REPLICATED

PHYSICS PULLING SYSTEM

How To Use

"ChaosVehiclePlugin" is used for Unreal Engine 5 version, please enable it.

Watch the video to learn how to use: ▶ Replicated Physics Pulling System Tutorial

Customizable Variables of BP_Pulling

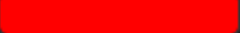| Pulling	
Disable Max Distance for Destroy	☐
Max Distance for Destroy(Meter)	2,0
Power	1500,0
Car Power	700,0

Disable Max Distance for Destroy: When it reaches the location where it needs to be pulled, it automatically destroys it.

Max Distance for Destroy(Meter) : Indicates how close it should be to the location where it should be destroyed.

Power: Indicates how strong it will pull.

Car Power: Specifies how strong it will pull for the car.

Customizable Variables of AC_PullingSystem

Customizable Veriables	
Multiple Pulling Actor?	☑
Cant Snap Class	0 Array elements ⊕ 🗑
Trace Lenght	400,0
Max Distance(Meter)	15,0
Min Distance(Meter)	2,0
Enable Collision	☑
Collision Friction	0,2
Debug for Disable Materials	☐
Valid Material	🟢 M_Green
Not Valid Material	🔴 M_Red
Valid Color	🟩
Not Valid Color	🟥

Multiple Pulling Actor?: It allows you to create multiple pulling actors.

Can't Snap Class: Pulling actor is used to filter the classes that you cannot attach.

Trace Length: It determines the trace length when you press the Mouse Left Button key.

Max Distance (Meter): Specifies how far you can take the pulling actor.

Min Distance (Meter): Specifies how close you can take the pulling actor.

Enable Collision: The cable component is used to open the collision.

Collision Friction: If Collision is enabled, this option controls how much sliding friction is applied when cable is in contact.

Debug for Disable Materials: Determines the maximum speed when you drop the item.

Valid Material: Material when you can place a pulling actor

Not Valid Material: Material when you can't place a pulling actor

Valid Color: Color when pulling actor can be placed

Not Valid: Color when pulling actor is not placed

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