Fast Riding System Plugin (Multiplayer)

UE 5.x

Requirements

1. Enable the Fast Riding System plugin. Go to Edit->Plugins, then search for Fast Riding System. Click on the Enabled checkbox then restart the engine.

Quick Start

1. Browse to the Map folder in either RM System or IP system folder. Open the level and play the project. You can swap the gamemodes between mountable or ridable gamemode.

Make a Rider Character

1. Add the RiderComponent to your player character.
2. Copy the enhanced input for mount/dismount and the mount function from the example player character into your new player character event graph..
3. Update the Animation blueprint.
4. Update the RiderComponent parameters.

Make a Mountable Character

5. Duplicate the child character of the mountable character base blueprint.
6. Change your mesh.
7. Update the riding system parameters in the blueprint including animations and blendspaces.
8. Create a new animation blueprint and copy all the code into your new animation blueprint.

Game Modes

1. The mountable gamemode has the ThirdPersonCharacter as its pawn. The character can mount the deers and ride them.
2. The ridable gamemode lets you play as the deer character.

Components
1. There are two components for both of the systems.
   a. The **RiderComponent** should be added to your player character. It has all the parameters related to the rider.
   b. The **RidingSystem** should be added to the character that you want to either mount or control. It has all the parameters related to the mount.

Base Characters
1. **BP_ThirdPersonCharacter**: It has the Rider Component. If you click on the component, you will see parameters for the riding system such as config and rider's animations. These animations are animation sequences only.
2. **BP_Mountable_BASE**: It has the Mount Component. This character could be mounted by the player character. In the event graph, you will find the mount function has key bindings. It has all the collisions and scene components needed to mount and dismount. If you click on the RidingSystem component, you will see many parameters for the riding system such as config and animations.
3. **BP_Ridable_BASE**: This character has the RidingSystem component. This character is only meant to be playable, not mountable. If you click on the RidingSystem Component, you will see all the parameters related to the riding system.