```cpp
// Fill out your copyright notice in the Description page of Project
    Settings.

#pragma once

#include "CoreMinimal.h"
#include "Animation/AnimInstance.h"
#include "MainAnimInstance.generated.h"

/**
 *
 */
UCLASS()
class PARK_API UMainAnimInstance : public UAnimInstance
{
    GENERATED_BODY()
public:

    virtual void NativeInitializeAnimation()override;
    UFUNCTION(BlueprintCallable, category = AnimationProperties)
    void UpdateAnimationProperties();
    UPROPERTY(EditAnyWhere,BlueprintReadOnly,category=Movement)
    float MovementSpeed;
    UPROPERTY(EditAnywhere,BlueprintReadOnly,category=Movement)
    bool Isinair;
    UPROPERTY(EditAnywhere, BlueprintReadOnly, category = Movement)
    class APawn* Pawn;
    UPROPERTY(EditAnywhere, BlueprintReadOnly, category = Movement)
    class AMaincharacter* main;
    UPROPERTY(EditAnywhere, BlueprintReadOnly, category = Movement)
    bool space;
};
```