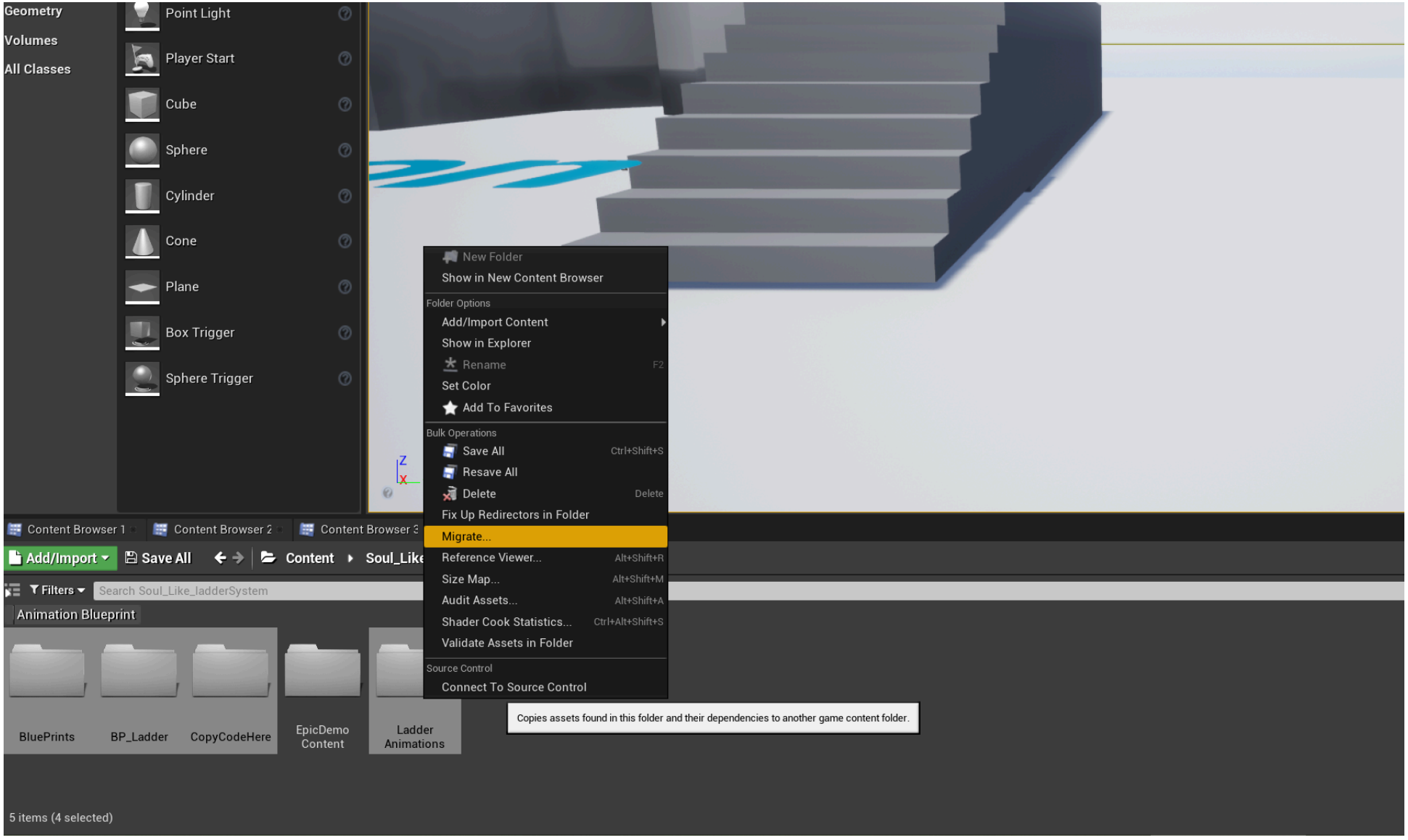
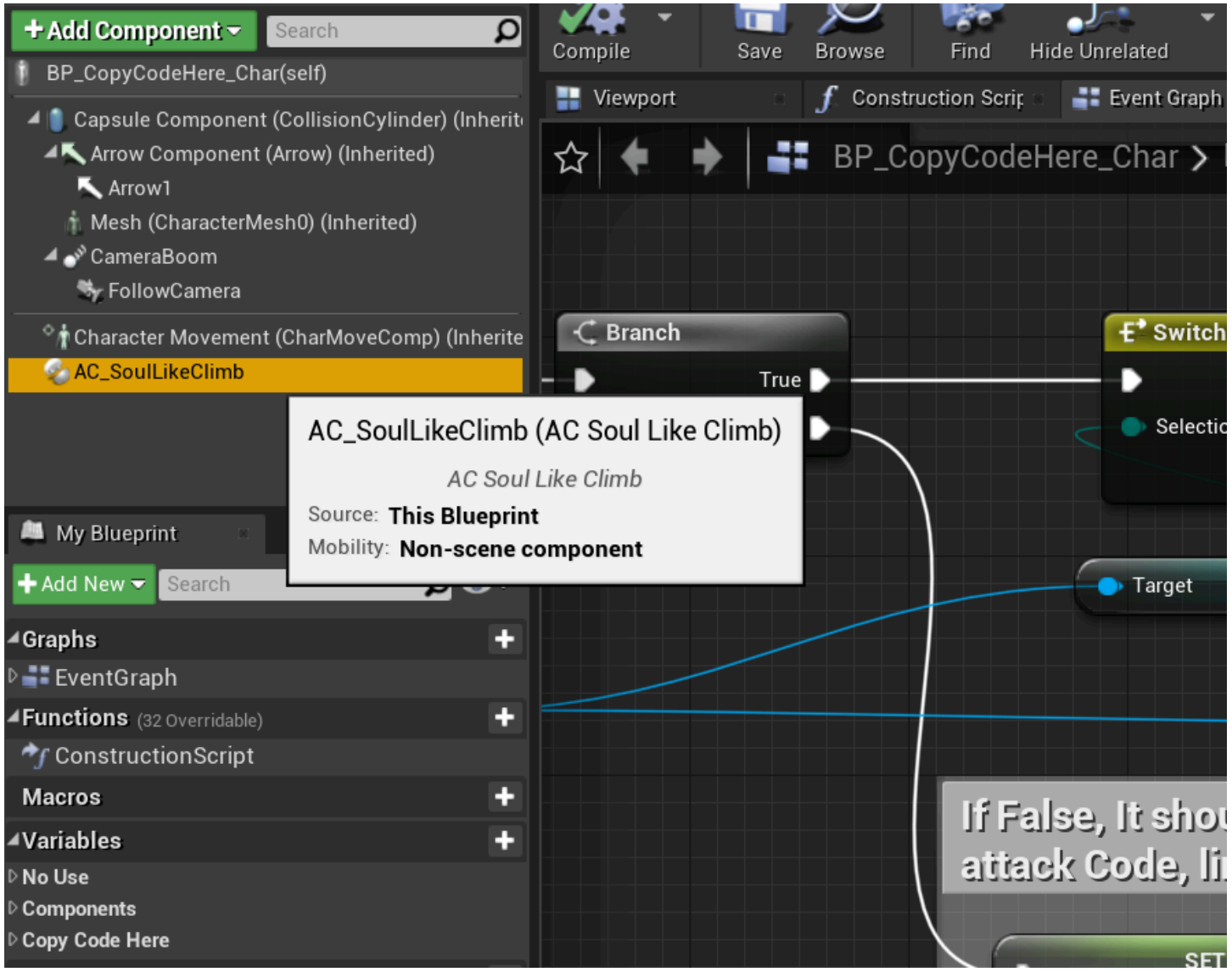
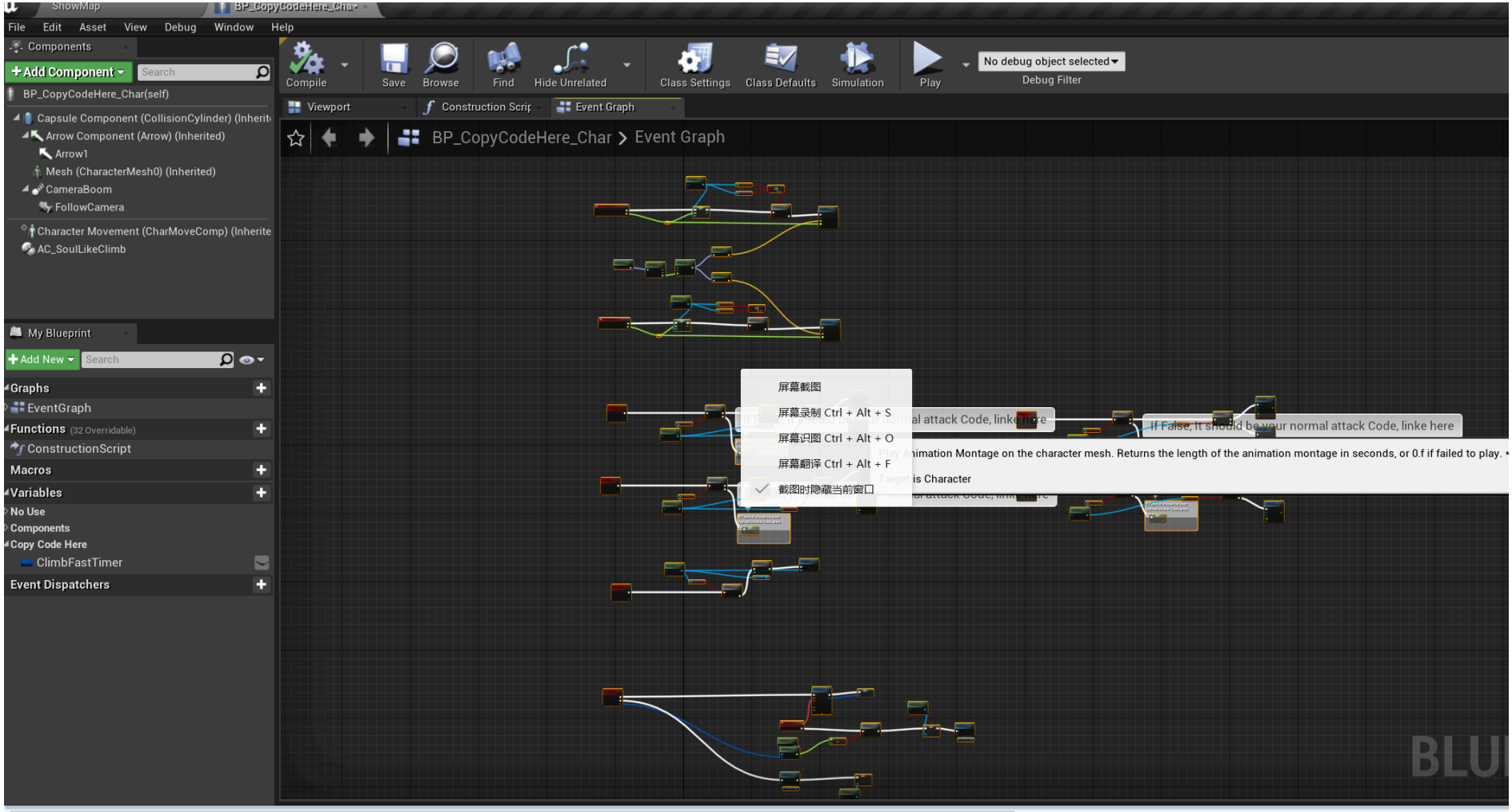
1. Migrate those assets into your project.



2. Add AC_SoulLikeClimb into your own BP_Character.

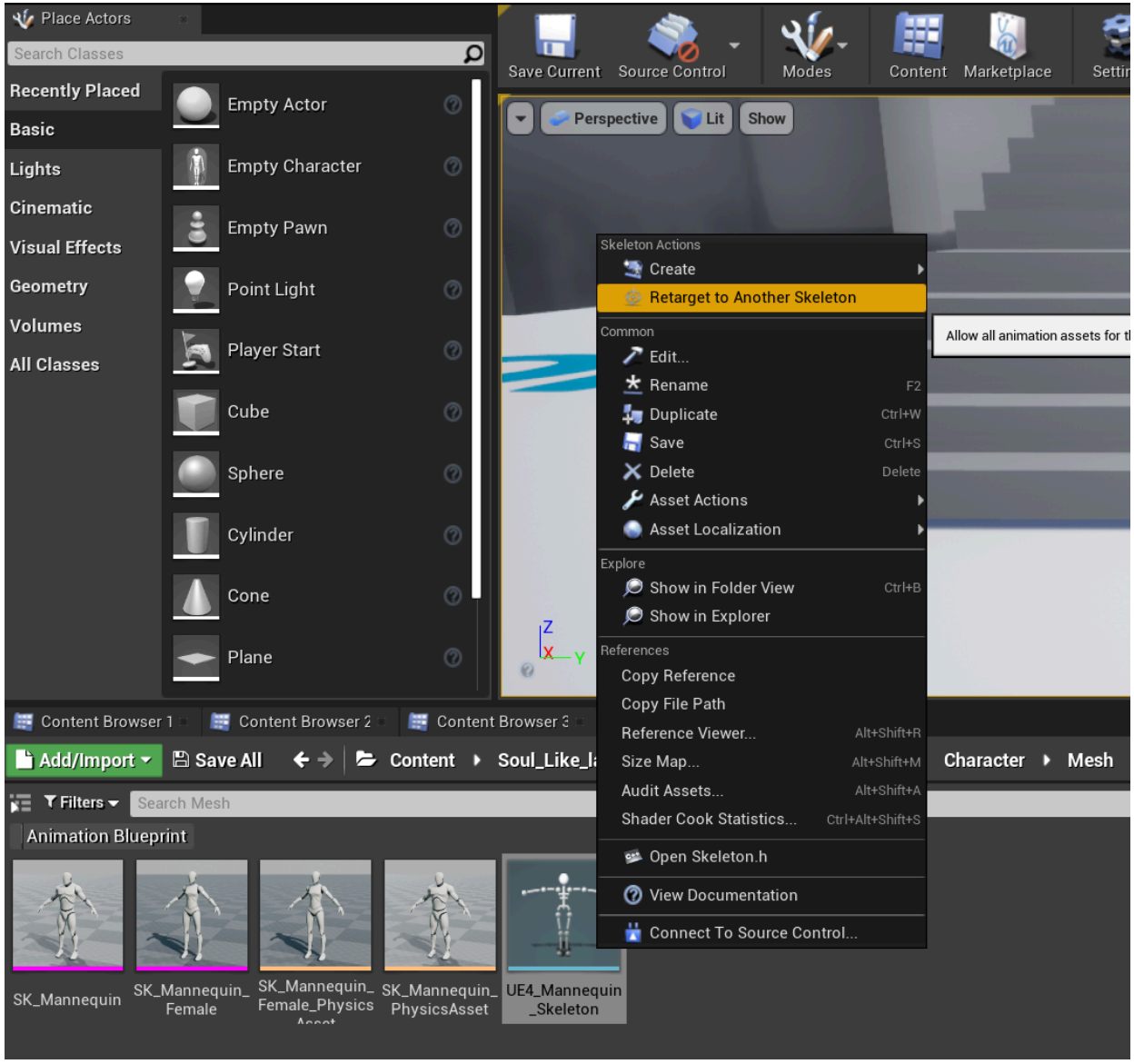


3. Integration those codes into your BP_Character. Well, you can not directly copy those codes into, but it is not a big deal if you read those codes and get a logic, then integrate them into your own code.

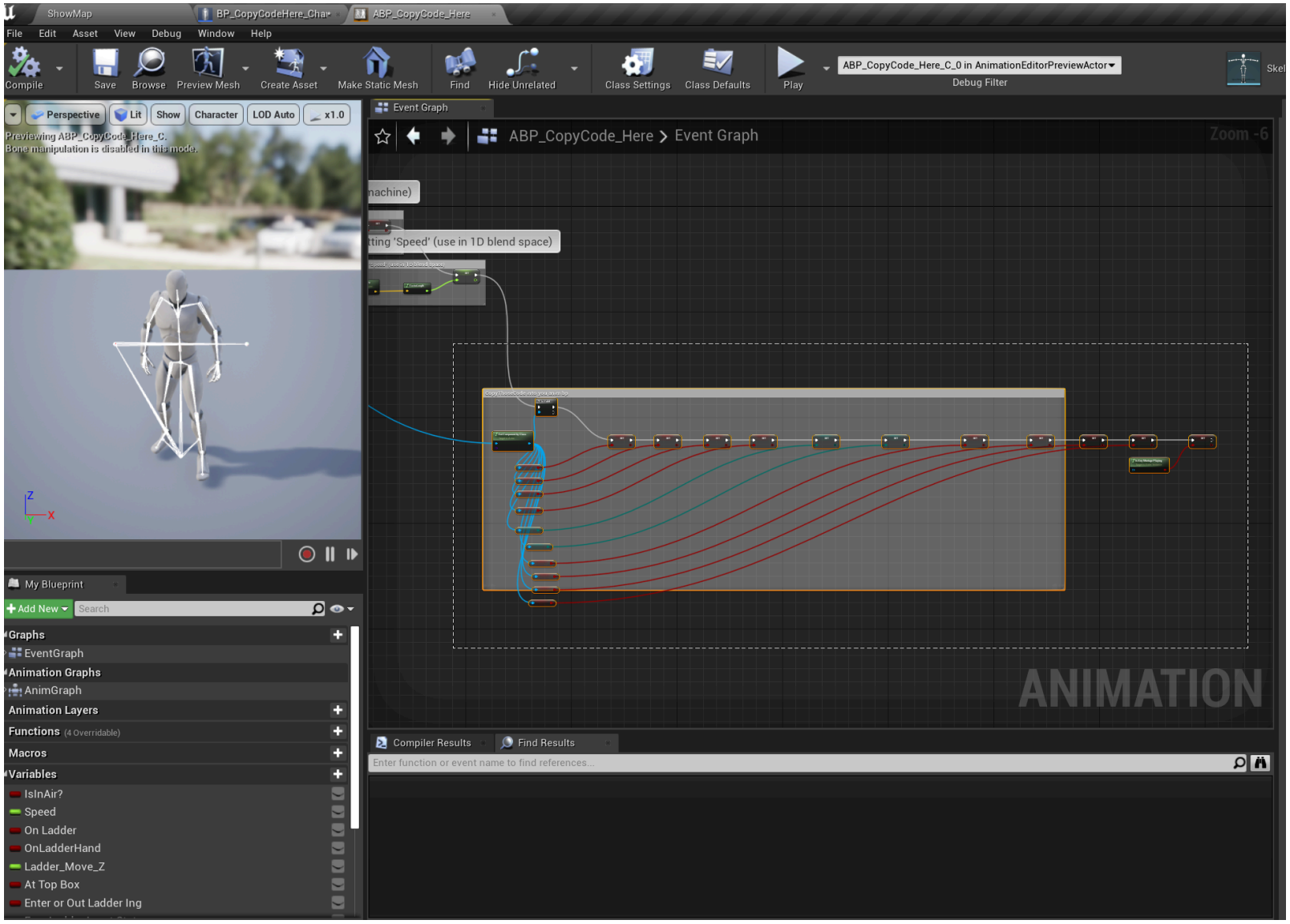


Do not forget you will need to create a new virable, Timehander ClimbFasterTimer

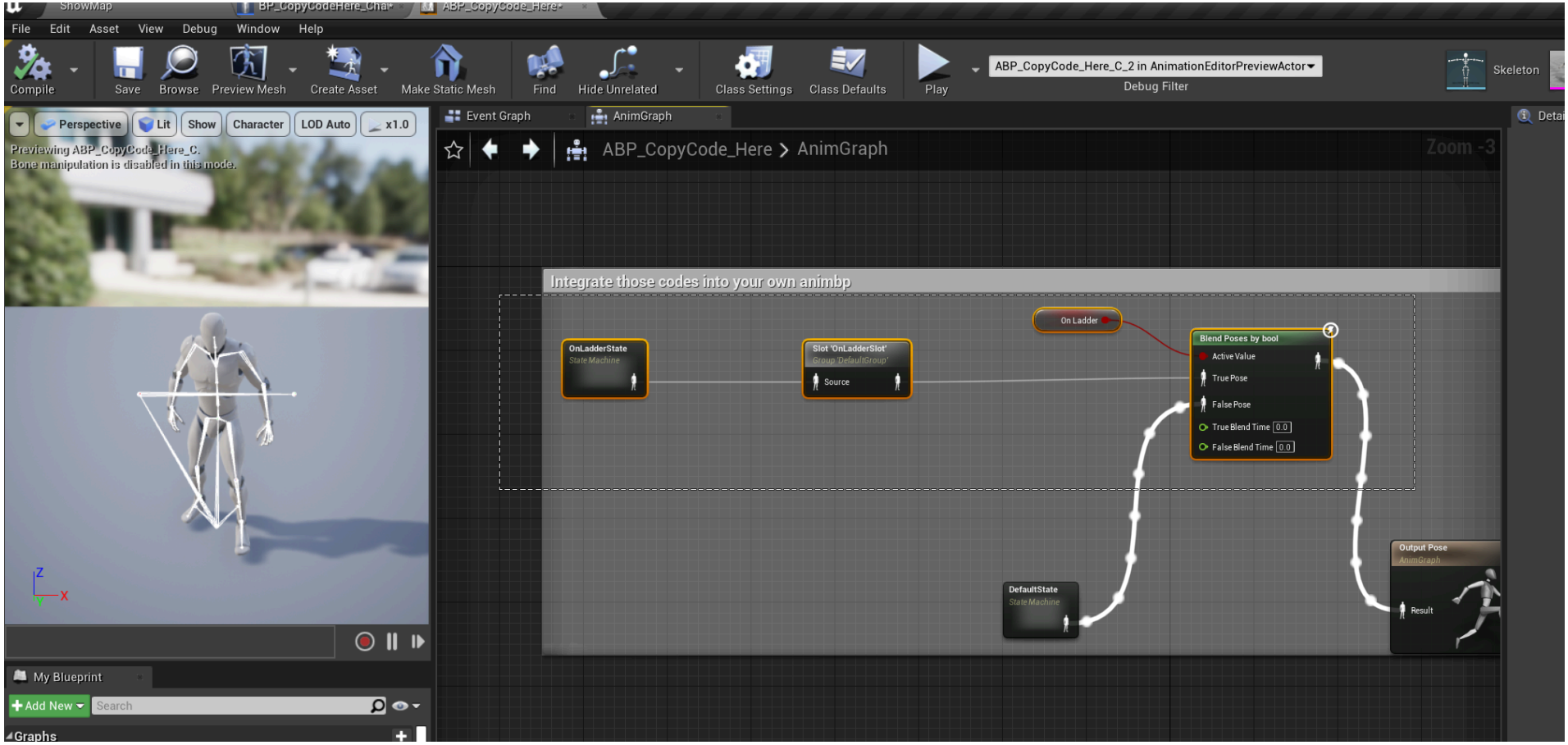
4. If you are UE4 skeleton, just retarget skeleton into your own skeleton. If not you might need From 4.1.


Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Perspective
Lit
Show
Skeleton Actions
Create
Retarget to Another Skeleton
Common
Edit...
Rename F2
Duplicate Ctrl+W
Save Ctrl+S
Delete Delete
Asset Actions
Asset Localization
Explore
Show in Folder View Ctrl+B
Show in Explorer
References
Copy Reference
Copy File Path
Reference Viewer... Alt+Shift+R
Size Map... Alt+Shift+M
Audit Assets... Alt+Shift+A
Shader Cook Statistics... Ctrl+Alt+Shift+S
Open Skeleton.h
View Documentation
Connect To Source Control...
Allow all animation assets for t
Content Browser 1
Content Browser 2
Content Browser 3
Add/Import
Save All
Content
Character
Mesh
Filters
Search Mesh
Animation Blueprint
SK_Mannequin
SK_Mannequin_ Female
SK_Mannequin_ Female_Physics
SK_Mannequin_ PhysicsAsset
UE4_Mannequin _Skeleton

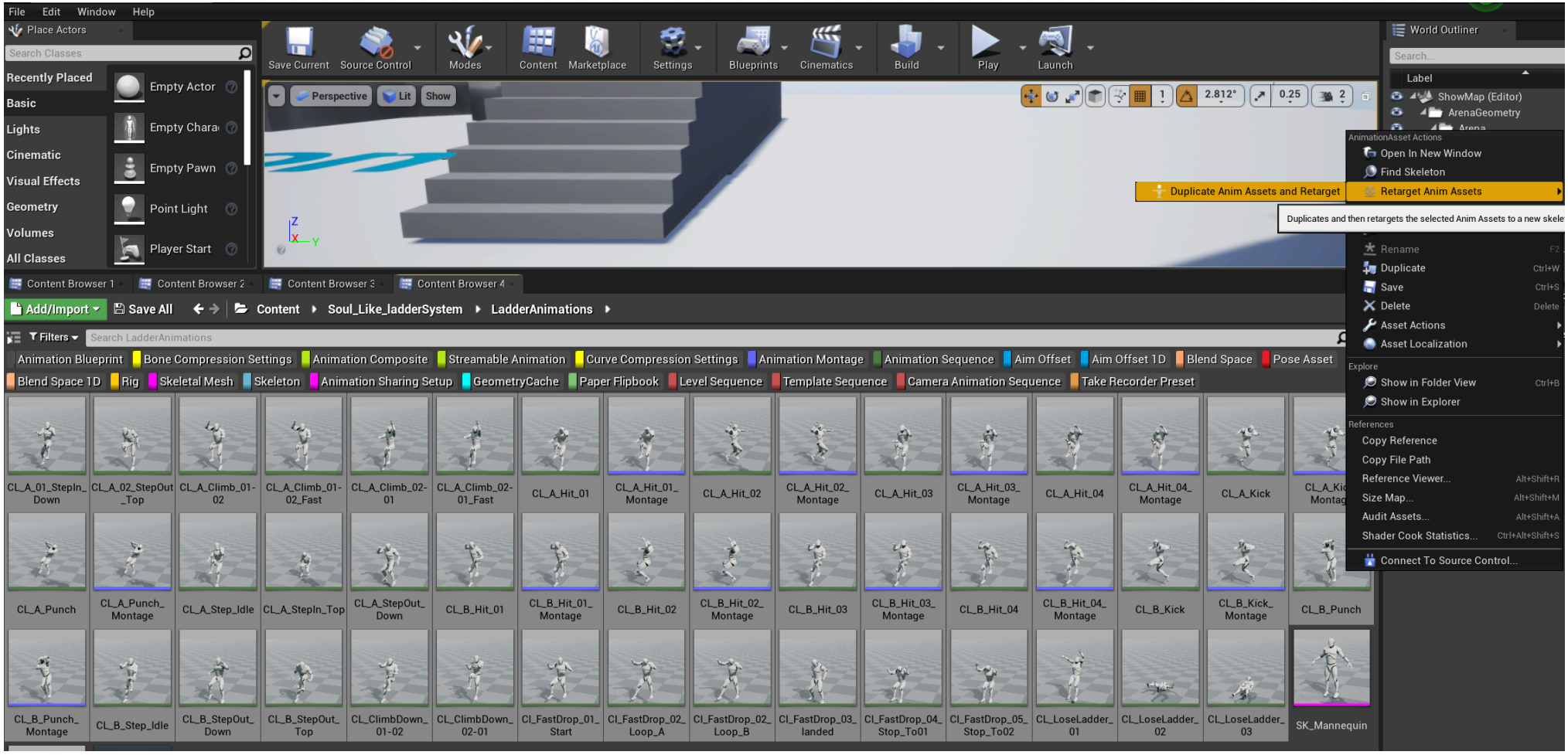
5. Open AnimBP_Copycodehere , copy those code into your own AnimBP. Compile it, then you need create those virables, create them.



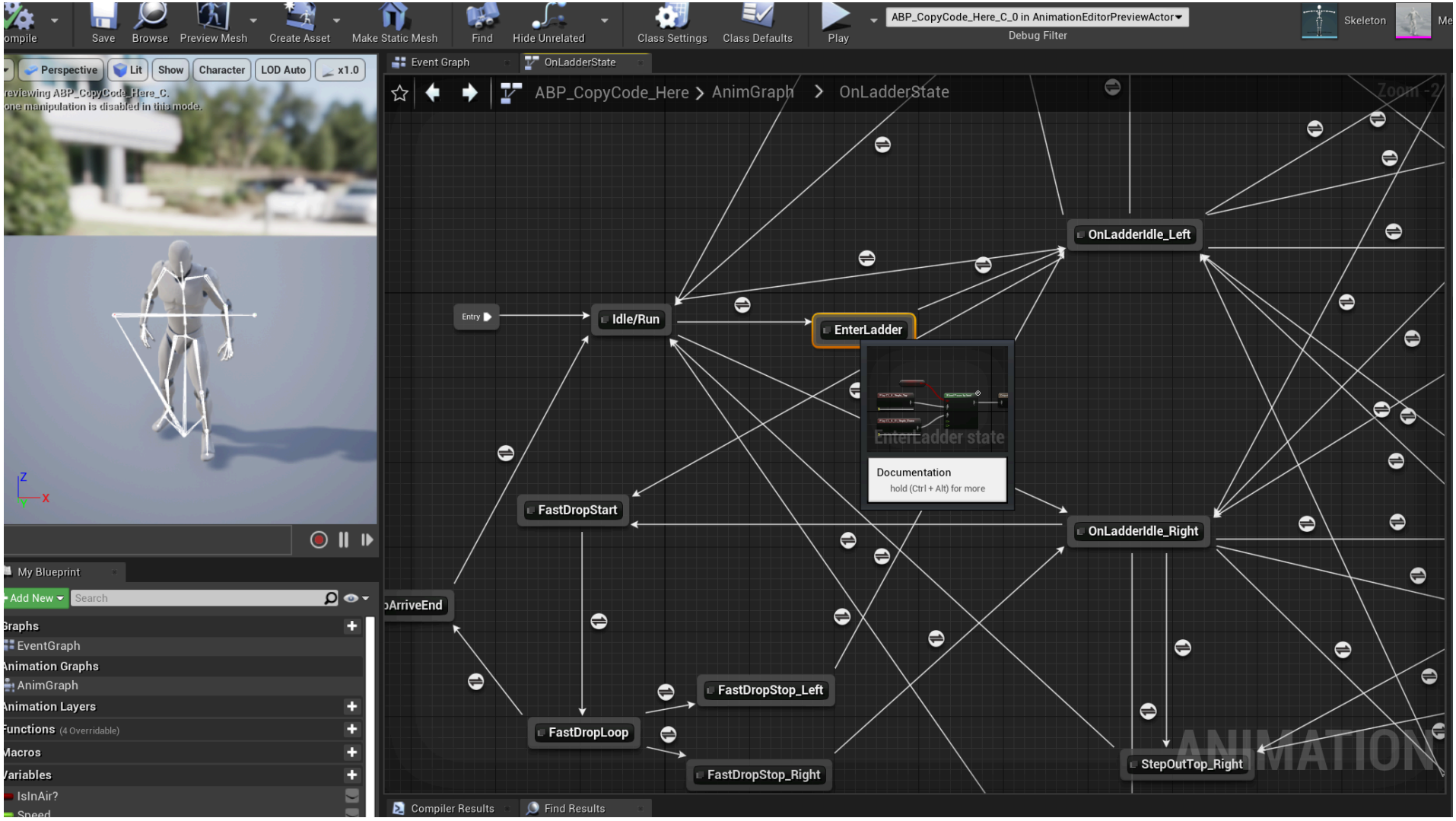
6. Copy those code into your own Animgraph, you might need to link to your own node.



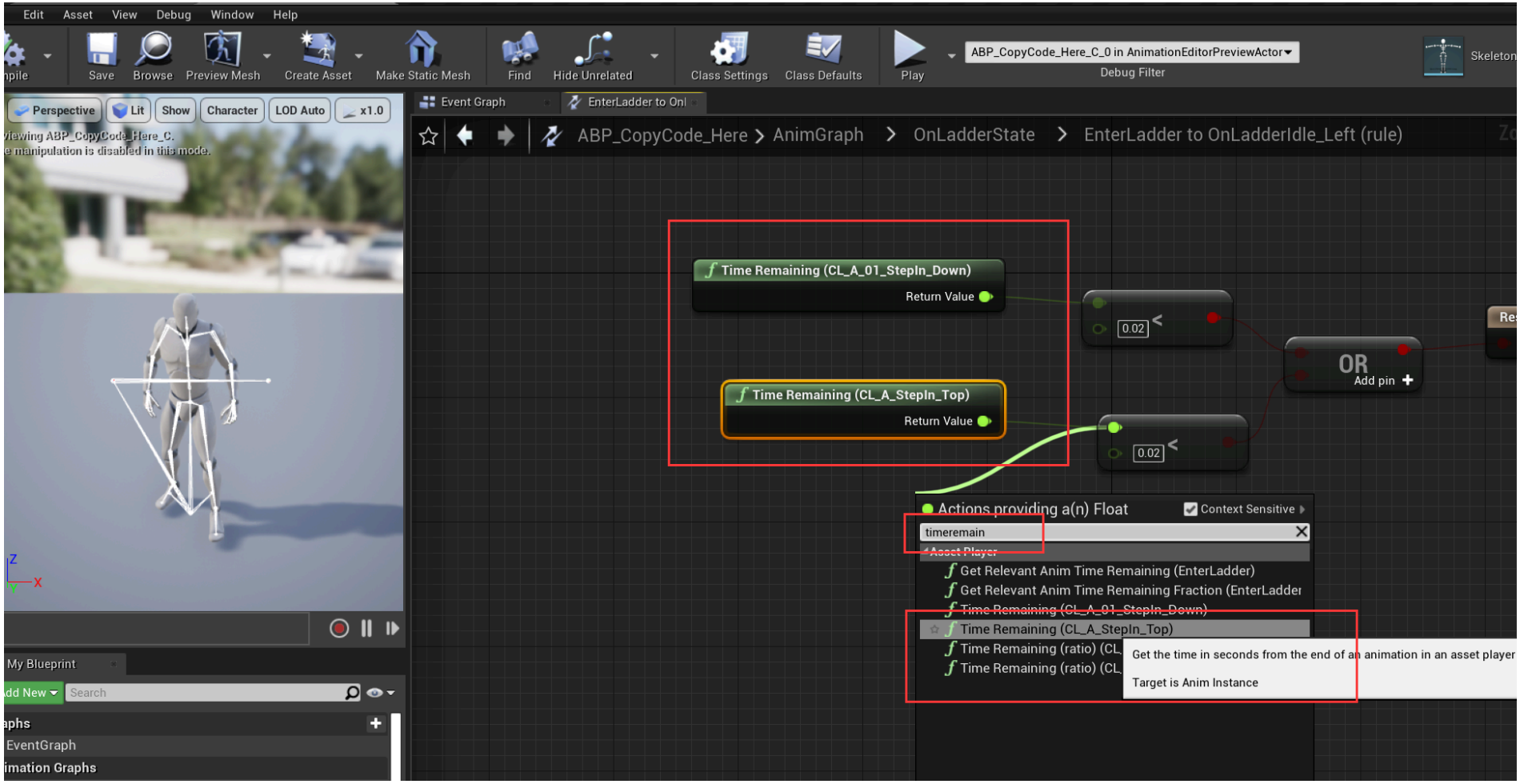
4.1 if you do not want to use retarget skeleton, you might need to retarget all those assets on your own skeleton.

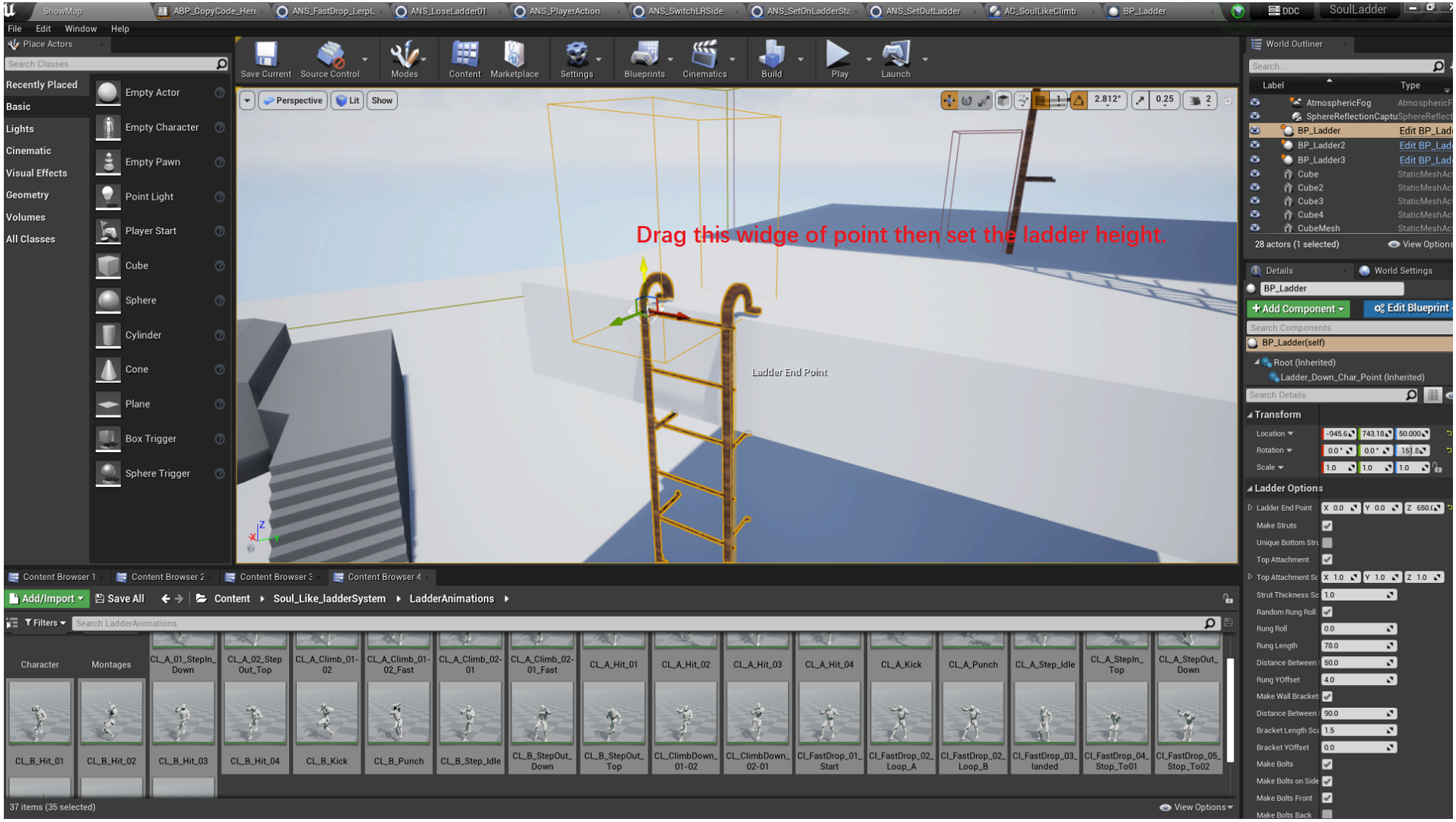


4.2 get in those node replace the asset by the retargeted asset of your own skeleton one by one.



4.3 Even replace all those time remain node one by one , you need check all those node.



7. The default height of each rung is 50. Do not recommend you change it, but if your character height virables, you change this height. Set it at BP_ladder , Virable is RungHeight (climbladdersettings).

8. Set ladder height.