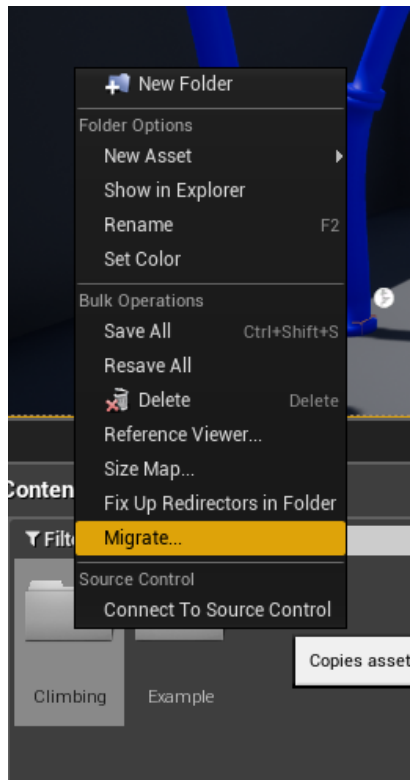
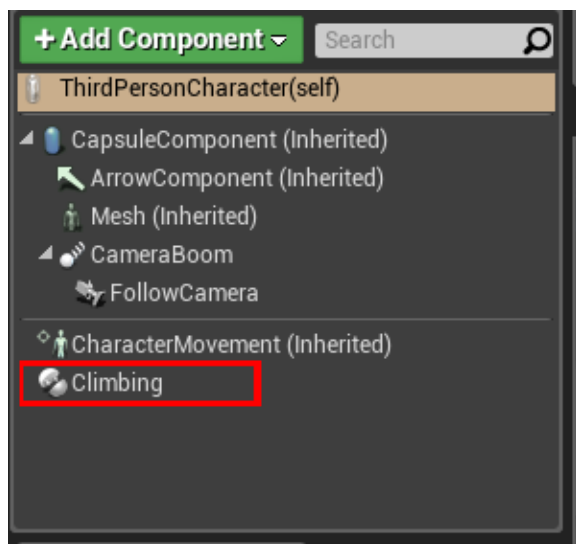


This project was made with 4.18.3. It should be compatible with any version above that. (Tested in 4.22 as well)

Open the climbing project. Navigate to the content folder, and find the “Climbing” folder. Migrate that folder to your projects content folder.

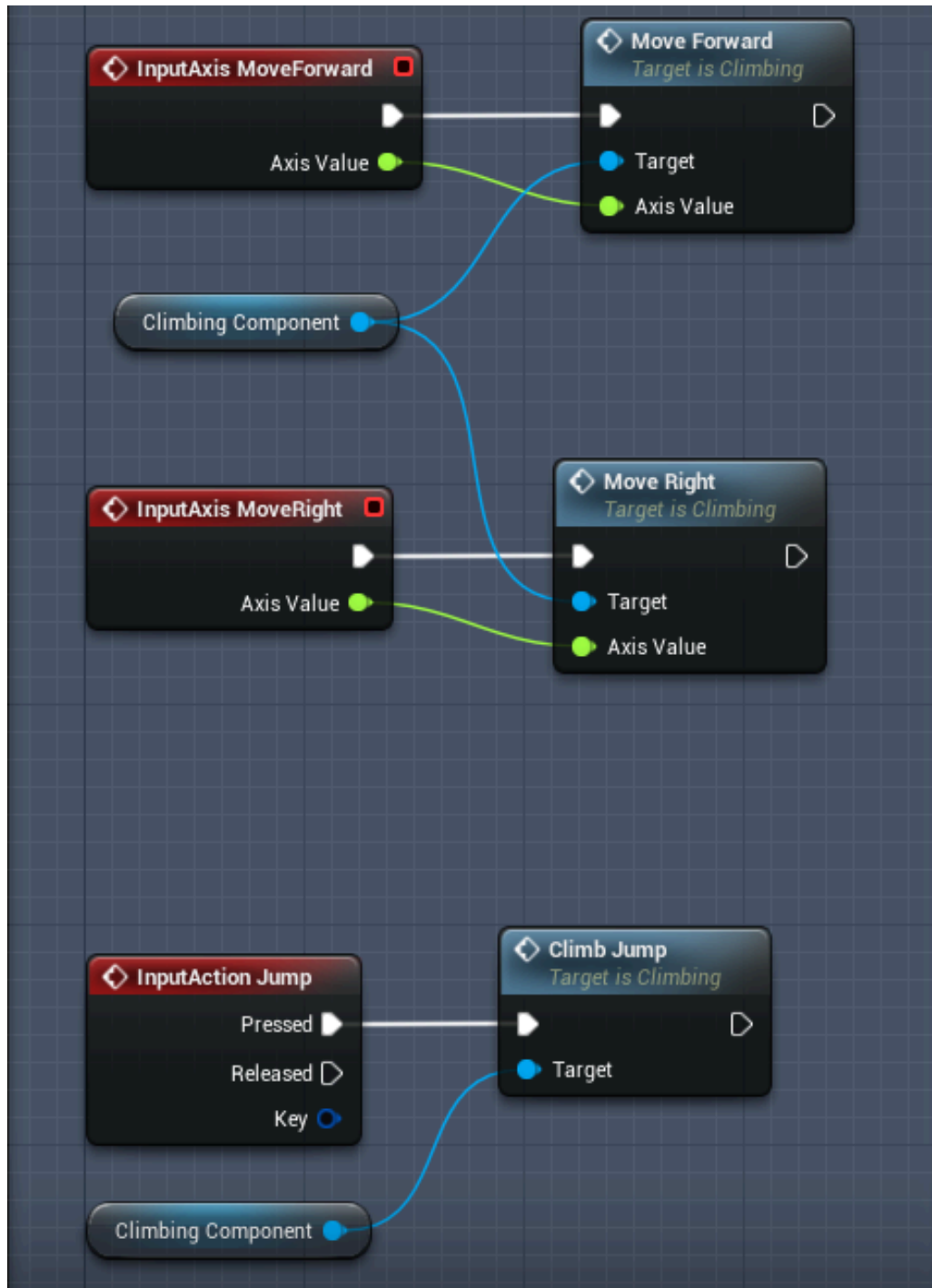


Open your player character and add the “Climbing” component to your character.



Add "Wire_BP", "Ledge_BP", "Ladder_BP", and "Pipe_BP" (in the Climbing->Blueprints folder) wherever you desire.

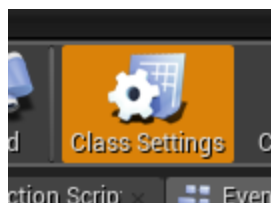
When you test now, your character should be able to climb these. At default, the movement is connected to the "MoveForward", "MoveRight" and "Jump" Input events.



There are variables exposed for modifying things like climbing speed, as well as to get information to update your anim BP with (some important ones for this are “climbingType”, “rightInput”, and “forwardInput”) (“climbingType” can have the values: “pipe”, “wire”, “ledge”, or “ladder”)



There is also a climbing interface to send events whenever the player grabs a climbable. This is to use if you want to trigger any other events yourself when this happens. You can add this to your character in the class settings:



Interfaces

Implemented Interfaces

Climbing Interface



Add ▾

Inherited Interfaces

Nav Agent Interface

Example implementations of climbing interface events.

