



Installation

Video tutorial: <https://youtu.be/YPVblw7624c>

All movement inputs that come with the FPS template are no longer needed, unless you have custom made ones. The FPSM+ has custom made Jump, Crouch, Sprint, Move, and Look inputs you need.

Editable Values

FPSM+ has a handful of editable variables for you to tune the movement to your liking. No need to open the ActorComponent itself, as selecting the AC in your characters BP will have these values for you to mess with.

▼ Crouch	
Crouch Toggle	<input type="checkbox"/>
▼ Speeds	
Sprint Speed	800.0
Walk Speed	500.0
Crouch Speed	300.0
▼ Jump	
Coyote Time	0.5
▼ Component Tick	
Start with Tick Enabled	<input checked="" type="checkbox"/>
Tick Interval (secs)	0.0
▶ Advanced	
▼ Sprint	
Stamina	1.0
Default Fo V	90.0
Sprint Fo V	100.0
Lose Stamina Amount	0.001
Gain Stamina Amount	0.001
Toggle Sprint	<input type="checkbox"/>
▼ Slide	
Slide Angle	-10.0
Default Walkable Floor Angle	44.765083

Crouch Toggle: Crouching can be toggled by pressing the Crouch input without needing to hold it

Sprint/Walk/Crouch Speed: Dictates the speed in those states

Coyote Time: The extra time the player gets to jump after leaving a ledge. Higher value, the more the time you get to jump.

Stamina: 1.0 being the default value

Default FoV: Your characters default camera FoV

Sprint FoV: What the new FoV should be while sprinting

Lose Stamina/Gain Stamina Amount: 0.001 being default, but can be lowered or raised depending how fast/slow you want the stamina to drain/regen.

Toggle Sprint: Sprinting can be toggled by pressing the Sprint input without needing to hold it

Slide Angle: When the player crouches on a slope, they will begin a slide. The -10 value is the steepness of said slope.

Default Walkable Floor Angle: The default floor angle the player can walk on