Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_38"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3478"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3479"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3480"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3481"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3482"

End Object

Begin Object Name="EdGraphPin\_3478"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_303.EdGraphPin\_4168'

End Object

Begin Object Name="EdGraphPin\_3479"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4888'

End Object

Begin Object Name="EdGraphPin\_3480"

PinName="Physics Handle Active"

PinType=(PinCategory="bool")

DefaultValue="true"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_3481"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_3482"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle Active",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3478'

Pins(1)=EdGraphPin'EdGraphPin\_3479'

Pins(2)=EdGraphPin'EdGraphPin\_3480'

Pins(3)=EdGraphPin'EdGraphPin\_3481'

Pins(4)=EdGraphPin'EdGraphPin\_3482'

NodePosX=80

NodePosY=3216

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Handle Active\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Physics Handle Active \nError The property associated with Physics Handle Active could not be found"

NodeGuid=FB5D9EDD446C595EE312E39F92F773E7

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_40"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3493"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3494"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3495"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3496"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3497"

End Object

Begin Object Name="EdGraphPin\_3493"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_303.EdGraphPin\_4169'

End Object

Begin Object Name="EdGraphPin\_3494"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3176.EdGraphPin\_4963'

End Object

Begin Object Name="EdGraphPin\_3495"

PinName="Physics Handle Active"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_3496"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_3497"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle Active",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3493'

Pins(1)=EdGraphPin'EdGraphPin\_3494'

Pins(2)=EdGraphPin'EdGraphPin\_3495'

Pins(3)=EdGraphPin'EdGraphPin\_3496'

Pins(4)=EdGraphPin'EdGraphPin\_3497'

NodePosX=80

NodePosY=3312

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Handle Active\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Physics Handle Active \nError The property associated with Physics Handle Active could not be found"

NodeGuid=CC07EB1F4823EBBF532385BE3BE68091

End Object

Begin Object Class=K2Node\_InputKey Name="K2Node\_InputKey\_286"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3508"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3509"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3510"

End Object

Begin Object Name="EdGraphPin\_3508"

PinName="Pressed"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_236.EdGraphPin\_3544'

End Object

Begin Object Name="EdGraphPin\_3509"

PinName="Released"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_3510"

PinName="Key"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/InputCore.Key')

DefaultValue="AnyKey"

End Object

InputKey=MouseScrollUp

Pins(0)=EdGraphPin'EdGraphPin\_3508'

Pins(1)=EdGraphPin'EdGraphPin\_3509'

Pins(2)=EdGraphPin'EdGraphPin\_3510'

NodePosX=1744

NodePosY=2192

NodeGuid=EE7BE1FC41266E467EC37E9431A53BD7

End Object

Begin Object Class=K2Node\_InputKey Name="K2Node\_InputKey\_287"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3517"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3518"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3519"

End Object

Begin Object Name="EdGraphPin\_3517"

PinName="Pressed"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_237.EdGraphPin\_3571'

End Object

Begin Object Name="EdGraphPin\_3518"

PinName="Released"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_3519"

PinName="Key"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/InputCore.Key')

DefaultValue="AnyKey"

End Object

InputKey=MouseScrollDown

Pins(0)=EdGraphPin'EdGraphPin\_3517'

Pins(1)=EdGraphPin'EdGraphPin\_3518'

Pins(2)=EdGraphPin'EdGraphPin\_3519'

NodePosX=1744

NodePosY=2416

NodeGuid=F9BD70E2491472F888FC9899C8DB1714

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_125"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3526"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3527"

End Object

Begin Object Name="EdGraphPin\_3526"

PinName="Pickup Distance"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_36.EdGraphPin\_4865'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_3359.EdGraphPin\_4877'

End Object

Begin Object Name="EdGraphPin\_3527"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Pickup Distance",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3526'

Pins(1)=EdGraphPin'EdGraphPin\_3527'

NodePosX=1776

NodePosY=2336

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Pickup Distance\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Pickup Distance \nError The property associated with Pickup Distance could not be found"

NodeGuid=644140934F41265311ACA7B6CB5FA3DB

End Object

Begin Object Class=K2Node\_CommutativeAssociativeBinaryOperator Name="K2Node\_CommutativeAssociativeBinaryOperator\_36"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4864"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4865"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4866"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4867"

End Object

Begin Object Name="EdGraphPin\_4864"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4865"

PinName="A"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_125.EdGraphPin\_3526'

End Object

Begin Object Name="EdGraphPin\_4866"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="25"

AutogeneratedDefaultValue="1.000000"

End Object

Begin Object Name="EdGraphPin\_4867"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_236.EdGraphPin\_3546'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Add\_FloatFloat")

Pins(0)=EdGraphPin'EdGraphPin\_4864'

Pins(1)=EdGraphPin'EdGraphPin\_4865'

Pins(2)=EdGraphPin'EdGraphPin\_4866'

Pins(3)=EdGraphPin'EdGraphPin\_4867'

NodePosX=1952

NodePosY=2272

NodeGuid=89C097054B016F2A374C399B030DEEFC

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_236"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3544"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3545"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3546"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3547"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3548"

End Object

Begin Object Name="EdGraphPin\_3544"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_286.EdGraphPin\_3508'

End Object

Begin Object Name="EdGraphPin\_3545"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_3546"

PinName="Pickup Distance"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_36.EdGraphPin\_4867'

End Object

Begin Object Name="EdGraphPin\_3547"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_3548"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Pickup Distance",MemberGuid=A0AF58A5446F6CD41316DDBE5674F80D,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3544'

Pins(1)=EdGraphPin'EdGraphPin\_3545'

Pins(2)=EdGraphPin'EdGraphPin\_3546'

Pins(3)=EdGraphPin'EdGraphPin\_3547'

Pins(4)=EdGraphPin'EdGraphPin\_3548'

NodePosX=2128

NodePosY=2208

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Pickup Distance\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Pickup Distance \nError The property associated with Pickup Distance could not be found"

NodeGuid=2D1EE35A4D2734E6BB530AA840EAA2F7

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3359"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4876"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4877"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4878"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4879"

End Object

Begin Object Name="EdGraphPin\_4876"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4877"

PinName="A"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_125.EdGraphPin\_3526'

End Object

Begin Object Name="EdGraphPin\_4878"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="-25"

AutogeneratedDefaultValue="1.000000"

End Object

Begin Object Name="EdGraphPin\_4879"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_237.EdGraphPin\_3573'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Subtract\_FloatFloat")

Pins(0)=EdGraphPin'EdGraphPin\_4876'

Pins(1)=EdGraphPin'EdGraphPin\_4877'

Pins(2)=EdGraphPin'EdGraphPin\_4878'

Pins(3)=EdGraphPin'EdGraphPin\_4879'

NodePosX=1968

NodePosY=2496

NodeGuid=E0F441174DFAFB1E0FDE1FA7ACAEECB2

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_237"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3571"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3572"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3573"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3574"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3575"

End Object

Begin Object Name="EdGraphPin\_3571"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_287.EdGraphPin\_3517'

End Object

Begin Object Name="EdGraphPin\_3572"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_3573"

PinName="Pickup Distance"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3359.EdGraphPin\_4879'

End Object

Begin Object Name="EdGraphPin\_3574"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_3575"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Pickup Distance",MemberGuid=A0AF58A5446F6CD41316DDBE5674F80D,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3571'

Pins(1)=EdGraphPin'EdGraphPin\_3572'

Pins(2)=EdGraphPin'EdGraphPin\_3573'

Pins(3)=EdGraphPin'EdGraphPin\_3574'

Pins(4)=EdGraphPin'EdGraphPin\_3575'

NodePosX=2128

NodePosY=2448

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Pickup Distance\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Pickup Distance \nError The property associated with Pickup Distance could not be found"

NodeGuid=EA38FFC1472893AF5BFABAB8406DA3BA

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3361"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4888"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4889"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4890"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4891"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4892"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4893"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4894"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4895"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4896"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4897"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4898"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4899"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4900"

End Object

Begin Object Name="EdGraphPin\_4888"

PinName="execute"

PinToolTip="\nExec"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_38.EdGraphPin\_3479'

End Object

Begin Object Name="EdGraphPin\_4889"

PinName="then"

PinToolTip="\nExec"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_908.EdGraphPin\_3703'

End Object

Begin Object Name="EdGraphPin\_4890"

PinName="self"

PinFriendlyName="Target"

PinToolTip="Target\nKismet System Library Reference"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetSystemLibrary')

DefaultObject=Default\_\_KismetSystemLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4891"

PinName="WorldContextObject"

PinToolTip="World Context Object\nObject Reference"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/CoreUObject.Object')

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4892"

PinName="Start"

PinToolTip="Start\nVector \n\nStart of line segment."

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector',bIsConst=True)

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_2492.EdGraphPin\_4952'

End Object

Begin Object Name="EdGraphPin\_4893"

PinName="End"

PinToolTip="End\nVector \n\nEnd of line segment."

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector',bIsConst=True)

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_42.EdGraphPin\_4930'

End Object

Begin Object Name="EdGraphPin\_4894"

PinName="ObjectTypes"

PinToolTip="Object Types\nArray of EObjectTypeQuery Enums\n\nArray of Object Types to trace"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.EObjectTypeQuery',bIsArray=True,bIsReference=True,bIsConst=True)

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_139.EdGraphPin\_3625'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4895"

PinName="bTraceComplex"

PinToolTip="Trace Complex\nBoolean\n\nTrue to test against complex collision, false to test against simplified collision."

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4896"

PinName="ActorsToIgnore"

PinToolTip="Actors to Ignore\nArray of Actor References"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor',bIsArray=True,bIsReference=True,bIsConst=True)

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4897"

PinName="DrawDebugType"

PinToolTip="Draw Debug Type\nEDrawDebugTrace Enum"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.EDrawDebugTrace')

DefaultValue="ForDuration"

End Object

Begin Object Name="EdGraphPin\_4898"

PinName="OutHit"

PinToolTip="Out Hit\nHit Result Structure\n\nProperties of the trace hit."

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_83.EdGraphPin\_4264'

End Object

Begin Object Name="EdGraphPin\_4899"

PinName="bIgnoreSelf"

PinToolTip="Ignore Self\nBoolean"

PinType=(PinCategory="bool")

DefaultValue="true"

AutogeneratedDefaultValue="true"

End Object

Begin Object Name="EdGraphPin\_4900"

PinName="ReturnValue"

PinToolTip="Return Value\nBoolean\n\nTrue if there was a hit, false otherwise."

Direction=EGPD\_Output

PinType=(PinCategory="bool")

AutogeneratedDefaultValue="false"

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_79.EdGraphPin\_4270'

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.KismetSystemLibrary',MemberName="LineTraceSingleForObjects")

Pins(0)=EdGraphPin'EdGraphPin\_4888'

Pins(1)=EdGraphPin'EdGraphPin\_4889'

Pins(2)=EdGraphPin'EdGraphPin\_4890'

Pins(3)=EdGraphPin'EdGraphPin\_4891'

Pins(4)=EdGraphPin'EdGraphPin\_4892'

Pins(5)=EdGraphPin'EdGraphPin\_4893'

Pins(6)=EdGraphPin'EdGraphPin\_4894'

Pins(7)=EdGraphPin'EdGraphPin\_4895'

Pins(8)=EdGraphPin'EdGraphPin\_4896'

Pins(9)=EdGraphPin'EdGraphPin\_4897'

Pins(10)=EdGraphPin'EdGraphPin\_4898'

Pins(11)=EdGraphPin'EdGraphPin\_4899'

Pins(12)=EdGraphPin'EdGraphPin\_4900'

NodePosX=592

NodePosY=2736

NodeGuid=CEA623E7412F83BA71EC23A2AD69DAAA

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_139"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3625"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3626"

End Object

Begin Object Name="EdGraphPin\_3625"

PinName="Physics Object Types"

Direction=EGPD\_Output

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.EObjectTypeQuery',bIsArray=True)

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4894'

End Object

Begin Object Name="EdGraphPin\_3626"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Object Types",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3625'

Pins(1)=EdGraphPin'EdGraphPin\_3626'

NodePosX=400

NodePosY=2896

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Object Types\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Physics Object Types \nError The property associated with Physics Object Types could not be found"

NodeGuid=8159A97346998035009A569A559A6EA8

End Object

Begin Object Class=K2Node\_CommutativeAssociativeBinaryOperator Name="K2Node\_CommutativeAssociativeBinaryOperator\_42"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4927"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4928"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4929"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4930"

End Object

Begin Object Name="EdGraphPin\_4927"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4928"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_2492.EdGraphPin\_4952'

End Object

Begin Object Name="EdGraphPin\_4929"

PinName="B"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3444.EdGraphPin\_4942'

End Object

Begin Object Name="EdGraphPin\_4930"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4893'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Add\_VectorVector")

Pins(0)=EdGraphPin'EdGraphPin\_4927'

Pins(1)=EdGraphPin'EdGraphPin\_4928'

Pins(2)=EdGraphPin'EdGraphPin\_4929'

Pins(3)=EdGraphPin'EdGraphPin\_4930'

NodePosX=416

NodePosY=2816

NodeGuid=CFF2FFCB42FE331C8EC5FEA4FD1C1247

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3444"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4939"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4940"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4941"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4942"

End Object

Begin Object Name="EdGraphPin\_4939"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4940"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_2875.EdGraphPin\_4958'

End Object

Begin Object Name="EdGraphPin\_4941"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_164.EdGraphPin\_3655'

End Object

Begin Object Name="EdGraphPin\_4942"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_42.EdGraphPin\_4929'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Multiply\_VectorFloat")

Pins(0)=EdGraphPin'EdGraphPin\_4939'

Pins(1)=EdGraphPin'EdGraphPin\_4940'

Pins(2)=EdGraphPin'EdGraphPin\_4941'

Pins(3)=EdGraphPin'EdGraphPin\_4942'

NodePosX=288

NodePosY=2832

NodeGuid=E30C2A6E4C3ADD834E4CAB9B4235F368

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_164"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3655"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3656"

End Object

Begin Object Name="EdGraphPin\_3655"

PinName="Pickup Distance"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3444.EdGraphPin\_4941'

End Object

Begin Object Name="EdGraphPin\_3656"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Pickup Distance",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3655'

Pins(1)=EdGraphPin'EdGraphPin\_3656'

NodePosX=112

NodePosY=2912

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Pickup Distance\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Pickup Distance \nError The property associated with Pickup Distance could not be found"

NodeGuid=2E9898724A394477658EE1A85E889727

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_2492"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4951"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4952"

End Object

Begin Object Name="EdGraphPin\_4951"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.SceneComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2252.EdGraphPin\_4183'

End Object

Begin Object Name="EdGraphPin\_4952"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_42.EdGraphPin\_4928'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4892'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.SceneComponent',MemberName="K2\_GetComponentLocation")

Pins(0)=EdGraphPin'EdGraphPin\_4951'

Pins(1)=EdGraphPin'EdGraphPin\_4952'

NodePosX=64

NodePosY=2736

NodeGuid=9AB800D94CCF0C20FCF5BC9F4FBB50F7

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_2875"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4957"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4958"

End Object

Begin Object Name="EdGraphPin\_4957"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.SceneComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2252.EdGraphPin\_4183'

End Object

Begin Object Name="EdGraphPin\_4958"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3444.EdGraphPin\_4940'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.SceneComponent',MemberName="GetForwardVector")

Pins(0)=EdGraphPin'EdGraphPin\_4957'

Pins(1)=EdGraphPin'EdGraphPin\_4958'

NodePosX=64

NodePosY=2816

NodeGuid=B961FBA04ED077CC345B11A55FFD85AA

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3176"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4963"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4964"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4965"

End Object

Begin Object Name="EdGraphPin\_4963"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_40.EdGraphPin\_3494'

End Object

Begin Object Name="EdGraphPin\_4964"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_7792.EdGraphPin\_5275'

End Object

Begin Object Name="EdGraphPin\_4965"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2351.EdGraphPin\_4120'

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PhysicsHandleComponent',MemberName="ReleaseComponent")

Pins(0)=EdGraphPin'EdGraphPin\_4963'

Pins(1)=EdGraphPin'EdGraphPin\_4964'

Pins(2)=EdGraphPin'EdGraphPin\_4965'

NodePosX=352

NodePosY=3328

NodeGuid=1184FE514C48C80735643D953AF8BF1D

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3478"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4972"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4973"

End Object

Begin Object Name="EdGraphPin\_4972"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_4973"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3957.EdGraphPin\_5141'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberName="K2\_GetActorLocation",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4972'

Pins(1)=EdGraphPin'EdGraphPin\_4973'

NodePosX=1200

NodePosY=2800

NodeGuid=413E86A34C2623E5834E28A77F15827A

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3479"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4978"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4979"

End Object

Begin Object Name="EdGraphPin\_4978"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_4979"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_87.EdGraphPin\_4225'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberName="K2\_GetActorRotation",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4978'

Pins(1)=EdGraphPin'EdGraphPin\_4979'

NodePosX=1200

NodePosY=2880

NodeGuid=AE7C16D04E70E5D6667D9A94A6965F1C

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3482"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4984"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4985"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4986"

End Object

Begin Object Name="EdGraphPin\_4984"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4985"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3957.EdGraphPin\_5143'

End Object

Begin Object Name="EdGraphPin\_4986"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_908.EdGraphPin\_3705'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="VSize")

Pins(0)=EdGraphPin'EdGraphPin\_4984'

Pins(1)=EdGraphPin'EdGraphPin\_4985'

Pins(2)=EdGraphPin'EdGraphPin\_4986'

NodePosX=1584

NodePosY=2784

NodeGuid=5D7D1EFC4C343FF0338CAFBE1130B2C5

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_908"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3703"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3704"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3705"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3706"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3707"

End Object

Begin Object Name="EdGraphPin\_3703"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4889'

End Object

Begin Object Name="EdGraphPin\_3704"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_940.EdGraphPin\_3718'

End Object

Begin Object Name="EdGraphPin\_3705"

PinName="Other Item Location"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3482.EdGraphPin\_4986'

End Object

Begin Object Name="EdGraphPin\_3706"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_3707"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Other Item Location",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3703'

Pins(1)=EdGraphPin'EdGraphPin\_3704'

Pins(2)=EdGraphPin'EdGraphPin\_3705'

Pins(3)=EdGraphPin'EdGraphPin\_3706'

Pins(4)=EdGraphPin'EdGraphPin\_3707'

NodePosX=1776

NodePosY=2752

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Other Item Location\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Other Item Location \nError The property associated with Other Item Location could not be found"

NodeGuid=878039614BAFF9DC54DF7E943EF9C076

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_940"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3718"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3719"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3720"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3721"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3722"

End Object

Begin Object Name="EdGraphPin\_3718"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_908.EdGraphPin\_3704'

End Object

Begin Object Name="EdGraphPin\_3719"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_23.EdGraphPin\_3733'

End Object

Begin Object Name="EdGraphPin\_3720"

PinName="Other Item Rotation"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_87.EdGraphPin\_4226'

End Object

Begin Object Name="EdGraphPin\_3721"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_3722"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Other Item Rotation",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3718'

Pins(1)=EdGraphPin'EdGraphPin\_3719'

Pins(2)=EdGraphPin'EdGraphPin\_3720'

Pins(3)=EdGraphPin'EdGraphPin\_3721'

Pins(4)=EdGraphPin'EdGraphPin\_3722'

NodePosX=2016

NodePosY=2752

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Other Item Rotation\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Other Item Rotation \nError The property associated with Other Item Rotation could not be found"

NodeGuid=033FDB894713EC7BDF5187A02D14A421

End Object

Begin Object Class=K2Node\_IfThenElse Name="K2Node\_IfThenElse\_23"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3733"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3734"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3735"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3736"

End Object

Begin Object Name="EdGraphPin\_3733"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_940.EdGraphPin\_3719'

End Object

Begin Object Name="EdGraphPin\_3734"

PinName="Condition"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="true"

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_81.EdGraphPin\_4277'

End Object

Begin Object Name="EdGraphPin\_3735"

PinName="then"

PinFriendlyName="true"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_24.EdGraphPin\_3745'

End Object

Begin Object Name="EdGraphPin\_3736"

PinName="else"

PinFriendlyName="false"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Pins(0)=EdGraphPin'EdGraphPin\_3733'

Pins(1)=EdGraphPin'EdGraphPin\_3734'

Pins(2)=EdGraphPin'EdGraphPin\_3735'

Pins(3)=EdGraphPin'EdGraphPin\_3736'

NodePosX=2400

NodePosY=2688

NodeGuid=FACD0DFD464BA7CD6FCC57A332DDFC4E

End Object

Begin Object Class=K2Node\_IfThenElse Name="K2Node\_IfThenElse\_24"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3745"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3746"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3747"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3748"

End Object

Begin Object Name="EdGraphPin\_3745"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_23.EdGraphPin\_3735'

End Object

Begin Object Name="EdGraphPin\_3746"

PinName="Condition"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="true"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3611.EdGraphPin\_5050'

End Object

Begin Object Name="EdGraphPin\_3747"

PinName="then"

PinFriendlyName="true"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_AddComponent\_64.EdGraphPin\_5080'

End Object

Begin Object Name="EdGraphPin\_3748"

PinName="else"

PinFriendlyName="false"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Pins(0)=EdGraphPin'EdGraphPin\_3745'

Pins(1)=EdGraphPin'EdGraphPin\_3746'

Pins(2)=EdGraphPin'EdGraphPin\_3747'

Pins(3)=EdGraphPin'EdGraphPin\_3748'

NodePosX=2992

NodePosY=2688

NodeGuid=33535F3643B648EB7F5E739F71329CF3

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3609"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4993"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4994"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4995"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4996"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4997"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4998"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4999"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5000"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5001"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5002"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5003"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5004"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5005"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5006"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5007"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5008"

End Object

Begin Object Name="EdGraphPin\_4993"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.GameplayStatics')

DefaultObject=Default\_\_GameplayStatics

bHidden=True

End Object

Begin Object Name="EdGraphPin\_4994"

PinName="Hit"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult',bIsReference=True,bIsConst=True)

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_85.EdGraphPin\_4220'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4995"

PinName="bBlockingHit"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4996"

PinName="bInitialOverlap"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4997"

PinName="Time"

Direction=EGPD\_Output

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_4998"

PinName="Location"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5109'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_3957.EdGraphPin\_5142'

End Object

Begin Object Name="EdGraphPin\_4999"

PinName="ImpactPoint"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_5000"

PinName="Normal"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_5001"

PinName="ImpactNormal"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_5002"

PinName="PhysMat"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicalMaterial')

End Object

Begin Object Name="EdGraphPin\_5003"

PinName="HitActor"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_5004"

PinName="HitComponent"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3610.EdGraphPin\_5041'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_3612.EdGraphPin\_5061'

LinkedTo(2)=EdGraphPin'K2Node\_CallFunction\_4968.EdGraphPin\_5172'

LinkedTo(3)=EdGraphPin'K2Node\_Knot\_73.EdGraphPin\_4243'

LinkedTo(4)=EdGraphPin'K2Node\_CallFunction\_7792.EdGraphPin\_5277'

End Object

Begin Object Name="EdGraphPin\_5005"

PinName="HitBoneName"

Direction=EGPD\_Output

PinType=(PinCategory="name")

AutogeneratedDefaultValue="None"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5108'

End Object

Begin Object Name="EdGraphPin\_5006"

PinName="HitItem"

Direction=EGPD\_Output

PinType=(PinCategory="int")

DefaultValue="0"

AutogeneratedDefaultValue="0"

End Object

Begin Object Name="EdGraphPin\_5007"

PinName="TraceStart"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_5008"

PinName="TraceEnd"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.GameplayStatics',MemberName="BreakHitResult")

Pins(0)=EdGraphPin'EdGraphPin\_4993'

Pins(1)=EdGraphPin'EdGraphPin\_4994'

Pins(2)=EdGraphPin'EdGraphPin\_4995'

Pins(3)=EdGraphPin'EdGraphPin\_4996'

Pins(4)=EdGraphPin'EdGraphPin\_4997'

Pins(5)=EdGraphPin'EdGraphPin\_4998'

Pins(6)=EdGraphPin'EdGraphPin\_4999'

Pins(7)=EdGraphPin'EdGraphPin\_5000'

Pins(8)=EdGraphPin'EdGraphPin\_5001'

Pins(9)=EdGraphPin'EdGraphPin\_5002'

Pins(10)=EdGraphPin'EdGraphPin\_5003'

Pins(11)=EdGraphPin'EdGraphPin\_5004'

Pins(12)=EdGraphPin'EdGraphPin\_5005'

Pins(13)=EdGraphPin'EdGraphPin\_5006'

Pins(14)=EdGraphPin'EdGraphPin\_5007'

Pins(15)=EdGraphPin'EdGraphPin\_5008'

NodePosX=2400

NodePosY=2784

NodeGuid=EDADE39F4AD7A701D652989C0C8F282A

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3610"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5041"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5042"

End Object

Begin Object Name="EdGraphPin\_5041"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5004'

End Object

Begin Object Name="EdGraphPin\_5042"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3611.EdGraphPin\_5048'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.PrimitiveComponent',MemberName="GetMass")

Pins(0)=EdGraphPin'EdGraphPin\_5041'

Pins(1)=EdGraphPin'EdGraphPin\_5042'

NodePosX=2640

NodePosY=3072

NodeGuid=737209CC40CE920420AB2D8FF905E335

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3611"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5047"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5048"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5049"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5050"

End Object

Begin Object Name="EdGraphPin\_5047"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5048"

PinName="A"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3610.EdGraphPin\_5042'

End Object

Begin Object Name="EdGraphPin\_5049"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="500"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_5050"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

AutogeneratedDefaultValue="false"

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_24.EdGraphPin\_3746'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Less\_FloatFloat")

Pins(0)=EdGraphPin'EdGraphPin\_5047'

Pins(1)=EdGraphPin'EdGraphPin\_5048'

Pins(2)=EdGraphPin'EdGraphPin\_5049'

Pins(3)=EdGraphPin'EdGraphPin\_5050'

NodePosX=2880

NodePosY=3088

NodeGuid=9726C08D421E99FA760A3AAE784B4E4E

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3612"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5059"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5060"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5061"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5062"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5063"

End Object

Begin Object Name="EdGraphPin\_5059"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4968.EdGraphPin\_5171'

LinkedTo(1)=EdGraphPin'K2Node\_Knot\_75.EdGraphPin\_4214'

End Object

Begin Object Name="EdGraphPin\_5060"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_5061"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5004'

End Object

Begin Object Name="EdGraphPin\_5062"

PinName="Channel"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.ECollisionChannel')

DefaultValue="ECC\_Pawn"

End Object

Begin Object Name="EdGraphPin\_5063"

PinName="NewResponse"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.ECollisionResponse')

DefaultValue="ECR\_Block"

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PrimitiveComponent',MemberName="SetCollisionResponseToChannel")

Pins(0)=EdGraphPin'EdGraphPin\_5059'

Pins(1)=EdGraphPin'EdGraphPin\_5060'

Pins(2)=EdGraphPin'EdGraphPin\_5061'

Pins(3)=EdGraphPin'EdGraphPin\_5062'

Pins(4)=EdGraphPin'EdGraphPin\_5063'

NodePosX=2608

NodePosY=3168

NodeGuid=4EFC2484432B2C2B094F429A87FECDCB

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3705"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5074"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5075"

End Object

Begin Object Name="EdGraphPin\_5074"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_5075"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Transform')

LinkedTo(0)=EdGraphPin'K2Node\_AddComponent\_64.EdGraphPin\_5085'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberName="GetTransform",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_5074'

Pins(1)=EdGraphPin'EdGraphPin\_5075'

NodePosX=3344

NodePosY=2752

NodeGuid=B0127F8649F389BD0762ADA1F6D2D7E2

End Object

Begin Object Class=K2Node\_AddComponent Name="K2Node\_AddComponent\_64"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5080"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5081"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5082"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5083"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5084"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5085"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5086"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5087"

End Object

Begin Object Name="EdGraphPin\_5080"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_24.EdGraphPin\_3747'

End Object

Begin Object Name="EdGraphPin\_5081"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_979.EdGraphPin\_3868'

End Object

Begin Object Name="EdGraphPin\_5082"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_5083"

PinName="TemplateName"

PinType=(PinCategory="name")

DefaultValue="PhysicsHandleComponent\_4"

AutogeneratedDefaultValue="None"

bHidden=True

bNotConnectable=True

bDefaultValueIsReadOnly=True

End Object

Begin Object Name="EdGraphPin\_5084"

PinName="bManualAttachment"

PinToolTip="Manual Attachment\nBoolean\n\nDefines whether the component should attach to the root automatically, or be left unattached for the user to manually attach later."

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5085"

PinName="RelativeTransform"

PinToolTip="Relative Transform\nTransform \n\nDefines where to position the component (relative to its parent). If the component is left unattached, then the transform is relative to the world."

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Transform',bIsConst=True)

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3705.EdGraphPin\_5075'

bHidden=True

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_5086"

PinName="ComponentTemplateContext"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/CoreUObject.Object',bIsConst=True)

bHidden=True

bNotConnectable=True

End Object

Begin Object Name="EdGraphPin\_5087"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_979.EdGraphPin\_3870'

End Object

TemplateBlueprint="/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter"

FunctionReference=(MemberName="AddComponent",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_5080'

Pins(1)=EdGraphPin'EdGraphPin\_5081'

Pins(2)=EdGraphPin'EdGraphPin\_5082'

Pins(3)=EdGraphPin'EdGraphPin\_5083'

Pins(4)=EdGraphPin'EdGraphPin\_5084'

Pins(5)=EdGraphPin'EdGraphPin\_5085'

Pins(6)=EdGraphPin'EdGraphPin\_5086'

Pins(7)=EdGraphPin'EdGraphPin\_5087'

NodePosX=3584

NodePosY=2672

NodeGuid=DE79D49E4D773DCBD90873B27142DD46

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_979"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3868"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3869"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3870"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3871"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3872"

End Object

Begin Object Name="EdGraphPin\_3868"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_AddComponent\_64.EdGraphPin\_5081'

End Object

Begin Object Name="EdGraphPin\_3869"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_1088.EdGraphPin\_3937'

End Object

Begin Object Name="EdGraphPin\_3870"

PinName="Physics Handle"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_AddComponent\_64.EdGraphPin\_5087'

End Object

Begin Object Name="EdGraphPin\_3871"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

End Object

Begin Object Name="EdGraphPin\_3872"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3868'

Pins(1)=EdGraphPin'EdGraphPin\_3869'

Pins(2)=EdGraphPin'EdGraphPin\_3870'

Pins(3)=EdGraphPin'EdGraphPin\_3871'

Pins(4)=EdGraphPin'EdGraphPin\_3872'

NodePosX=3888

NodePosY=2720

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Handle\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Physics Handle \nError The property associated with Physics Handle could not be found"

NodeGuid=E675CA684E71B0242F6B18A2017CB2CD

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_1837"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3883"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3884"

End Object

Begin Object Name="EdGraphPin\_3883"

PinName="Physics Handle"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5106'

End Object

Begin Object Name="EdGraphPin\_3884"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3883'

Pins(1)=EdGraphPin'EdGraphPin\_3884'

NodePosX=4080

NodePosY=2880

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Handle\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Physics Handle \nError The property associated with Physics Handle could not be found"

NodeGuid=B6269C0A45BA0627CBFAC7970D78BF79

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3797"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5104"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5105"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5106"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5107"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5108"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5109"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5110"

End Object

Begin Object Name="EdGraphPin\_5104"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_1088.EdGraphPin\_3938'

End Object

Begin Object Name="EdGraphPin\_5105"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3954.EdGraphPin\_5125'

End Object

Begin Object Name="EdGraphPin\_5106"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_1837.EdGraphPin\_3883'

End Object

Begin Object Name="EdGraphPin\_5107"

PinName="Component"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_71.EdGraphPin\_4232'

End Object

Begin Object Name="EdGraphPin\_5108"

PinName="InBoneName"

PinType=(PinCategory="name")

DefaultValue="None"

AutogeneratedDefaultValue="None"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5005'

End Object

Begin Object Name="EdGraphPin\_5109"

PinName="GrabLocation"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_4998'

End Object

Begin Object Name="EdGraphPin\_5110"

PinName="bConstrainRotation"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PhysicsHandleComponent',MemberName="GrabComponent")

Pins(0)=EdGraphPin'EdGraphPin\_5104'

Pins(1)=EdGraphPin'EdGraphPin\_5105'

Pins(2)=EdGraphPin'EdGraphPin\_5106'

Pins(3)=EdGraphPin'EdGraphPin\_5107'

Pins(4)=EdGraphPin'EdGraphPin\_5108'

Pins(5)=EdGraphPin'EdGraphPin\_5109'

Pins(6)=EdGraphPin'EdGraphPin\_5110'

NodePosX=4304

NodePosY=2688

NodeGuid=1D07225A4D7B280E5652949DB07F7B80

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3954"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5125"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5126"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5127"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5128"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5129"

End Object

Begin Object Name="EdGraphPin\_5125"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5105'

End Object

Begin Object Name="EdGraphPin\_5126"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_5127"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_43.EdGraphPin\_4259'

End Object

Begin Object Name="EdGraphPin\_5128"

PinName="Channel"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.ECollisionChannel')

DefaultValue="ECC\_Pawn"

End Object

Begin Object Name="EdGraphPin\_5129"

PinName="NewResponse"

PinType=(PinCategory="byte",PinSubCategoryObject=Enum'/Script/Engine.ECollisionResponse')

DefaultValue="ECR\_Ignore"

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PrimitiveComponent',MemberName="SetCollisionResponseToChannel")

Pins(0)=EdGraphPin'EdGraphPin\_5125'

Pins(1)=EdGraphPin'EdGraphPin\_5126'

Pins(2)=EdGraphPin'EdGraphPin\_5127'

Pins(3)=EdGraphPin'EdGraphPin\_5128'

Pins(4)=EdGraphPin'EdGraphPin\_5129'

NodePosX=4608

NodePosY=2688

NodeGuid=8619188D4696BBE8CFF145B0F287E094

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3957"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5140"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5141"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5142"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5143"

End Object

Begin Object Name="EdGraphPin\_5140"

PinName="self"

PinFriendlyName="Target"

PinToolTip="Target\nKismet Math Library Reference"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5141"

PinName="A"

PinToolTip="A\nVector "

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3478.EdGraphPin\_4973'

End Object

Begin Object Name="EdGraphPin\_5142"

PinName="B"

PinToolTip="B\nVector "

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_4998'

End Object

Begin Object Name="EdGraphPin\_5143"

PinName="ReturnValue"

PinToolTip="Return Value\nVector "

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3482.EdGraphPin\_4985'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Subtract\_VectorVector")

Pins(0)=EdGraphPin'EdGraphPin\_5140'

Pins(1)=EdGraphPin'EdGraphPin\_5141'

Pins(2)=EdGraphPin'EdGraphPin\_5142'

Pins(3)=EdGraphPin'EdGraphPin\_5143'

NodePosX=1456

NodePosY=2816

NodeGuid=CC9232B148F71D1E4D9DE79CDBF3382A

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_1088"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3937"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3938"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3939"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3940"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3941"

End Object

Begin Object Name="EdGraphPin\_3937"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_979.EdGraphPin\_3869'

End Object

Begin Object Name="EdGraphPin\_3938"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5104'

End Object

Begin Object Name="EdGraphPin\_3939"

PinName="Physics Object"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/CoreUObject.Object')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_73.EdGraphPin\_4244'

End Object

Begin Object Name="EdGraphPin\_3940"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/CoreUObject.Object')

End Object

Begin Object Name="EdGraphPin\_3941"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Object",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3937'

Pins(1)=EdGraphPin'EdGraphPin\_3938'

Pins(2)=EdGraphPin'EdGraphPin\_3939'

Pins(3)=EdGraphPin'EdGraphPin\_3940'

Pins(4)=EdGraphPin'EdGraphPin\_3941'

NodePosX=4080

NodePosY=2752

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Object\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Physics Object \nError The property associated with Physics Object could not be found"

NodeGuid=C7F2E7E0422A9191AE2113A188C26084

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_2069"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3952"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3953"

End Object

Begin Object Name="EdGraphPin\_3952"

PinName="is Held?"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

AutogeneratedDefaultValue="false"

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_106.EdGraphPin\_3959'

End Object

Begin Object Name="EdGraphPin\_3953"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="is Held?",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3952'

Pins(1)=EdGraphPin'EdGraphPin\_3953'

NodePosX=1392

NodePosY=3424

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"is Held?\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get is Held? \nError The property associated with Is Held? could not be found"

NodeGuid=E25DD3F44760965C6CE3BCA95311CA81

End Object

Begin Object Class=K2Node\_IfThenElse Name="K2Node\_IfThenElse\_106"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3958"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3959"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3960"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3961"

End Object

Begin Object Name="EdGraphPin\_3958"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_7792.EdGraphPin\_5276'

End Object

Begin Object Name="EdGraphPin\_3959"

PinName="Condition"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="true"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2069.EdGraphPin\_3952'

End Object

Begin Object Name="EdGraphPin\_3960"

PinName="then"

PinFriendlyName="true"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4968.EdGraphPin\_5170'

End Object

Begin Object Name="EdGraphPin\_3961"

PinName="else"

PinFriendlyName="false"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_77.EdGraphPin\_4237'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_3958'

Pins(1)=EdGraphPin'EdGraphPin\_3959'

Pins(2)=EdGraphPin'EdGraphPin\_3960'

Pins(3)=EdGraphPin'EdGraphPin\_3961'

NodePosX=1552

NodePosY=3344

NodeGuid=0C606B12482D5E9B86198BAF512A6AEE

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_2082"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3970"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3971"

End Object

Begin Object Name="EdGraphPin\_3970"

PinName="First Person Camera"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.SceneComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4478.EdGraphPin\_5152'

End Object

Begin Object Name="EdGraphPin\_3971"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="First Person Camera",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_3970'

Pins(1)=EdGraphPin'EdGraphPin\_3971'

NodePosX=1280

NodePosY=3504

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"First Person Camera\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get First Person Camera \nError The property associated with First Person Camera could not be found"

NodeGuid=0FFDFC7D42D4103EDAD9919967024A4C

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_4478"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5152"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5153"

End Object

Begin Object Name="EdGraphPin\_5152"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.SceneComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2082.EdGraphPin\_3970'

End Object

Begin Object Name="EdGraphPin\_5153"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4479.EdGraphPin\_5159'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.SceneComponent',MemberName="GetForwardVector")

Pins(0)=EdGraphPin'EdGraphPin\_5152'

Pins(1)=EdGraphPin'EdGraphPin\_5153'

NodePosX=1440

NodePosY=3488

NodeGuid=3CA3CF3044B29950318642B8FEB93143

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_4479"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5158"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5159"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5160"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5161"

End Object

Begin Object Name="EdGraphPin\_5158"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5159"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4478.EdGraphPin\_5153'

End Object

Begin Object Name="EdGraphPin\_5160"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="5000"

AutogeneratedDefaultValue="0.0"

End Object

Begin Object Name="EdGraphPin\_5161"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4968.EdGraphPin\_5173'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Multiply\_VectorFloat")

Pins(0)=EdGraphPin'EdGraphPin\_5158'

Pins(1)=EdGraphPin'EdGraphPin\_5159'

Pins(2)=EdGraphPin'EdGraphPin\_5160'

Pins(3)=EdGraphPin'EdGraphPin\_5161'

NodePosX=1648

NodePosY=3504

NodeGuid=2289B6AB4956C3554CE3E4A144447562

End Object

Begin Object Class=K2Node\_InputKey Name="K2Node\_InputKey\_499"

Begin Object Class=EdGraphPin Name="EdGraphPin\_3994"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3995"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_3996"

End Object

Begin Object Name="EdGraphPin\_3994"

PinName="Pressed"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_1248.EdGraphPin\_4003'

End Object

Begin Object Name="EdGraphPin\_3995"

PinName="Released"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_1250.EdGraphPin\_4018'

End Object

Begin Object Name="EdGraphPin\_3996"

PinName="Key"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/InputCore.Key')

DefaultValue="AnyKey"

End Object

InputKey=Q

Pins(0)=EdGraphPin'EdGraphPin\_3994'

Pins(1)=EdGraphPin'EdGraphPin\_3995'

Pins(2)=EdGraphPin'EdGraphPin\_3996'

NodePosX=1248

NodePosY=3200

NodeGuid=AC17FDED4F95AC707F2ED09B9C4F8187

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_1248"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4003"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4004"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4005"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4006"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4007"

End Object

Begin Object Name="EdGraphPin\_4003"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_499.EdGraphPin\_3994'

End Object

Begin Object Name="EdGraphPin\_4004"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_4005"

PinName="is Held?"

PinType=(PinCategory="bool")

DefaultValue="true"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4006"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4007"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="is Held?",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4003'

Pins(1)=EdGraphPin'EdGraphPin\_4004'

Pins(2)=EdGraphPin'EdGraphPin\_4005'

Pins(3)=EdGraphPin'EdGraphPin\_4006'

Pins(4)=EdGraphPin'EdGraphPin\_4007'

NodePosX=1344

NodePosY=3184

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"is Held?\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set is Held? \nError The property associated with Is Held? could not be found"

NodeGuid=D2BE13694CA5A8EAC151139D156AEAAE

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_1250"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4018"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4019"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4020"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4021"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4022"

End Object

Begin Object Name="EdGraphPin\_4018"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_InputKey\_499.EdGraphPin\_3995'

End Object

Begin Object Name="EdGraphPin\_4019"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_4020"

PinName="is Held?"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4021"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="false"

End Object

Begin Object Name="EdGraphPin\_4022"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="is Held?",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4018'

Pins(1)=EdGraphPin'EdGraphPin\_4019'

Pins(2)=EdGraphPin'EdGraphPin\_4020'

Pins(3)=EdGraphPin'EdGraphPin\_4021'

Pins(4)=EdGraphPin'EdGraphPin\_4022'

NodePosX=1344

NodePosY=3280

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"is Held?\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set is Held? \nError The property associated with Is Held? could not be found"

NodeGuid=C0CD863744367730F58E81B3CF8C1525

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_4968"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5170"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5171"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5172"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5173"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5174"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5175"

End Object

Begin Object Name="EdGraphPin\_5170"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_106.EdGraphPin\_3960'

End Object

Begin Object Name="EdGraphPin\_5171"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3612.EdGraphPin\_5059'

End Object

Begin Object Name="EdGraphPin\_5172"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5004'

End Object

Begin Object Name="EdGraphPin\_5173"

PinName="Impulse"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4479.EdGraphPin\_5161'

End Object

Begin Object Name="EdGraphPin\_5174"

PinName="BoneName"

PinType=(PinCategory="name")

DefaultValue="None"

AutogeneratedDefaultValue="None"

End Object

Begin Object Name="EdGraphPin\_5175"

PinName="bVelChange"

PinType=(PinCategory="bool")

DefaultValue="true"

AutogeneratedDefaultValue="false"

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PrimitiveComponent',MemberName="AddImpulse")

Pins(0)=EdGraphPin'EdGraphPin\_5170'

Pins(1)=EdGraphPin'EdGraphPin\_5171'

Pins(2)=EdGraphPin'EdGraphPin\_5172'

Pins(3)=EdGraphPin'EdGraphPin\_5173'

Pins(4)=EdGraphPin'EdGraphPin\_5174'

Pins(5)=EdGraphPin'EdGraphPin\_5175'

NodePosX=1840

NodePosY=3360

NodeGuid=A298563E45890977B06910857670BF6C

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3265"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5188"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5189"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5190"

End Object

Begin Object Name="EdGraphPin\_5188"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5189"

PinName="InRot"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4743.EdGraphPin\_5270'

End Object

Begin Object Name="EdGraphPin\_5190"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3266.EdGraphPin\_5198'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="GetForwardVector")

Pins(0)=EdGraphPin'EdGraphPin\_5188'

Pins(1)=EdGraphPin'EdGraphPin\_5189'

Pins(2)=EdGraphPin'EdGraphPin\_5190'

NodePosX=144

NodePosY=2416

ErrorType=1

ErrorMsg="Error Dependency cycle detected, preventing node Get Forward Vector from being scheduled"

NodeGuid=08511058413AA8E0021EEAB6AE38BAC1

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3266"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5197"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5198"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5199"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5200"

End Object

Begin Object Name="EdGraphPin\_5197"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5198"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3265.EdGraphPin\_5190'

End Object

Begin Object Name="EdGraphPin\_5199"

PinName="B"

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_1633.EdGraphPin\_4072'

End Object

Begin Object Name="EdGraphPin\_5200"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_162.EdGraphPin\_5211'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Multiply\_VectorFloat")

Pins(0)=EdGraphPin'EdGraphPin\_5197'

Pins(1)=EdGraphPin'EdGraphPin\_5198'

Pins(2)=EdGraphPin'EdGraphPin\_5199'

Pins(3)=EdGraphPin'EdGraphPin\_5200'

NodePosX=384

NodePosY=2416

ErrorType=1

ErrorMsg="Error Dependency cycle detected, preventing node vector \* float from being scheduled"

NodeGuid=C49C50EB4819842539077FBE1BD0A6F5

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_1633"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4072"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4073"

End Object

Begin Object Name="EdGraphPin\_4072"

PinName="Other Item Location"

Direction=EGPD\_Output

PinType=(PinCategory="float")

AutogeneratedDefaultValue="0.0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3266.EdGraphPin\_5199'

End Object

Begin Object Name="EdGraphPin\_4073"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Other Item Location",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4072'

Pins(1)=EdGraphPin'EdGraphPin\_4073'

NodePosX=192

NodePosY=2480

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Other Item Location\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Other Item Location \nError The property associated with Other Item Location could not be found"

NodeGuid=493535824095392FFC309DA8913105B2

End Object

Begin Object Class=K2Node\_CommutativeAssociativeBinaryOperator Name="K2Node\_CommutativeAssociativeBinaryOperator\_162"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5209"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5210"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5211"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5212"

End Object

Begin Object Name="EdGraphPin\_5209"

PinName="self"

PinFriendlyName="Target"

PinToolTip="Target\nKismet Math Library Reference"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5210"

PinName="A"

PinToolTip="A\nVector "

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3353.EdGraphPin\_5222'

End Object

Begin Object Name="EdGraphPin\_5211"

PinName="B"

PinToolTip="B\nVector "

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3266.EdGraphPin\_5200'

End Object

Begin Object Name="EdGraphPin\_5212"

PinName="ReturnValue"

PinToolTip="Return Value\nVector "

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_163.EdGraphPin\_5228'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Add\_VectorVector")

Pins(0)=EdGraphPin'EdGraphPin\_5209'

Pins(1)=EdGraphPin'EdGraphPin\_5210'

Pins(2)=EdGraphPin'EdGraphPin\_5211'

Pins(3)=EdGraphPin'EdGraphPin\_5212'

NodePosX=528

NodePosY=2400

ErrorType=1

ErrorMsg="Error Dependency cycle detected, preventing node vector + vector from being scheduled"

NodeGuid=20EA7CF3495051F2F0EC01A2A9C4787A

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3353"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5221"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5222"

End Object

Begin Object Name="EdGraphPin\_5221"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Actor')

End Object

Begin Object Name="EdGraphPin\_5222"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_162.EdGraphPin\_5210'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberName="K2\_GetActorLocation",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_5221'

Pins(1)=EdGraphPin'EdGraphPin\_5222'

NodePosX=272

NodePosY=2336

NodeGuid=BC72C93840D78CF32C28C1BF071054AF

End Object

Begin Object Class=K2Node\_CommutativeAssociativeBinaryOperator Name="K2Node\_CommutativeAssociativeBinaryOperator\_163"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5227"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5228"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5229"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5230"

End Object

Begin Object Name="EdGraphPin\_5227"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.KismetMathLibrary')

DefaultObject=Default\_\_KismetMathLibrary

bHidden=True

End Object

Begin Object Name="EdGraphPin\_5228"

PinName="A"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_162.EdGraphPin\_5212'

End Object

Begin Object Name="EdGraphPin\_5229"

PinName="B"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0,50.000000"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_5230"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_899.EdGraphPin\_4143'

End Object

bIsPureFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.KismetMathLibrary',MemberName="Add\_VectorVector")

Pins(0)=EdGraphPin'EdGraphPin\_5227'

Pins(1)=EdGraphPin'EdGraphPin\_5228'

Pins(2)=EdGraphPin'EdGraphPin\_5229'

Pins(3)=EdGraphPin'EdGraphPin\_5230'

NodePosX=720

NodePosY=2400

ErrorType=1

ErrorMsg="Error Dependency cycle detected, preventing node vector + vector from being scheduled"

NodeGuid=D638338745B47E61A726D68E858E11FD

End Object

Begin Object Class=K2Node\_IfThenElse Name="K2Node\_IfThenElse\_11"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4108"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4109"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4110"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4111"

End Object

Begin Object Name="EdGraphPin\_4108"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_Event\_294.EdGraphPin\_5240'

End Object

Begin Object Name="EdGraphPin\_4109"

PinName="Condition"

PinType=(PinCategory="bool")

DefaultValue="false"

AutogeneratedDefaultValue="true"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_3907.EdGraphPin\_4207'

End Object

Begin Object Name="EdGraphPin\_4110"

PinName="then"

PinFriendlyName="true"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_899.EdGraphPin\_4141'

End Object

Begin Object Name="EdGraphPin\_4111"

PinName="else"

PinFriendlyName="false"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4108'

Pins(1)=EdGraphPin'EdGraphPin\_4109'

Pins(2)=EdGraphPin'EdGraphPin\_4110'

Pins(3)=EdGraphPin'EdGraphPin\_4111'

NodePosX=848

NodePosY=2208

NodeGuid=D29707A44143548CFBE6058B484BAA4E

End Object

Begin Object Class=K2Node\_Event Name="K2Node\_Event\_294"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5239"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5240"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5241"

End Object

Begin Object Name="EdGraphPin\_5239"

PinName="OutputDelegate"

Direction=EGPD\_Output

PinType=(PinCategory="delegate",PinSubCategoryMemberReference=(MemberParent=Class'/Script/Engine.Actor',MemberName="ReceiveTick"))

End Object

Begin Object Name="EdGraphPin\_5240"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_11.EdGraphPin\_4108'

End Object

Begin Object Name="EdGraphPin\_5241"

PinName="DeltaSeconds"

PinToolTip="Delta Seconds\nFloat"

Direction=EGPD\_Output

PinType=(PinCategory="float")

DefaultValue="0.0"

AutogeneratedDefaultValue="0.0"

End Object

EventReference=(MemberParent=Class'/Script/Engine.Actor',MemberName="ReceiveTick")

bOverrideFunction=True

Pins(0)=EdGraphPin'EdGraphPin\_5239'

Pins(1)=EdGraphPin'EdGraphPin\_5240'

Pins(2)=EdGraphPin'EdGraphPin\_5241'

NodePosX=624

NodePosY=2192

NodeGuid=3AC92D124239D29F41853E9CF1033D9B

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_3414"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5248"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5249"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5250"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5251"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5252"

End Object

Begin Object Name="EdGraphPin\_5248"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_899.EdGraphPin\_4142'

End Object

Begin Object Name="EdGraphPin\_5249"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

End Object

Begin Object Name="EdGraphPin\_5250"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_2350.EdGraphPin\_4201'

End Object

Begin Object Name="EdGraphPin\_5251"

PinName="NewLocation"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_VariableGet\_604.EdGraphPin\_4177'

End Object

Begin Object Name="EdGraphPin\_5252"

PinName="NewRotation"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_4517.EdGraphPin\_5264'

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PhysicsHandleComponent',MemberName="SetTargetLocationAndRotation")

Pins(0)=EdGraphPin'EdGraphPin\_5248'

Pins(1)=EdGraphPin'EdGraphPin\_5249'

Pins(2)=EdGraphPin'EdGraphPin\_5250'

Pins(3)=EdGraphPin'EdGraphPin\_5251'

Pins(4)=EdGraphPin'EdGraphPin\_5252'

NodePosX=1328

NodePosY=2240

NodeGuid=6515AF724FD97355C90CB6B53A048DD8

End Object

Begin Object Class=K2Node\_VariableSet Name="K2Node\_VariableSet\_899"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4141"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4142"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4143"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4144"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4145"

End Object

Begin Object Name="EdGraphPin\_4141"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_11.EdGraphPin\_4110'

End Object

Begin Object Name="EdGraphPin\_4142"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3414.EdGraphPin\_5248'

End Object

Begin Object Name="EdGraphPin\_4143"

PinName="Handle Location"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CommutativeAssociativeBinaryOperator\_163.EdGraphPin\_5230'

End Object

Begin Object Name="EdGraphPin\_4144"

PinName="Output\_Get"

PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

DefaultValue="0, 0, 0"

AutogeneratedDefaultValue="0, 0, 0"

End Object

Begin Object Name="EdGraphPin\_4145"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Handle Location",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4141'

Pins(1)=EdGraphPin'EdGraphPin\_4142'

Pins(2)=EdGraphPin'EdGraphPin\_4143'

Pins(3)=EdGraphPin'EdGraphPin\_4144'

Pins(4)=EdGraphPin'EdGraphPin\_4145'

NodePosX=1088

NodePosY=2224

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Handle Location\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Set Handle Location \nError The property associated with Handle Location could not be found"

NodeGuid=D175008E4F9E1897749B4290C5A5A359

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_4517"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5263"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5264"

End Object

Begin Object Name="EdGraphPin\_5263"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Pawn')

End Object

Begin Object Name="EdGraphPin\_5264"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3414.EdGraphPin\_5252'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.Pawn',MemberName="GetControlRotation")

Pins(0)=EdGraphPin'EdGraphPin\_5263'

Pins(1)=EdGraphPin'EdGraphPin\_5264'

NodePosX=1072

NodePosY=2400

ErrorType=1

ErrorMsg="Error This blueprint (self) is not a Pawn, therefore \' Target \' must have a connection."

NodeGuid=73D18E294B5736E001E9B39BBA1D68B5

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_4743"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5269"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5270"

End Object

Begin Object Name="EdGraphPin\_5269"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.Pawn')

End Object

Begin Object Name="EdGraphPin\_5270"

PinName="ReturnValue"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3265.EdGraphPin\_5189'

End Object

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=Class'/Script/Engine.Pawn',MemberName="GetControlRotation")

Pins(0)=EdGraphPin'EdGraphPin\_5269'

Pins(1)=EdGraphPin'EdGraphPin\_5270'

NodePosX=-128

NodePosY=2416

ErrorType=1

ErrorMsg="Error This blueprint (self) is not a Pawn, therefore \' Target \' must have a connection."

NodeGuid=03D4BCF242F28F0DCB8D8FB8F92F1F6C

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_32"

NodePosX=-176

NodePosY=2144

NodeWidth=1781

NodeHeight=421

NodeComment="Sets pickup object location"

NodeGuid=48485A24409C74C7B1344AA3C880D14E

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_35"

NodePosX=-176

NodePosY=3152

NodeWidth=816

NodeHeight=400

NodeComment="Input that sets the Physics Handle active or not"

NodeGuid=DEDAED0840EA0DEF51EB409D9BF31BE4

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_39"

NodePosX=1696

NodePosY=2144

NodeWidth=672

NodeHeight=448

NodeComment="Adjusts the pickup distance"

NodeGuid=EDA0C1F34319A9BC2A2BFDB9C5253F30

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_57"

NodePosX=-176

NodePosY=2688

NodeWidth=1147

NodeHeight=370

NodeComment="Line Trace to find an applicable Physics Object"

NodeGuid=6B8FB1C24755BA4DAE15D9A06CE53DA6

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_83"

NodePosX=1168

NodePosY=2688

NodeWidth=1088

NodeHeight=320

NodeComment="Get other object location"

NodeGuid=997175454E9AD36B7D567289E01411B9

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_92"

NodePosX=2352

NodePosY=2624

NodeWidth=824

NodeHeight=791

NodeComment="Hit conditions"

NodeGuid=A38CC97148656F8046CFCCAC4A8B502C

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_110"

NodePosX=3296

NodePosY=2624

NodeWidth=1632

NodeHeight=416

NodeComment="Add and grab PhysicsHandle"

NodeGuid=5FCC4595476C9D74BCBEF2BE02141C15

End Object

Begin Object Class=EdGraphNode\_Comment Name="EdGraphNode\_Comment\_121"

NodePosX=1200

NodePosY=3136

NodeWidth=913

NodeHeight=480

NodeComment="If Player is holding Q when releasing object, an impulse will be applied"

NodeGuid=9AE17DCB47AD1F8DC40312961A3CEC3D

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_43"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4258"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4259"

End Object

Begin Object Name="EdGraphPin\_4258"

PinName="InputPin"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_71.EdGraphPin\_4232'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4259"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3954.EdGraphPin\_5127'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4258'

Pins(1)=EdGraphPin'EdGraphPin\_4259'

NodePosX=4464

NodePosY=2976

NodeGuid=0A41150E4215306C020E4BB1978961FF

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_71"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4231"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4232"

End Object

Begin Object Name="EdGraphPin\_4231"

PinName="InputPin"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_73.EdGraphPin\_4244'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4232"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_43.EdGraphPin\_4258'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_3797.EdGraphPin\_5107'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4231'

Pins(1)=EdGraphPin'EdGraphPin\_4232'

NodePosX=4192

NodePosY=2976

NodeGuid=7A832BE54B710738FA5D738F15582A13

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_73"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4243"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4244"

End Object

Begin Object Name="EdGraphPin\_4243"

PinName="InputPin"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5004'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4244"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_71.EdGraphPin\_4231'

LinkedTo(1)=EdGraphPin'K2Node\_VariableSet\_1088.EdGraphPin\_3939'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4243'

Pins(1)=EdGraphPin'EdGraphPin\_4244'

NodePosX=3952

NodePosY=2976

NodeGuid=F6ED63E34C2AF29EA0D2B091ED5375DF

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_75"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4213"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4214"

End Object

Begin Object Name="EdGraphPin\_4213"

PinName="InputPin"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_77.EdGraphPin\_4238'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4214"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3612.EdGraphPin\_5059'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4213'

Pins(1)=EdGraphPin'EdGraphPin\_4214'

NodePosX=2032

NodePosY=3568

NodeGuid=560E66F441543B36A365508F41235BA4

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_77"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4237"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4238"

End Object

Begin Object Name="EdGraphPin\_4237"

PinName="InputPin"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_106.EdGraphPin\_3961'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4238"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_75.EdGraphPin\_4213'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4237'

Pins(1)=EdGraphPin'EdGraphPin\_4238'

NodePosX=1824

NodePosY=3568

NodeGuid=3094295B4A622BCCBF49A19A6E64A9F2

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_79"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4270"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4271"

End Object

Begin Object Name="EdGraphPin\_4270"

PinName="InputPin"

PinType=(PinCategory="bool")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4900'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4271"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_81.EdGraphPin\_4276'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4270'

Pins(1)=EdGraphPin'EdGraphPin\_4271'

NodePosX=1168

NodePosY=3056

NodeGuid=FA59E46B4A9438FADCF540AF9C772F58

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_81"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4276"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4277"

End Object

Begin Object Name="EdGraphPin\_4276"

PinName="InputPin"

PinType=(PinCategory="bool")

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_79.EdGraphPin\_4271'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4277"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_23.EdGraphPin\_3734'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4276'

Pins(1)=EdGraphPin'EdGraphPin\_4277'

NodePosX=2192

NodePosY=3072

NodeGuid=EFA767A54BA0A14B1016FB82DD92DC2F

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_83"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4264"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4265"

End Object

Begin Object Name="EdGraphPin\_4264"

PinName="InputPin"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3361.EdGraphPin\_4898'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4265"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_85.EdGraphPin\_4219'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4264'

Pins(1)=EdGraphPin'EdGraphPin\_4265'

NodePosX=1168

NodePosY=3024

NodeGuid=64B3A761443D1E4103FB3F8C763C5F0F

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_85"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4219"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4220"

End Object

Begin Object Name="EdGraphPin\_4219"

PinName="InputPin"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult')

LinkedTo(0)=EdGraphPin'K2Node\_Knot\_83.EdGraphPin\_4265'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4220"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/Engine.HitResult')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_4994'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4219'

Pins(1)=EdGraphPin'EdGraphPin\_4220'

NodePosX=2192

NodePosY=3040

NodeGuid=B406A3B9468D5E4E4D9937A583006B52

End Object

Begin Object Class=K2Node\_Knot Name="K2Node\_Knot\_87"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4225"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4226"

End Object

Begin Object Name="EdGraphPin\_4225"

PinName="InputPin"

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3479.EdGraphPin\_4979'

bDefaultValueIsIgnored=True

End Object

Begin Object Name="EdGraphPin\_4226"

PinName="OutputPin"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Rotator')

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_940.EdGraphPin\_3720'

End Object

Pins(0)=EdGraphPin'EdGraphPin\_4225'

Pins(1)=EdGraphPin'EdGraphPin\_4226'

NodePosX=1904

NodePosY=2928

NodeGuid=B7A4C6AE45ACFE6D62C2F8A561910D00

End Object

Begin Object Class=K2Node\_CallFunction Name="K2Node\_CallFunction\_7792"

Begin Object Class=EdGraphPin Name="EdGraphPin\_5275"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5276"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5277"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_5278"

End Object

Begin Object Name="EdGraphPin\_5275"

PinName="execute"

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3176.EdGraphPin\_4964'

End Object

Begin Object Name="EdGraphPin\_5276"

PinName="then"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_106.EdGraphPin\_3958'

End Object

Begin Object Name="EdGraphPin\_5277"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PrimitiveComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3609.EdGraphPin\_5004'

End Object

Begin Object Name="EdGraphPin\_5278"

PinName="BoneName"

PinType=(PinCategory="name")

DefaultValue="None"

AutogeneratedDefaultValue="None"

End Object

FunctionReference=(MemberParent=Class'/Script/Engine.PrimitiveComponent',MemberName="WakeRigidBody")

Pins(0)=EdGraphPin'EdGraphPin\_5275'

Pins(1)=EdGraphPin'EdGraphPin\_5276'

Pins(2)=EdGraphPin'EdGraphPin\_5277'

Pins(3)=EdGraphPin'EdGraphPin\_5278'

NodePosX=848

NodePosY=3280

NodeGuid=698882F94116584B46D48F98DBA93103

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_3907"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4207"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4208"

End Object

Begin Object Name="EdGraphPin\_4207"

PinName="Physics Handle Active"

Direction=EGPD\_Output

PinType=(PinCategory="bool")

AutogeneratedDefaultValue="false"

LinkedTo(0)=EdGraphPin'K2Node\_IfThenElse\_11.EdGraphPin\_4109'

End Object

Begin Object Name="EdGraphPin\_4208"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle Active",MemberGuid=9982BFF04485A1D7B9B8AC8781E0B1C7,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4207'

Pins(1)=EdGraphPin'EdGraphPin\_4208'

NodePosX=640

NodePosY=2304

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Physics Handle Active\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Physics Handle Active \nError The property associated with Physics Handle Active could not be found"

NodeGuid=85903E3A422B6033A401AAA6129007A5

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_604"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4177"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4178"

End Object

Begin Object Name="EdGraphPin\_4177"

PinName="Handle Location"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/CoreUObject.Vector')

AutogeneratedDefaultValue="0, 0, 0"

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3414.EdGraphPin\_5251'

End Object

Begin Object Name="EdGraphPin\_4178"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Handle Location",MemberGuid=035E6F16427395BA240D83A765A4B17E,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4177'

Pins(1)=EdGraphPin'EdGraphPin\_4178'

NodePosX=1136

NodePosY=2352

ErrorType=1

ErrorMsg="Warning Could not find a variable named \"Handle Location\" in \'FirstPersonCharacter\_C\'.\nMake sure \'FirstPersonCharacter\_C\' has been compiled for Get Handle Location \nError The property associated with Handle Location could not be found"

NodeGuid=5ADCA5954DADBAC878CF9BA43C44A3EF

End Object

Begin Object Class=K2Node\_InputKey Name="K2Node\_InputKey\_303"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4168"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4169"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4170"

End Object

Begin Object Name="EdGraphPin\_4168"

PinName="Pressed"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_38.EdGraphPin\_3478'

End Object

Begin Object Name="EdGraphPin\_4169"

PinName="Released"

Direction=EGPD\_Output

PinType=(PinCategory="exec")

LinkedTo(0)=EdGraphPin'K2Node\_VariableSet\_40.EdGraphPin\_3493'

End Object

Begin Object Name="EdGraphPin\_4170"

PinName="Key"

Direction=EGPD\_Output

PinType=(PinCategory="struct",PinSubCategoryObject=ScriptStruct'/Script/InputCore.Key')

DefaultValue="AnyKey"

End Object

InputKey=RightMouseButton

Pins(0)=EdGraphPin'EdGraphPin\_4168'

Pins(1)=EdGraphPin'EdGraphPin\_4169'

Pins(2)=EdGraphPin'EdGraphPin\_4170'

NodePosX=-144

NodePosY=3248

NodeGuid=0856736A46BD5FA5EAEA83873772E5F2

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_2252"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4183"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4184"

End Object

Begin Object Name="EdGraphPin\_4183"

PinName="FirstPersonCamera"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.CameraComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_2492.EdGraphPin\_4951'

LinkedTo(1)=EdGraphPin'K2Node\_CallFunction\_2875.EdGraphPin\_4957'

End Object

Begin Object Name="EdGraphPin\_4184"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="FirstPersonCamera",bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4183'

Pins(1)=EdGraphPin'EdGraphPin\_4184'

NodePosX=-160

NodePosY=2880

NodeGuid=3184F25D479899EE675F9B92E037377F

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_2350"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4201"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4202"

End Object

Begin Object Name="EdGraphPin\_4201"

PinName="Physics Handle"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3414.EdGraphPin\_5250'

End Object

Begin Object Name="EdGraphPin\_4202"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle",MemberGuid=EEA7086A4560A7E45EC569BABB2A54B8,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4201'

Pins(1)=EdGraphPin'EdGraphPin\_4202'

NodePosX=1136

NodePosY=2304

NodeGuid=68B0C1194C6FBBB0D879558CCDB0CF28

End Object

Begin Object Class=K2Node\_VariableGet Name="K2Node\_VariableGet\_2351"

Begin Object Class=EdGraphPin Name="EdGraphPin\_4120"

End Object

Begin Object Class=EdGraphPin Name="EdGraphPin\_4121"

End Object

Begin Object Name="EdGraphPin\_4120"

PinName="Physics Handle"

Direction=EGPD\_Output

PinType=(PinCategory="object",PinSubCategoryObject=Class'/Script/Engine.PhysicsHandleComponent')

LinkedTo(0)=EdGraphPin'K2Node\_CallFunction\_3176.EdGraphPin\_4965'

End Object

Begin Object Name="EdGraphPin\_4121"

PinName="self"

PinFriendlyName="Target"

PinType=(PinCategory="object",PinSubCategoryObject=BlueprintGeneratedClass'/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter\_C')

bHidden=True

End Object

VariableReference=(MemberName="Physics Handle",MemberGuid=EEA7086A4560A7E45EC569BABB2A54B8,bSelfContext=True)

Pins(0)=EdGraphPin'EdGraphPin\_4120'

Pins(1)=EdGraphPin'EdGraphPin\_4121'

NodePosX=192

NodePosY=3424

NodeGuid=F8605B42452A2AC4CAF213BDC73B7261

End Object