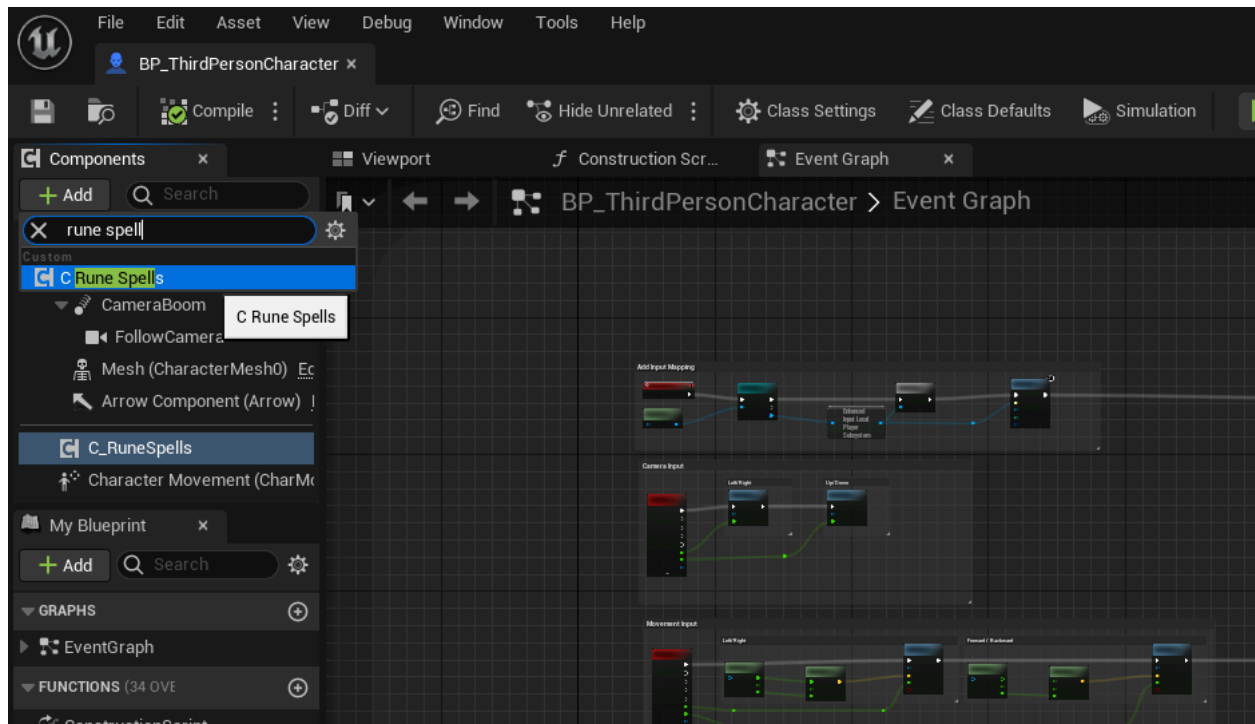


# Rune Spell Casting System

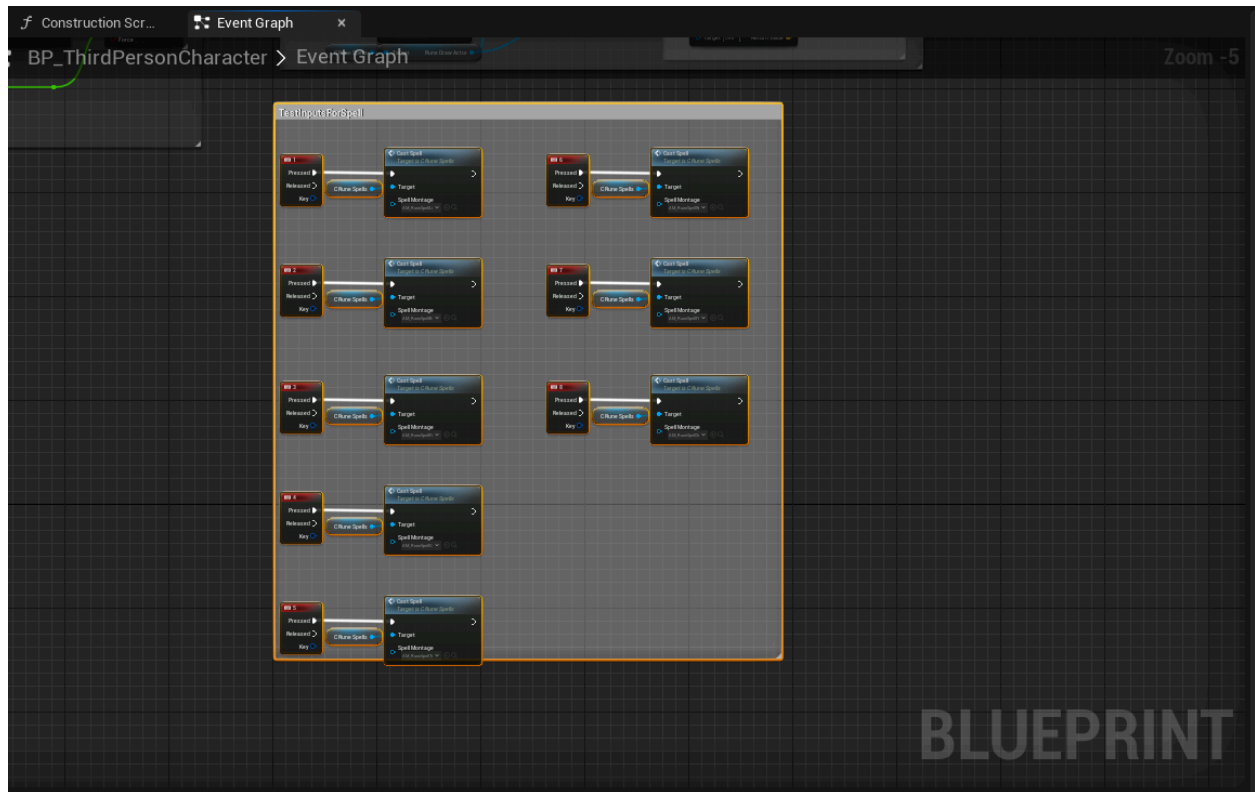
1. Using the system with another project.
2. Video Tutorials

[Rune Spell System Merge Tutorial - YouTube](#)

1a. Open your character Blueprint and select Add Component in the Components tab. Then select the C\_RuneSpells Component. Do the same for the AI you want to receive damage from the spells.



1b. Open the BP\_ThirdPersonCharacter from the RuneSpells Project and copy the Inputs to your Player Character Blueprint. Or you can just create your own Input Events using these as a reference it's quite simple.



Next you just retarget the animations or add your own animations and copy and paste the Anim Notifies to your new animation montages.

If you need more help from here consider watching the youtube videos linked below or join the discord server! 😊

[Rune Spell System Merge Tutorial - YouTube](#)