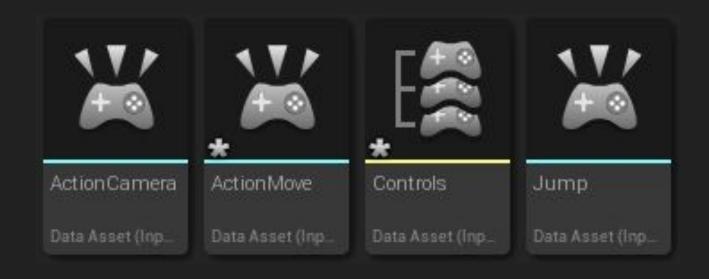


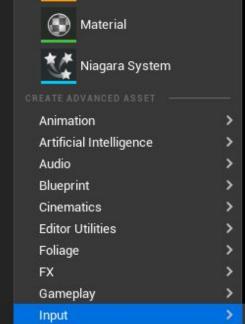
Unreal Engine 4

Controle de personnage

Ajouter des Controles



Click droit Sur le tiroir à contenu



Material Media

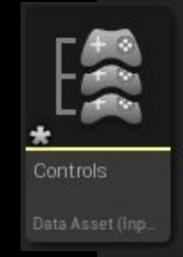
Paper2D

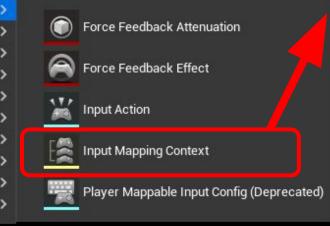
Physics Texture

World

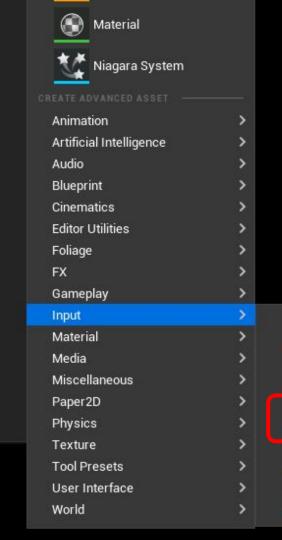
Tool Presets User Interface

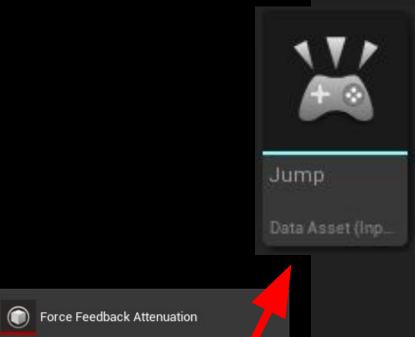
Miscellaneous





Click droit Sur le tiroir à contenu





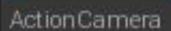
Force Feedback Effect

Input Mapping Context

Player Mappable Input Config (Deprecated)

Input Action



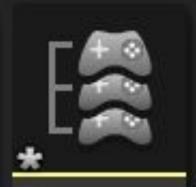


Data Asset (Inp...



Action Move

Data Asset (Inp..



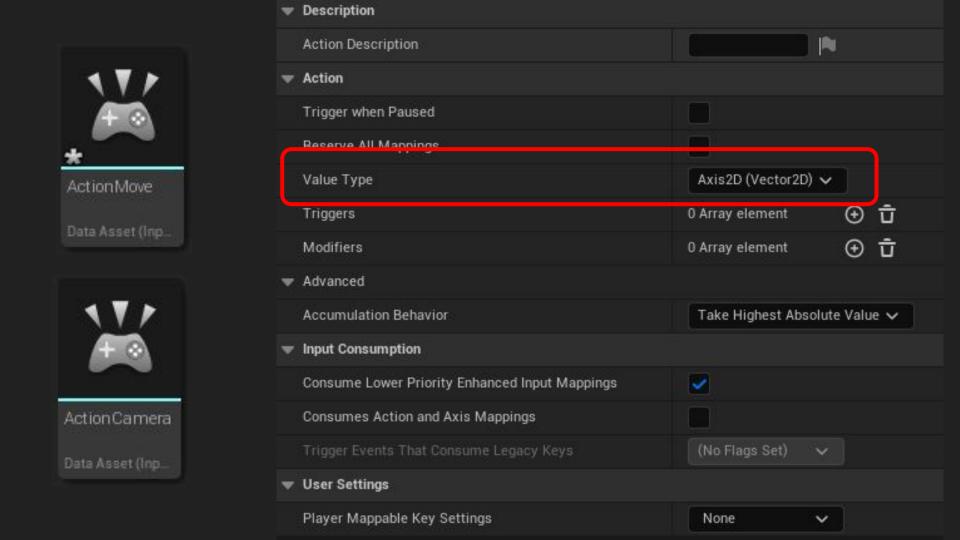
Controls

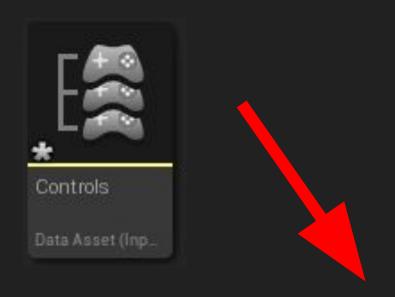
Data Asset (Inp.



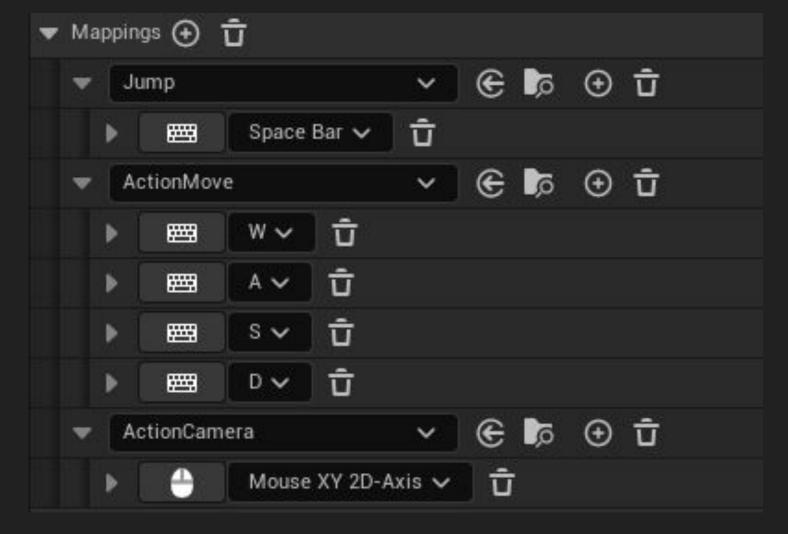
Jump

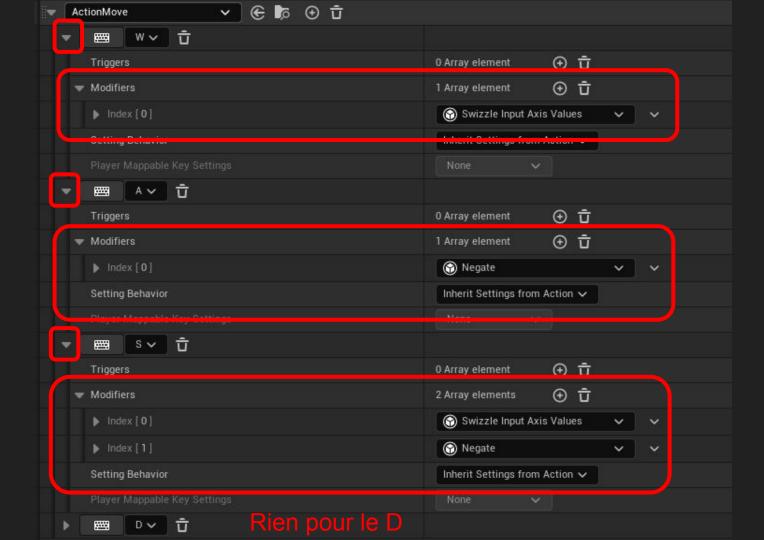
Data Asset (Inp.

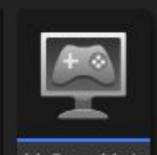












MyGameMode

Blueprint Class



MyPlayer Character

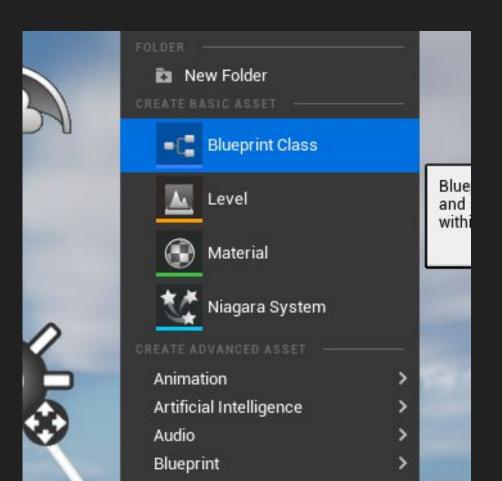
Blueprint Class

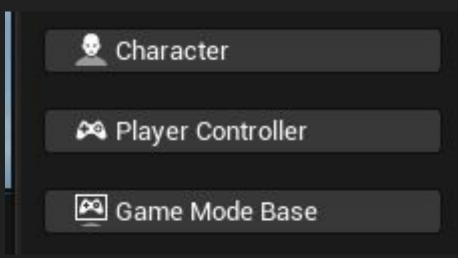


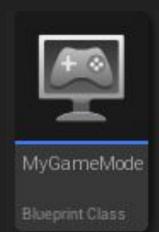
MyPlayer Controller

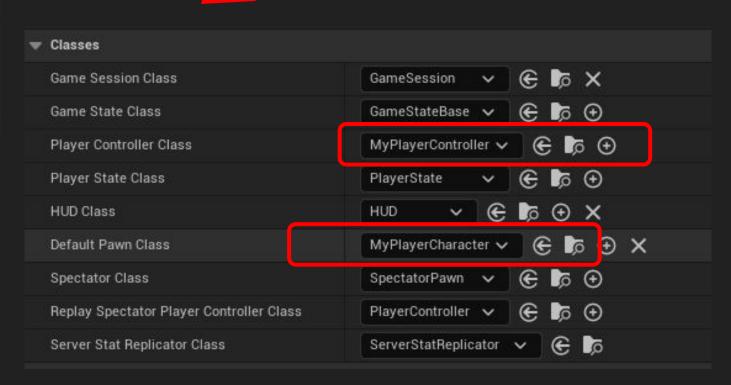
Blueprint Class

Créer un "Blueprint"



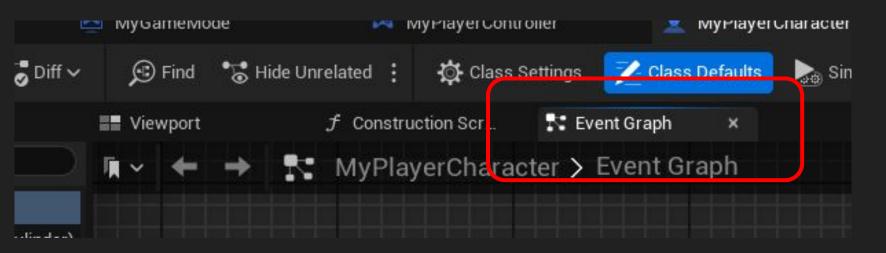






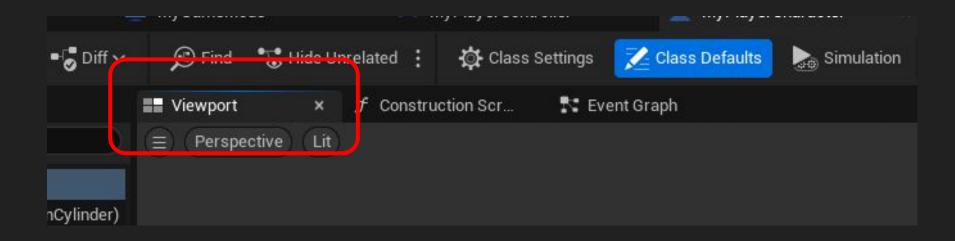


"Event Graph" pour Programmer





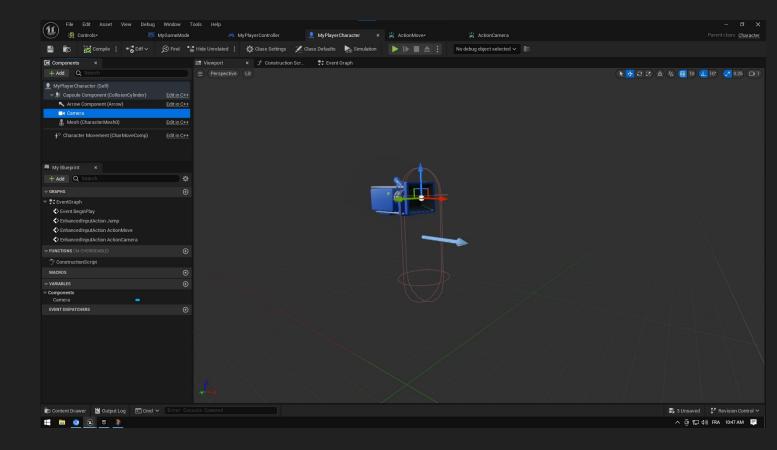
"Viewport" pour voir ou modifier





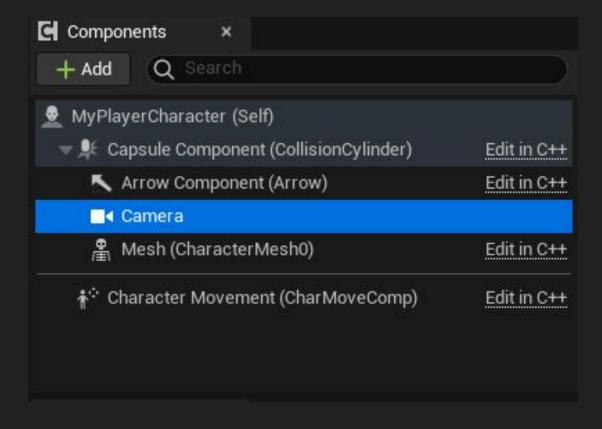
MyPlayer Character Blueprint Clas

Ajouter une caméra

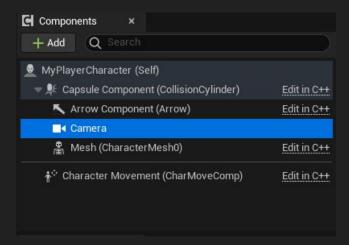




Ajouter une caméra

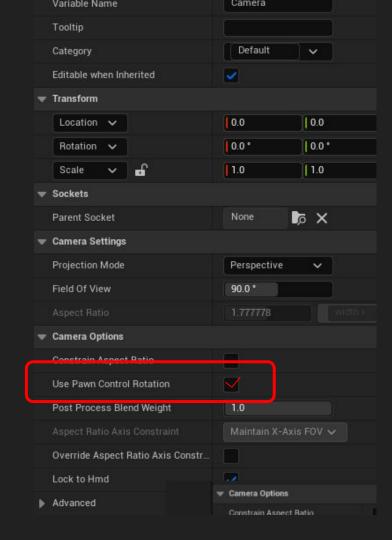


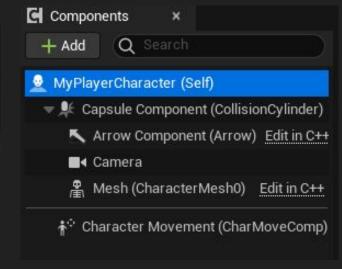




Activer la rotation du Joueur Par la caméra

Cocher
"Use Pawn Control Rotation"

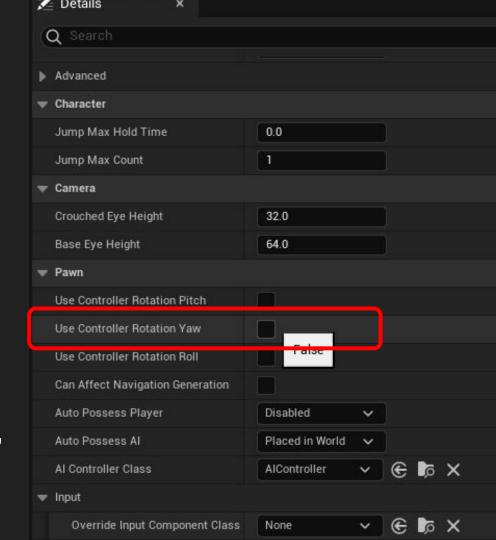


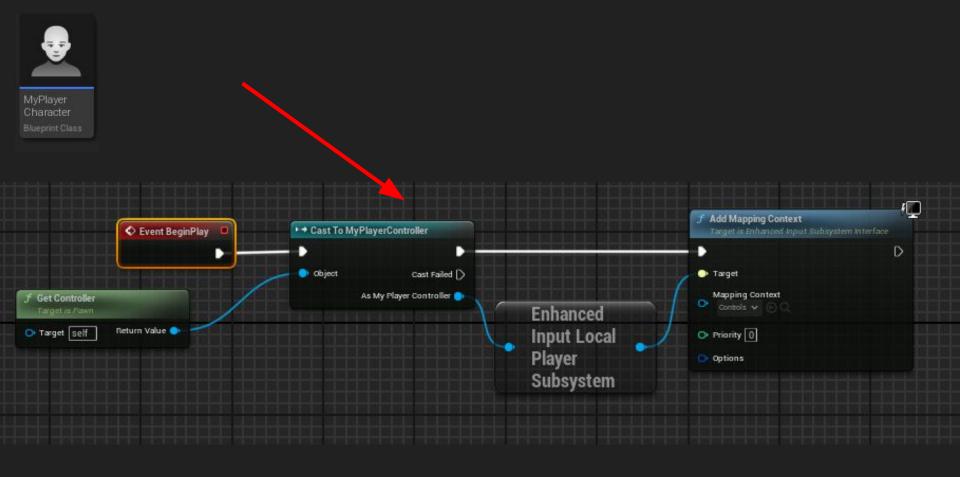


Désactiver la rotation du Joueur

MyPlayer

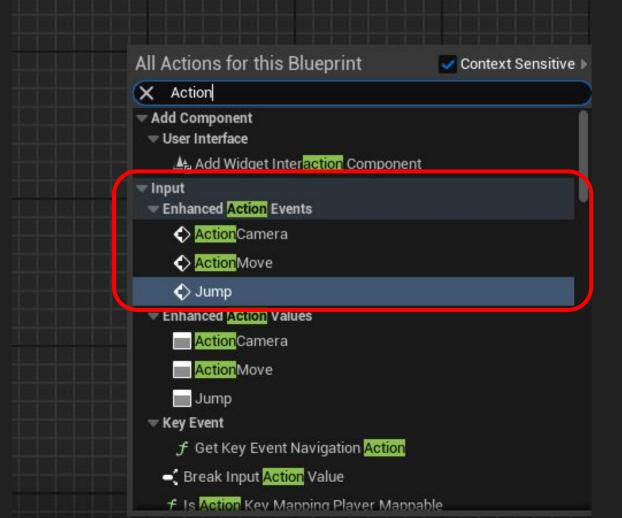
Décocher "Use Controller Rotation Yaw"







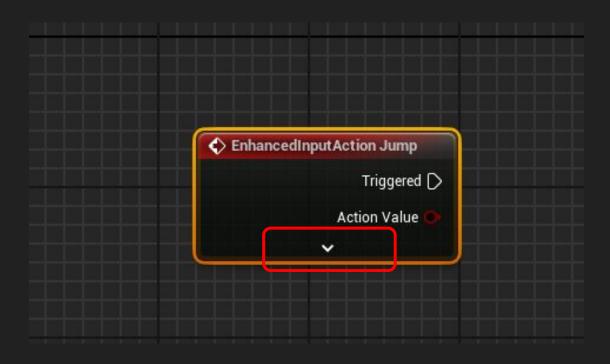
Sauter





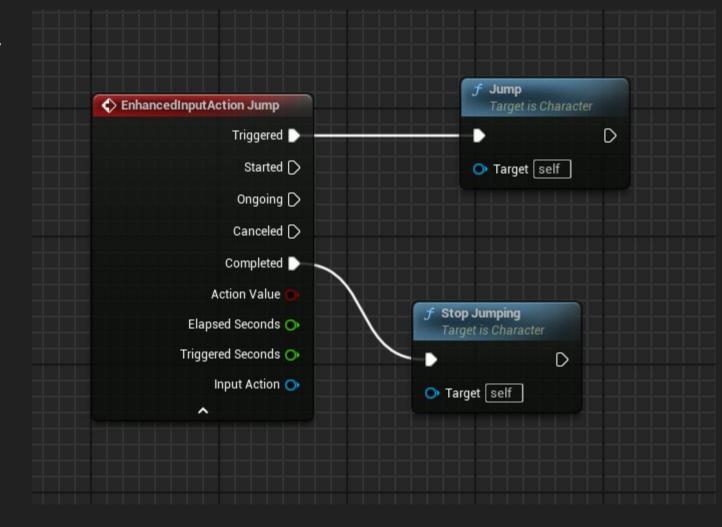
MyPlayer Character

Sauter





Sauter



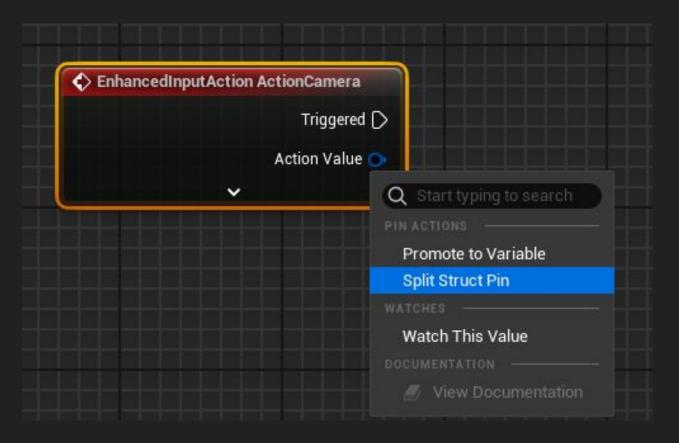


Controle de Caméra



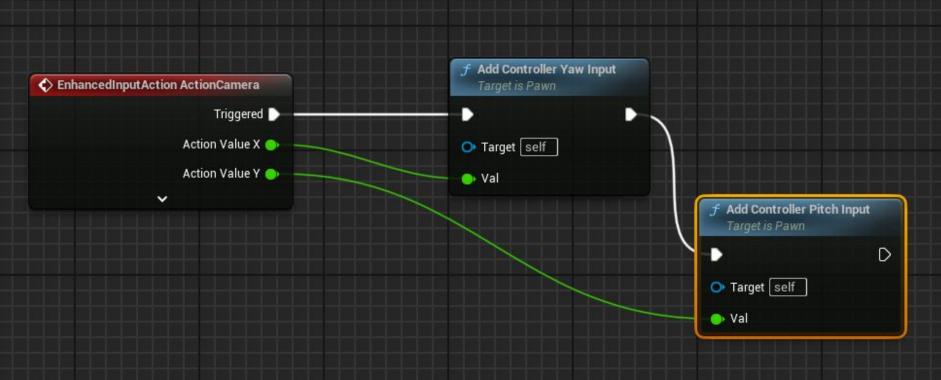


Controle de Caméra



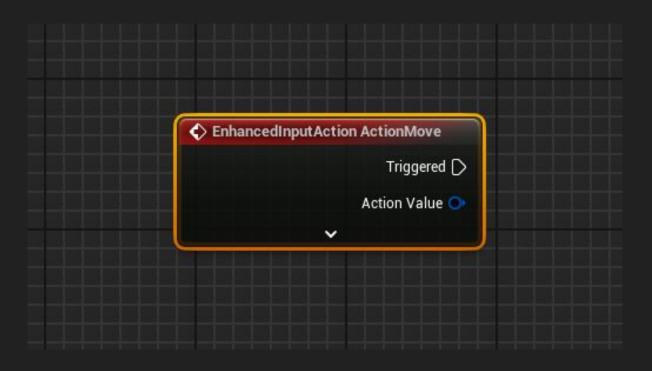


Controle de Caméra



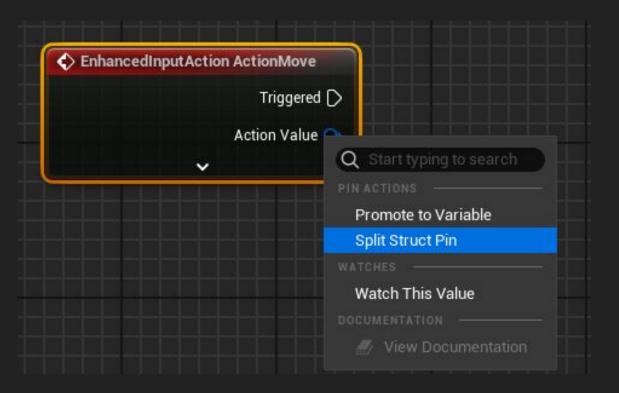


Controles de mouvement



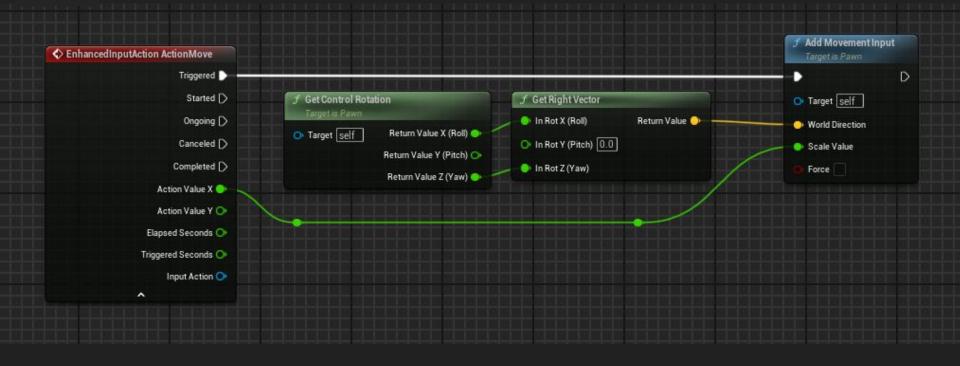


Controles de mouvement



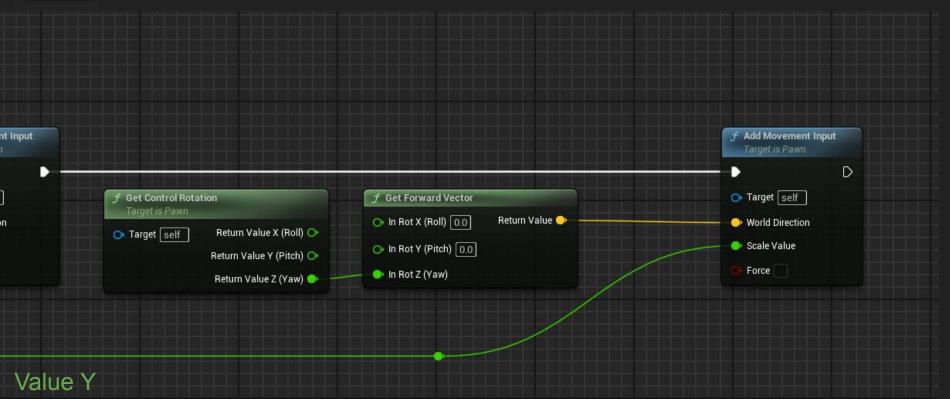


Controles de mouvement Gauche/Droite





Controles de mouvement Avancer/Reculer



DÉFIS:

- Contrôle pour se déplacer plus rapidement
- Contrôle pour s'accroupir