

Riding System in Blueprints (Multiplayer)

UE 4.27, UE 5+

It's a complete riding system. It includes two riding systems. The RM System is to use with root motion animations and the IP System is to use with in-place animations. The both systems have multiplayer support. These systems let you create mountable and rideable characters. It was completely written in blueprints for feasibility and scalability. These are configurable via parameters.

Quick Start

1. The RM system is in the RM System, Browse to the maps folder and open the RM_Map level. Then play the project to check out the mountable characters. The default gamemode is set to GM_ThirdPerson. You can change that to GM_Ridable to check out the playable characters.
2. The IP system is in the IP system. Browse to the maps folder and open the IP_Map level. Then play the project to check out the mountable characters. The default gamemode is set to GM_ThirdPerson_IPX. You can change that to GM_Ridable to check out the playable characters.

Components

1. There are two components in the Components folder for both systems.
 - a. The **Riders Component** should be added to your player character. It includes all the parameters that belong to the rider.
 - b. The **RidingSystem** component should be added to the character that you want to either mount or control. It includes all the parameters that belong to the mount.

Base Characters

1. **BP_ThirdPersonCharacter**: It has the Riders Component. It has some events and variables needed to be the rider. If you click on that

component, you will see all the parameters for the rider. The both systems have similar parameters and as well as unique parameters.

2. **BP_Character_BASE:** This is the parent class for BP_Mountable_Character_BASE and BP_Ridable_Character_BASE. It has many key bindings, variables and functions shared by its child blueprints.
3. **BP_Mountable_Character_BASE:** It has the RidingSystem component. This character could be mounted by BP_ThirdPersonCharacter. In its event graph, you will see key binding for dis-mounting. It has all the collisions and scene components needed for mounting and dismounting. If you click on the component, You will see many parameters for the riding system such as config and animations.
4. **BP_Ridable_Character_BASE:** It has the RidingSystem component. This character is for riding only, since it doesn't have the dis-mount key binding in its event graph. It also doesn't have all the collisions and scene components needed for mounting and dismounting. If you click on the component, You will see many parameters for the riding system such as config and animations.