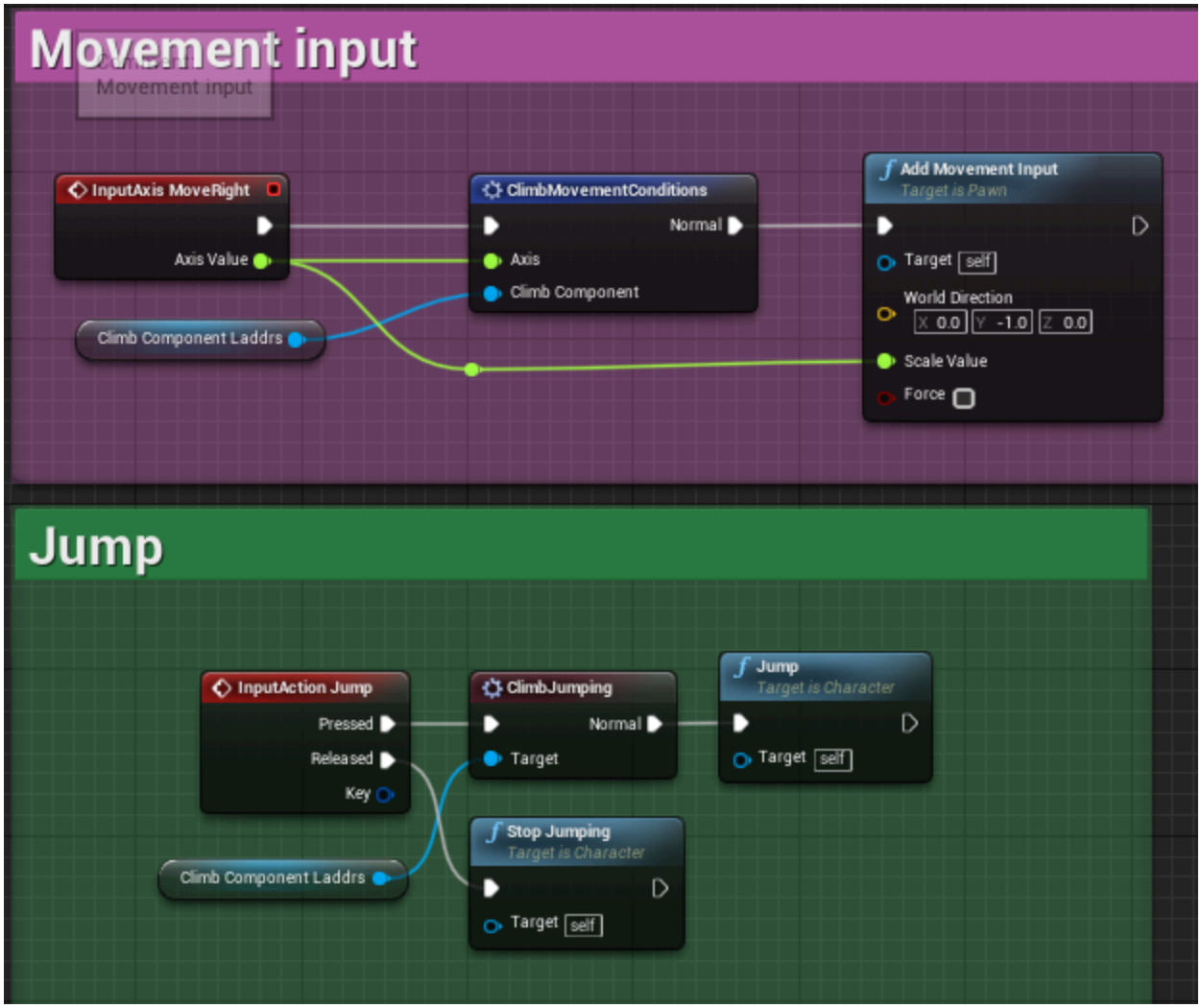
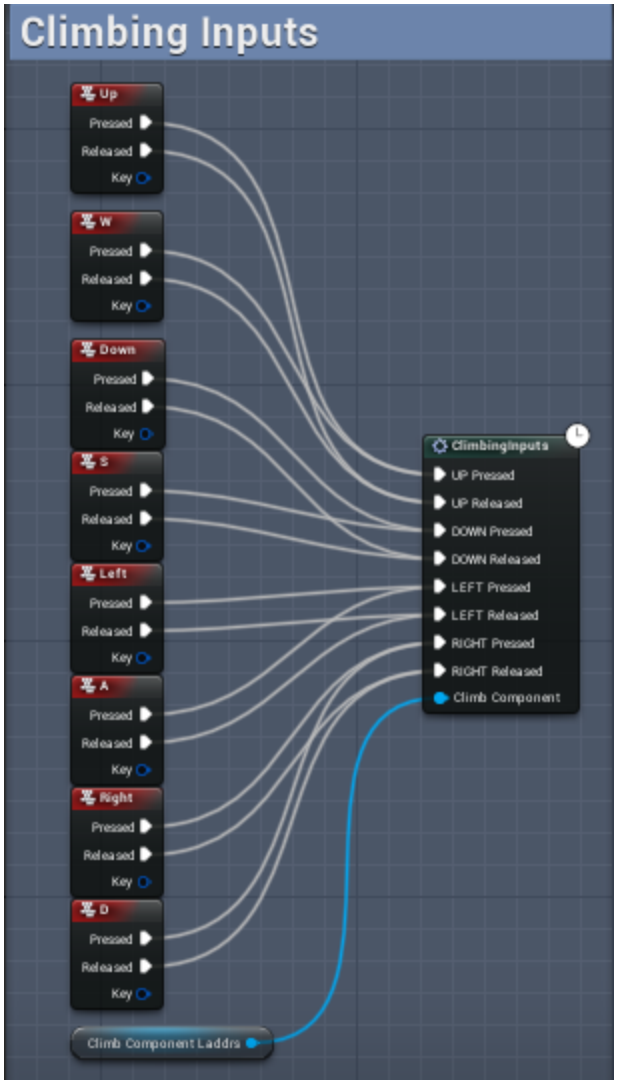


DOCUMENTATION

Setting Up character

Add A "BP_Climbing" Component to your character
Add a "ClimbMovement" node
Add a "ClimbJump" node





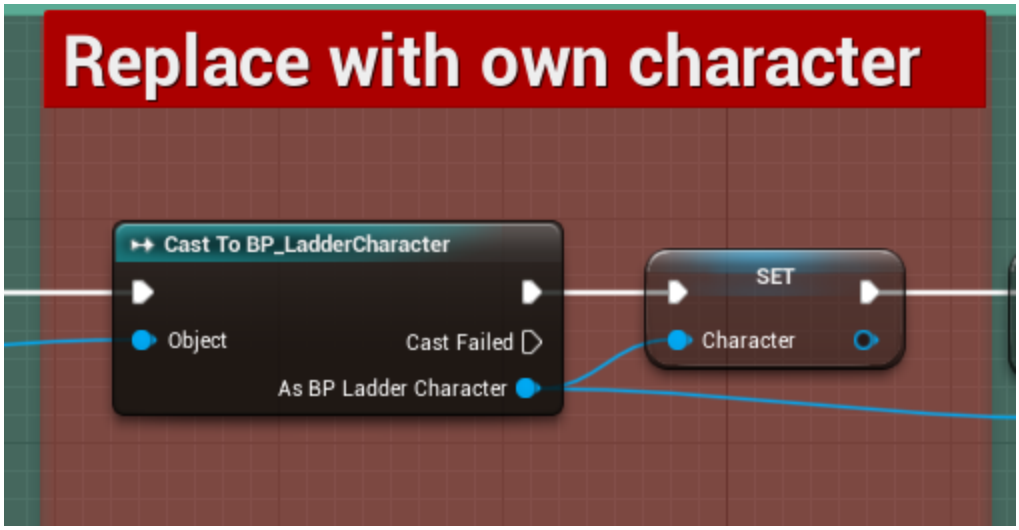
Add a Climbing Inputs Node and connect to your movement inputs

In the BP_Climbing" Component change this to your character

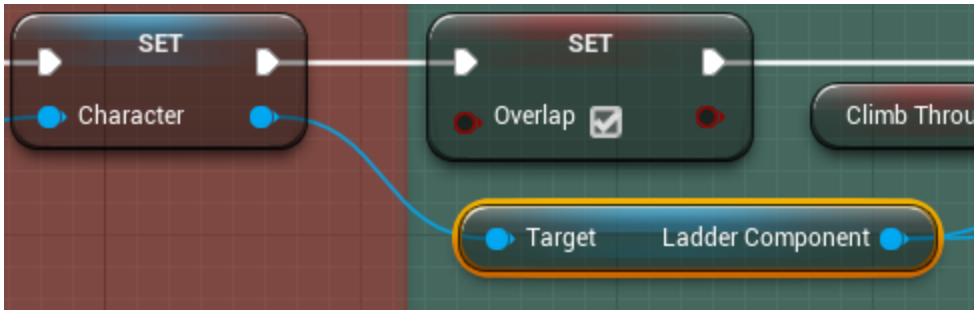


Do the same for BP_climbVolume

Climb Volumes

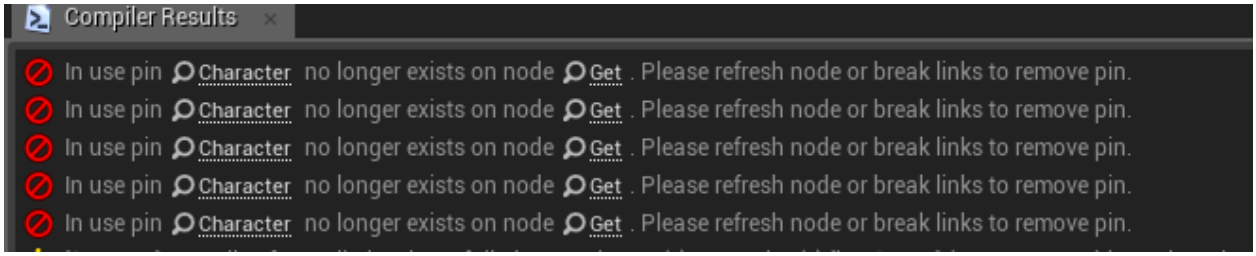


In BP_ClimbVolume change these to your own characters



From Character drag out a new connection and get the BP_Climbing(or what you have renamed it to) and replace the old connections

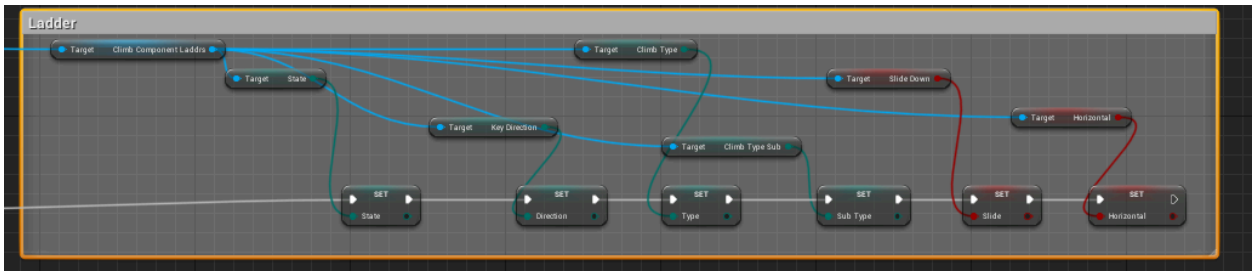
Compile and you will get these errors



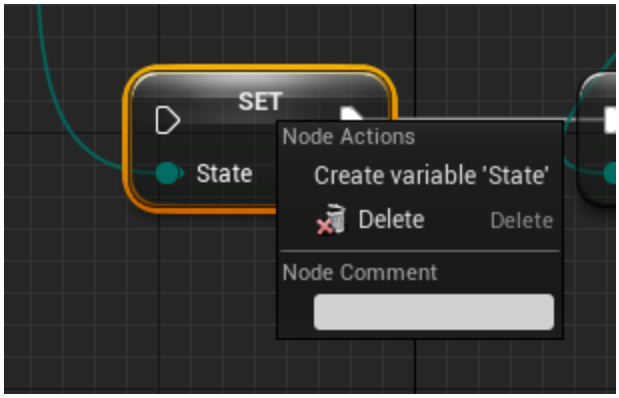
Reconnect all the pins and replace all of the BP_Climbing nodes with your updated one

Adding animations to own Character

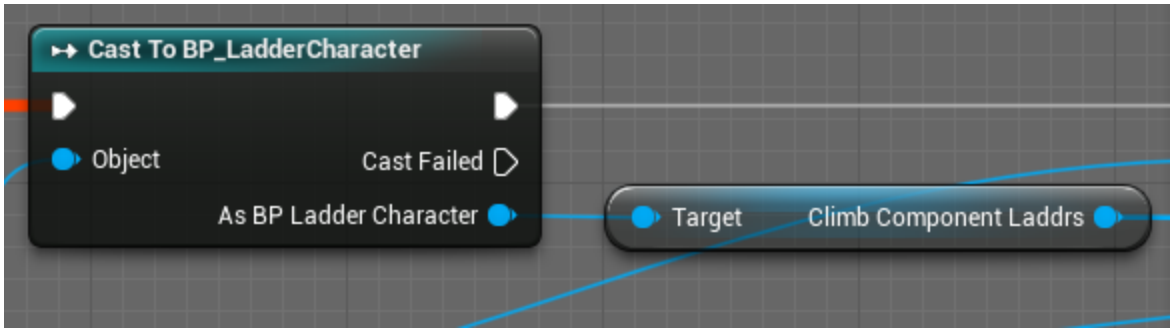
Open Up the Animation Blueprint you are using
Where Appropriate copy these variables from The ABP from the ladder kit



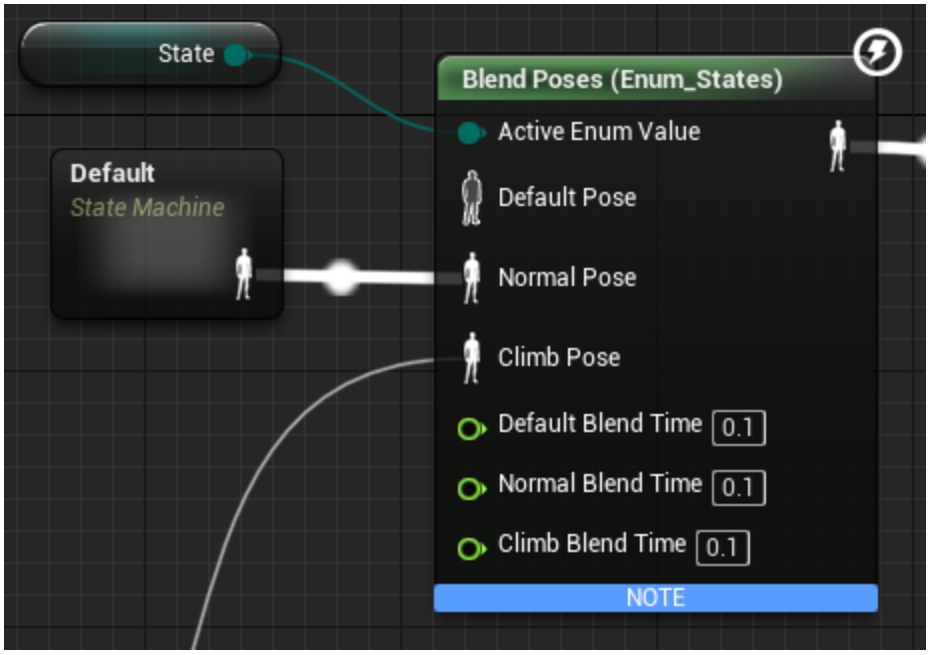
Right Click the greyed out variables and “create variable”



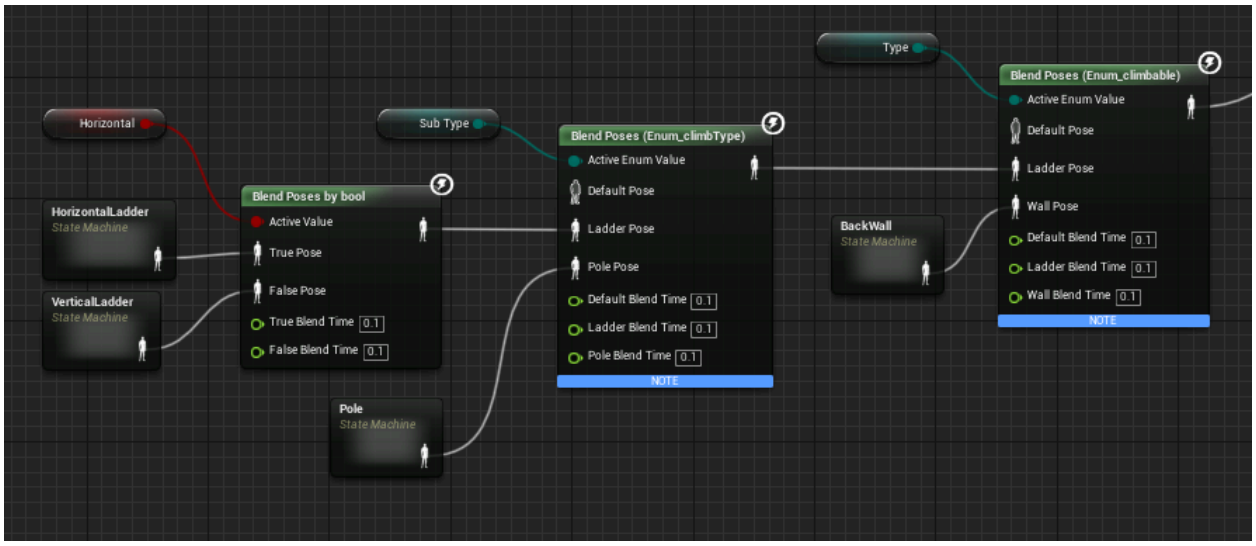
From the Cast to your character connect the Climb Component Ladders
If it will not connect drag from the bottom “As” pin and chose the BP_Climbing and connect it to all the variables that need connecting



In the Anim Graph you can copy over the Graph from the ABP_ from this pack



From the Normal Pose Pin you connect all of your existing animations
From the Climb Pose Pin all the ladder animations are called

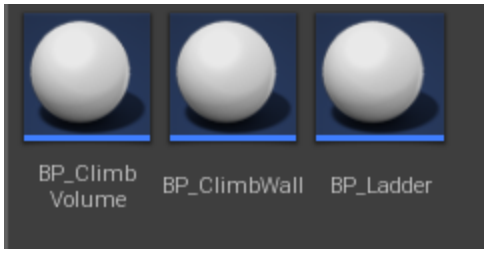


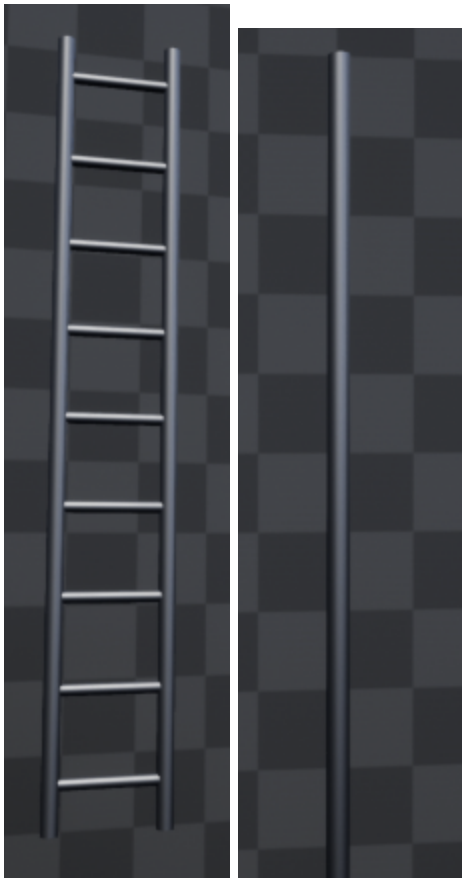
If Needed Retarget the animations to your character and if there is warning that with each animation file replace them with the new retargeted animation

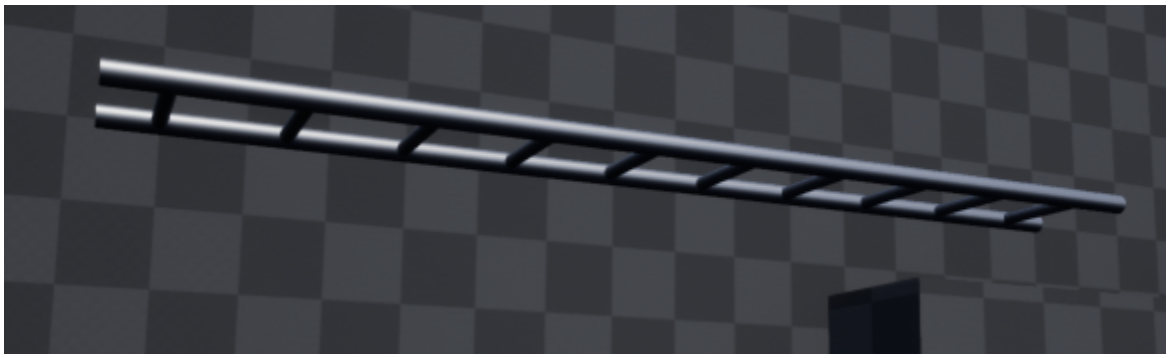
Setting Up a Ladder











Ladder Properties



Length

Climb Through

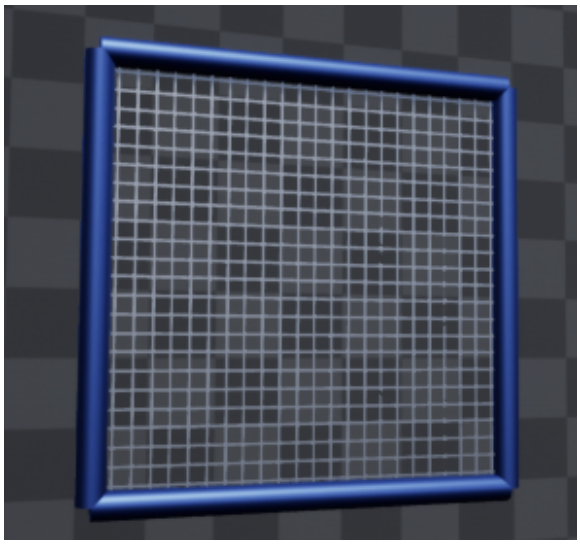
Sub Type

Tilt

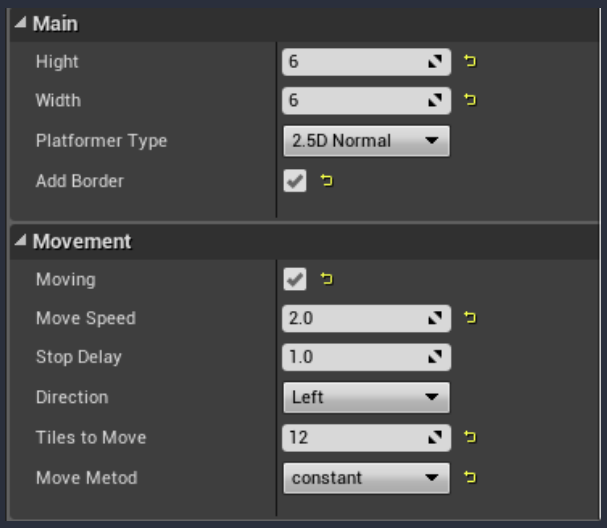
Move Speed

Move Method

Direction



Climb Wall Properties



Hight	In tiles, how tall the wall is
Width	In tiles, how wide the wall is
Platformer Type	Not used if this kit(used in standalone kit)
Add Border	Adds a blue metal border around wall
Moving	If checked wall will move
Move Speed	The speed the wall will move
Stop Delay	Wait time once wall reaches tile movement
Direction	The direction the wall will move
Tiles to Move	Number of tiles the wall will
Move Method	