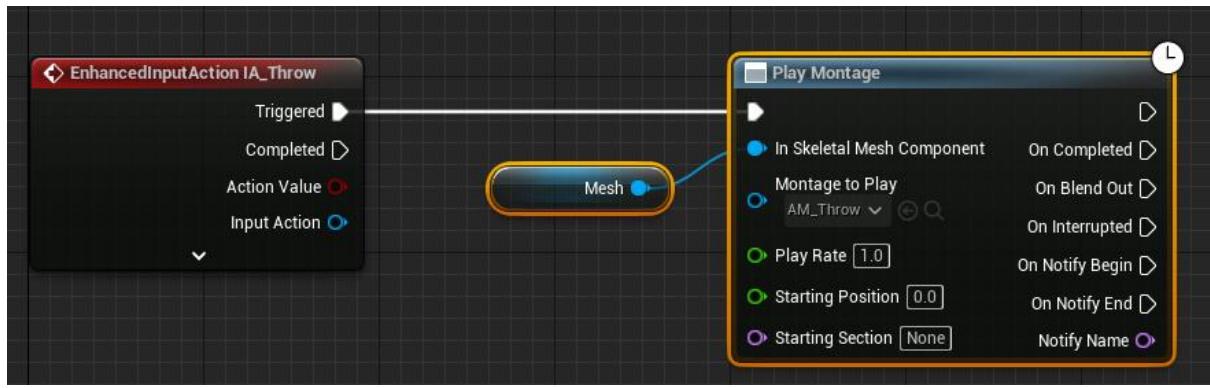
```
LogAudio: Display: Audio Device (ID: 2) registered with world 'ThirdPersonMap'.
LogLoad: Game class is 'BP_ThirdPersonGameMode_C'
LogWorld: Bringing World /Game/ThirdPerson/Maps/UEDPIE_0_ThirdPersonMap.ThirdPersonMap up for play (max t...
LogWorld: Bringing up level for play took: 0.001596
LogOnline: OSS: Created online subsystem instance for: :Context_2
LogWorldPartition: New Streaming Source: PlayerController_0 -> Position: X=900.000 Y=1110.000 Z=92.013
LogWorldPartition: Warning: Invalid world bounds, grid partitioning will use a runtime grid with 1 cell.
LogTemp: Warning: HIT
LogBlueprintUserMessages: [BP_ThirdPersonCharacter_C_0] Hello
```

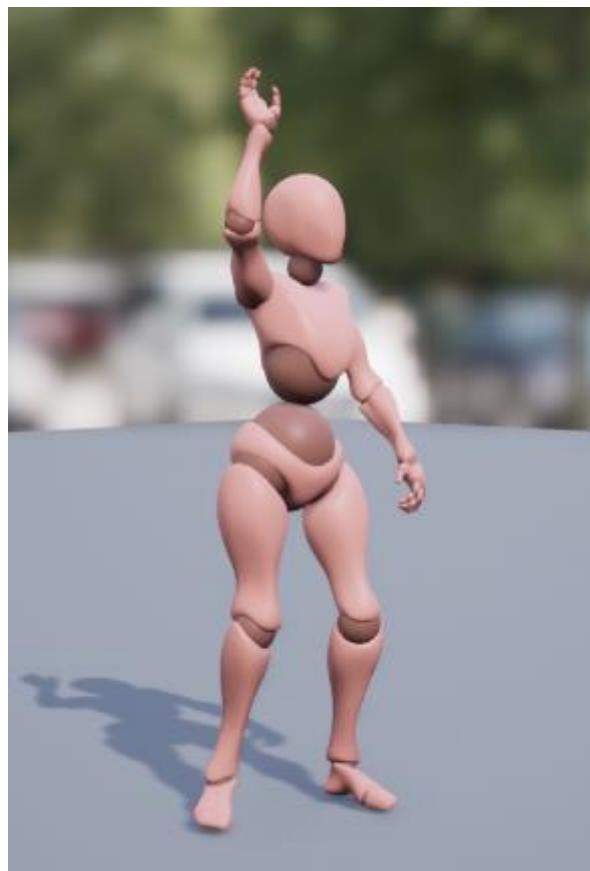
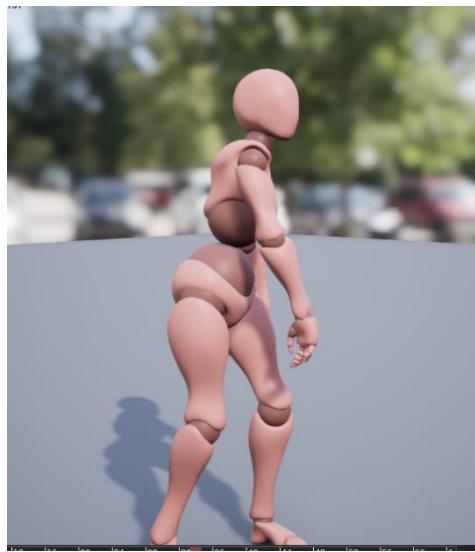
Chapter 14: Spawning the Player Projectile

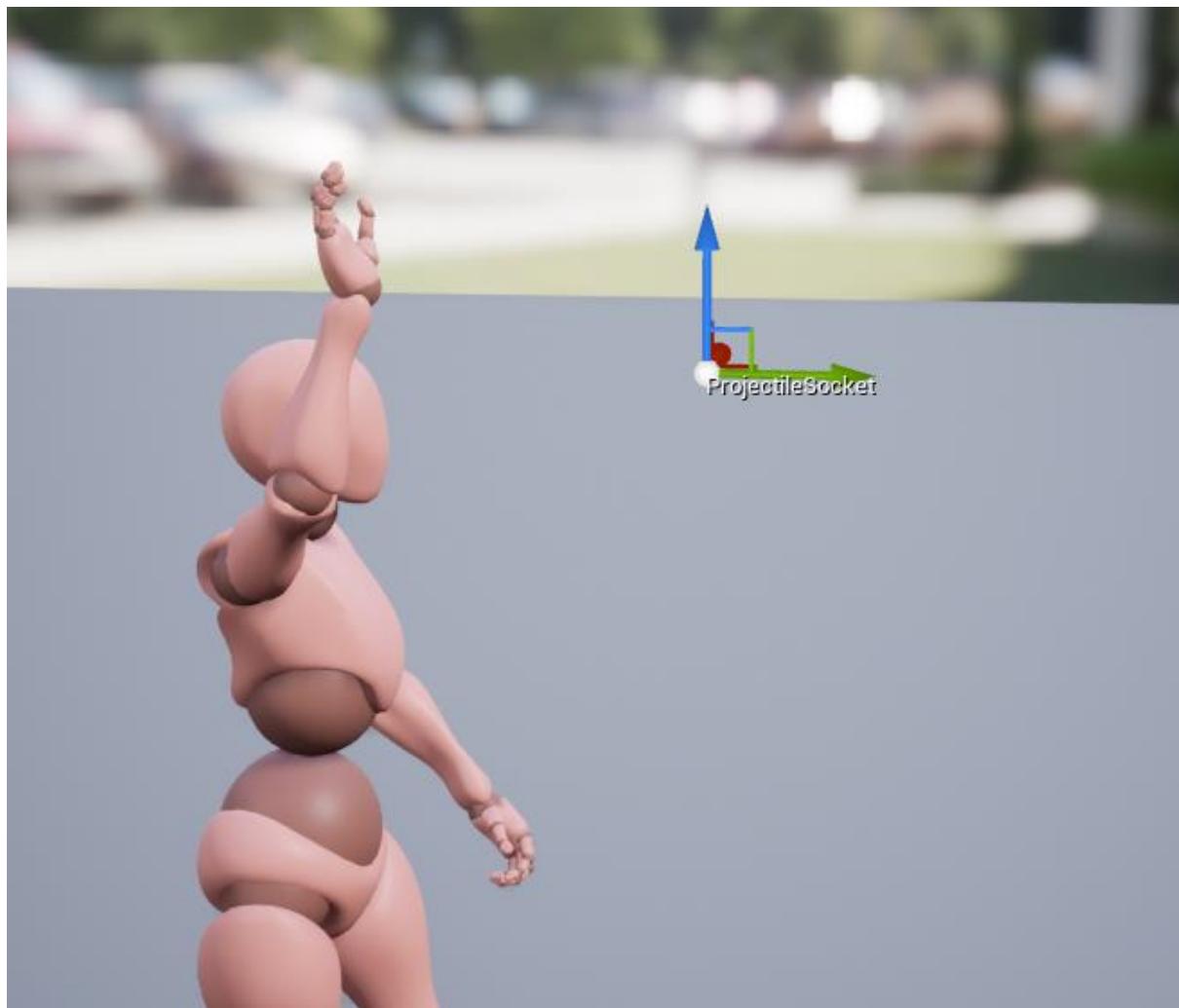


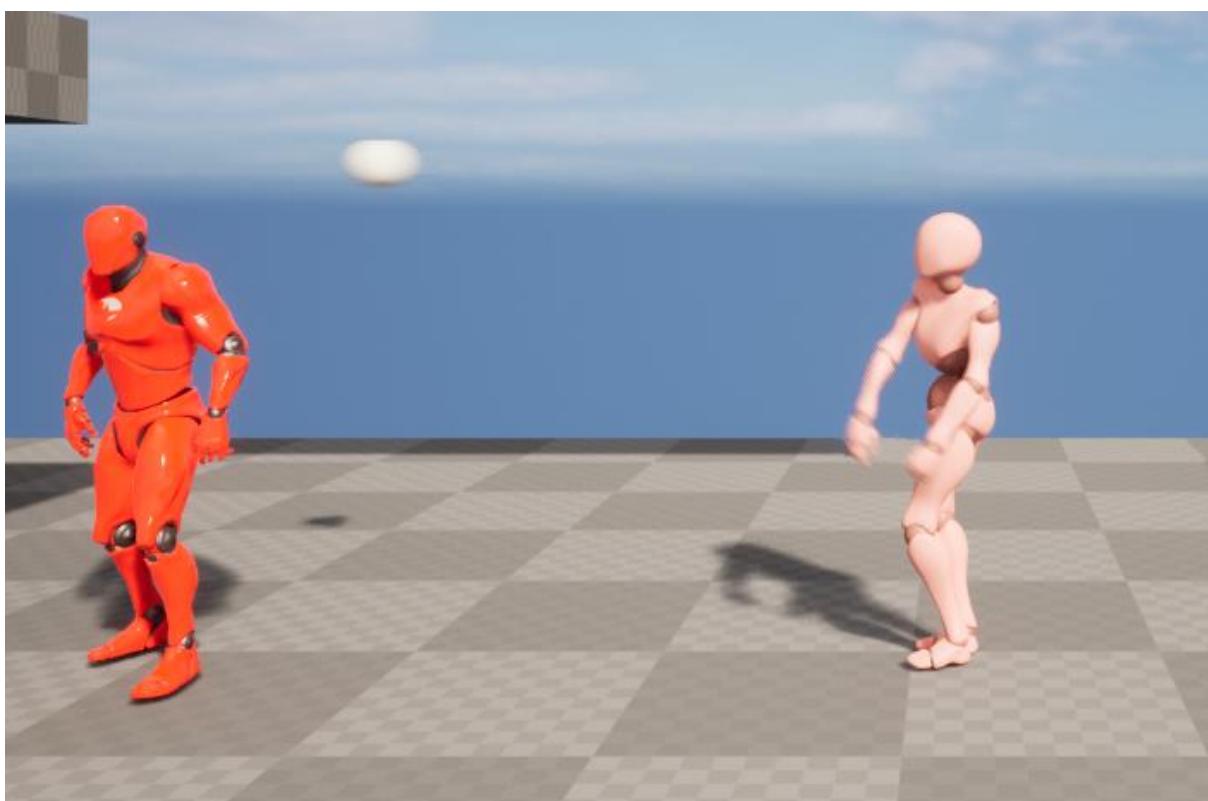
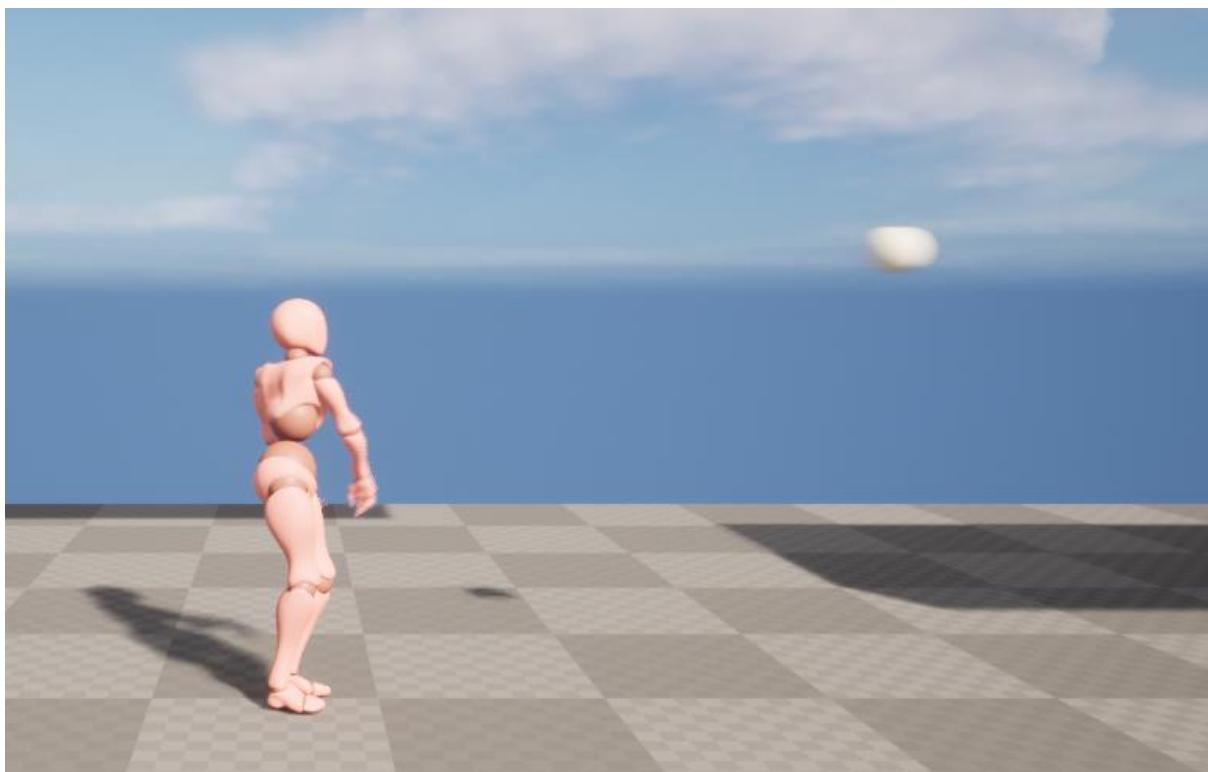


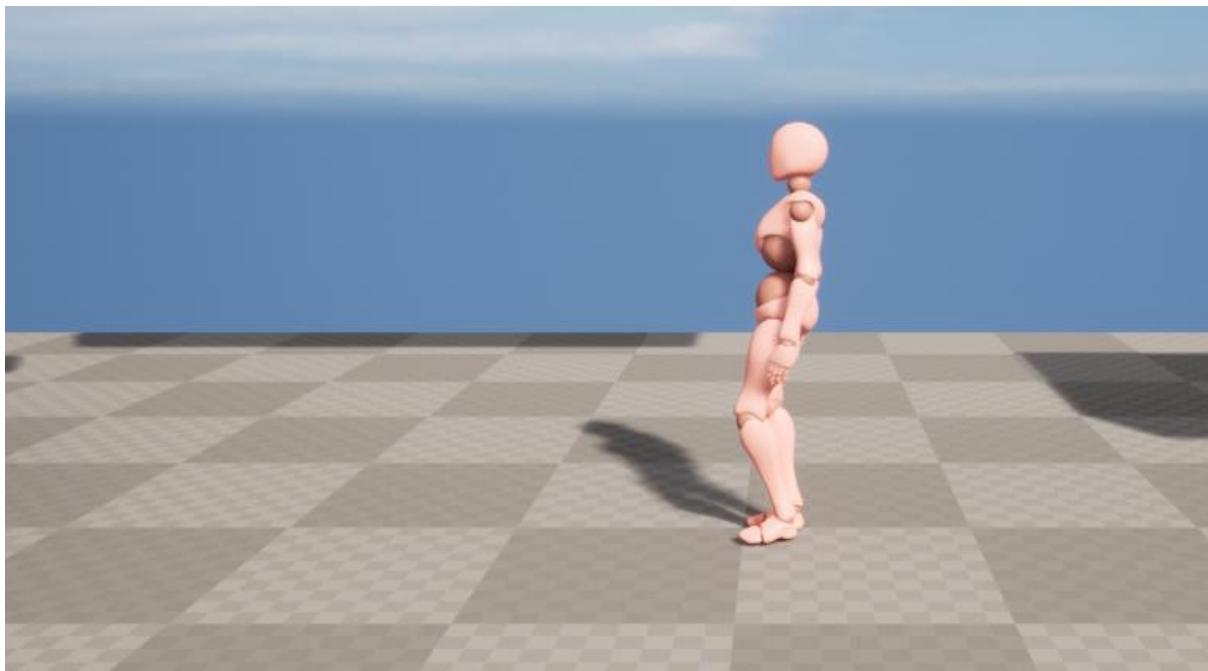






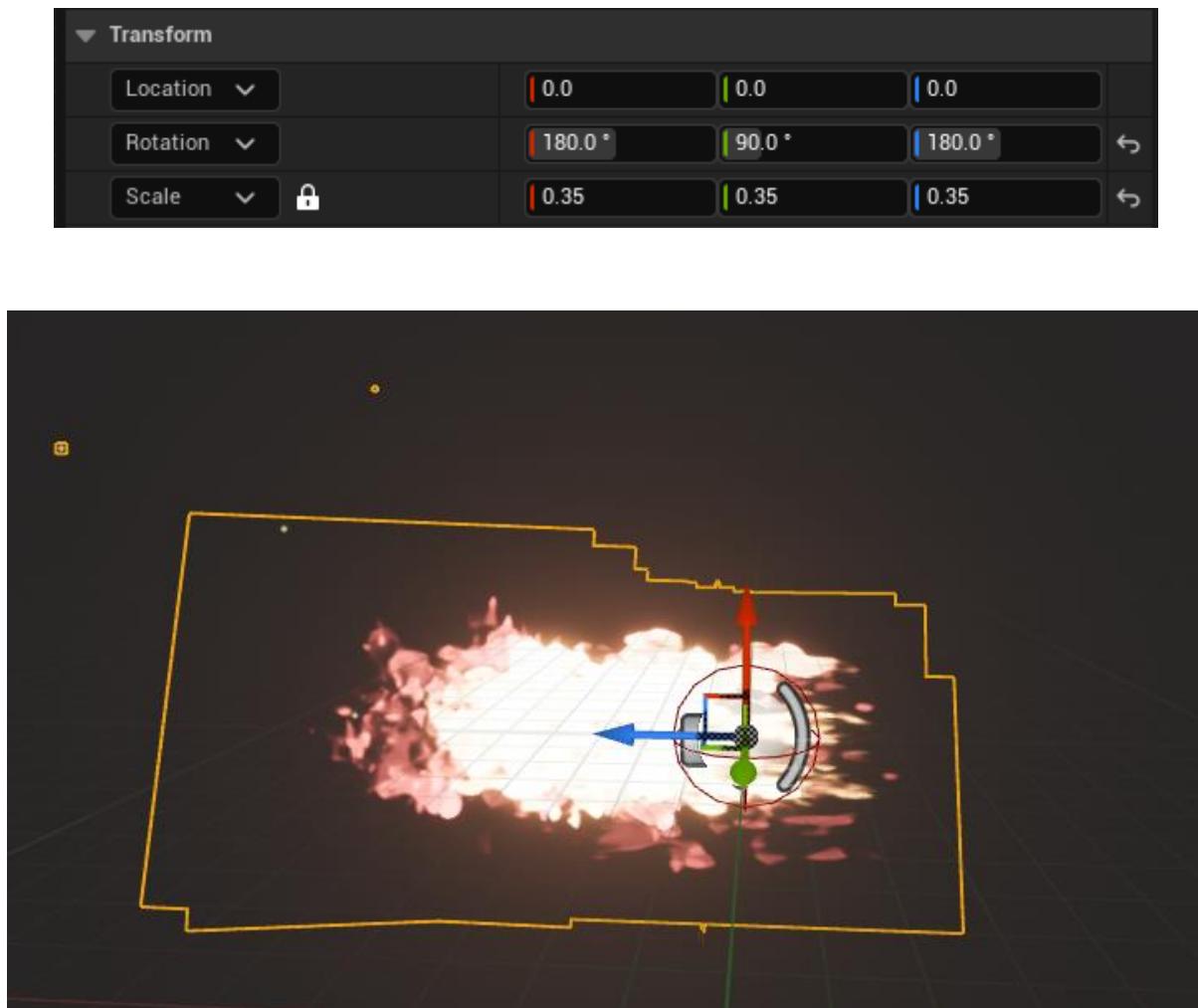
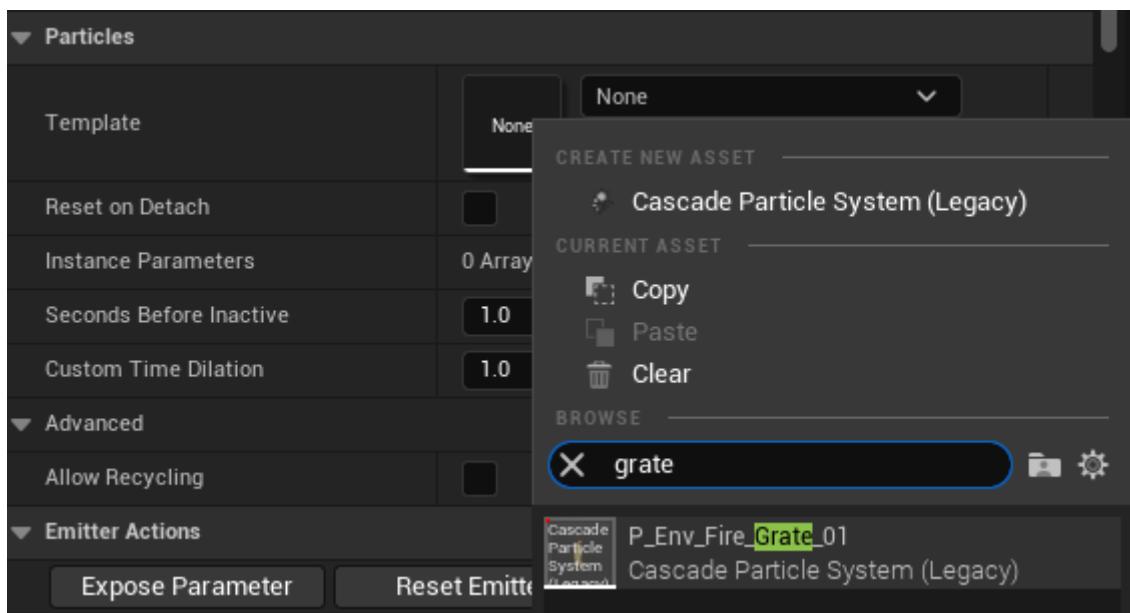


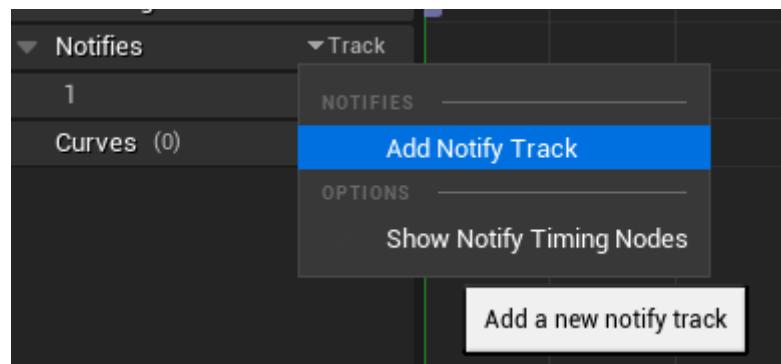
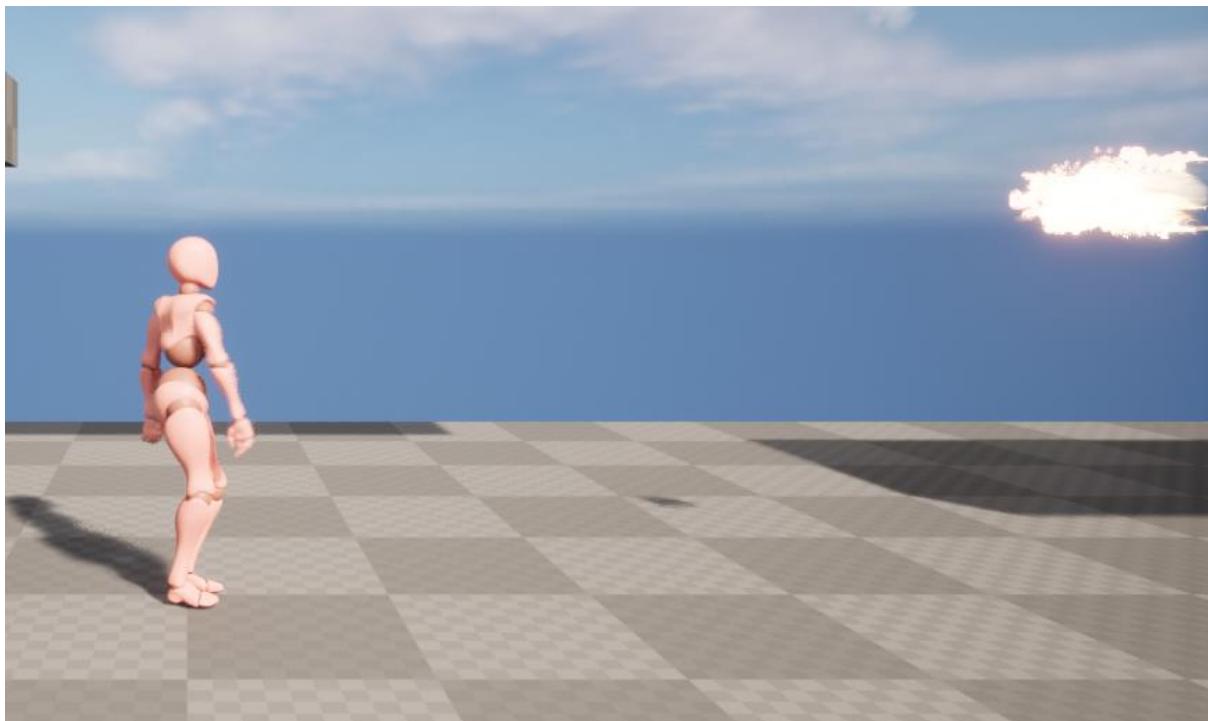




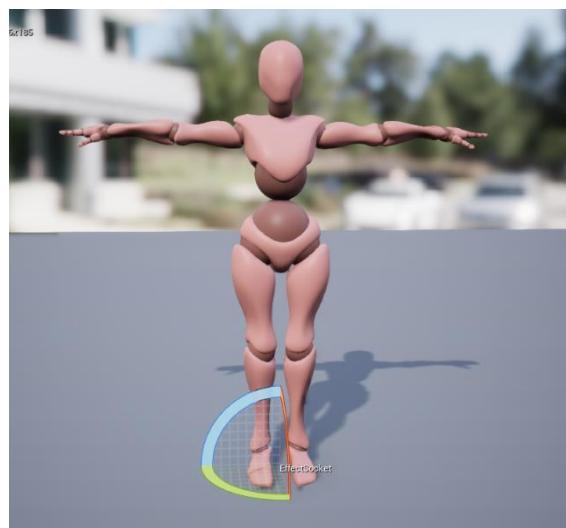
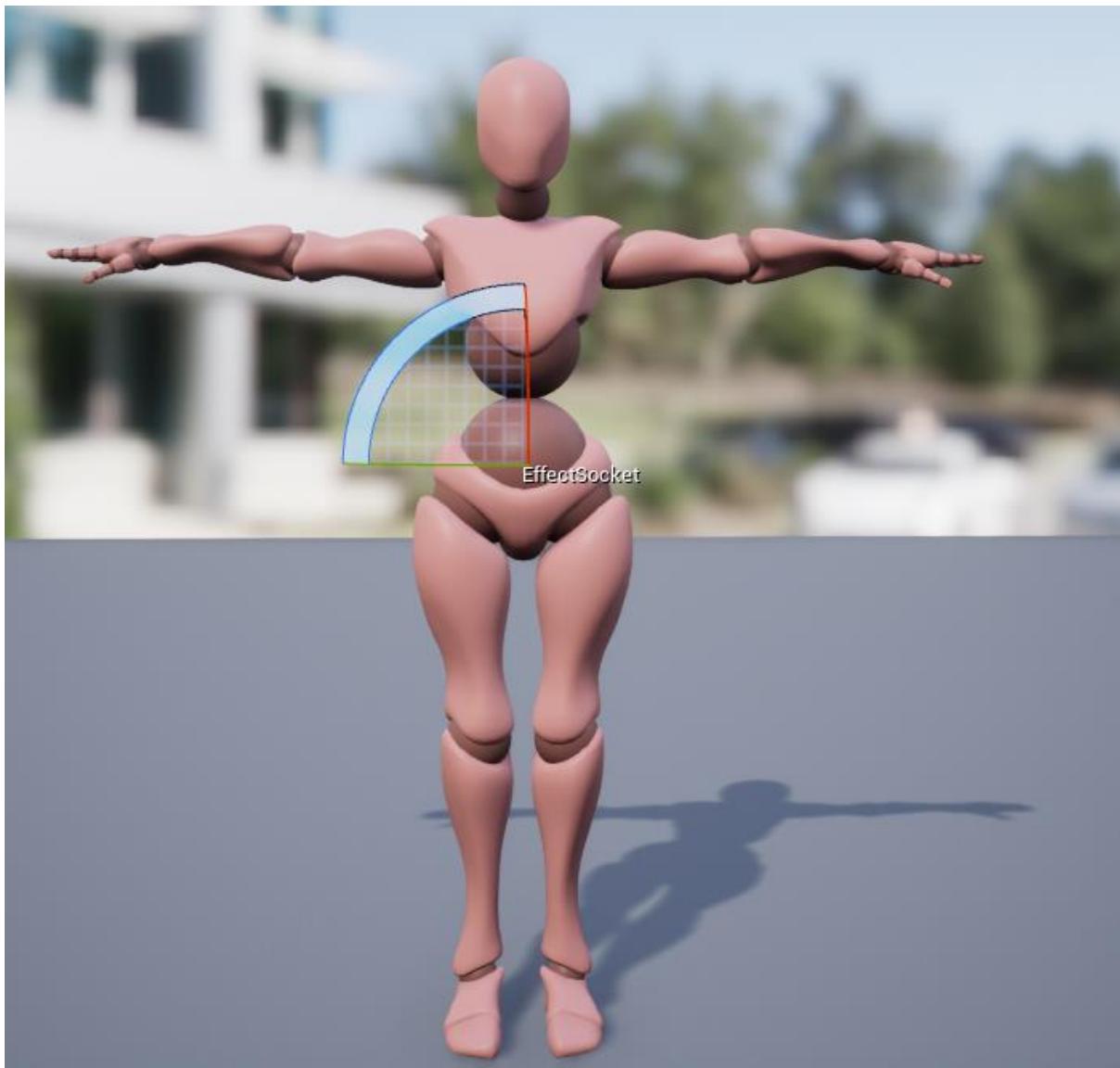
ArchViz Interior <p>This sample project shows off the realistic rendering capabilities of Unreal Engine within an interior architectural scene.</p> <p>Contains: </p>	Chaos Destruction Demo <p>Warning - Requires a compiled Source Build of 4.23-4.26. Example project with several maps and examples on how to use the new Chaos Destruction tools.</p> <p>Contains: </p>	Action RPG <p>Do you want to know more about how to make a high-end mobile game for Unreal Engine 4 (UE4) that can be deployed to both Android and iOS? Learn this and more in the Action RPG sample.</p> <p>Contains: </p>	Spatial Audio Temple <p>A project showcasing spatialization technologies in the new Unreal Audio Engine.</p> <p>Contains: </p>
---	--	---	--

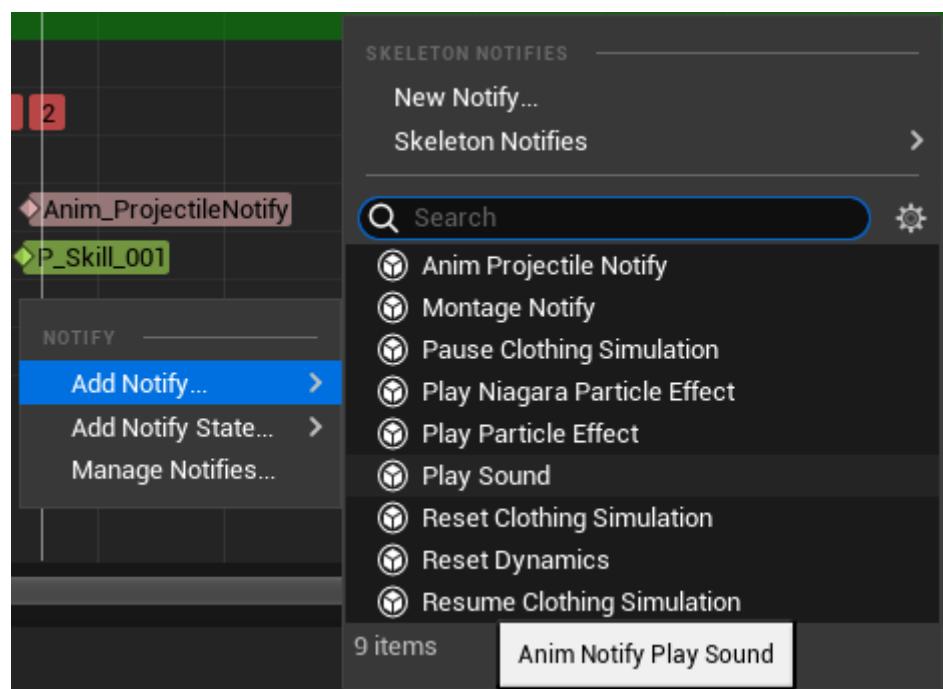
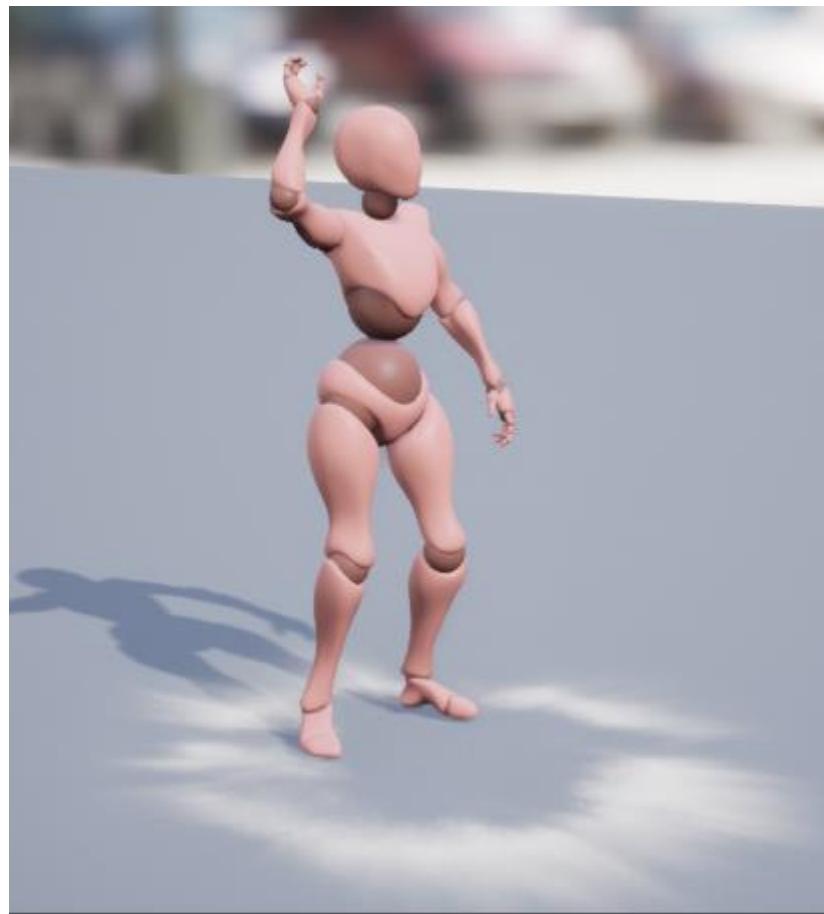


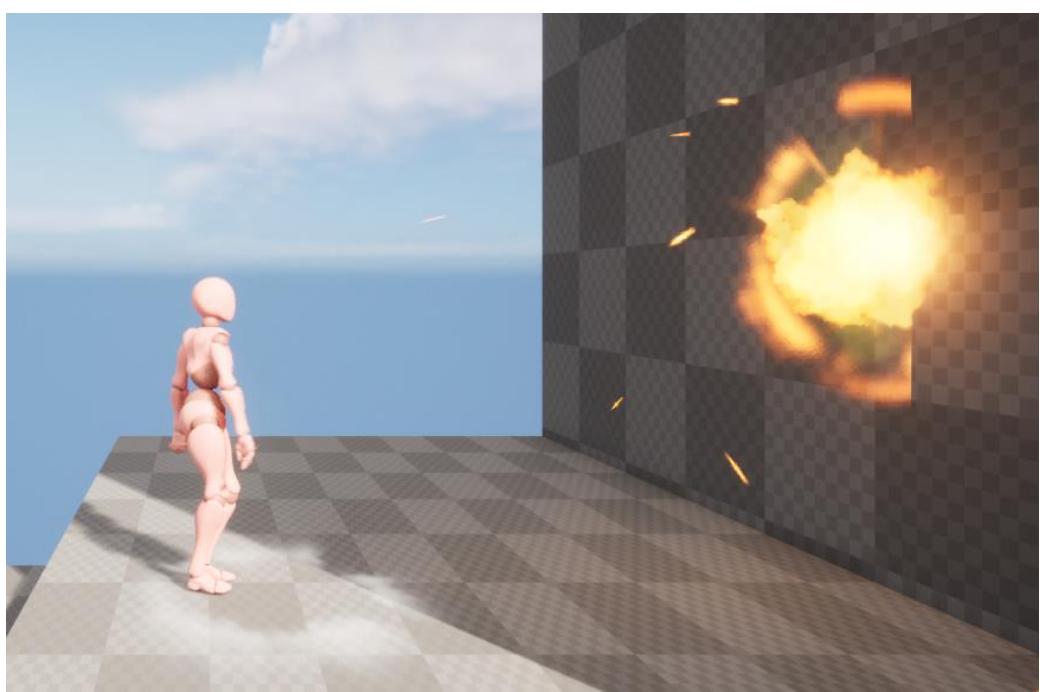
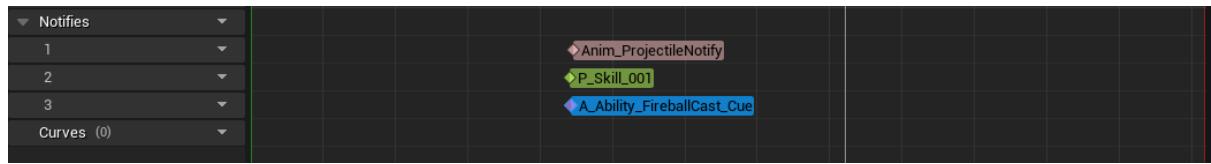




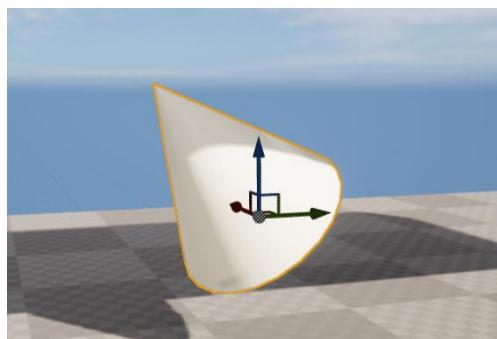
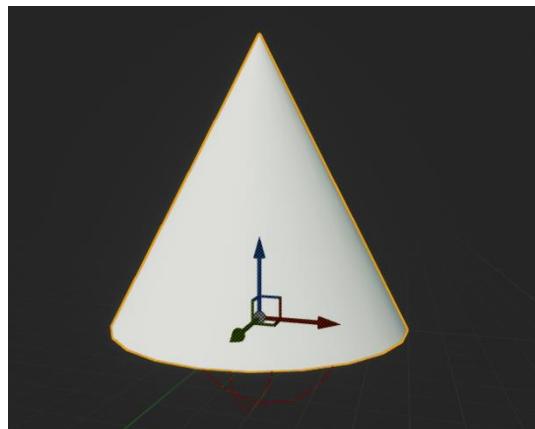


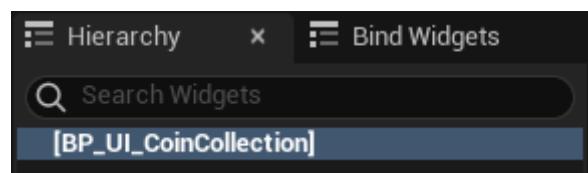
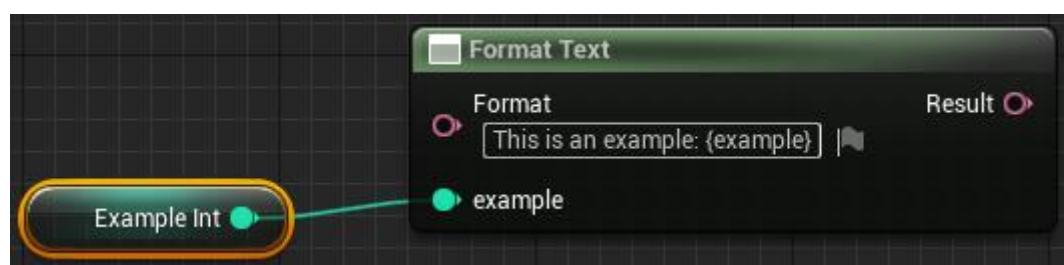
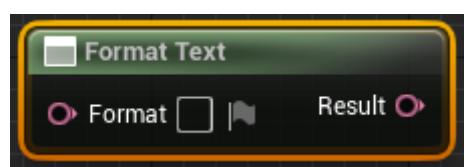
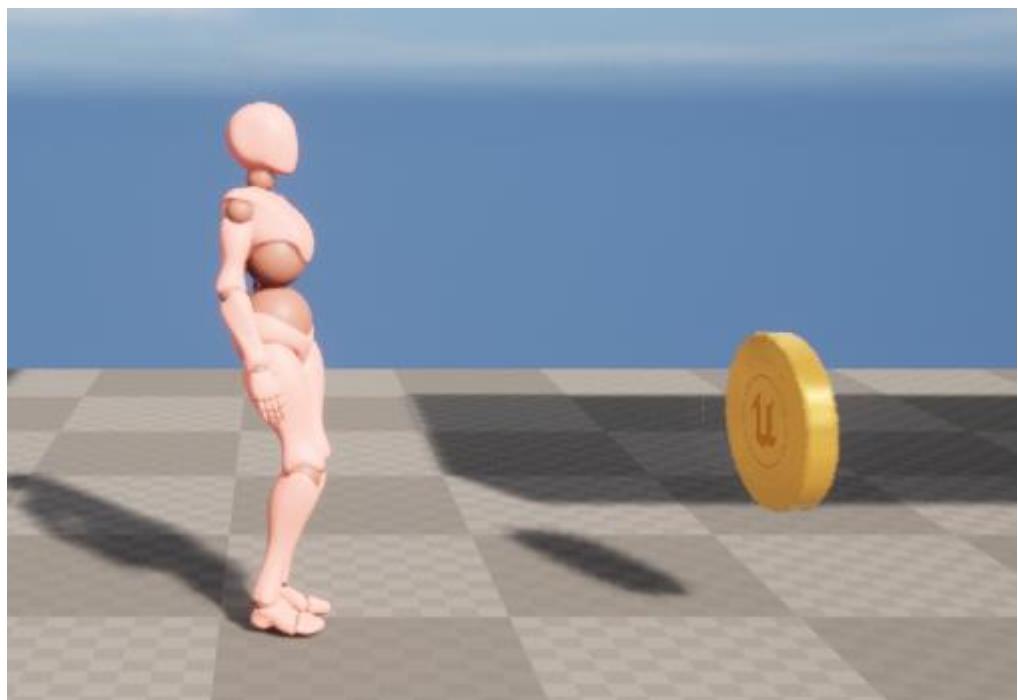


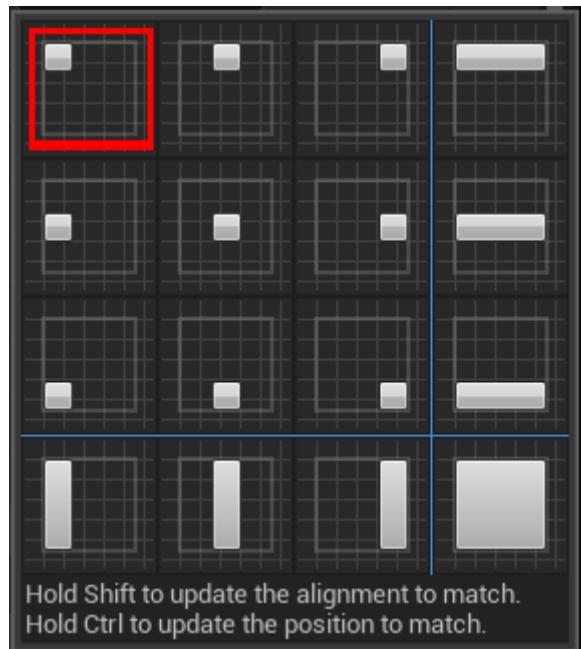




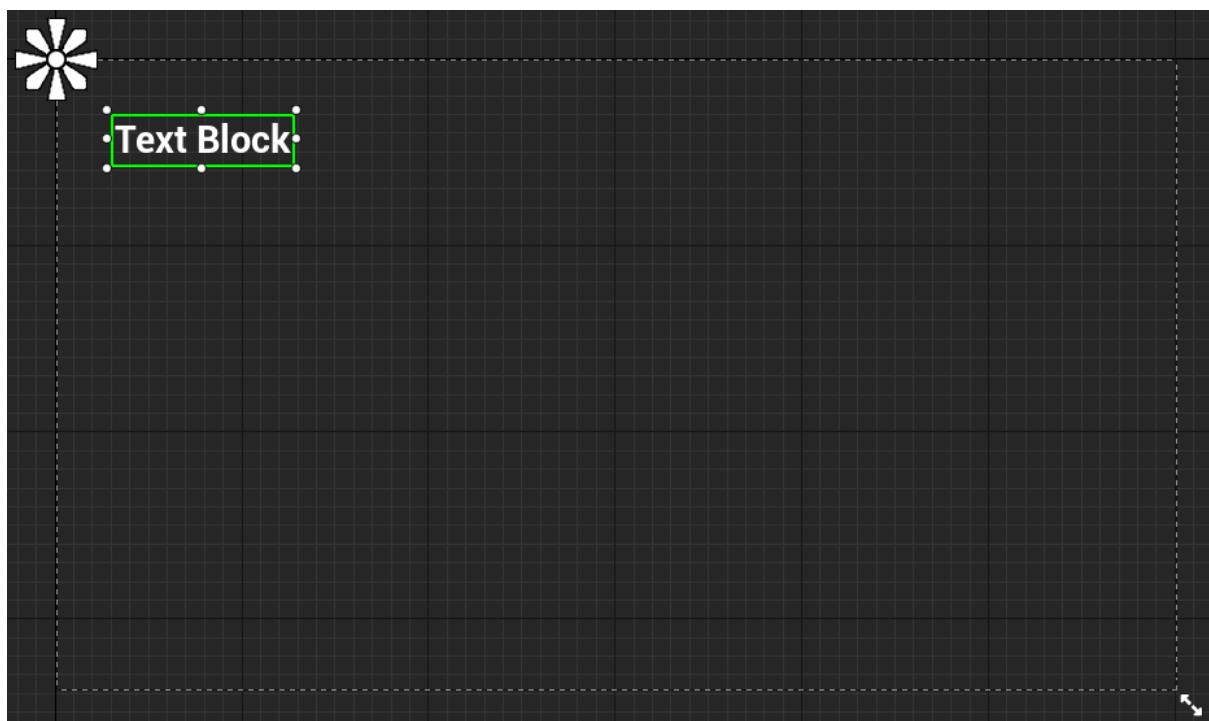
Chapter 15: Exploring Collectibles, Power-Ups, and Pickups

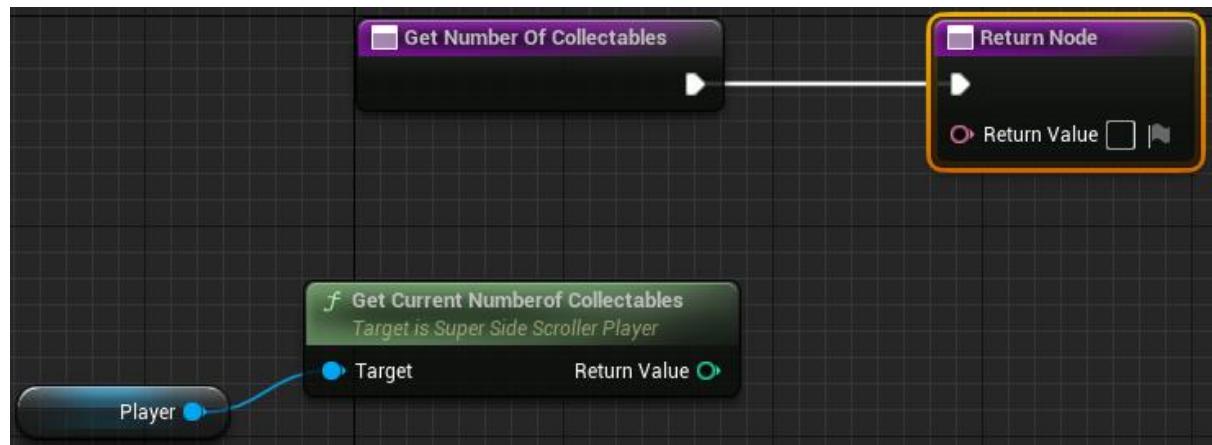
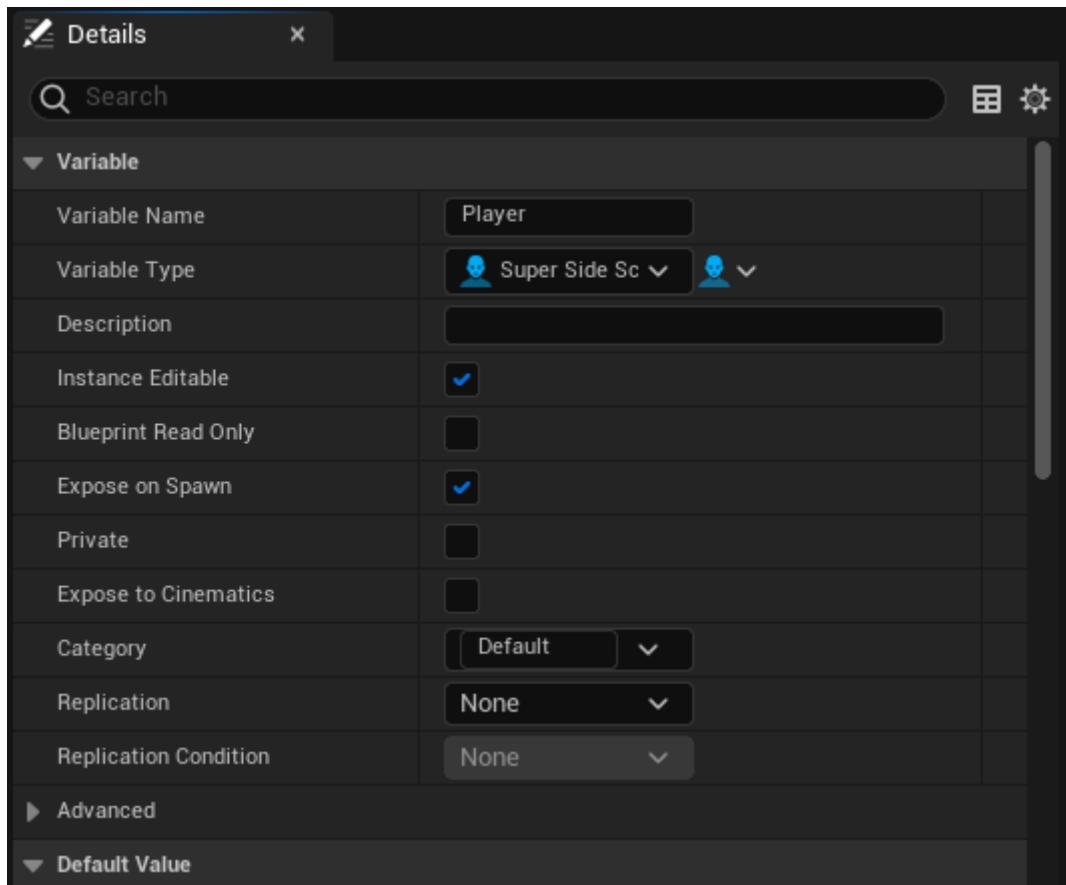
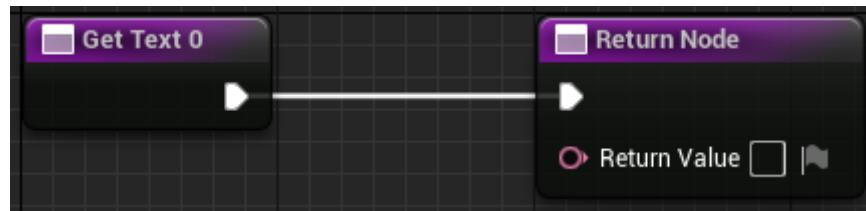


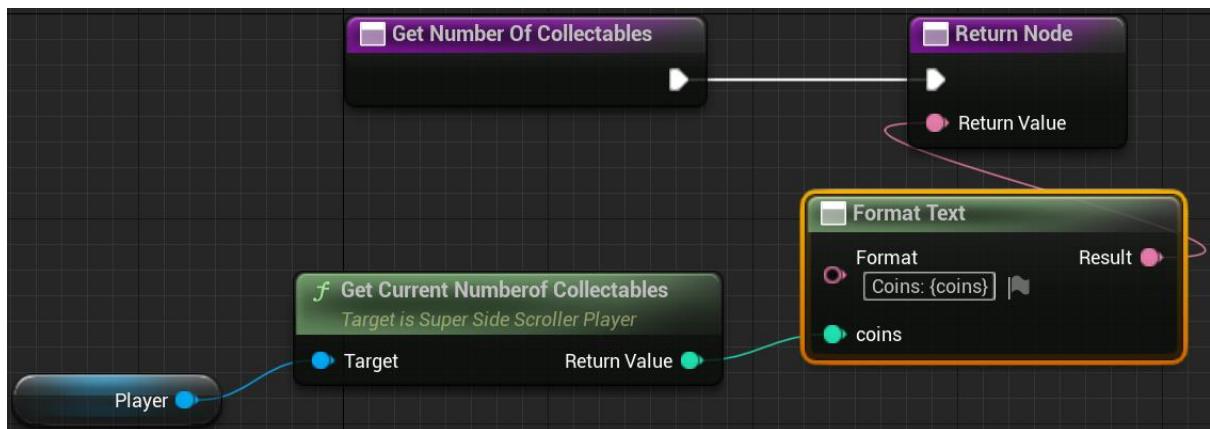
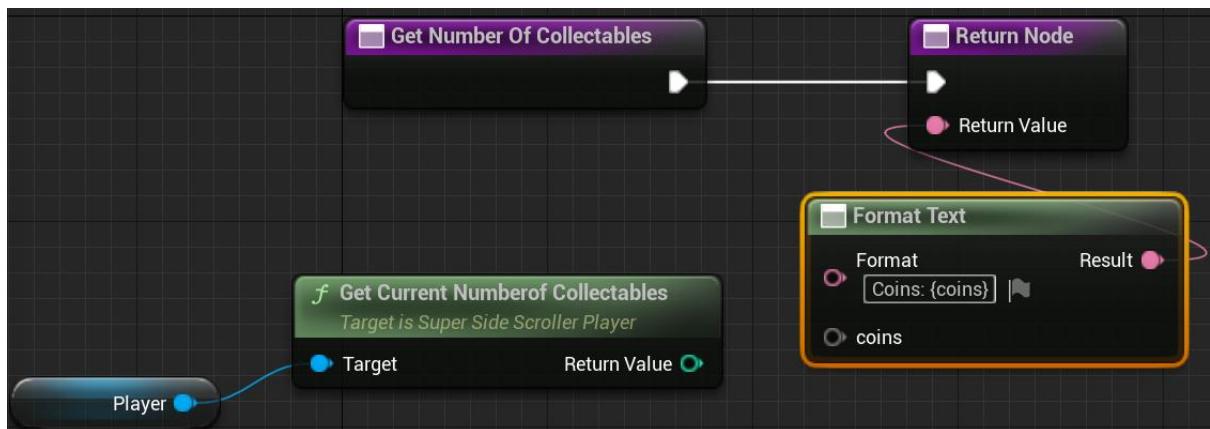
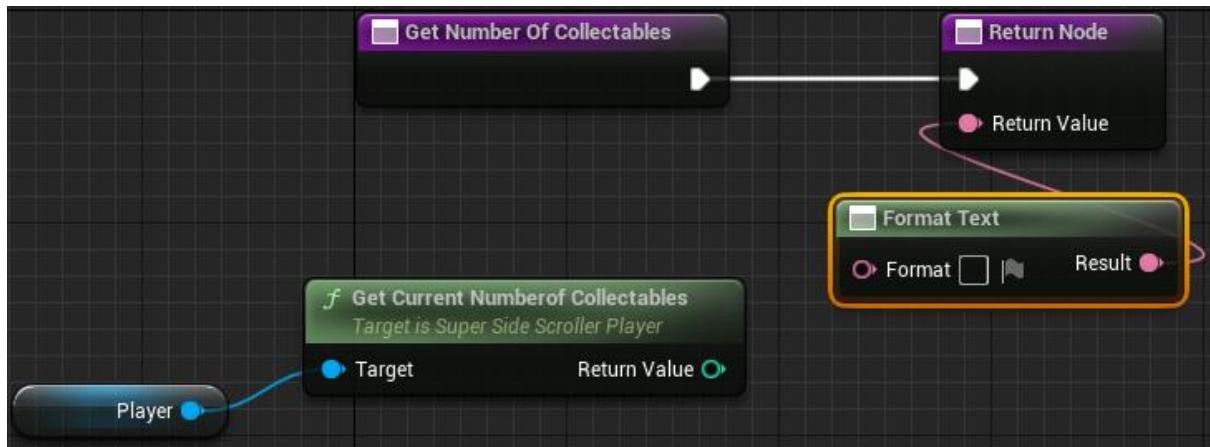


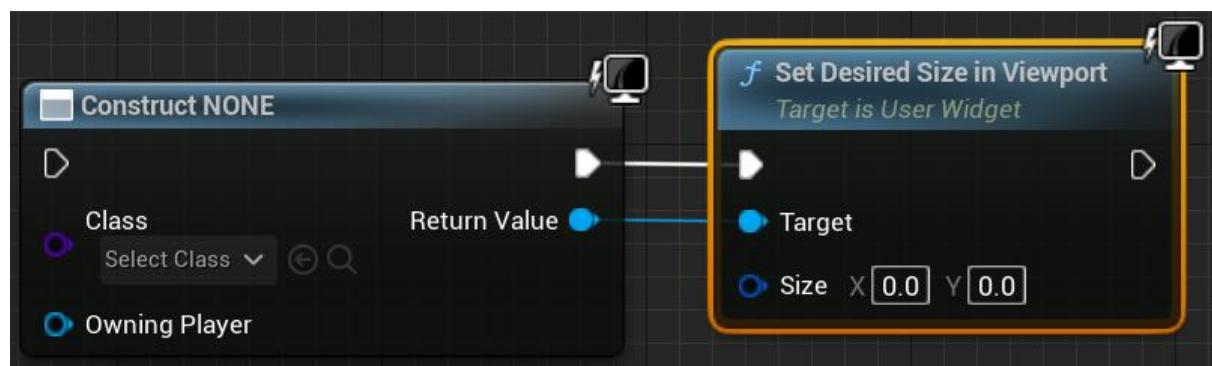
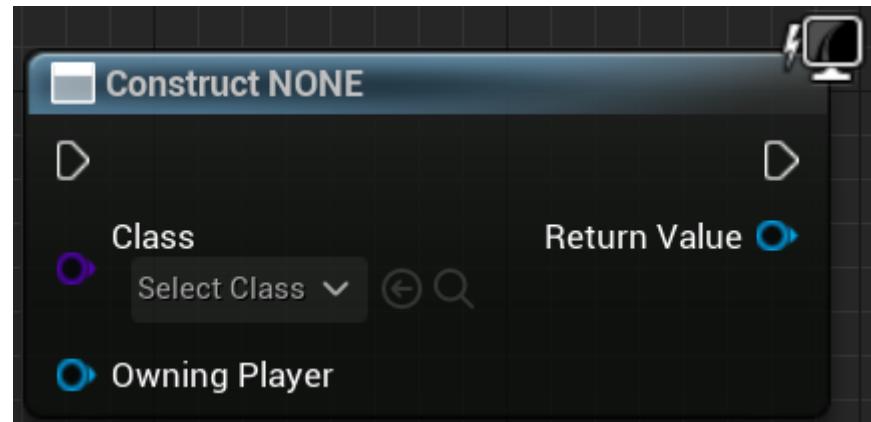


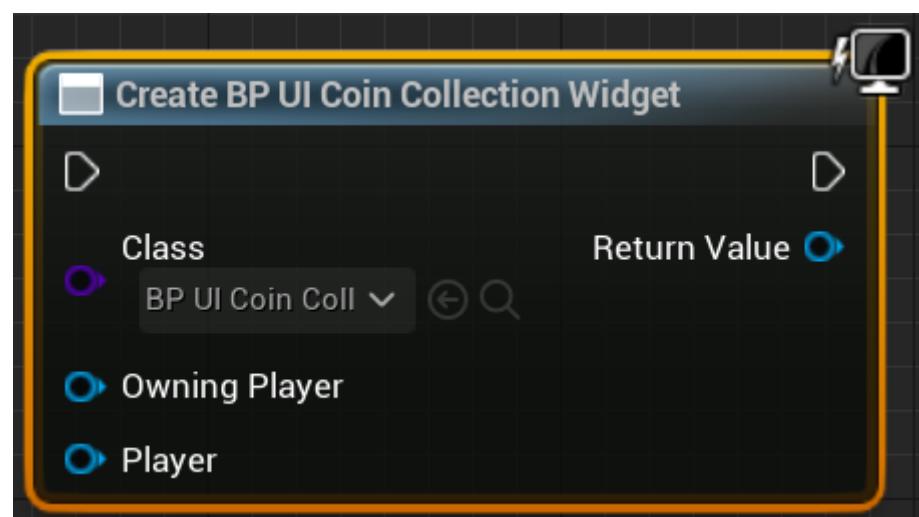
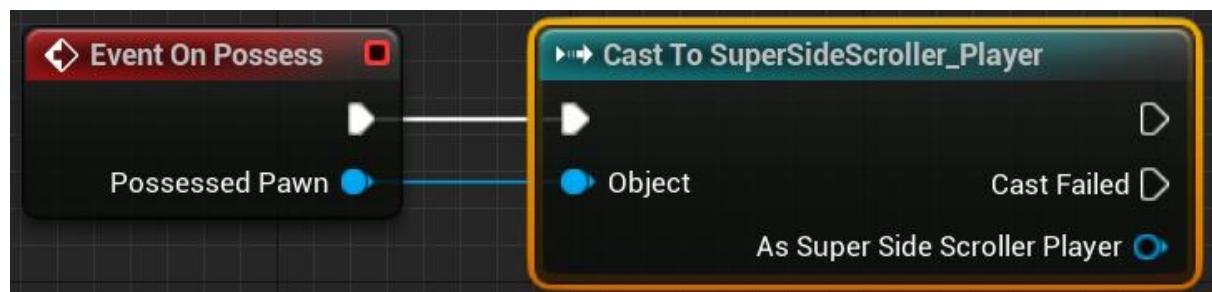
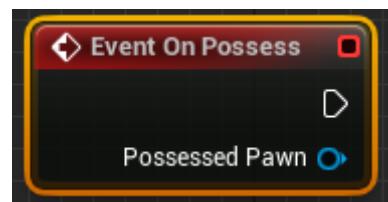
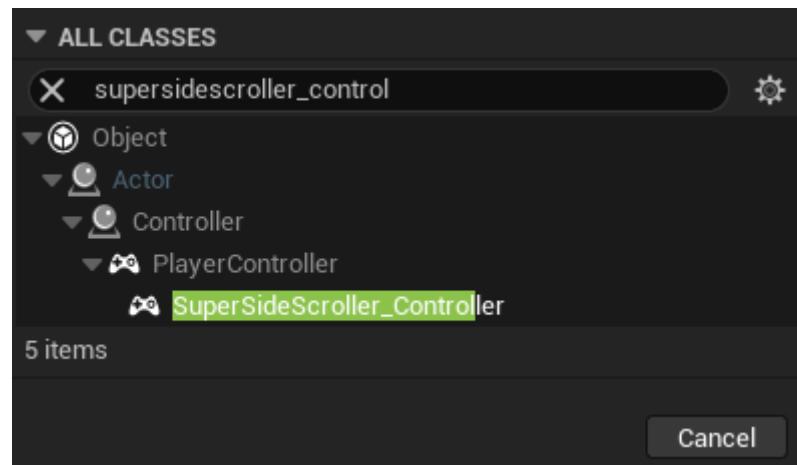
▶ Alignment	0.0	0.0
Size To Content	<input checked="" type="checkbox"/>	↶
ZOrder	0	

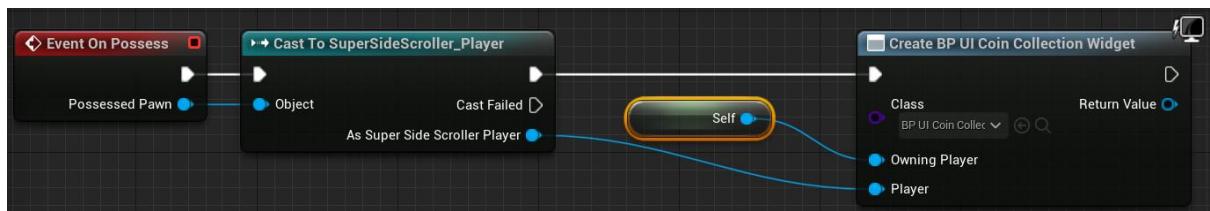
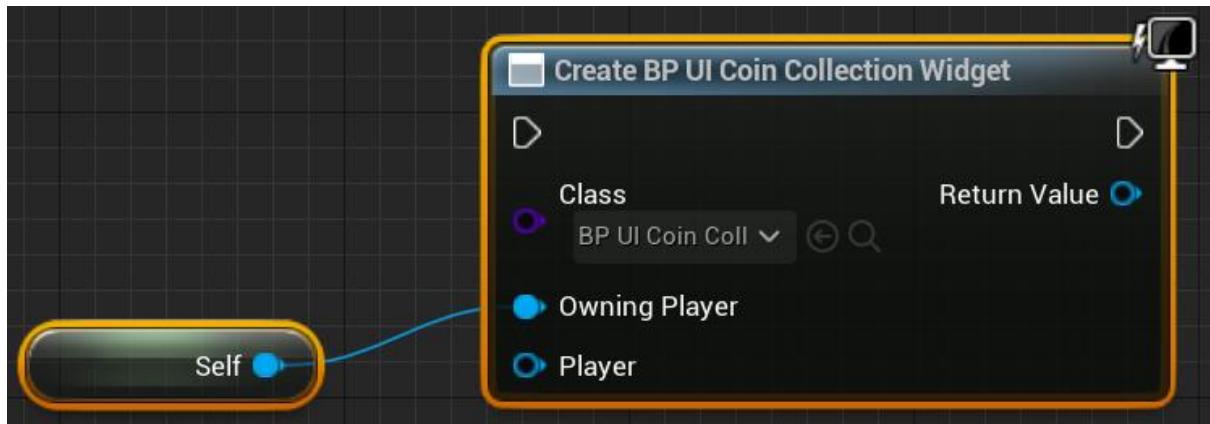


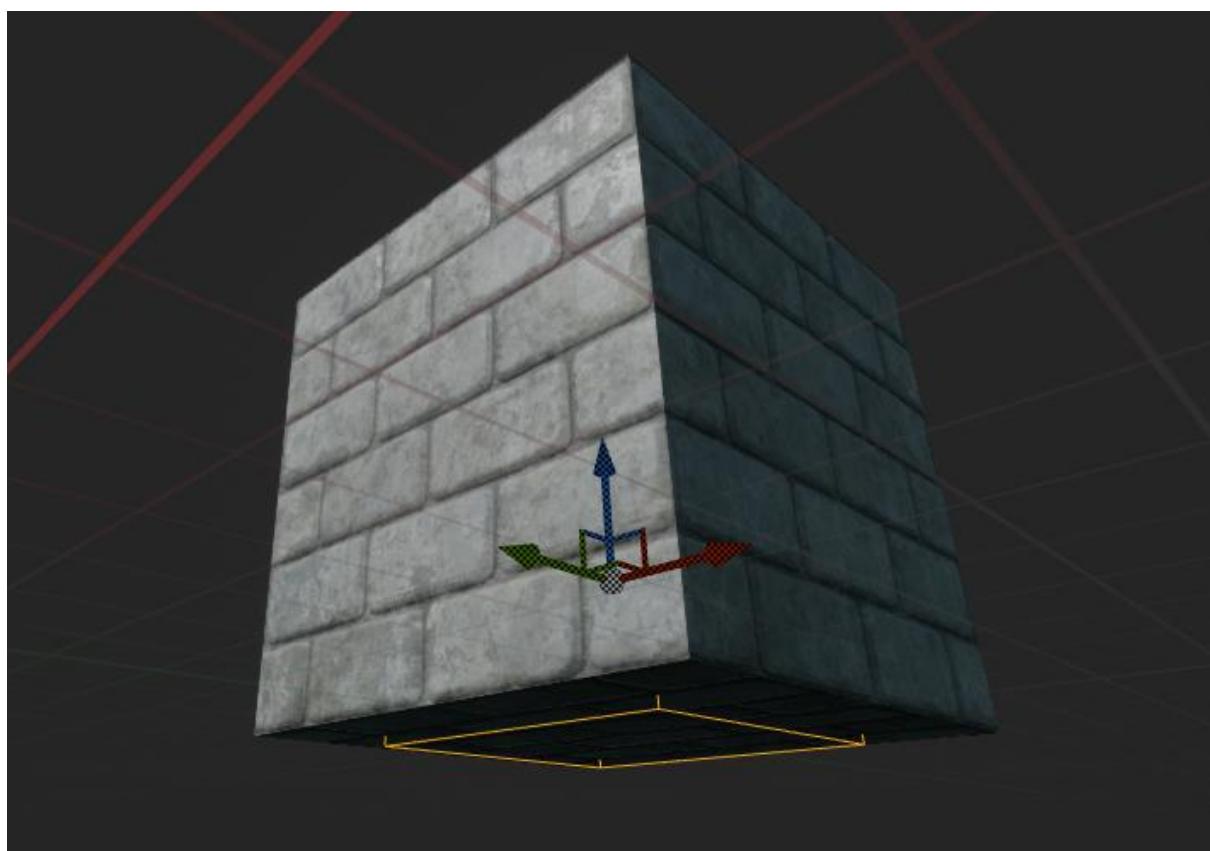
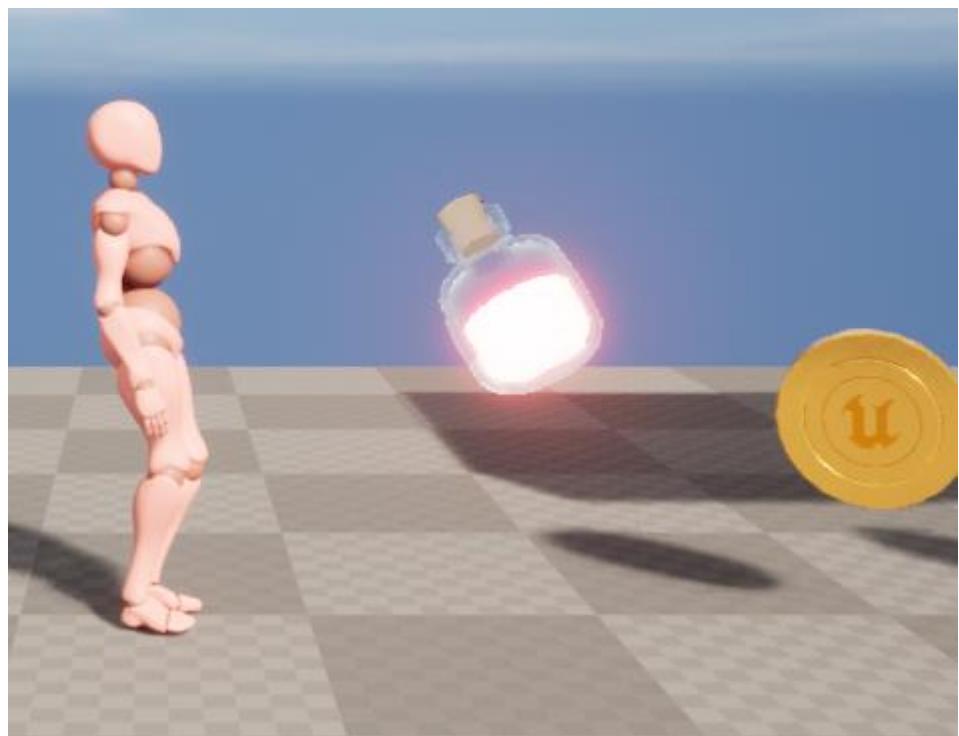




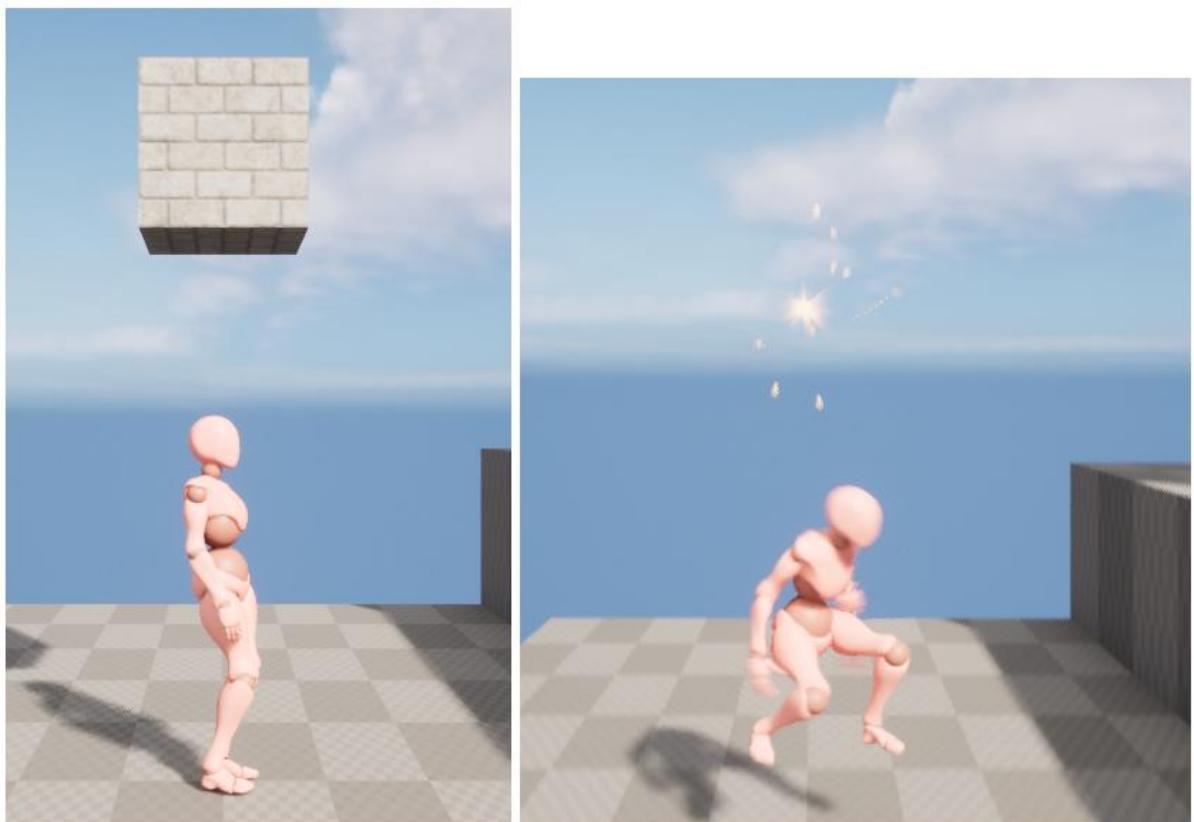




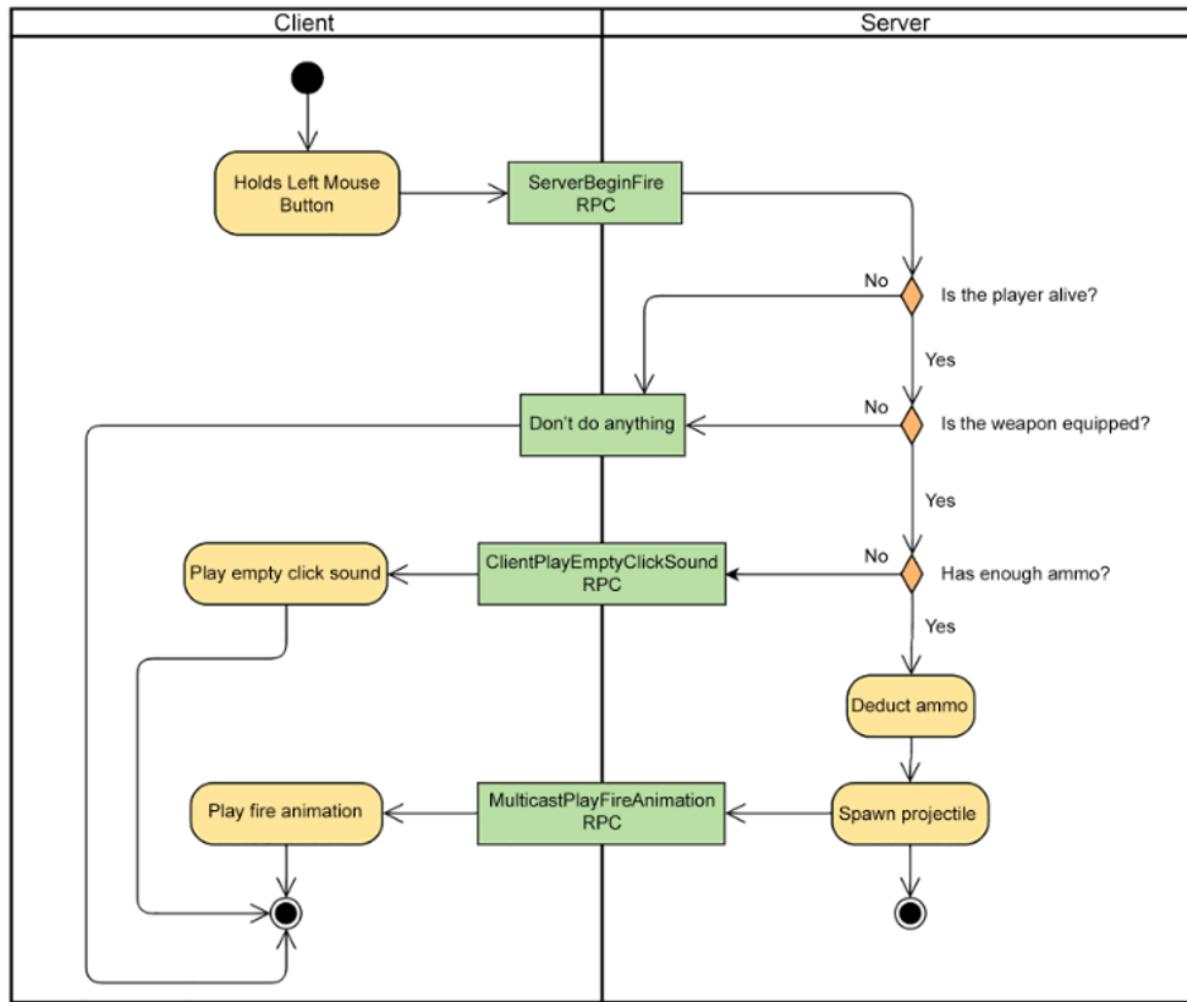


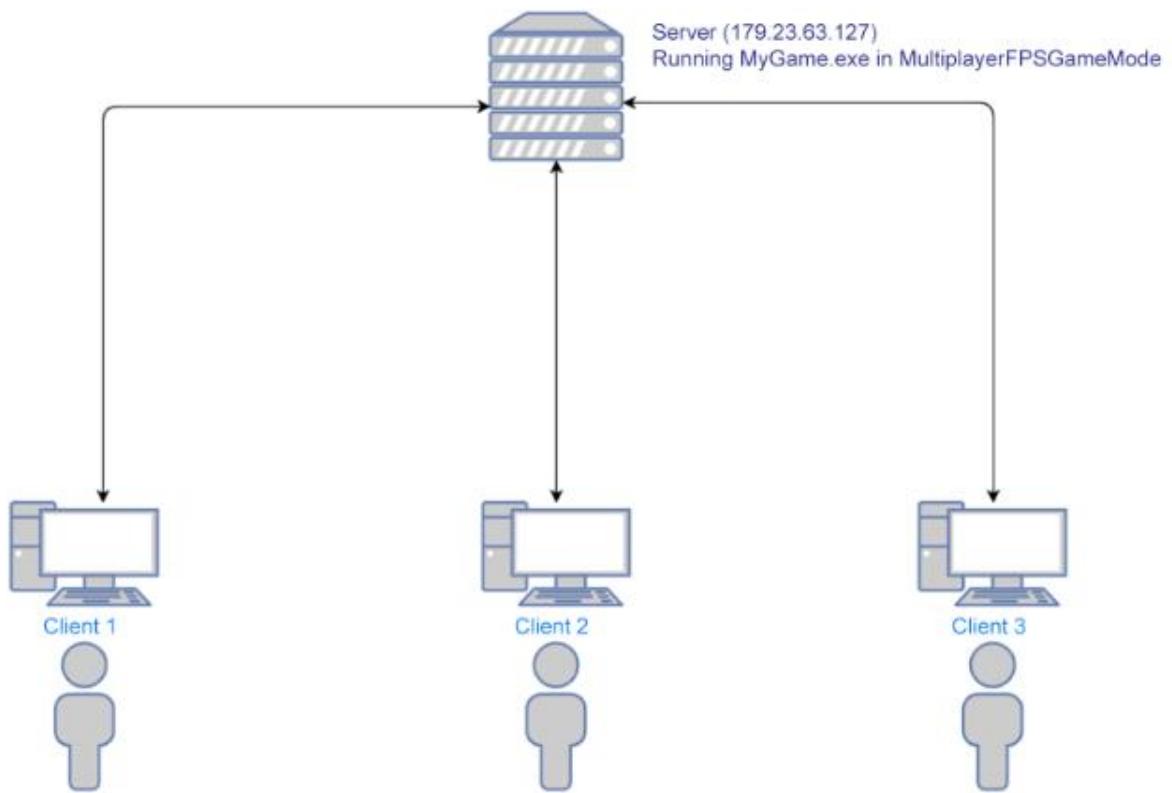
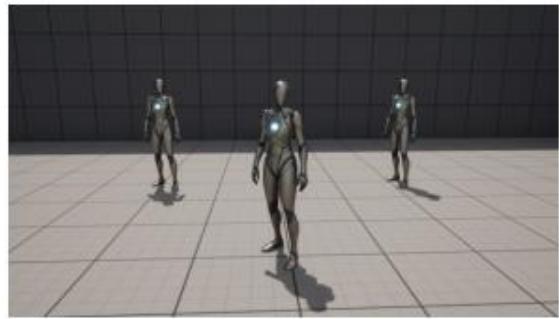


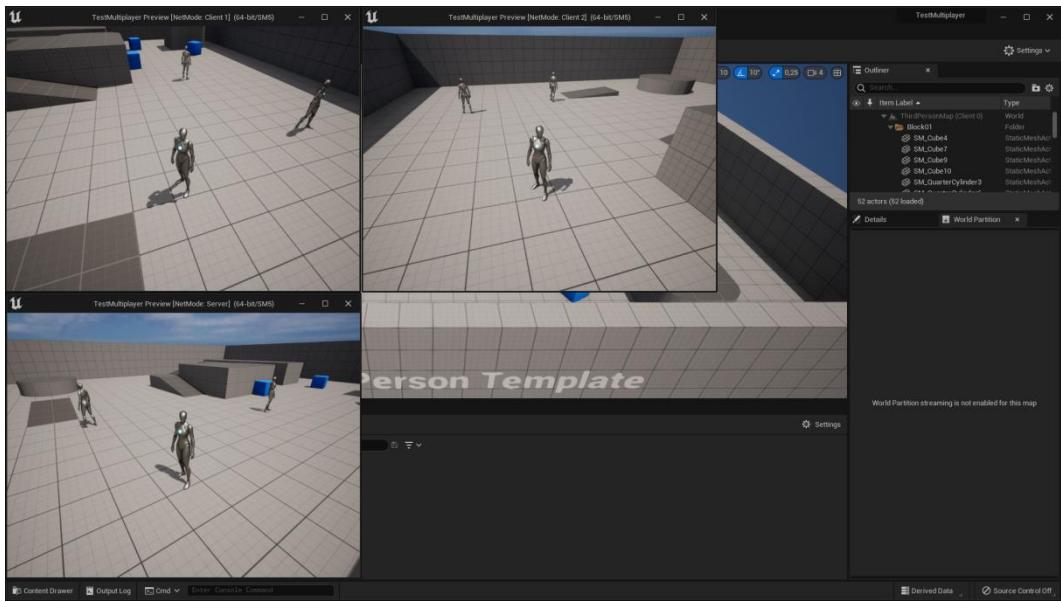
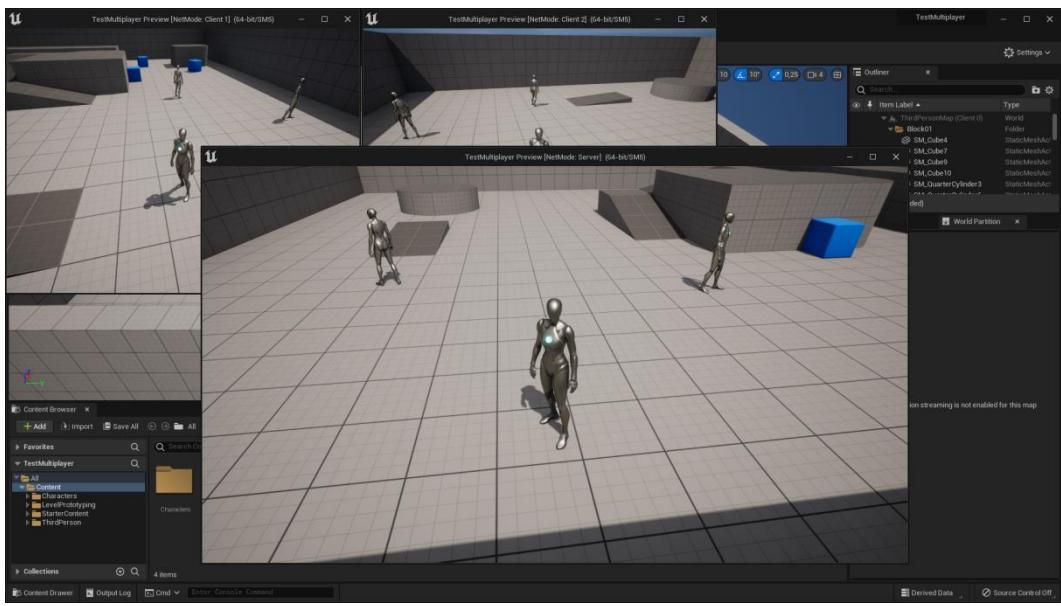
▼ Super Side Scroller Brick	
Has Collectable	<input type="checkbox"/>
Collectable Value	1

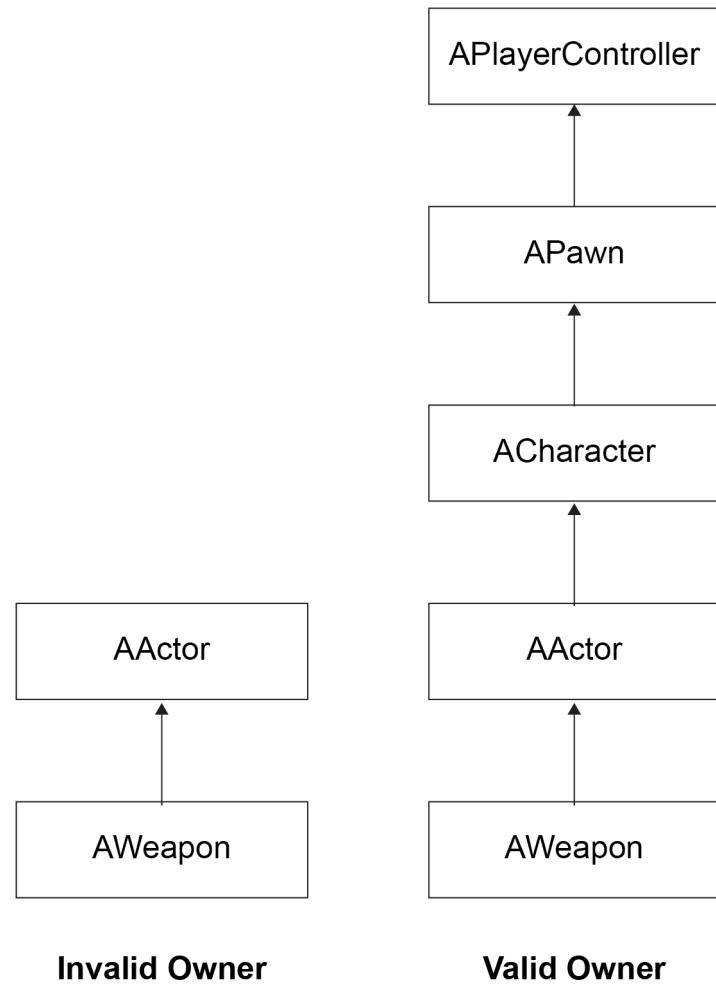


Chapter 16: Getting Started with Multiplayer Basics





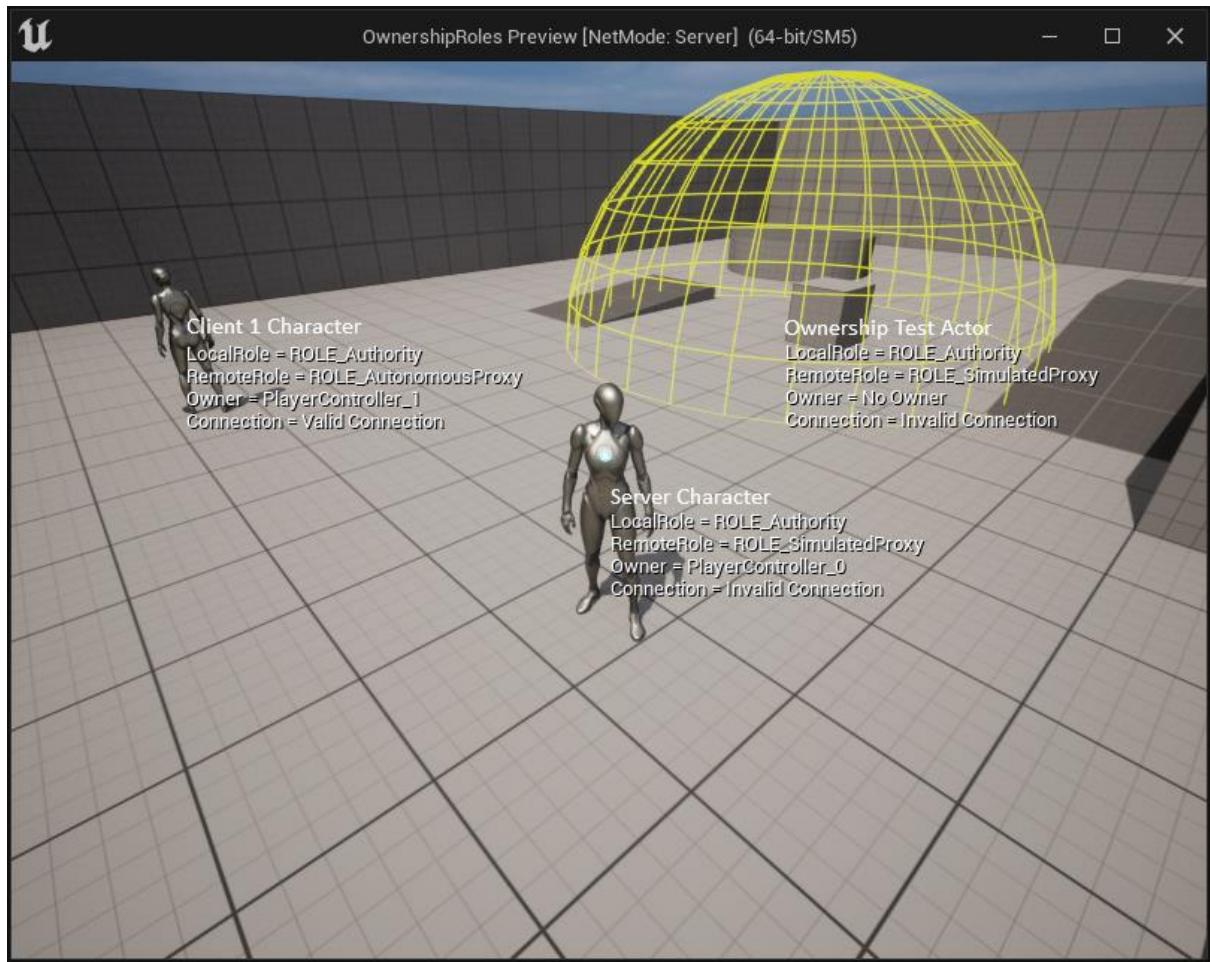
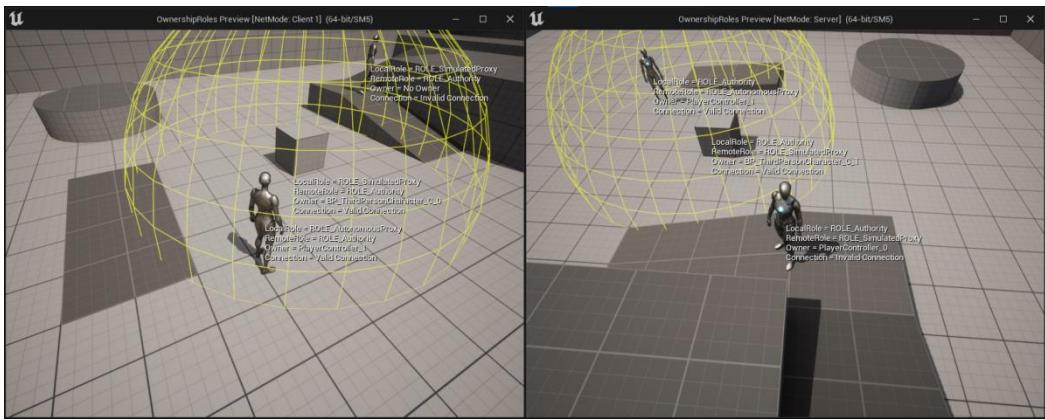




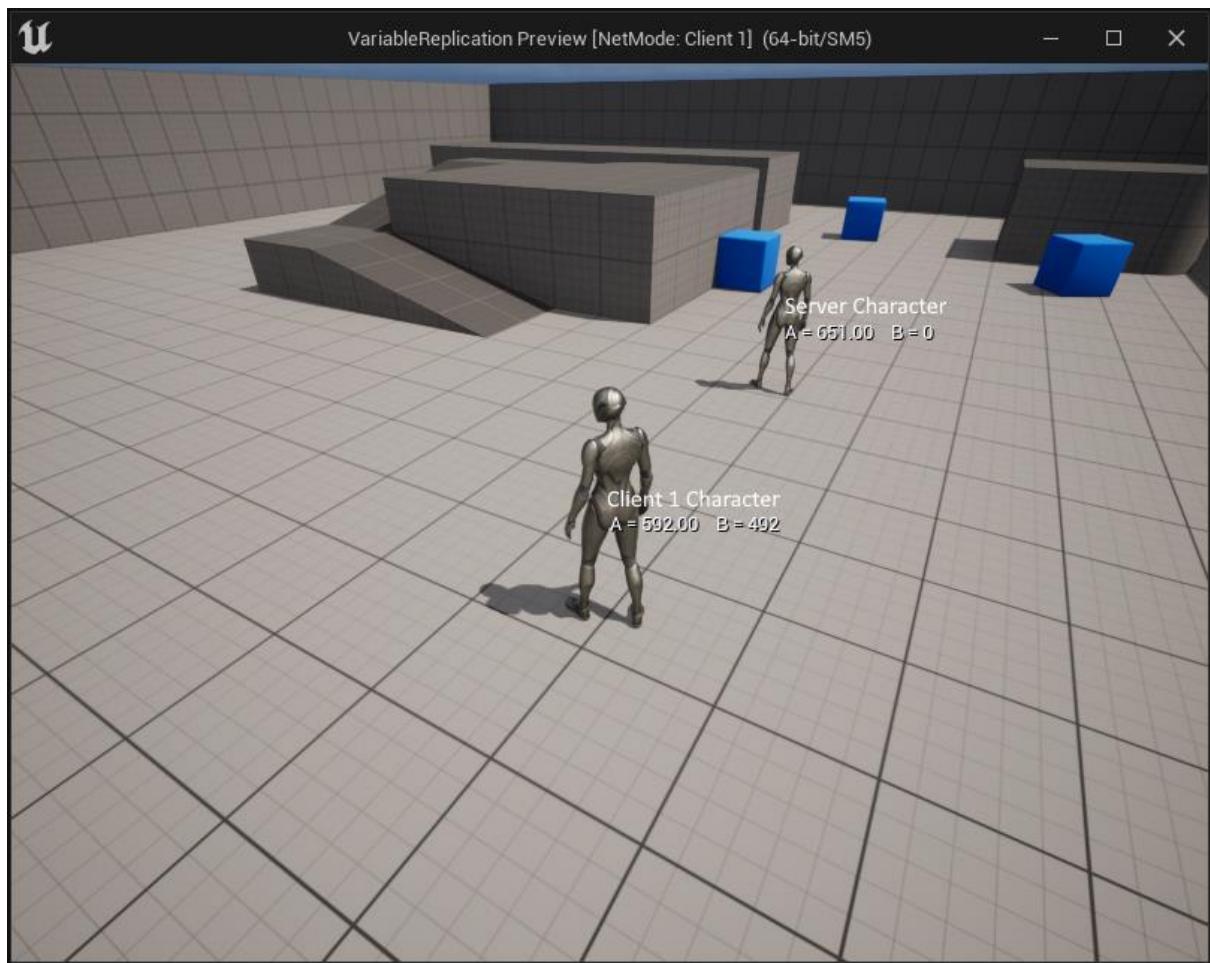
Invalid Owner

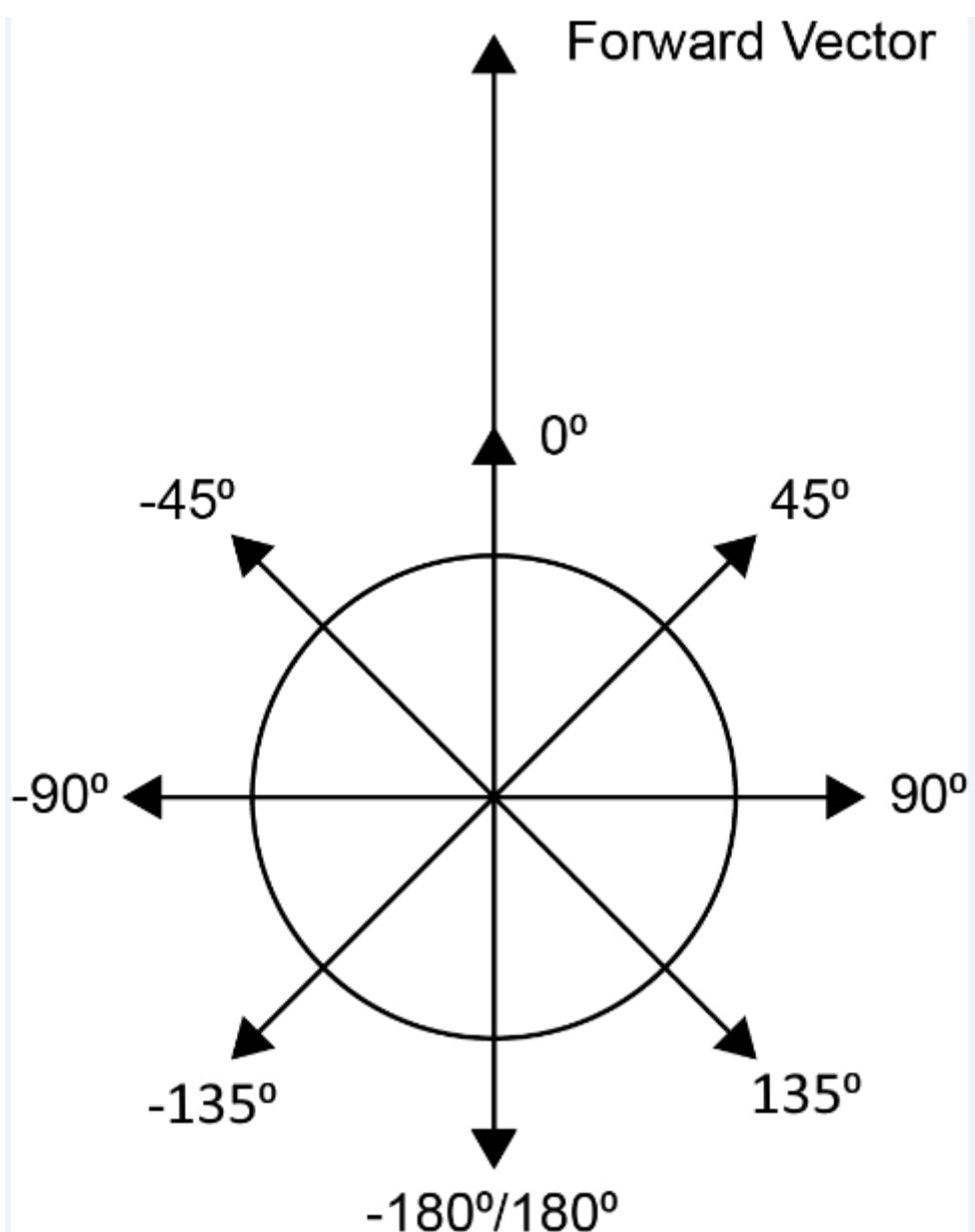
Valid Owner

	Server		Client	
	Local Role	Remote Role	Local Role	Remote Role
Actor spawned on the server	ROLE_Authority	ROLE_SimulatedProxy	ROLE_SimulatedProxy	ROLE_Authority
Actor spawned on the client	Won't exist	Won't exist	ROLE_Authority	ROLE_SimulatedProxy
Player-owned pawn spawned on the server	ROLE_Authority	ROLE_AutonomousProxy	ROLE_AutonomousProxy	ROLE_Authority
Player-owned pawn spawned on the client	Won't exist	Won't exist	ROLE_Authority	ROLE_SimulatedProxy

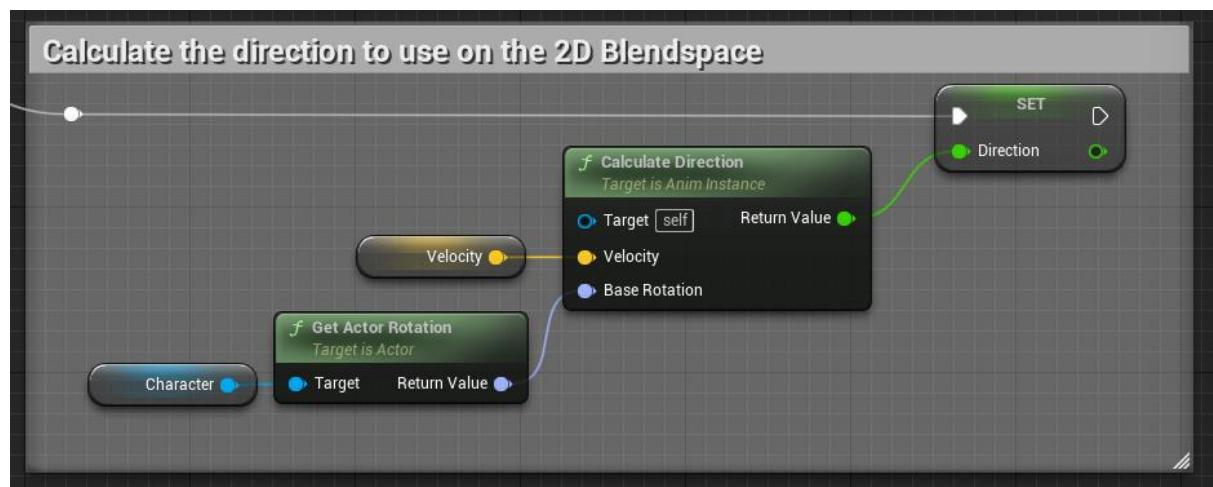


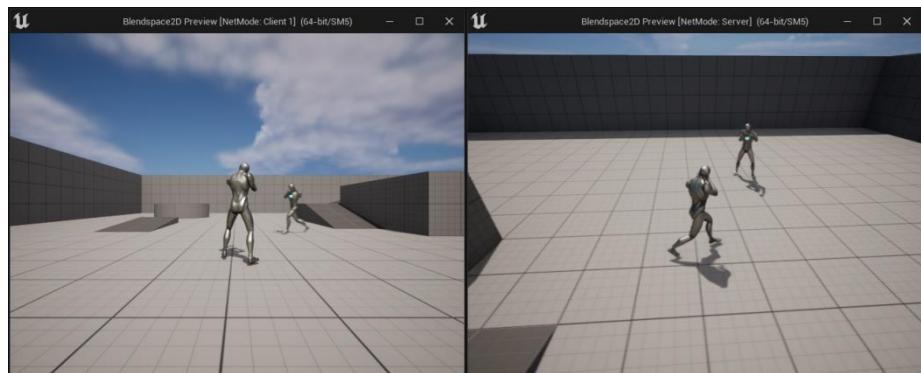
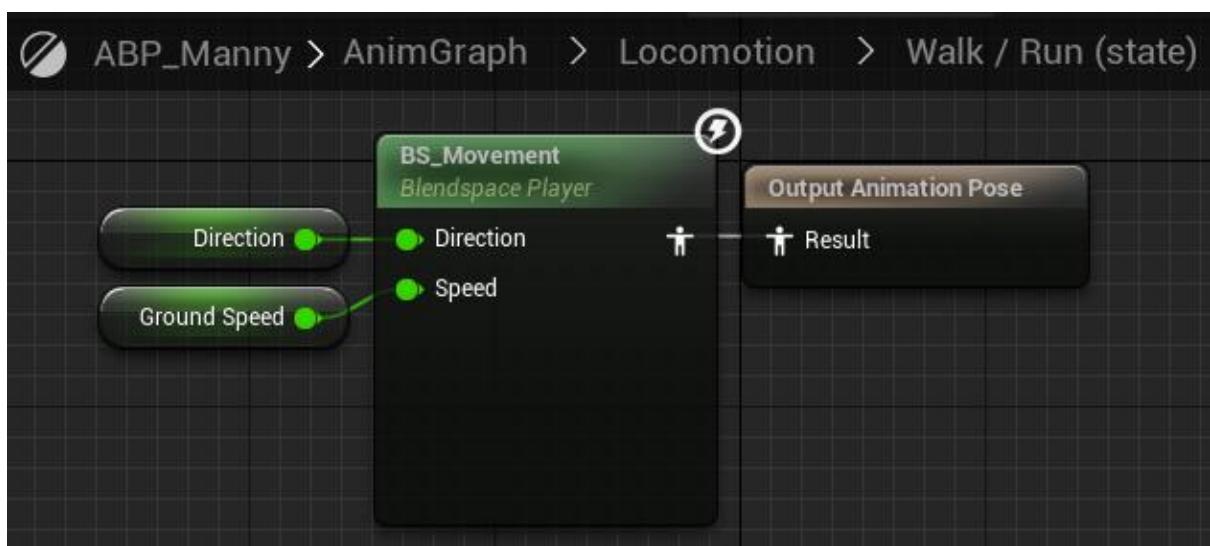
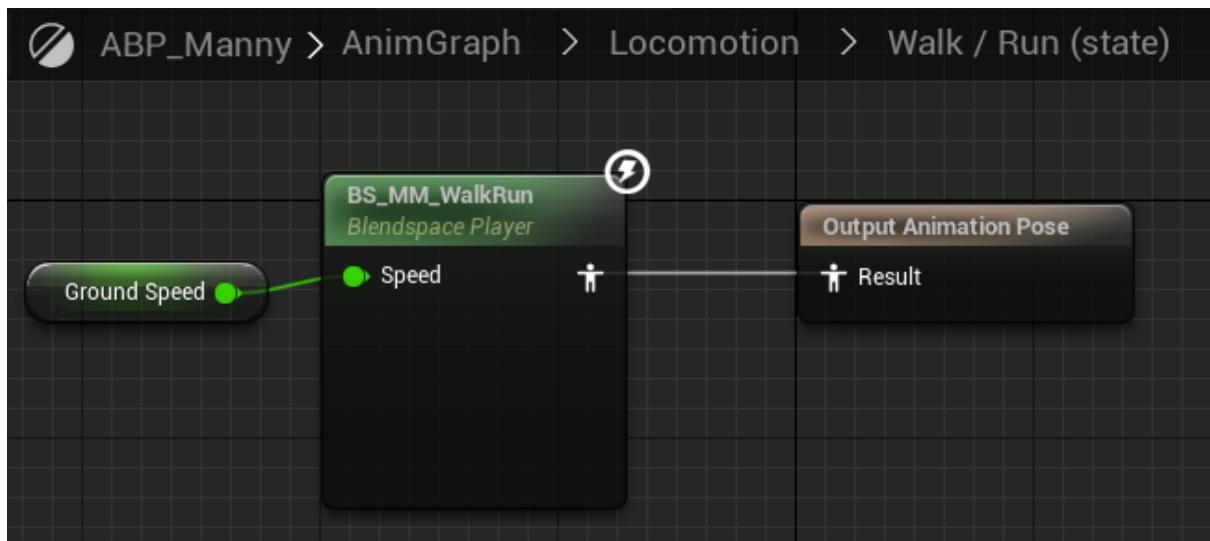


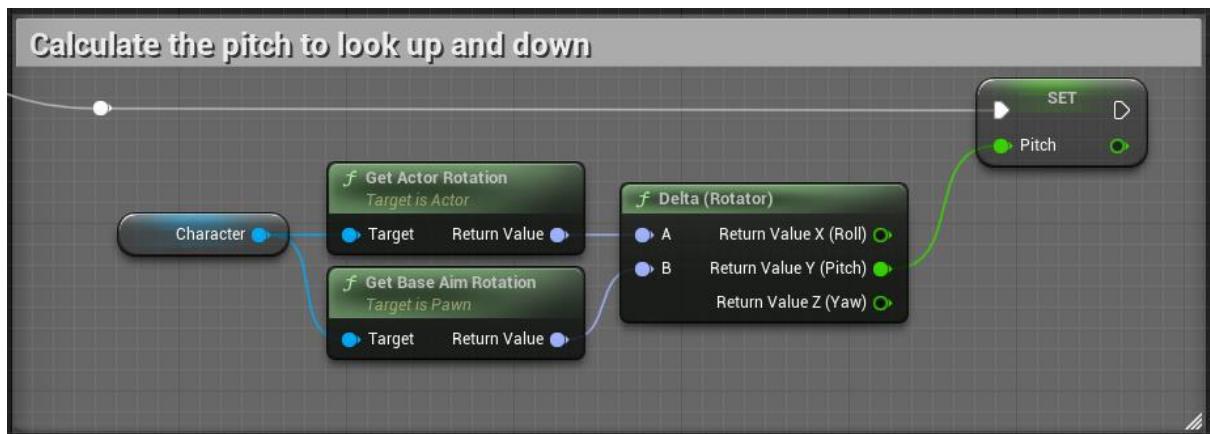
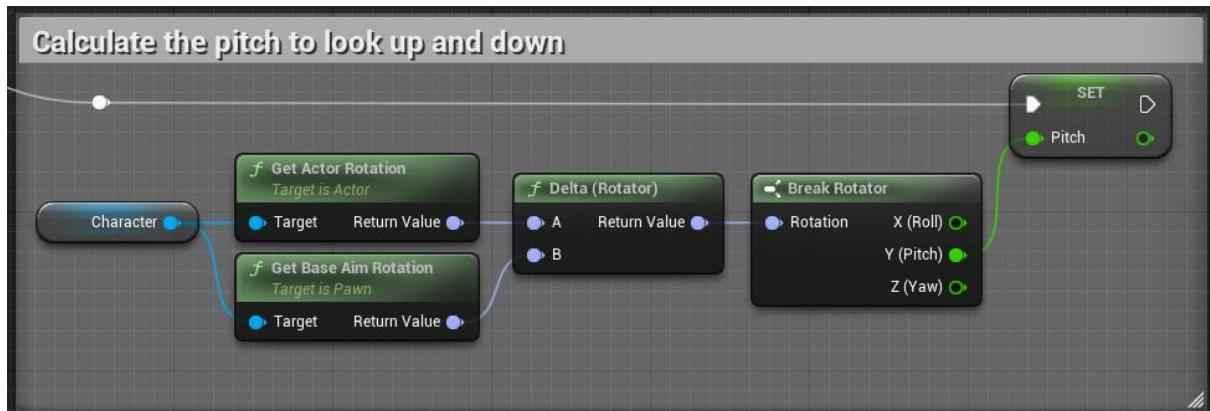
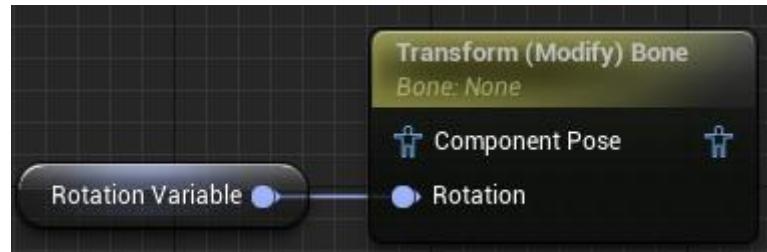
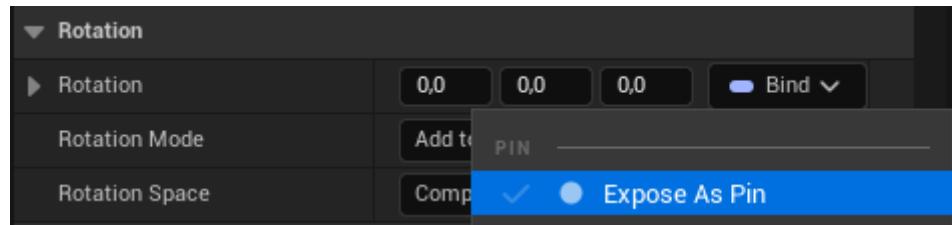


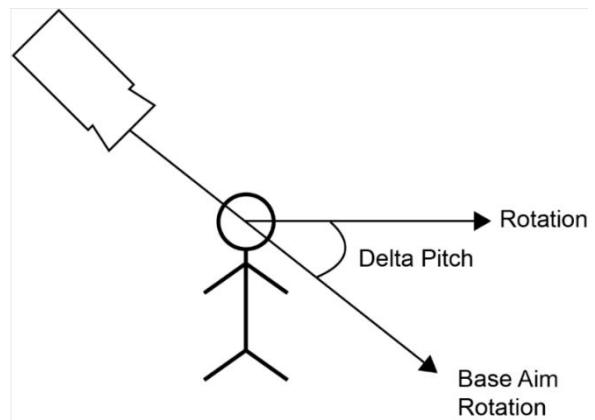


Axis Settings		
Horizontal Axis		
Name	Direction	↔
Minimum Axis Value	-180,0	
Maximum Axis Value	180,0	
Grid Divisions	4	
Snap to Grid	<input checked="" type="checkbox"/>	↔
Wrap Input	<input type="checkbox"/>	
Smoothing Time	0,0	
Smoothing Type	Spring Damper	▼
Damping Ratio	1,0	
Max Speed	0,0	
Vertical Axis		
Name	Speed	↔
Minimum Axis Value	0,0	
Maximum Axis Value	200,0	
Grid Divisions	1	↔
Snap to Grid	<input checked="" type="checkbox"/>	↔
Wrap Input	<input type="checkbox"/>	
Smoothing Time	0,0	
Smoothing Type	Spring Damper	▼
Damping Ratio	1,0	
Max Speed	0,0	

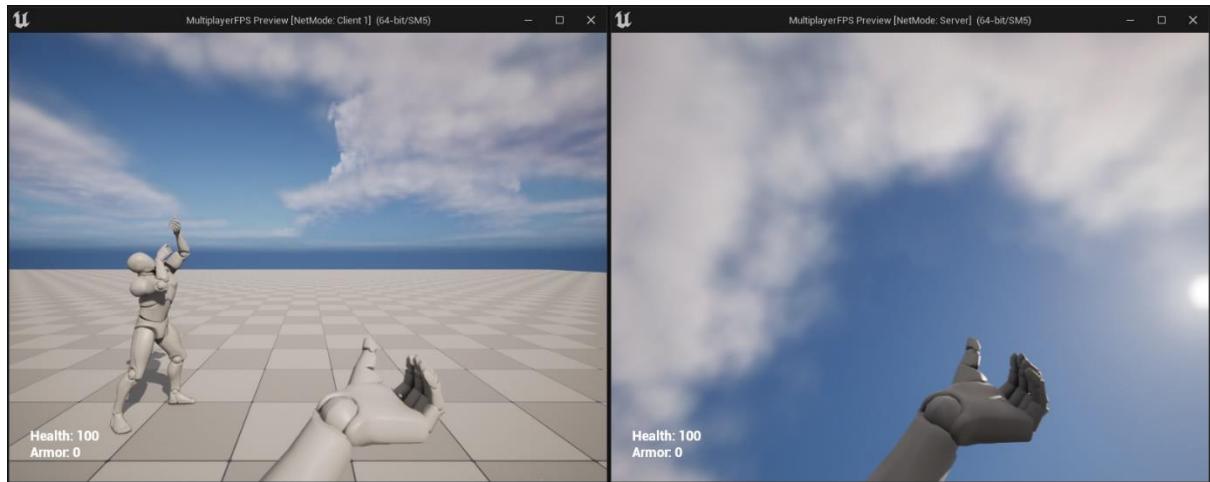
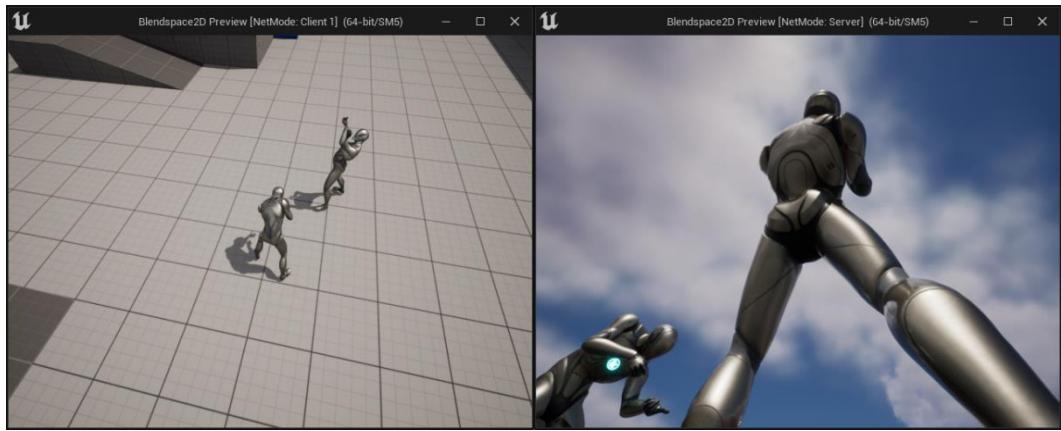
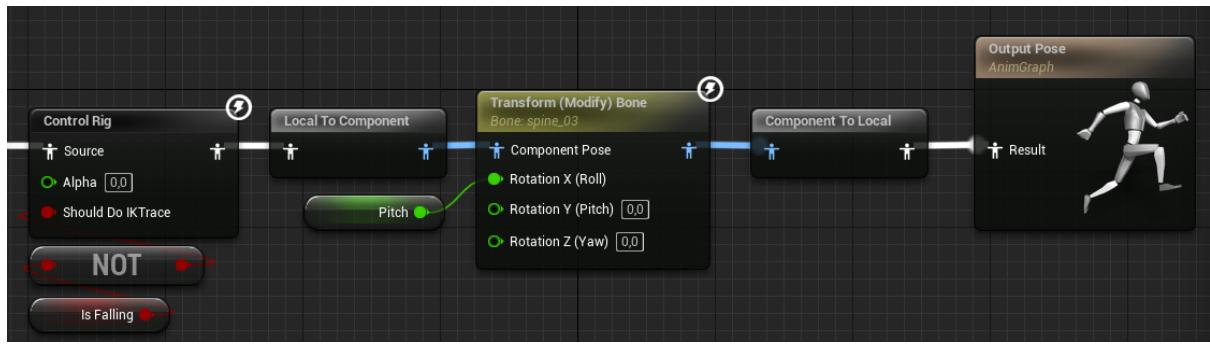




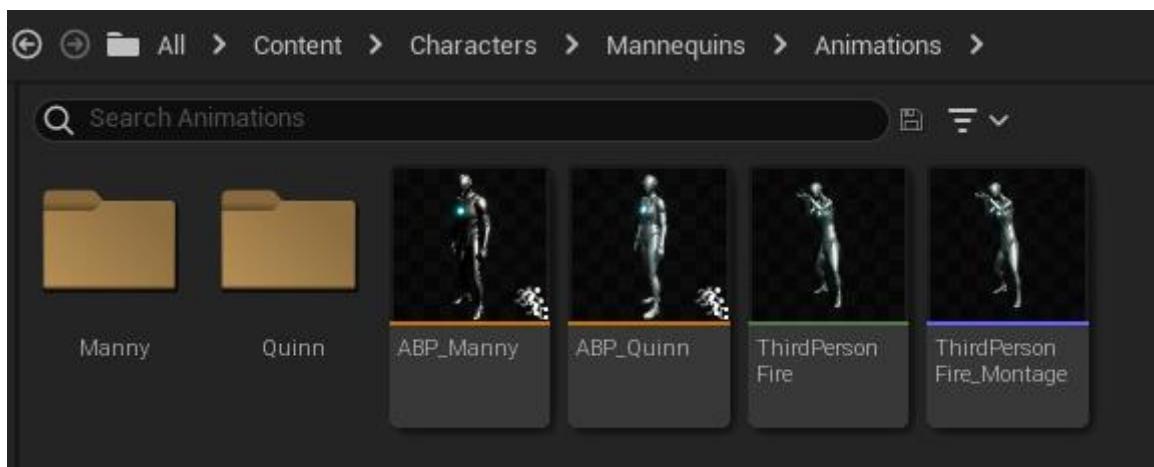
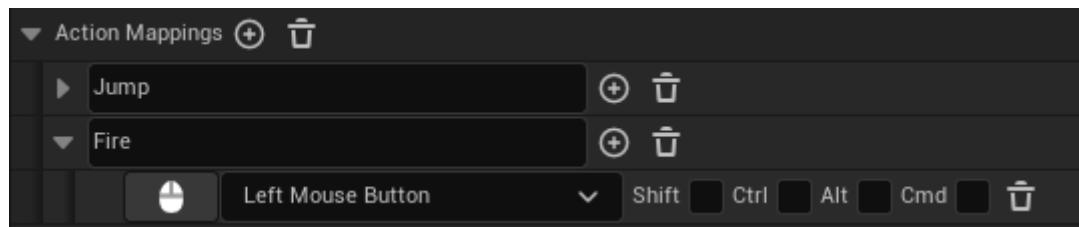
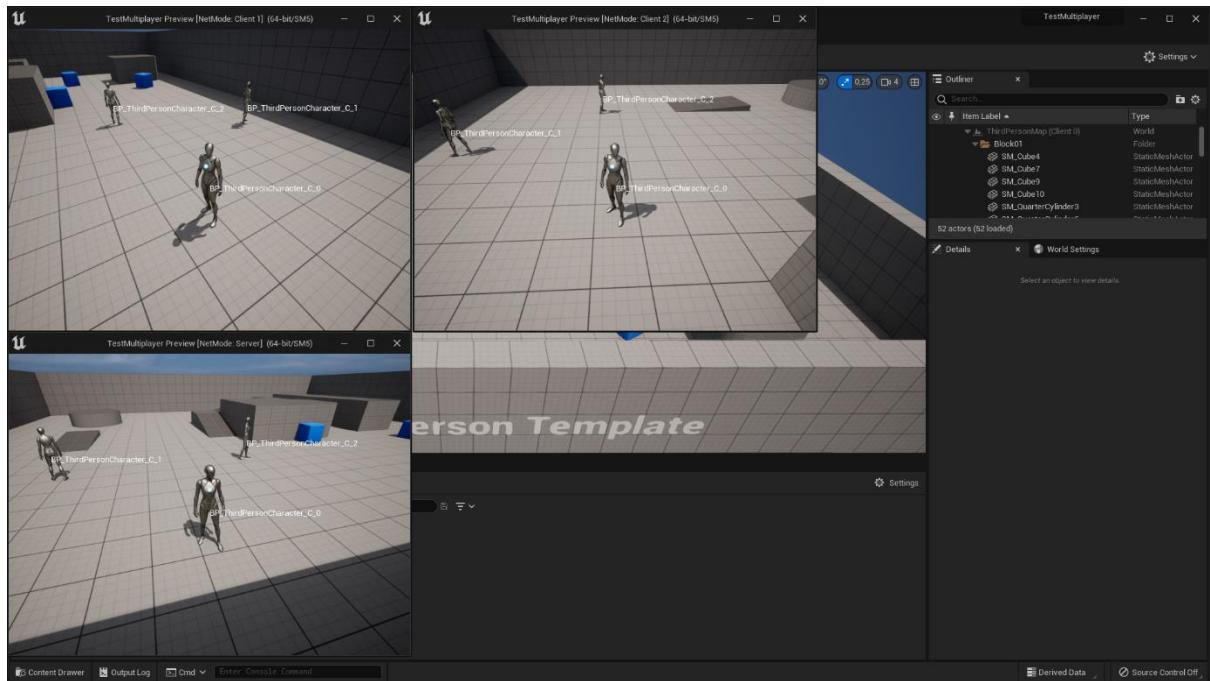


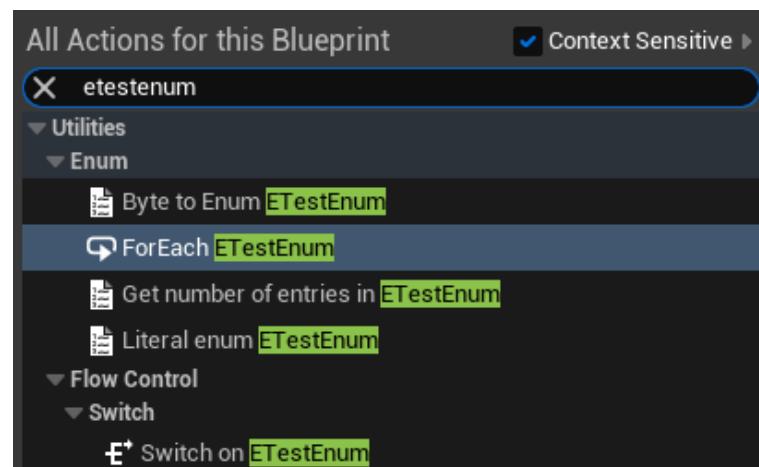
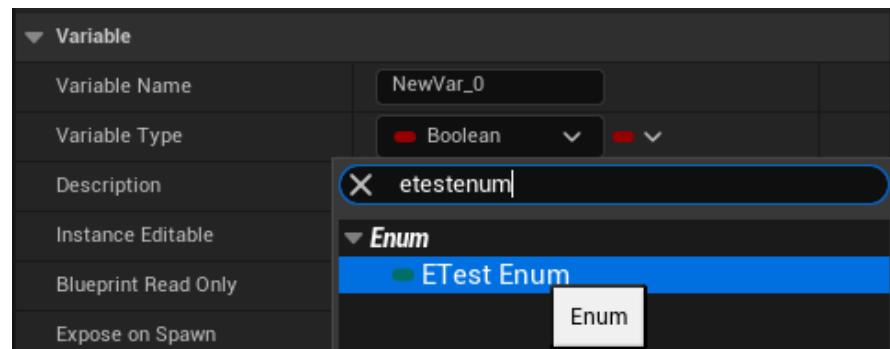
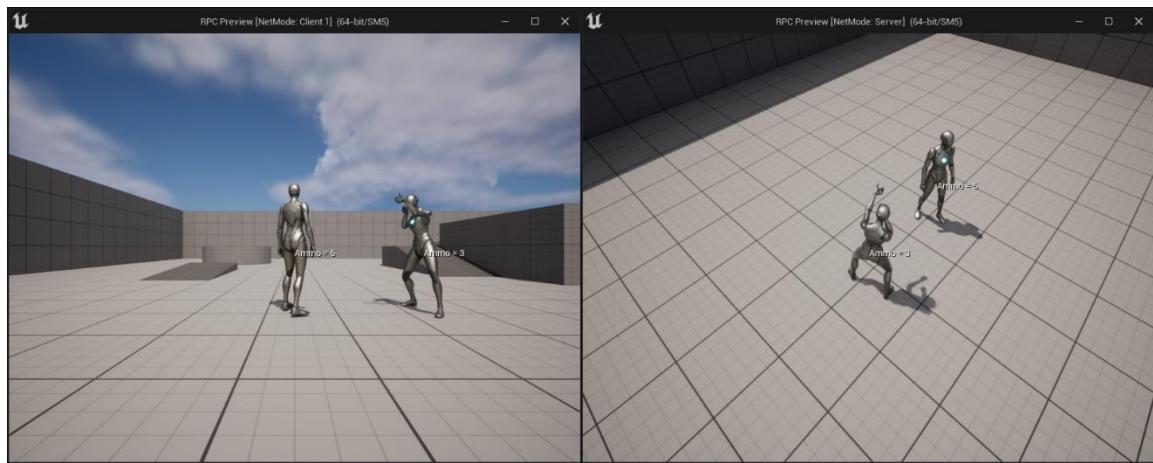
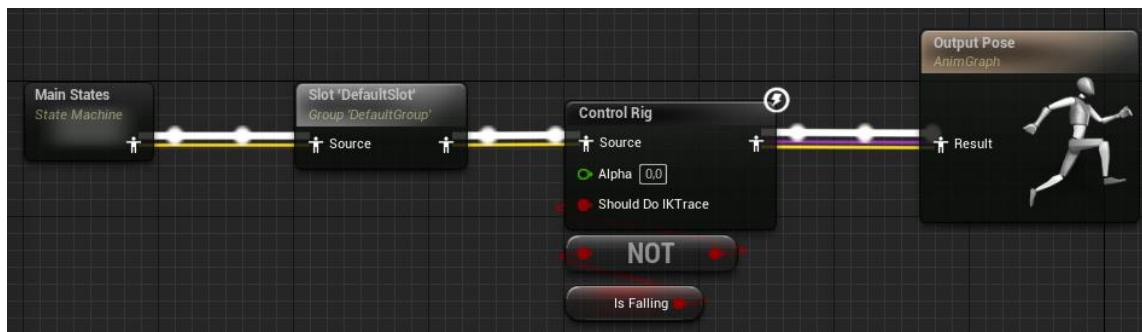


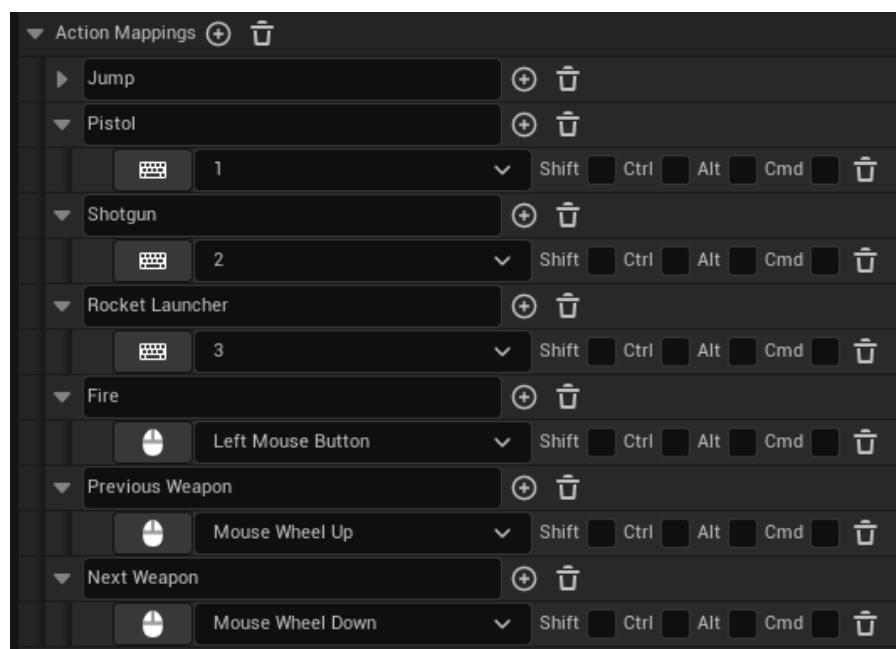
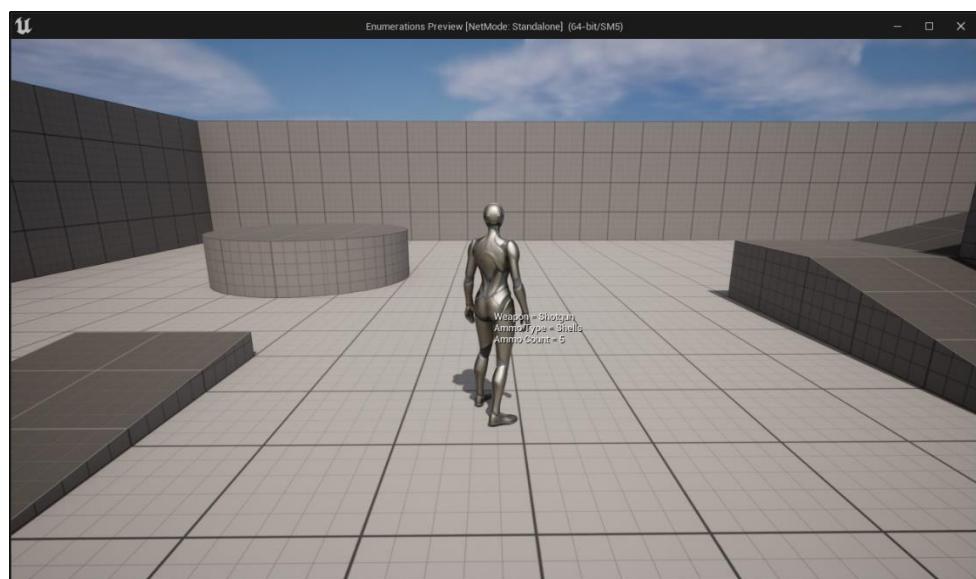
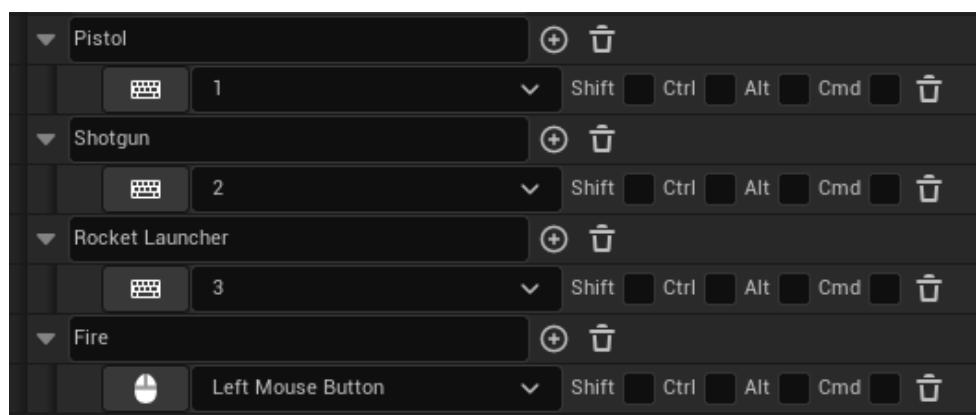
Skeletal Control	
Bone to Modify	spine_03
Functions	
On Initial Update	<i>f</i> None
On Become Relevant	<i>f</i> None
On Update	<i>f</i> None
Translation	
▶ Translation	0,0 0,0 0,0 Bind
Translation Mode	Ignore
Translation Space	Component Space
Rotation	
Rotation	Pin
Rotation Mode	Add to Existing
Rotation Space	Component Space
Tag	
Tag	None
Scale	
▶ Scale	1,0 1,0 1,0 Bind
Scale Mode	Ignore
Scale Space	Component Space
Performance	
LOD Threshold	-1
Alpha	
Alpha Input Type	Float Value
Alpha	1,0 Bind
Alpha Scale Bias	0,0 1,0
▶ Alpha Scale Bias Clamp	

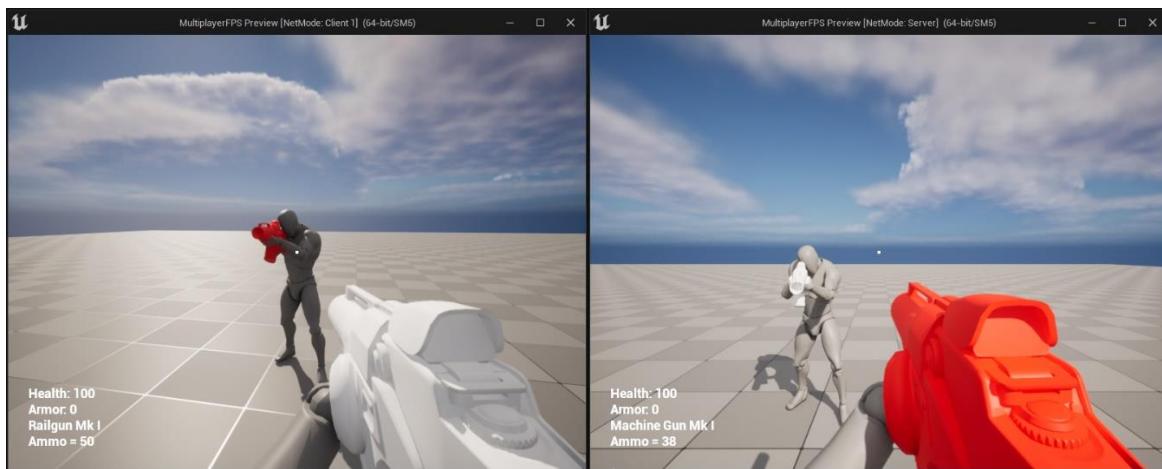
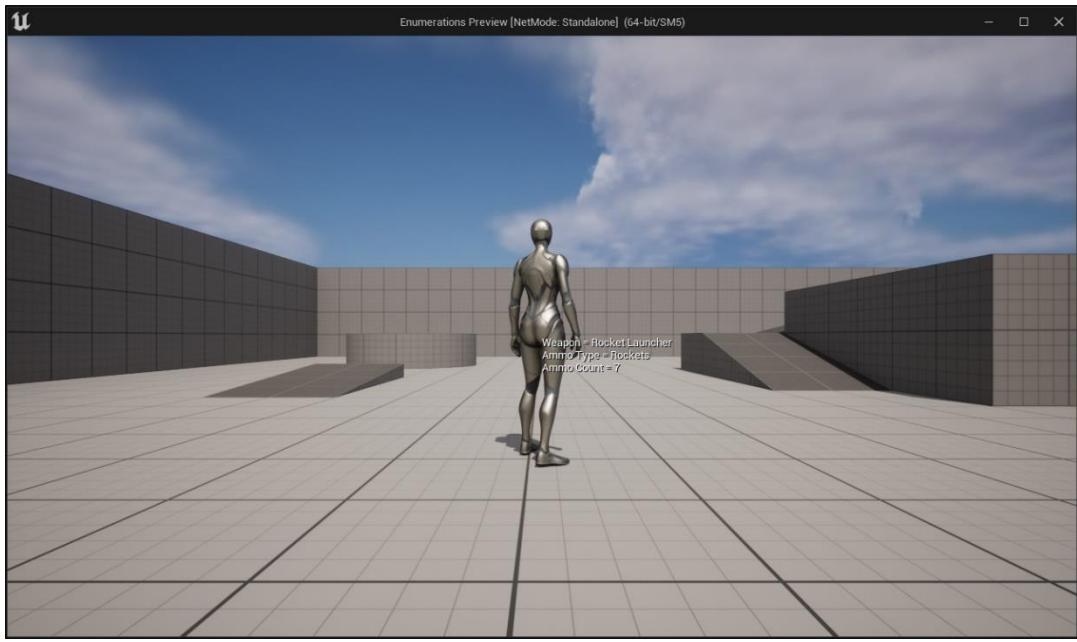


Chapter 17: Using Remote Procedure Calls

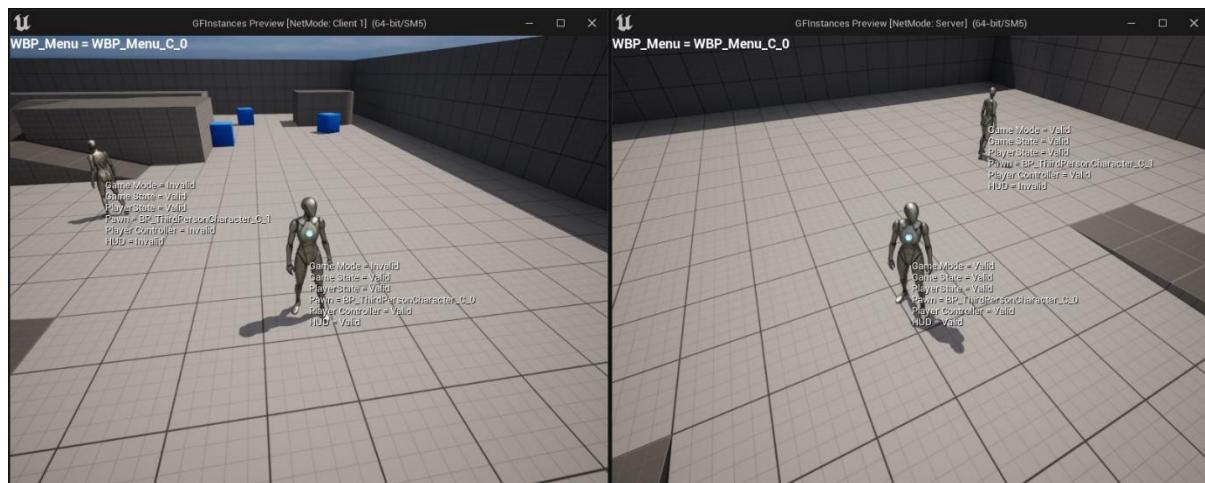
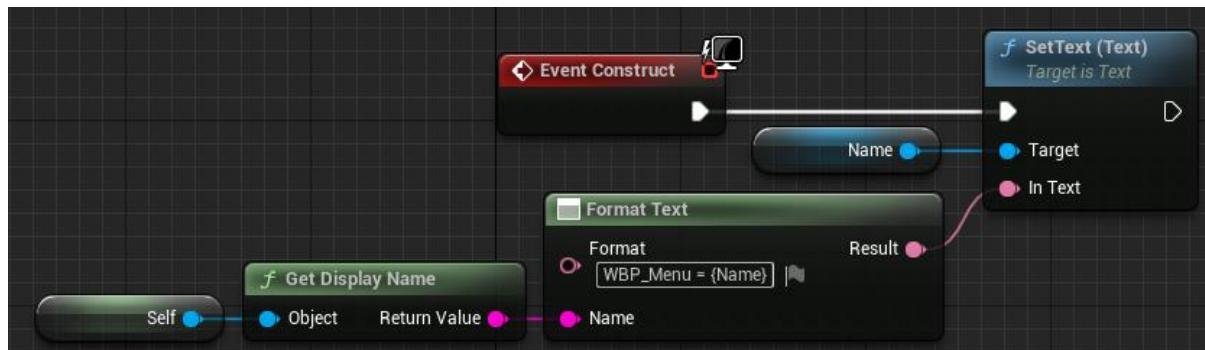
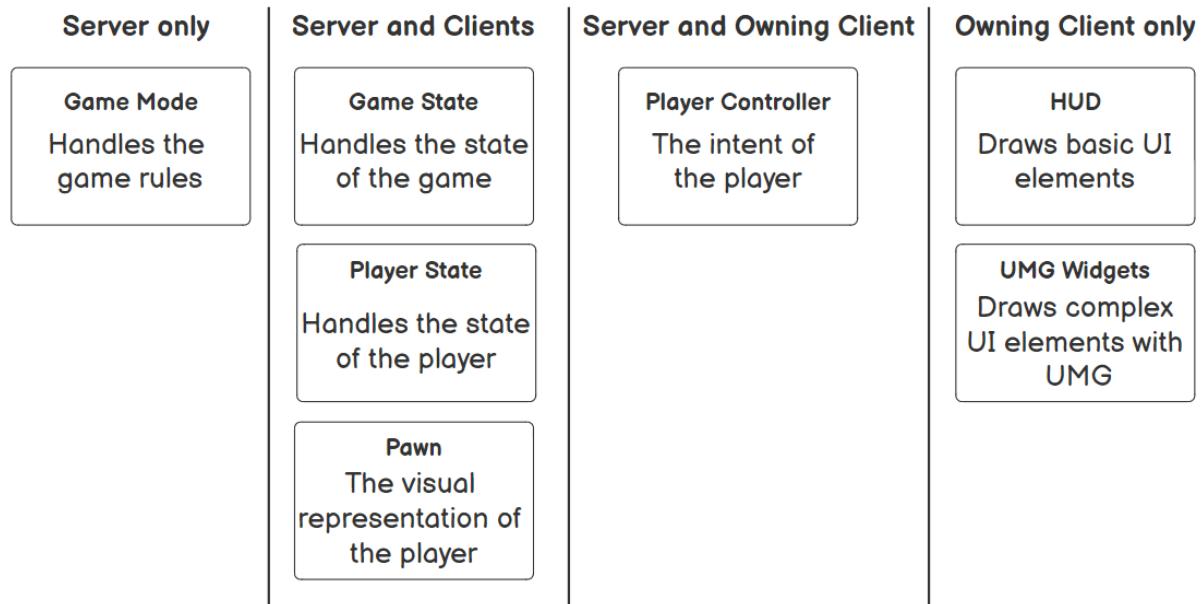


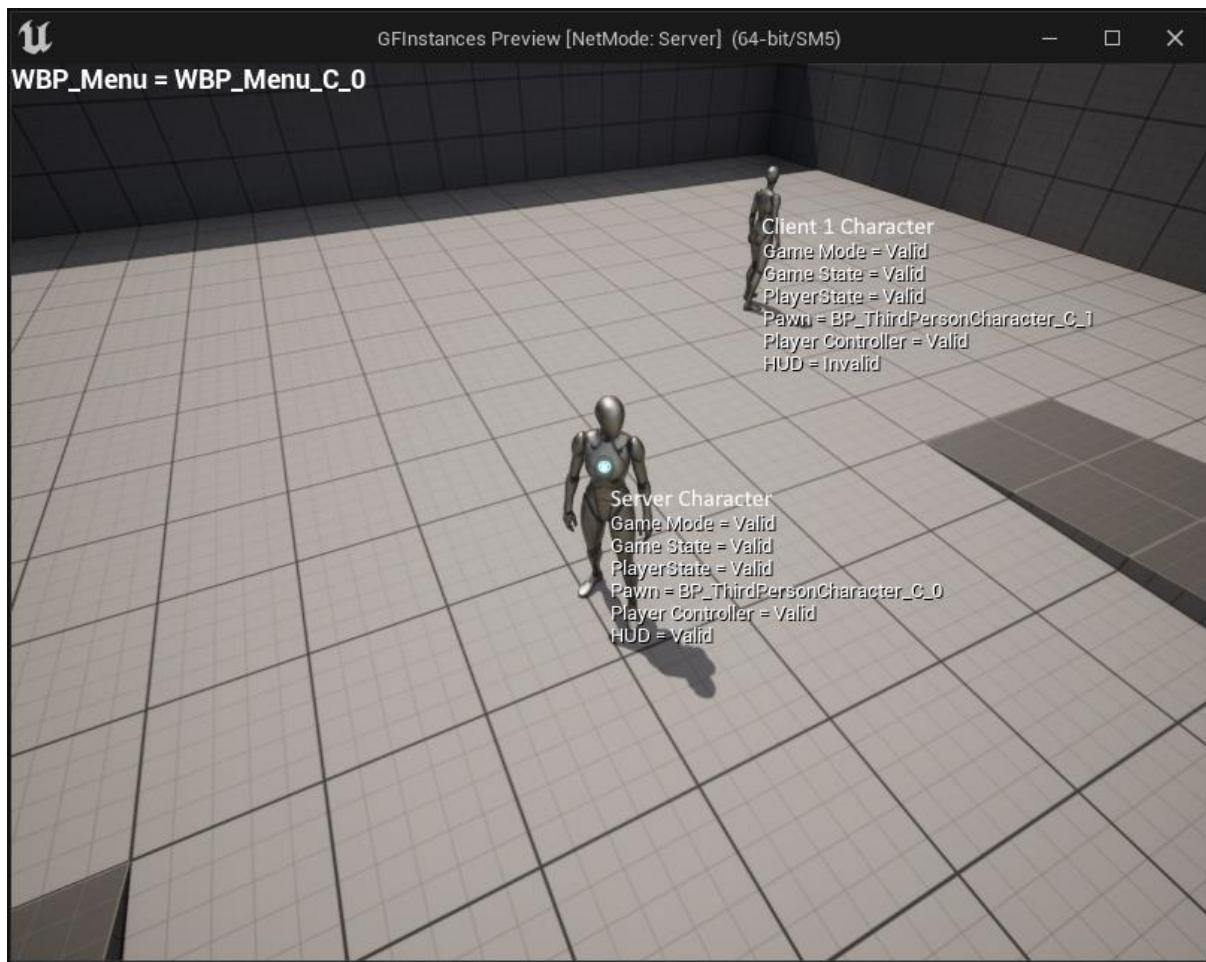






Chapter 18: Using Gameplay Framework Classes in Multiplayer







▼ Variable	
Variable Name	Player State
Variable Type	<input checked="" type="checkbox"/> Pickups Player <input checked="" type="checkbox"/> ▾
Description	
Instance Editable	<input checked="" type="checkbox"/>
Blueprint Read Only	<input type="checkbox"/>
Expose on Spawn	<input checked="" type="checkbox"/>

