**Anti-Lock Braking System ABS**  
(C++ Prototype)

**Class Hierarchy**

UObjectBase

UObjectBaseUtility

UObject

UActorComponent

UMovementComponent

UNavMovementComponent

UPawnMovementComponent

UWheeledVehicleMovementComponent

UWheeledVehicleMovementComponent4W

**UAbsVehicleMovement**

**Include**

#include " UAbsVehicleMovement.h"

**Variables**

|  |  |  |  |
| --- | --- | --- | --- |
| **UE Props** | **Type** | **Name** | **Description** |
| UPROPERTY PUBLIC  EditAnywhere | bool | bAbsEnabled | True if ABS is enabled. |
| UPROPERTY PUBLIC  EditAnywhere | float | ManualBrakeSmooth | Force that reduces value of break torque (Nm). Default set to 500. |

**Functions**

|  |  |  |  |
| --- | --- | --- | --- |
| **UE Props** | **Return Type** | **Name** | **Description** |
| PUBLIC VIRTIAL | float | CalcBrakeSmooth (  int32 WheelIndex  ) | Calculate brake smooth for a wheel. |
| PUBLIC | void | UpdateBrakes() | Update brake torque for each wheel. |

**Overridden from UWheeledVehicleMovementComponent4W**

|  |  |  |  |
| --- | --- | --- | --- |
| **UE Props** | **Return Type** | **Name** | **Description** |
| PUBLIC | void | UpdateSimulation  (  float DeltaTime  ) | Applying break torque smoothing if ABS enabled. |