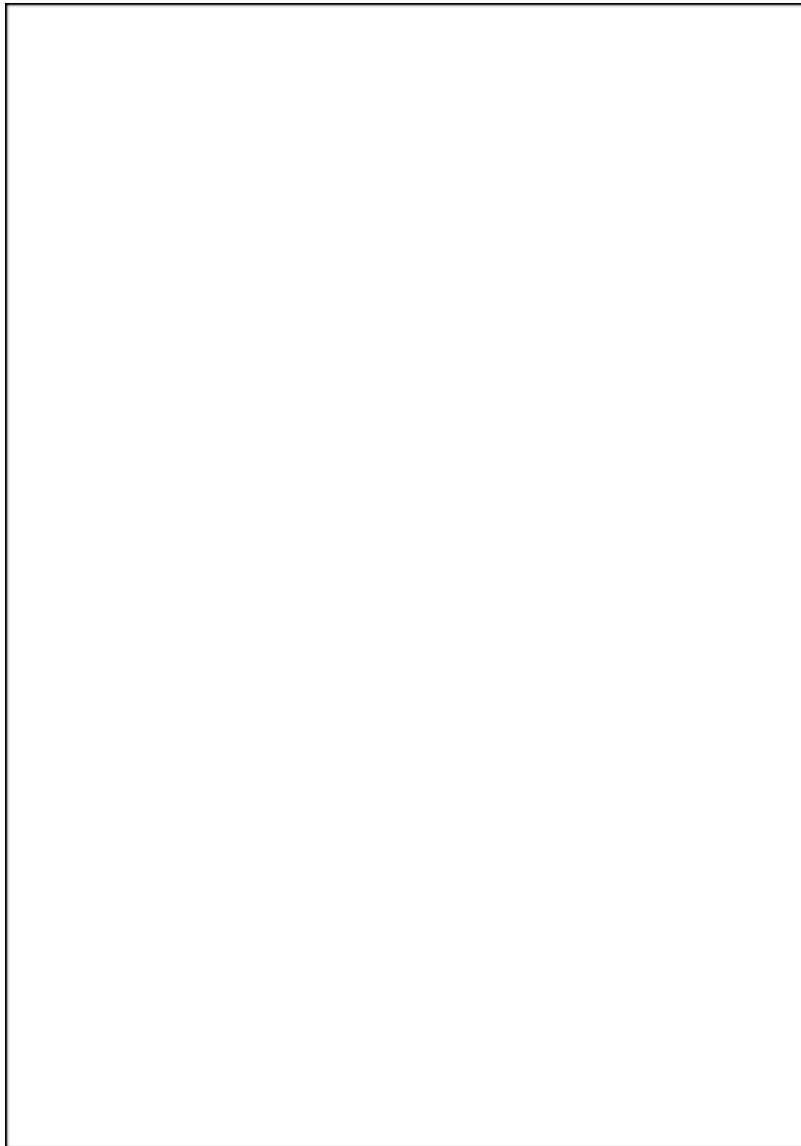
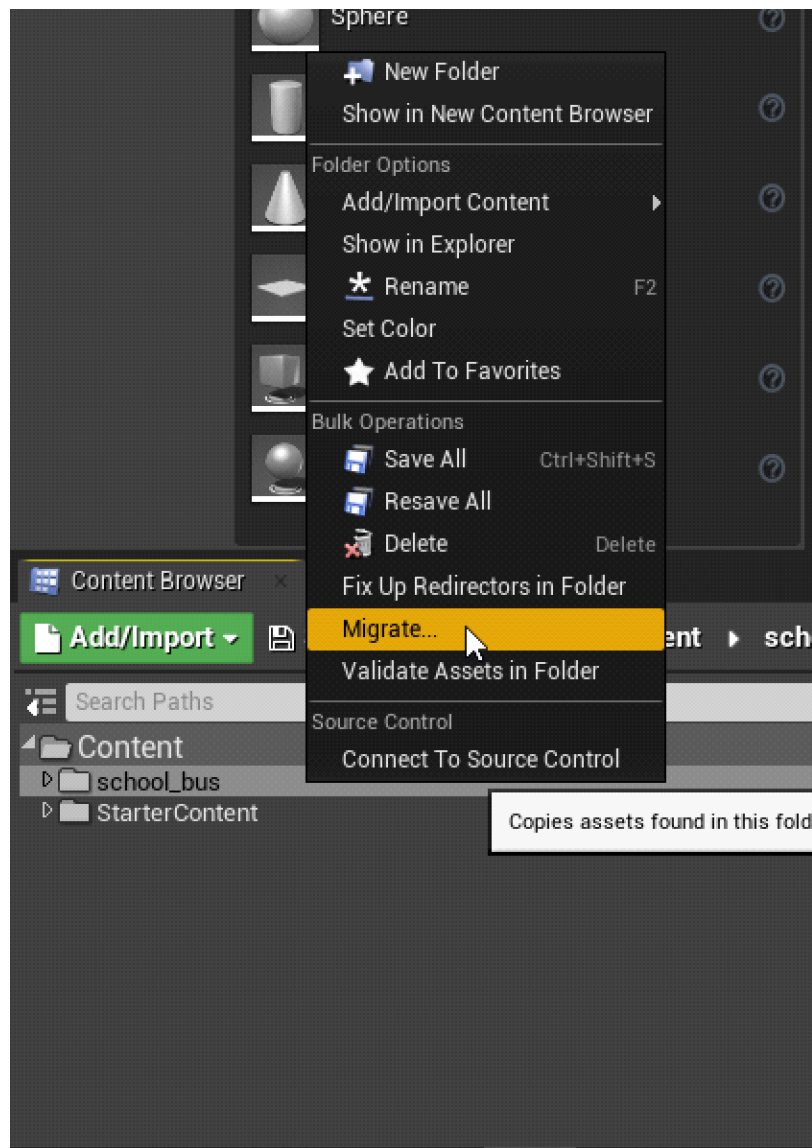


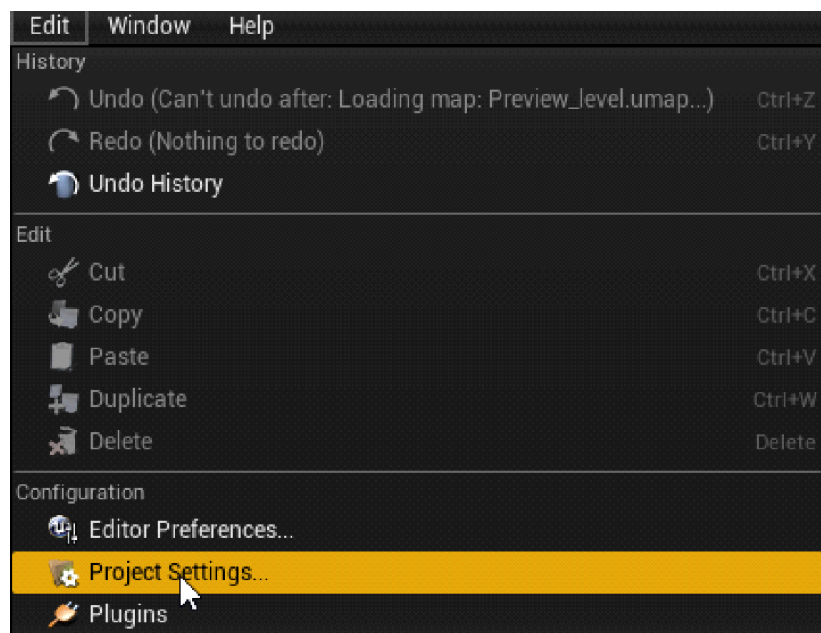
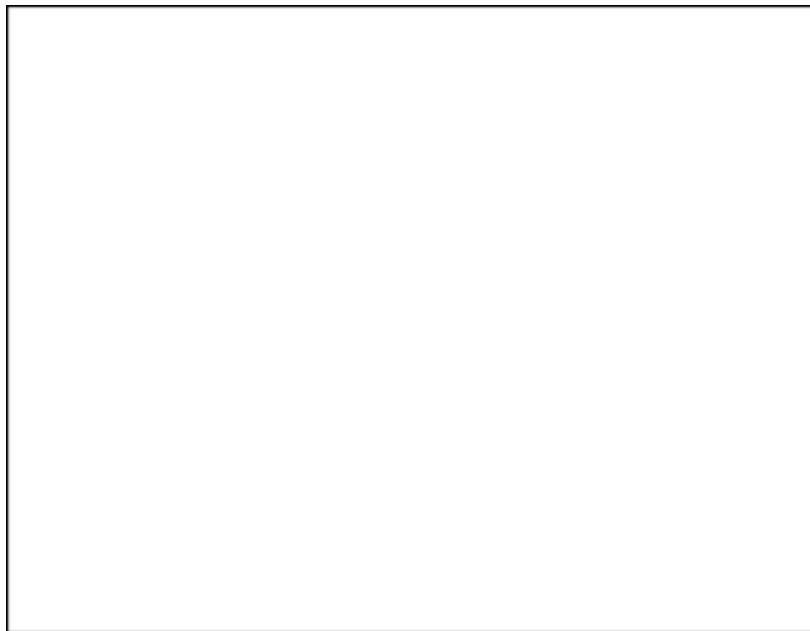
For vehicle transfer and blueprints to work correctly, you need the following:

1) Open the project in the "Content" section, right-click on the model name and select "Migrate", then select the desired folder and transfer it to the "Content" section

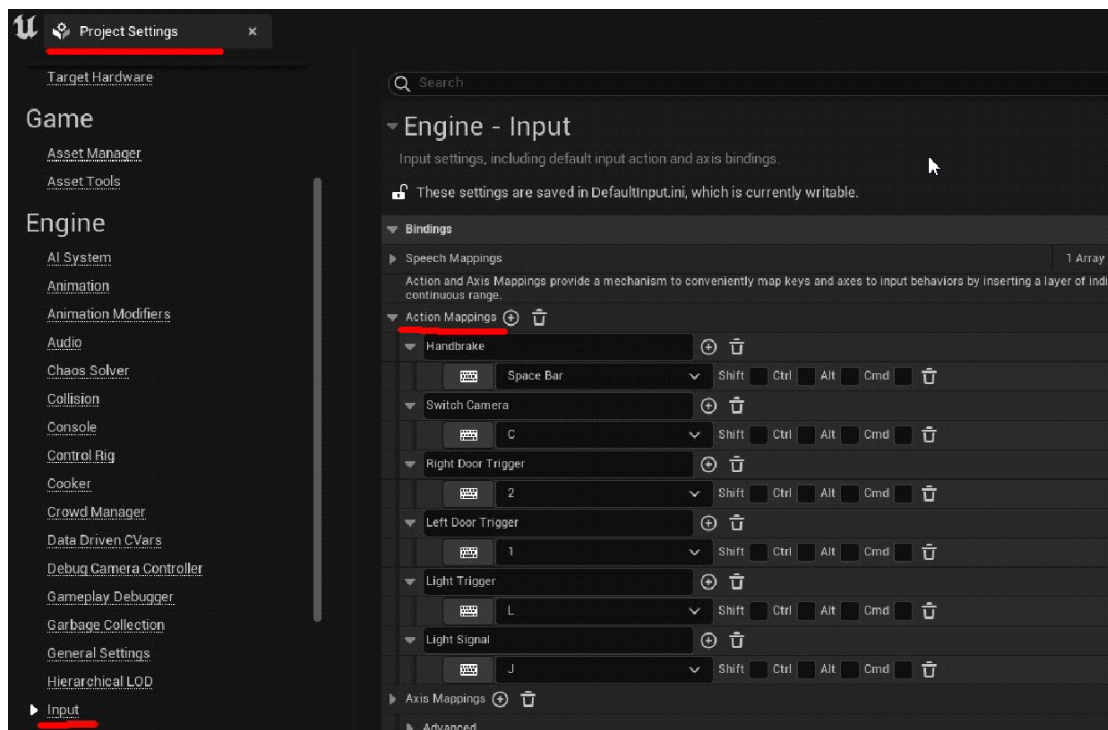
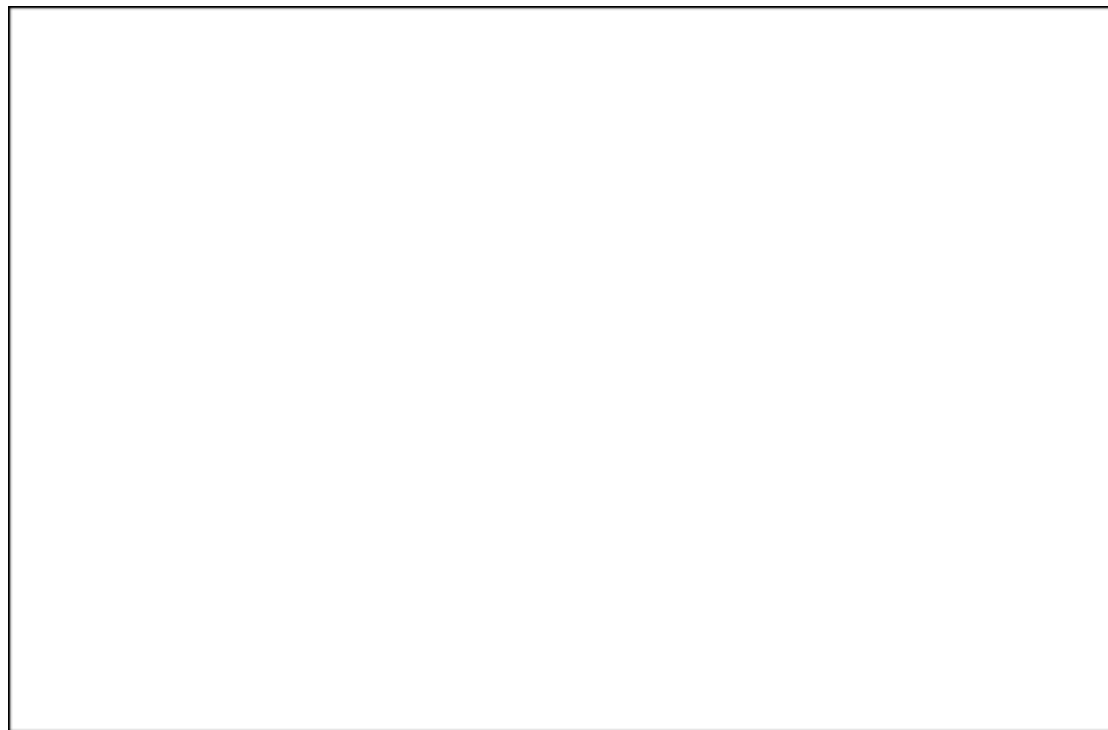


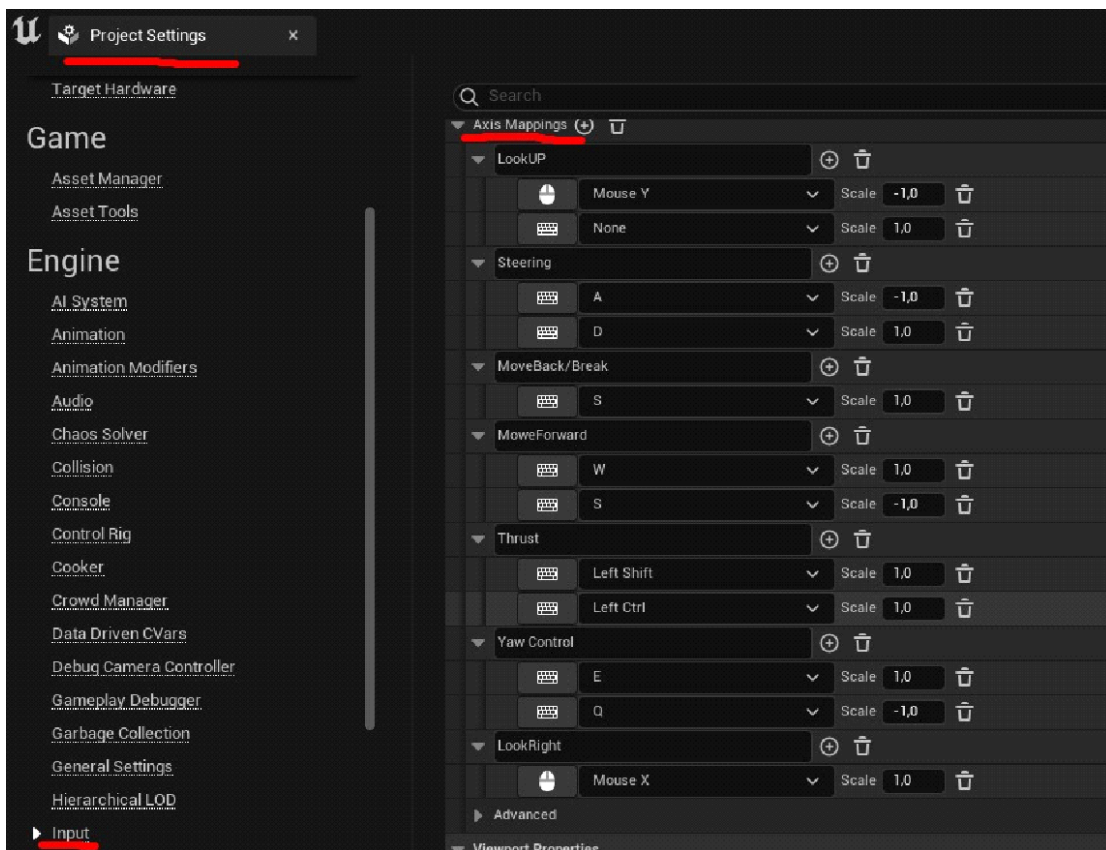


2) To be able to control the vehicle, you must specify Input



Input Unreal engine 5.0





3) In UE5 enable ChaosVehiclePlugin

