

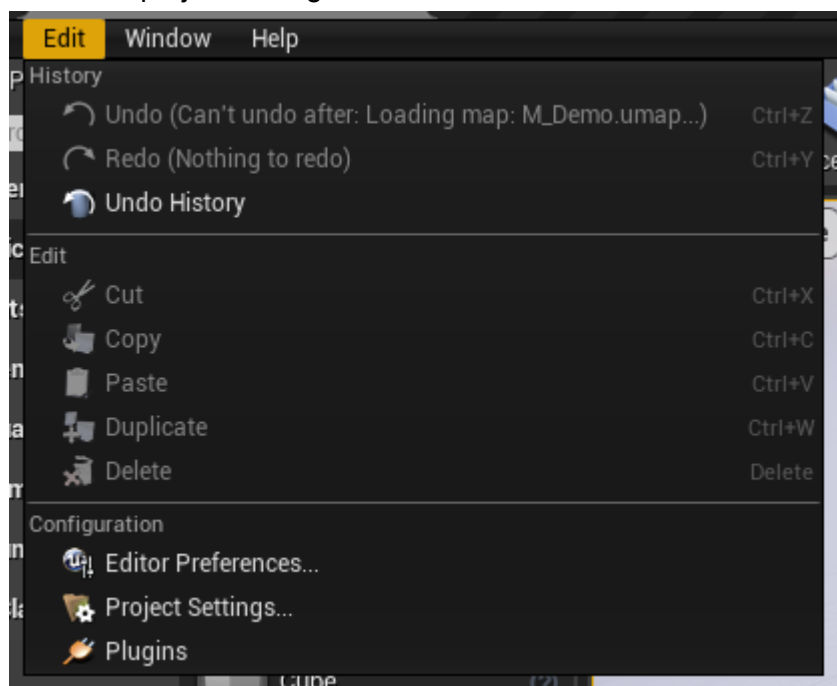
# Simple Grabbing System

## How to setup

Once you create your project, on any supported version (I will be using 4.26 for this guide). The first thing that you will need to do is to open the demo map which has everything setup (more infos on how to use it on another map and another project later). To open the map, look for M\_Demo inside the maps folder and open it, you should see 4 cubes arranged.

Once that is done, you can try to start the game, if you can't move. This is because we need to setup the inputs. If you can move, you don't have to do this next step.

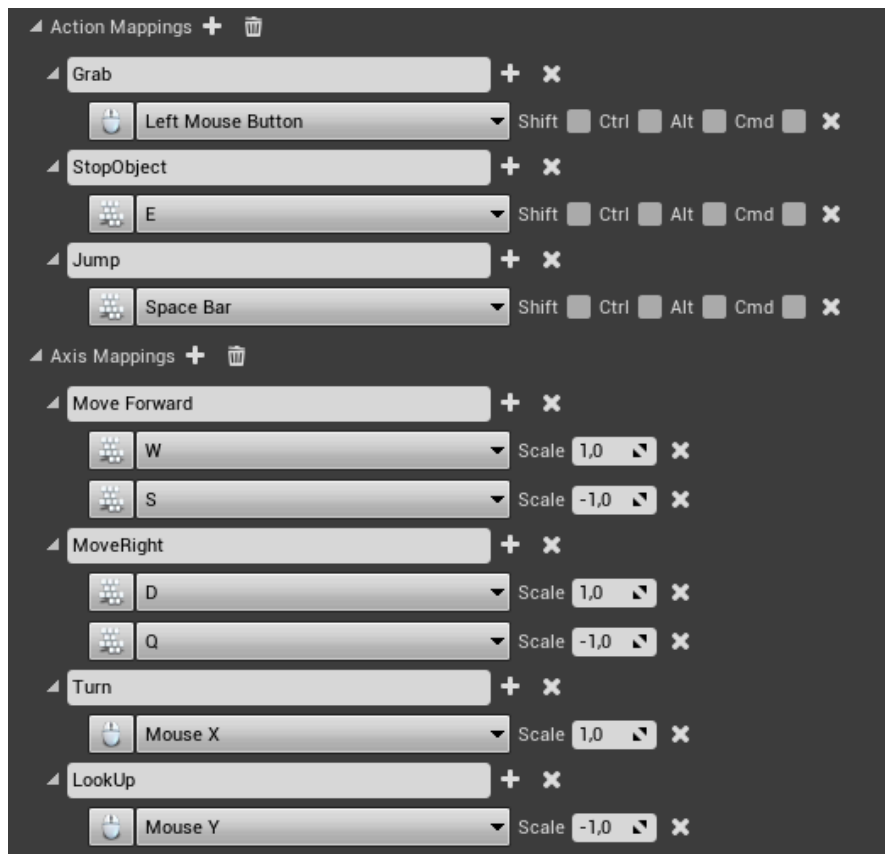
Go to edit/project settings



Then, look for "Input" on the left panel, then on the very top, setup things like in this picture. (don't forget the values).

If the only thing that you can't do when playing is moving, you only need the "Move Forward" and "MoveRight" inputs.

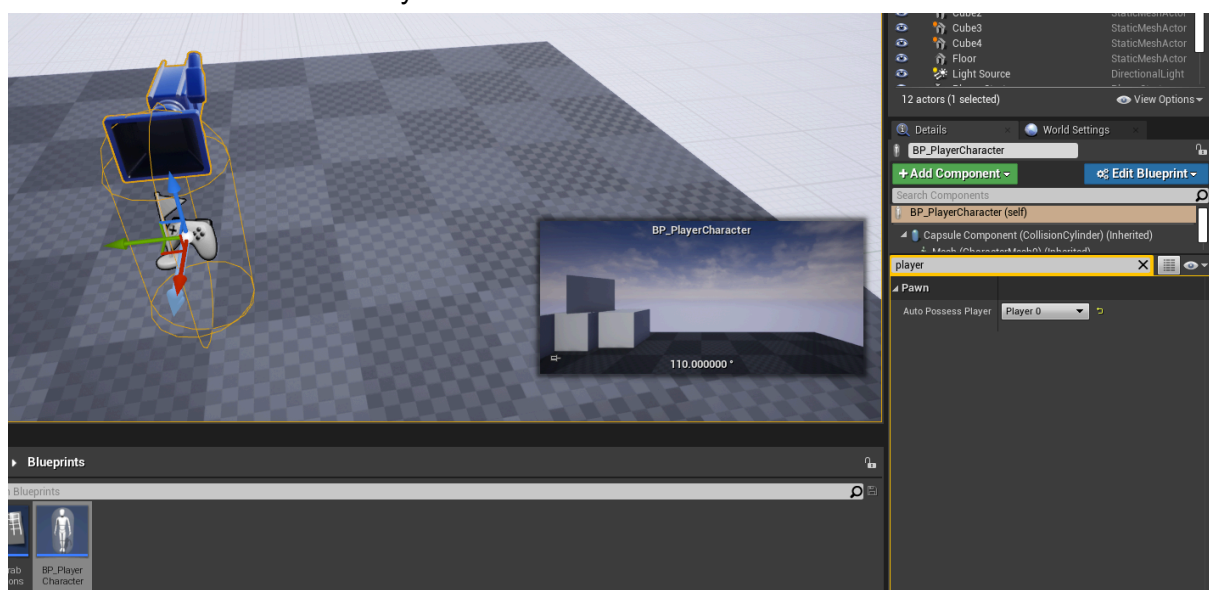
**Please note that in the newer version "Move Forward" is called "Forward" and "MoveRight" is called "Sideways".**



Once this is done, you should be all good on the demo map. To allow an object to be grabbed, simply check the “Simulate Physics” on the object.

## How to use it on another map.

Using the system on another map is easy. You just need to specify the player character as the default character and the system will work.

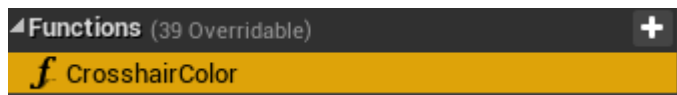


A quick fix is to place the player character and search for “Auto Process Player” in the settings and setting it up to player 0.

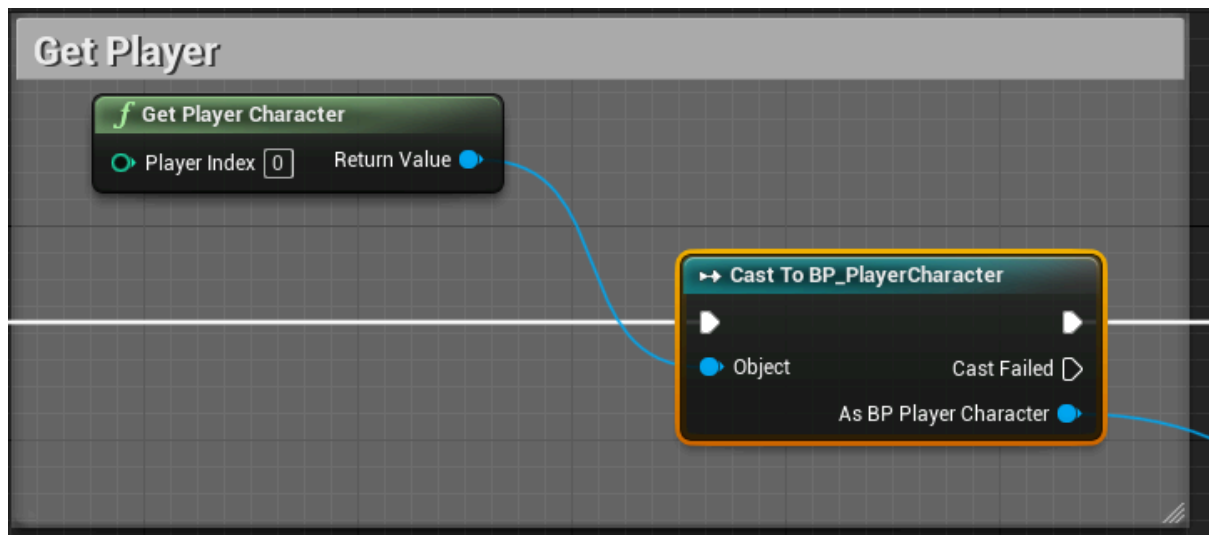
## How to migrate it on another project.

The first step is quite obvious, copy every blueprint and material on the new project. Then make sure that the inputs are correctly set up on the project (go to the start of the guide for more infos on the inputs).

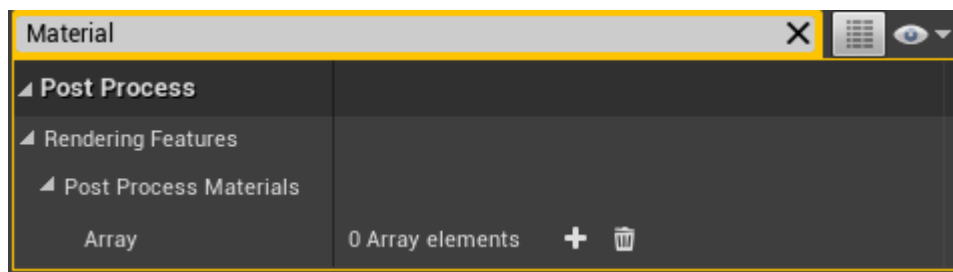
To have the crosshair, open the crosshair UI which is called “UI\_Grab” under the “UI” folder. Go to “Graph” on the top right corner. On the left, double click the “CrosshairColor” function.



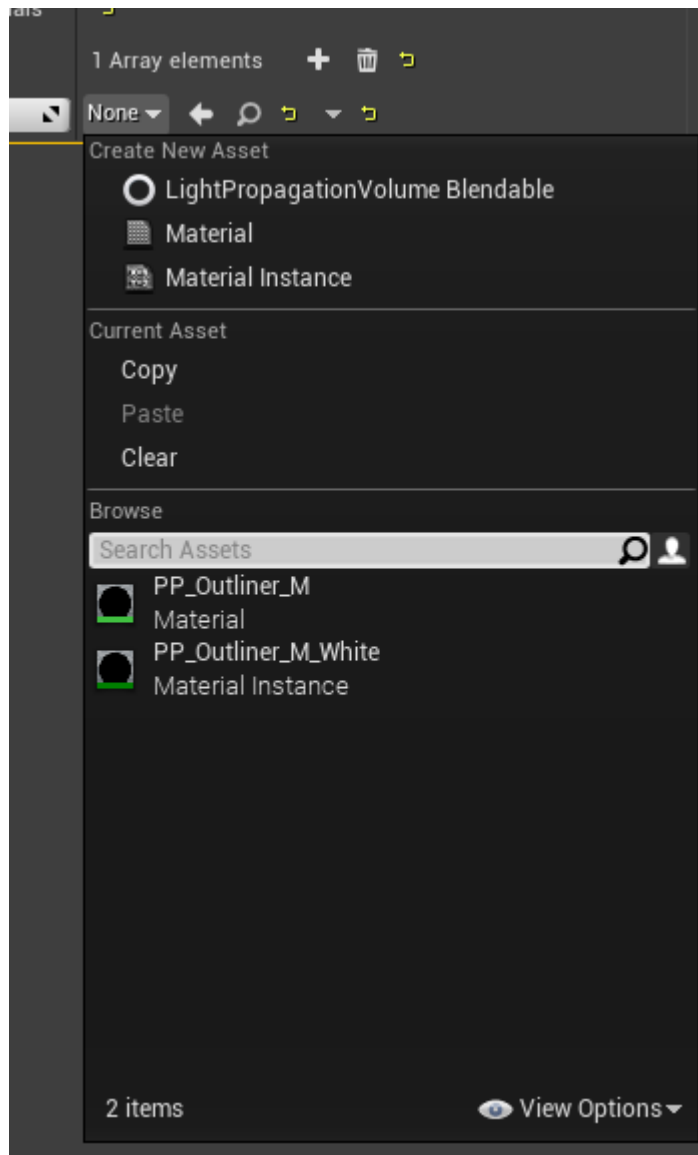
You will need to change this node to the new player character that you use.



Finally, to get the outline, make sure that the content of the “Outline” folder has been imported. Then go to your player, select your camera and search for “Material”.



Look for “Array” then hit the + and select “Asset Reference”



Finally, select “PP\_Outliner\_M\_White”.

This concludes the guide. I hope that I answered your questions. If something is not working as expected, leave a review and I'll answer it ASAP to help you resolve your problem !

## Optional : Block object rotation

If you want to block the grabbed object's rotation, simply reproduce this code in your "event tick". If you want to block all of the rotation, ignore the "get world rotation" part. If you want the blocked rotation to depend of the initial object's rotation, save it's rotation in a variable when the object is grabbed and restore it in the "set world rotation" block.

