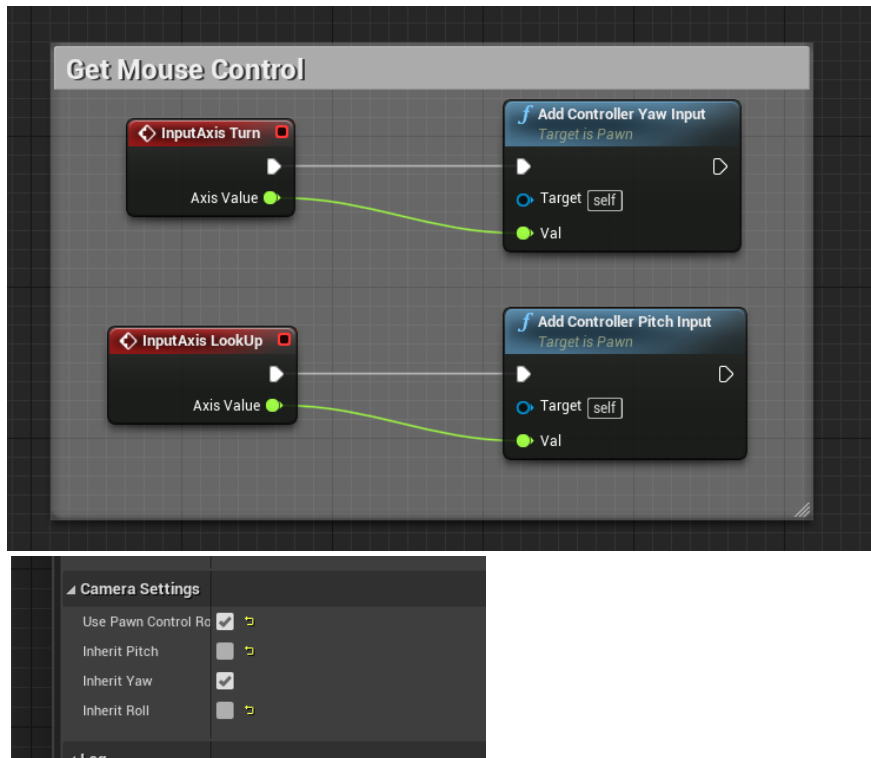


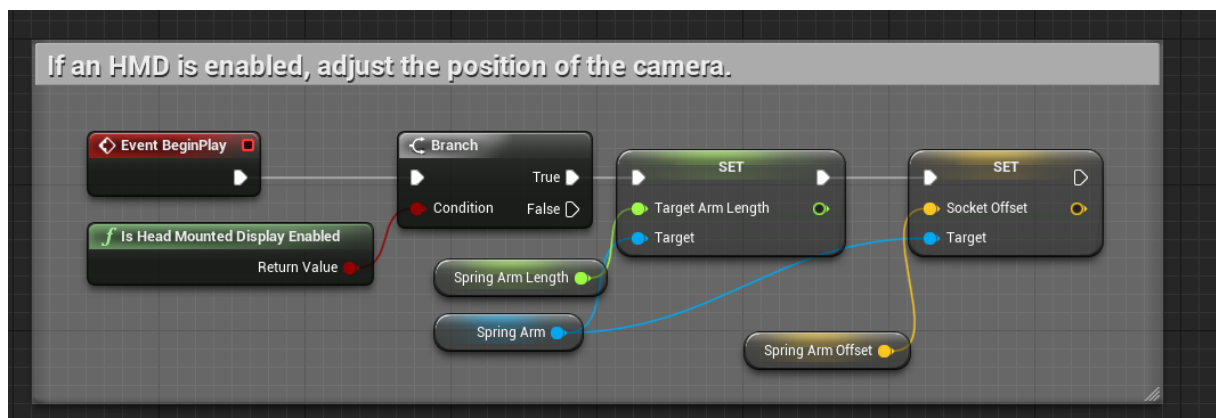
WARSHIP BLUEPRINT DESCRIPTION

1. Warship blueprint is created based on current UE Flying Pawn blueprint.
2. To reach the boat's 2d movement (horizontal) I turned off vertical movement of Flying Pawn
3. Get Mouse Control



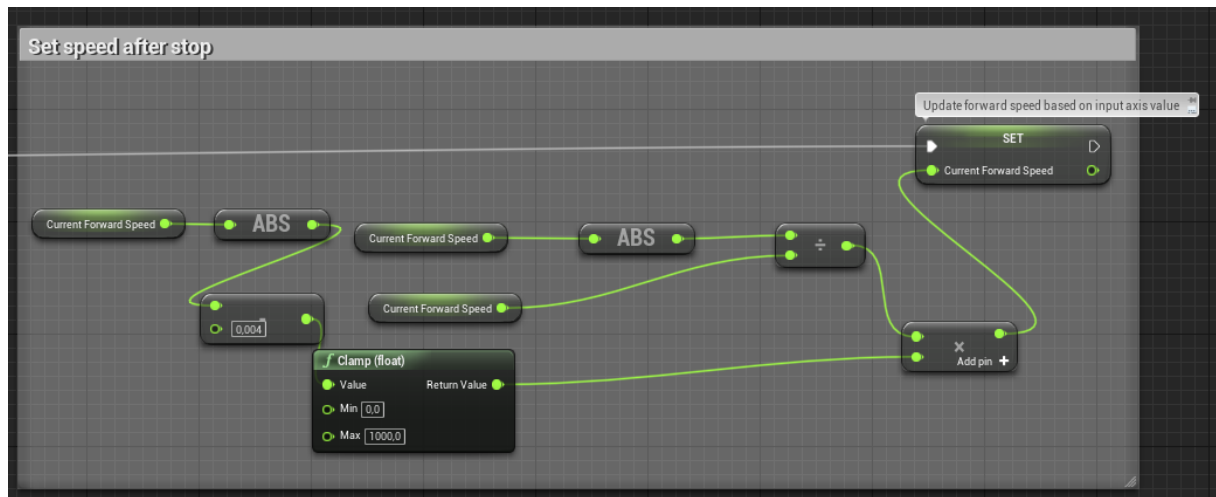
This part is default UE node. This part is providing to move our camera 3d. But I disabled vertical movement and let only horizontal camera movement. If you need you can activate from below box.

4. If an HMD is enabled, adjust the position of the camera.



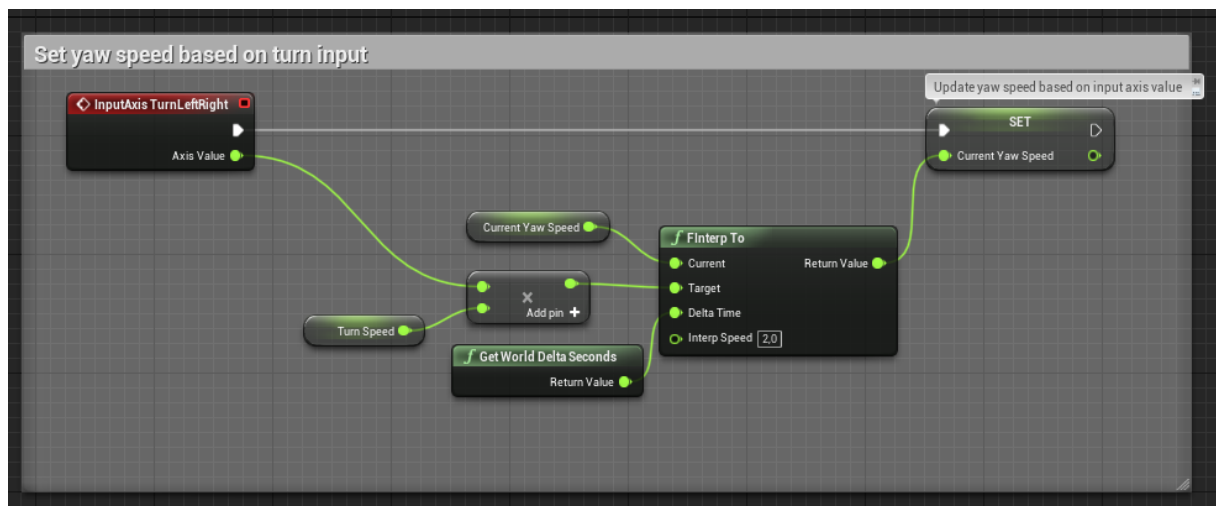
This part is default UE node and is being used for Head Mounted Display.

5. Apply forward speed and steering rotation

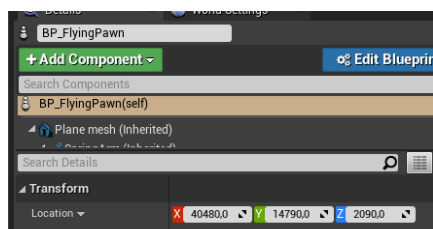


This part is controlling the speed of the ship after stopping forward or backward movement. The ships don't stop immediately in the real world and in the project this part is controlling this issue.

8. Set yaw speed based on turn input

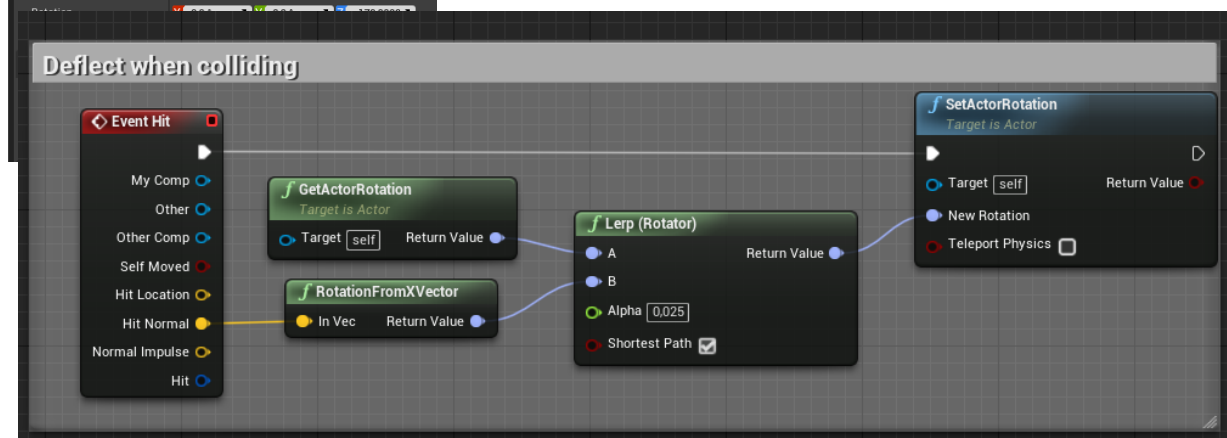


This part is setting the rotation speed and can be changed as below



Small values small rotating, high values high rotating

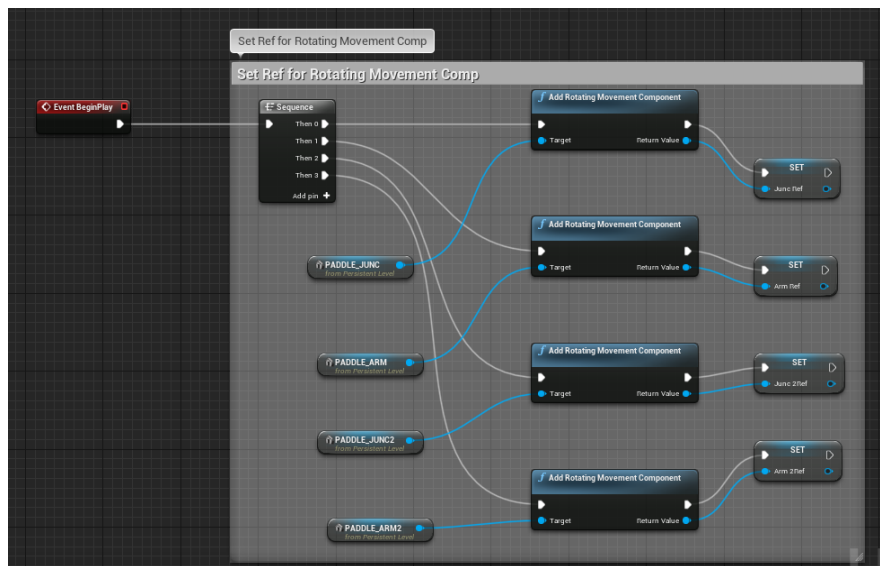
9. Deflect when colliding



This part is controlling the deflection when colliding. My ship is being moved by a cylinder pawn. I plant the pawn cylinder in the aft of the ship. Please take into account this information If you want to use colliding spesification.

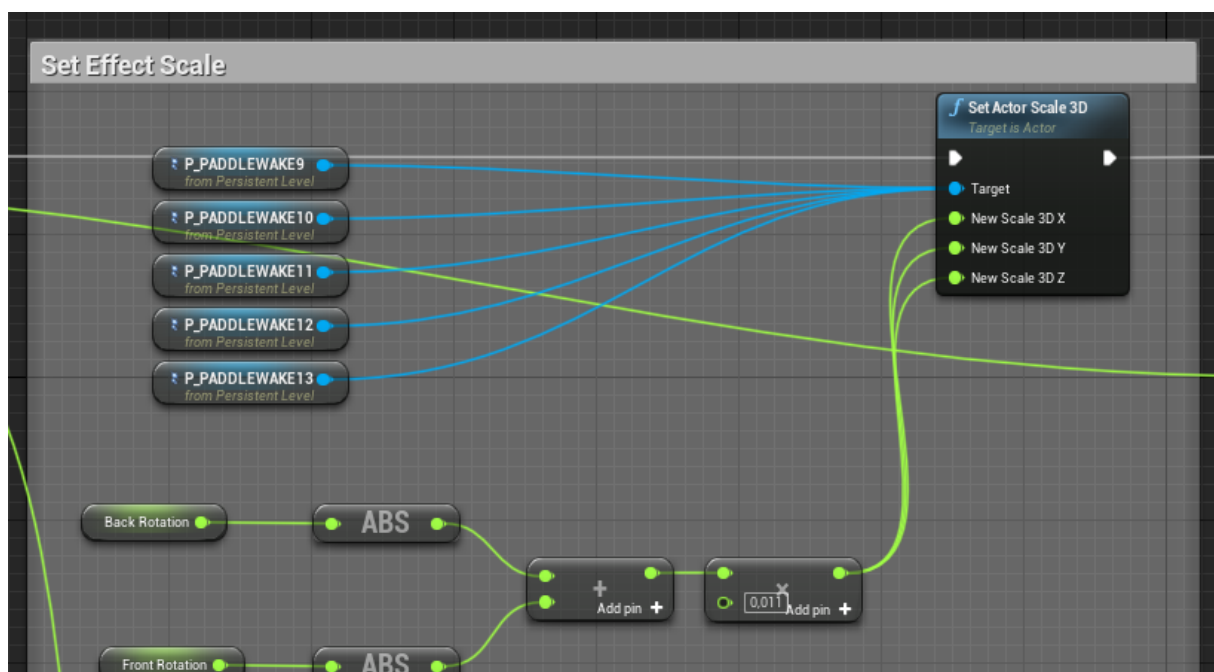
LEVEL BLUEPRINT

1. Set Ref for Rotating Movement Comp



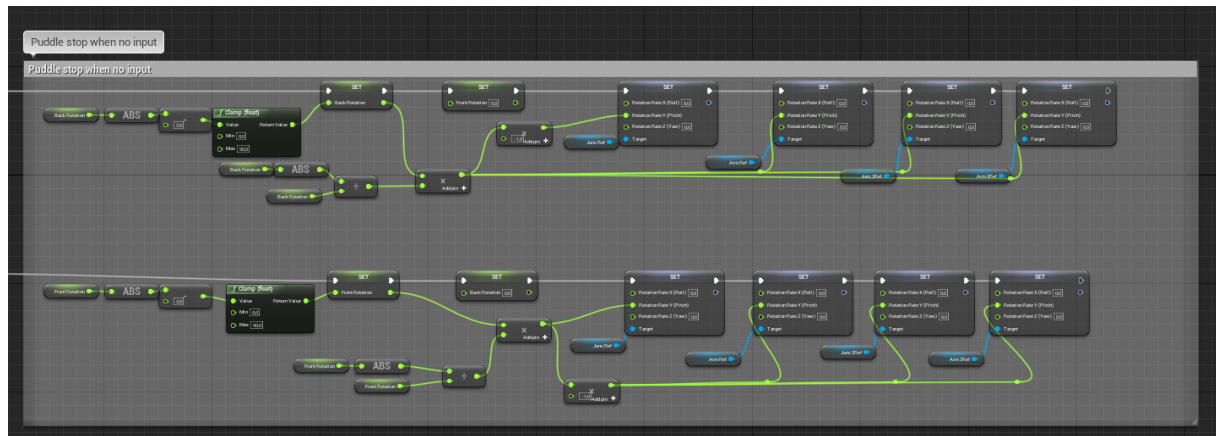
This part is adding rotation movement component to mesh and generates reference for each RMC. This part is working as internal process.

2. Set Effect Scale



This part is setting the paddlewake (thruster) dimensions according to rotating speed.

3. Paddle (thruster) stop when no input



When there is no input, this part is fixing RMC rotation to zero gradual.