

## BODYCAM & PROCEDURAL FPS KIT DOCUMENTATION:

### -HOW TO DISABLE OR ENABLE BODYCAM MODE WITH ONE CLICK?

The 'Bodycam' variable in Player BP activates the bodycam when true and switches to normal FPS mode when false.

### -HOW TO REMOVE SCREEN HINTS?

Set the 'ScreenHints' variable to false to remove screen hints.

### -HOW TO MODIFY PROCEDURAL CAMERA ANIMATIONS?

If you want to modify procedural camera animation go to the "FirstPerson\_AnimBP" and find the "CameraAnim" node.

As default it's been "0,25"

If you make it higher, the camera will move more.

If you make it lower, the camera will move less.

### -HOW TO CHANGE SLIDE LENGHT?

If you want to change slide length,

In the "FirstPersonCharacterBP"

Change the "SlideLenght" variable.

# -HOW TO ADD NEW ARMS ANIMS?

If you've imported new animations and they use the "IK\_Hand\_Gun" bone to move the weapon, you can simply add them. If not, you'll need to find the weapon's socket location.

I created "CalculateWeaponSocket" BP for this purpose. Look at it, you will see instructions on it.

When you find the socket location you need to add it to the "BP\_Weapon" you're gonna use, and select the socket from the "AttachedSocket" variable and if it has an offset you need to add it to your "SocketOffset" variable.

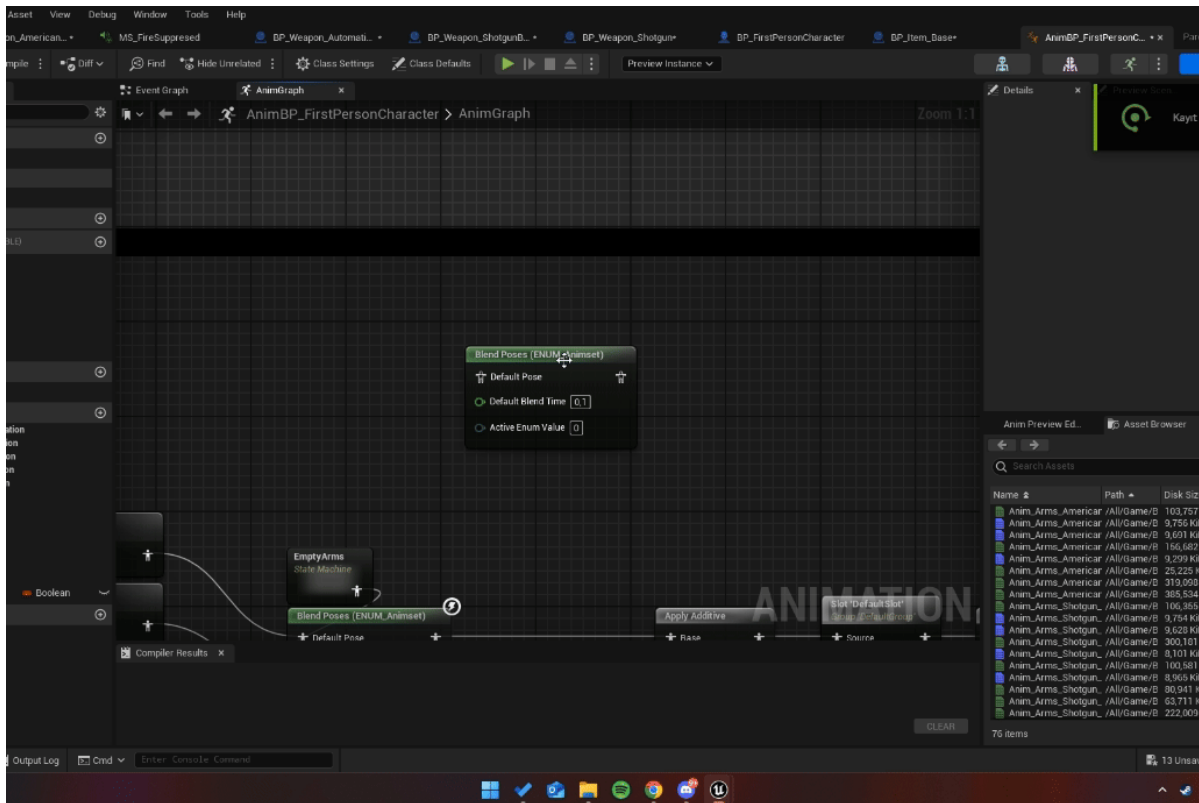
If your weapon uses "IK\_Hand\_Gun" you can skip these steps. After that you need to add your Base Pose to the (ABP\_Manny)

If you want to add a weapon and there is no slot for it on "BLEND POSES (ENUM\_Animset)" (Check The GIF)

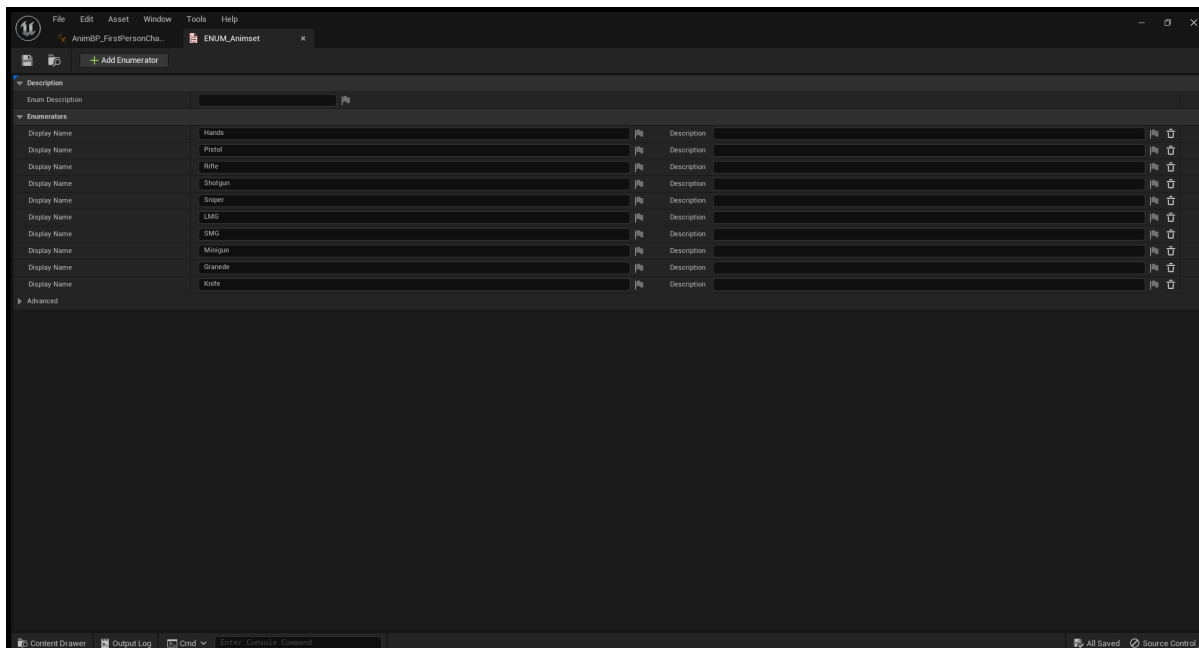
You need to add a new slot to the (ENUM\_Animset) Enum. (Check The Next Page)

If you just want to change anim, just swap the animation on "Sequence Evaluator" you wanted.

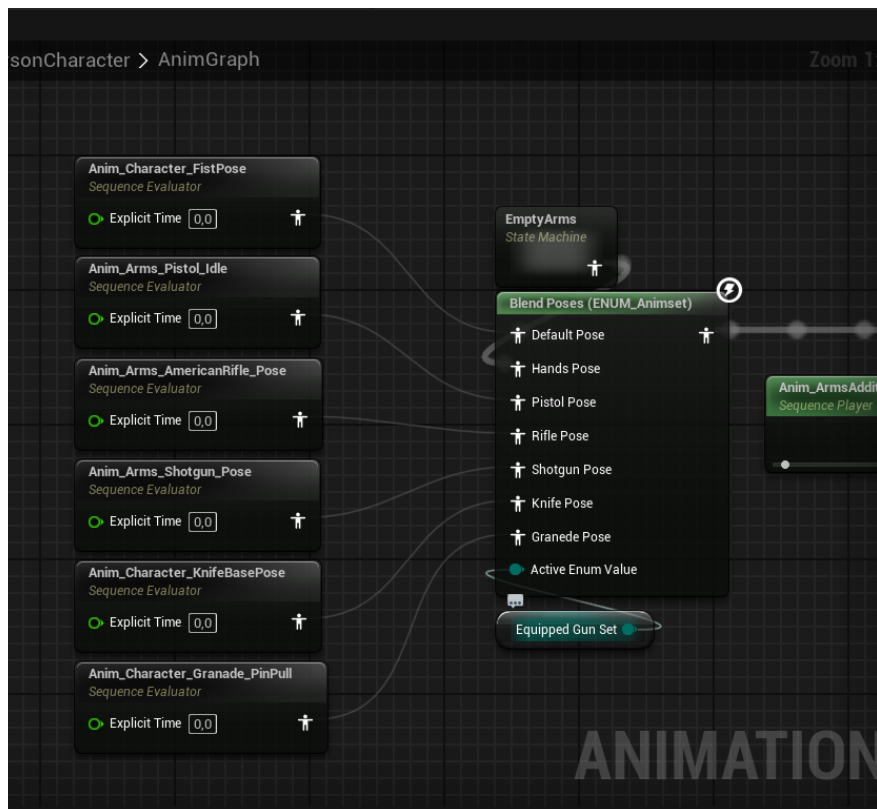
You need to make BLEND POSES (ENUM\_Animset) slots by hand.



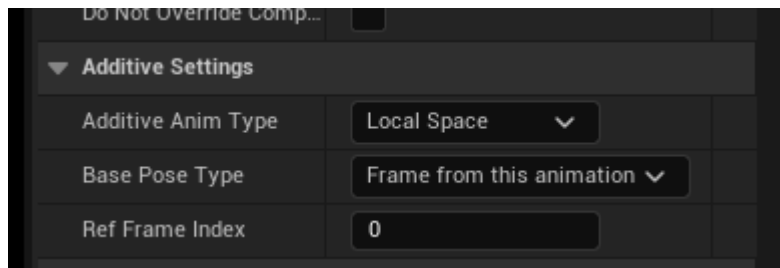
Default Enum Slots On The Project.



RESULT:



And for the Reload,Inspect,Fire Animations you need to make them “Additive” like this.



In some cases it cannot work for your anim, in that situation try other settings like mesh space animations, completely closing it etc.

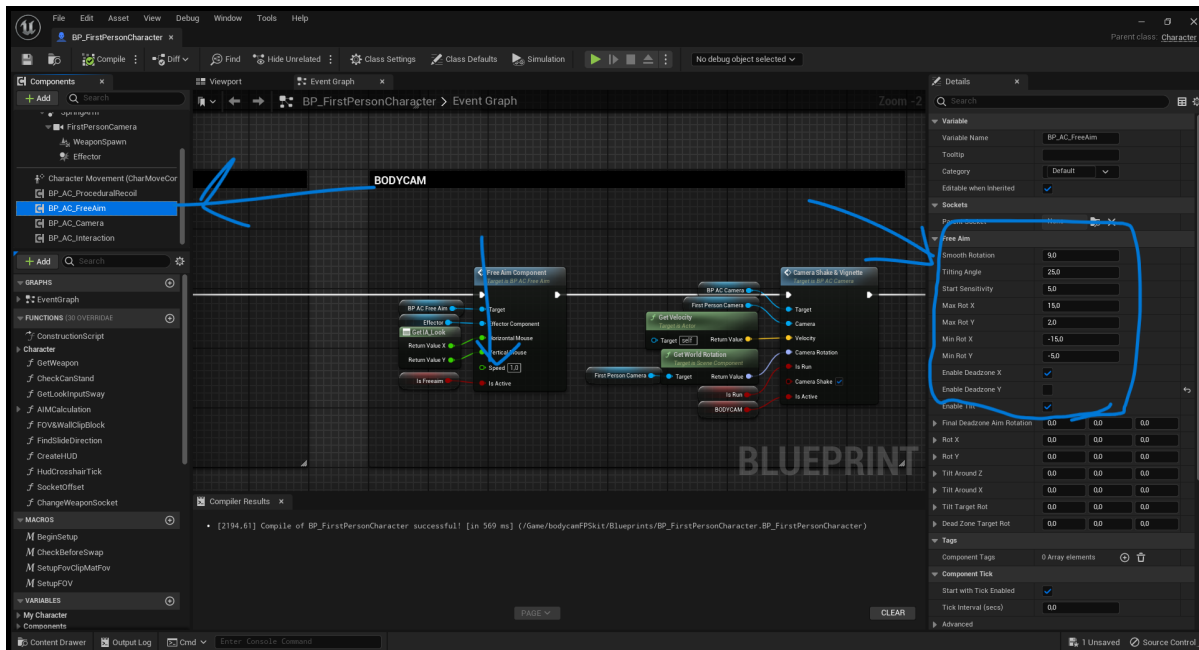
Animations can be very different because of the export settings, animator methods sometimes.

For the Weapon Anims you need to add a “ANS\_WeaponAnim” Anim Notify to you montage or animation. After that select the animation you wanted to play from top right.

You can see how you can make that from the GIF down below.

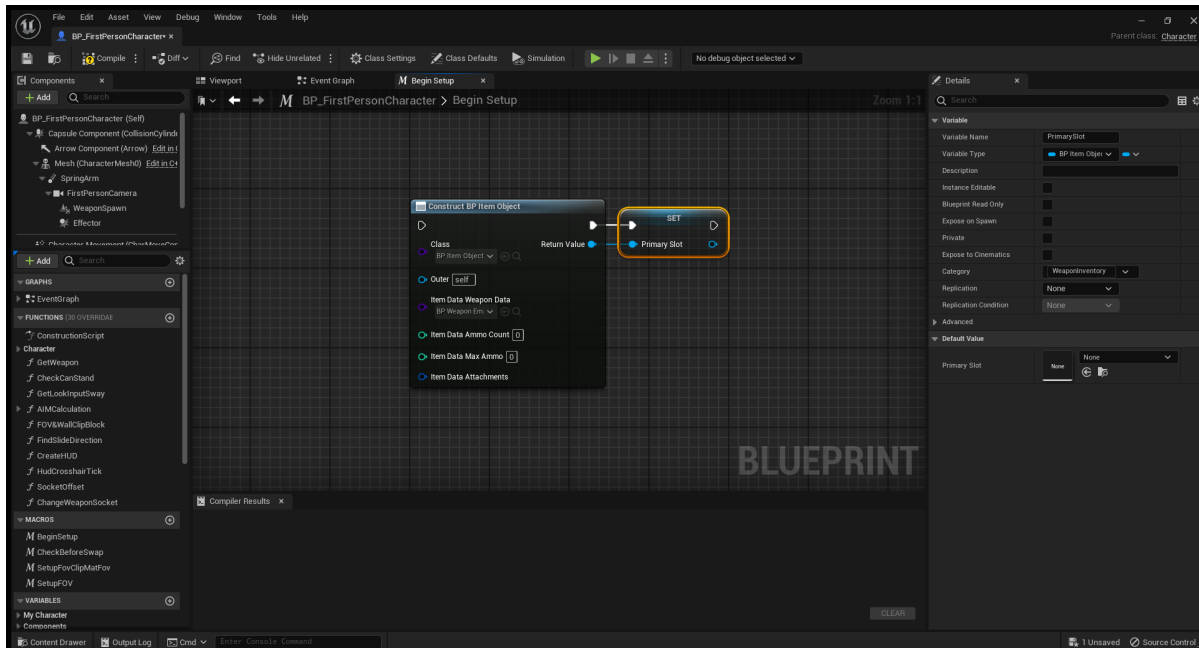


You can see the changeable variables in the picture below.



# -HOW TO GIVE A WEAPON TO PLAYER ON BEGIN?

Construct and set up the item data and set it to the slot you wanted on the “BeginSetup” Macro like this.



# -HOW TO MAKE NEW ENEMIES GET HIT?

Open the “BP\_Item\_Base” and open the “Fire\_HitScan” function.

There are comments named “CAST TO ENEMY BP” and “ENEMY HIT BLOOD PARTICLE” you need to cast your new enemy blueprint on here.

If you want to add my procedural hit animations you can copy and integrate them from my “BP\_Enemy”.

If you want to make grenades work add “Event Radial Damage” to your enemy bp and kill your enemy from your code.

# -HOW TO SWAP THE CHARACTER MESH?

If you have character mesh rigged for UE5 Manny you can delete the skeleton of your mesh and select the “SK\_Mannequin” then your mesh will work correctly with the animation system.

This video shows how to change the character mesh and animation retargeting.

 Unreal Engine Character Mesh Change, Real-Time Retargeting & Meta...

# -HOW TO SETUP A LEAN ANGLE?

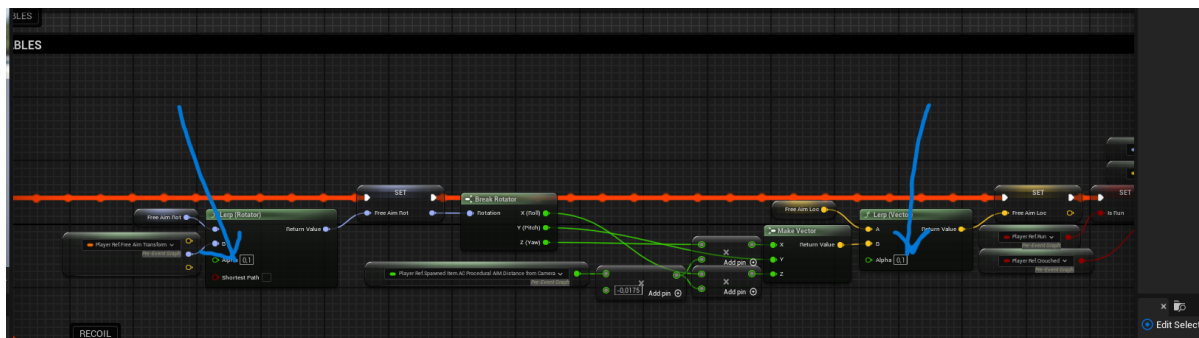
Change the variable named “LeanDegree”

You can find the variable on the AC\_PROCEDURALANIMATION

# -HOW TO CHANGE WEAPON SWAY STYLE?

You can modify values in the “AC\_PROCEDURALANIMATION” in the “SwaySpring” Function.

You can change these values from “ABP\_FP\_ArmsProcedural” for changing the lag feel of the free aim system.



# -HOW TO CHANGE WALK / RUN / CROUCH / AIM / POINT TO SHOOT ANIMATION STYLE?

You can modify values in the “AC\_PROCEDURALANIMATION”

All variables containing *Strength* or *Rate* can be used to control the animation’s intensity and speed.

You can search them from “Search” tab or go look to the “MOVEMENT STRENGHT SWAP” Event

# -HOW TO USE ANIMATIONS CREATED FOR MANNEQUIN?

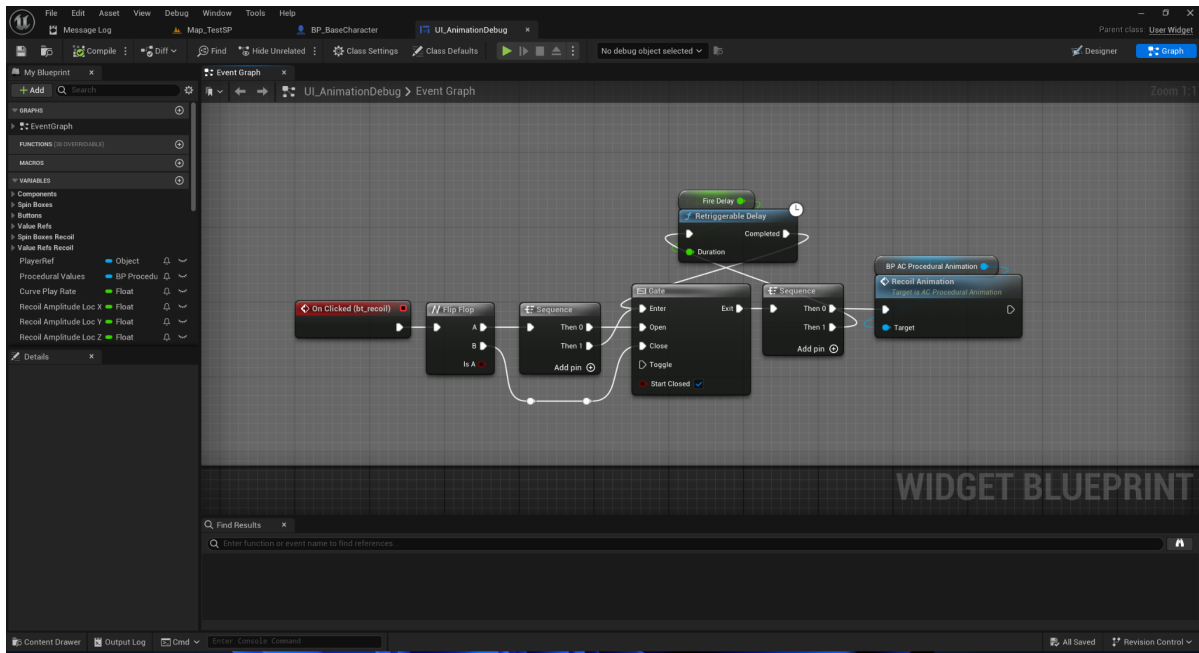
If you have new animations created for “UE5 Manny” just delete the skeleton of the new animations and replace it with “SK\_Mannequin” then every animation is gonna work with no problems.

If your animation is created for the UE4 Mannequin you can use a retargeter named “RTG\_UE4Manny\_UE5MannyDirected” on the project.

# -HOW TO USE RUNTIME ANIMATION MODIFIER?

It’s very easy to use: just press **F12**. On the weapon blueprint you modified, you’ll find a variable named “**ProceduralValues**” with the data type **Data Asset**. I’ve created different data assets for weapons—you can copy and use them for new weapons to properly test recoil.

For fire delay, create a variable on “**UI\_AnimationDebug**” that matches your weapon’s fire rate. If you want to save your adjustments, save them directly in the data asset. If you don’t like the changes and want to return to the original setup, just restart the project without saving—the old values will be restored.



# -HOW TO CHANGE FIRE ANIMATION BLEND IN BLEND OUT VALUES FOR WEAPON?

If you want to change fire animation blend in and blend out you can control it from the weapon bp per aim and per hip no need to modify montages one by one.

|                  |      |
|------------------|------|
| Animations       |      |
| Fire Anim Values |      |
| BlendInHip       | 0,06 |
| BlendInAim       | 0,05 |
| BlendOutHip      | 0,05 |
| BlendOutAim      | 0,15 |

# -HOW TO SETUP PROCEDURAL AIM AND CHANGE ATTACHMENT LOCS?

If you want to change the **base aim location**, adjust the **Location** and **Rotation** of the “**FrontSight**” and “**RearSight**.”

For the **Sight Attachment**, modify the “**OpticSight**.”

For other attachments, adjust the corresponding **mesh sockets** directly from the weapon blueprint you want to modify.

