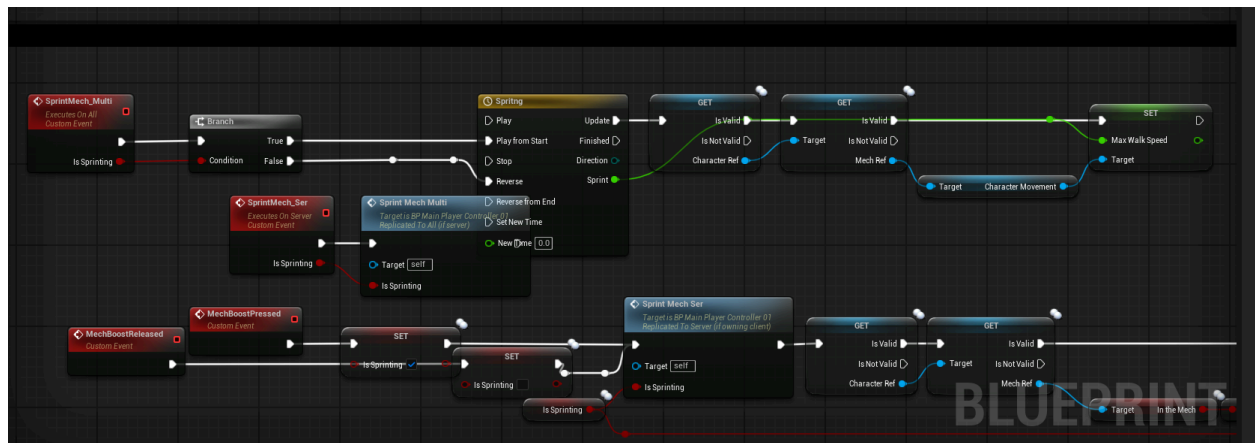
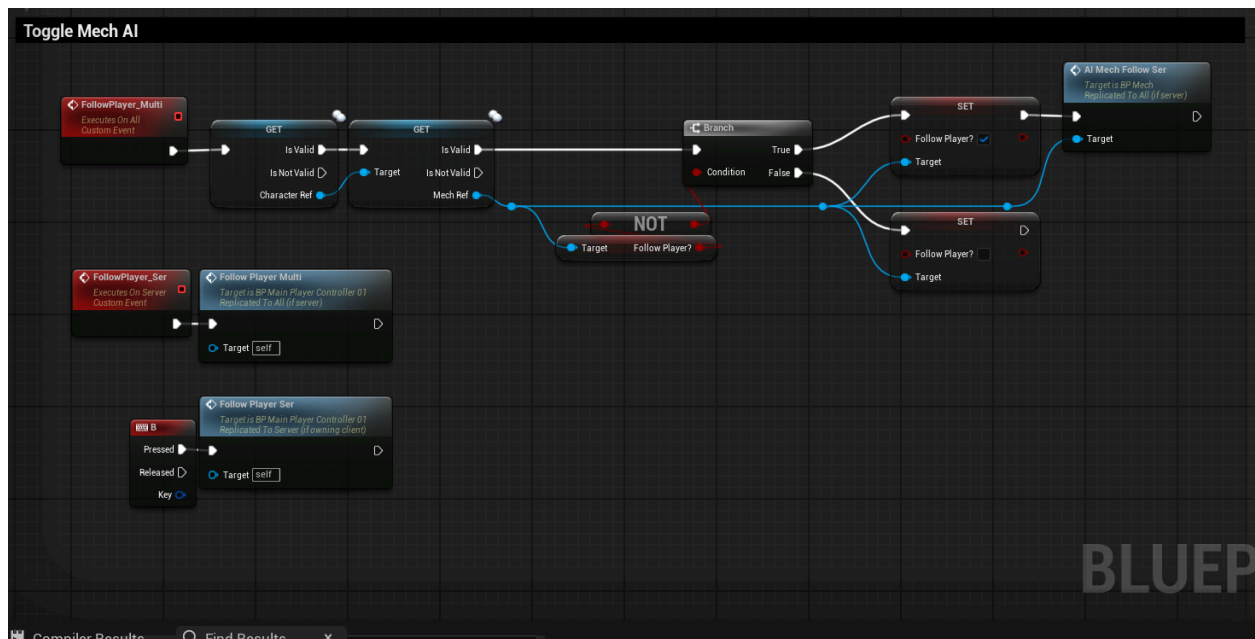


In BP_MainPlayerController

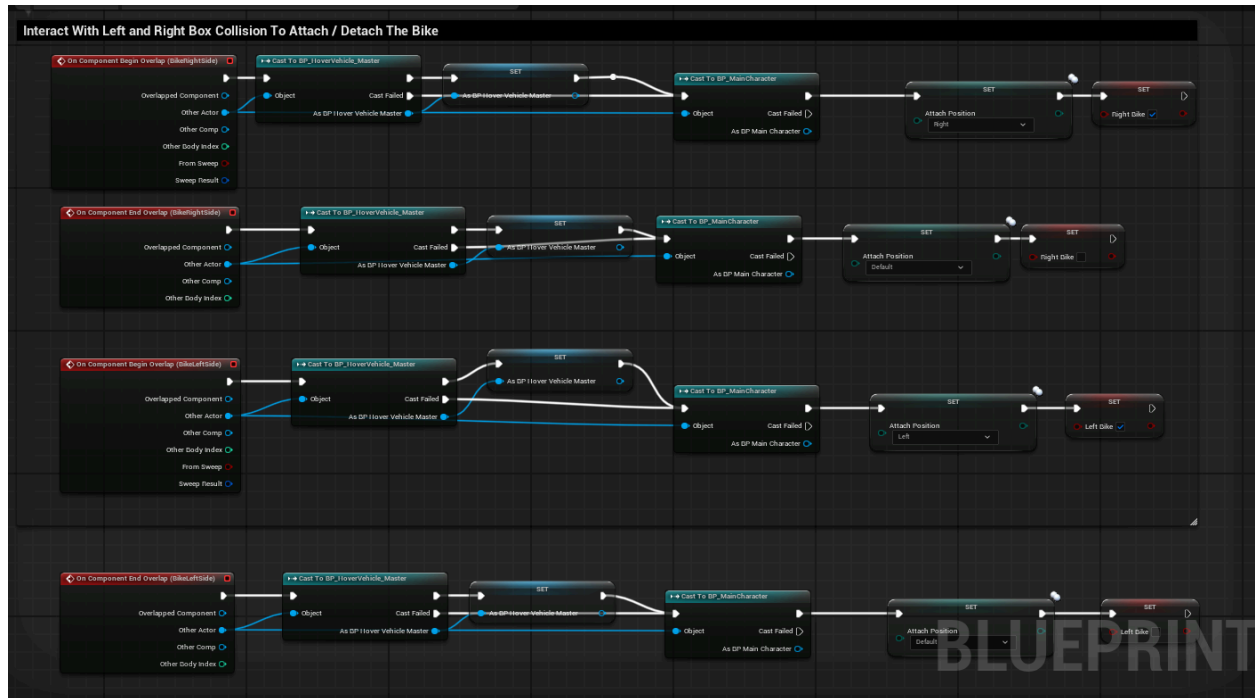


This Function Makes The Mech Sprint By increasing the max walk speed using time line to make the transition smooth.



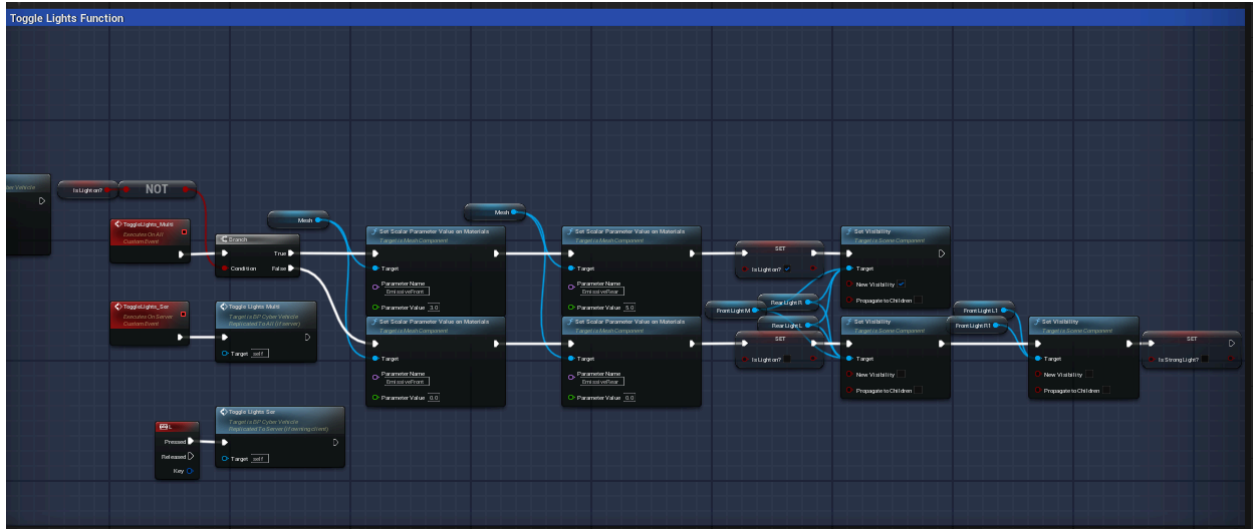
This function makes the mech follow the owning player or make the mech stop .

In BP_Rover

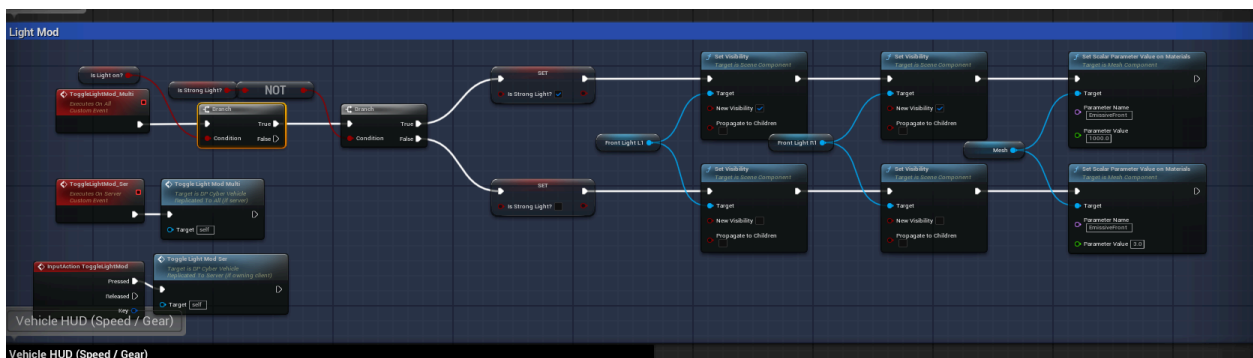


This function determines which side the character stand and after that when the player Press X will detach the bike on his side.

In BP_CyberVehicle



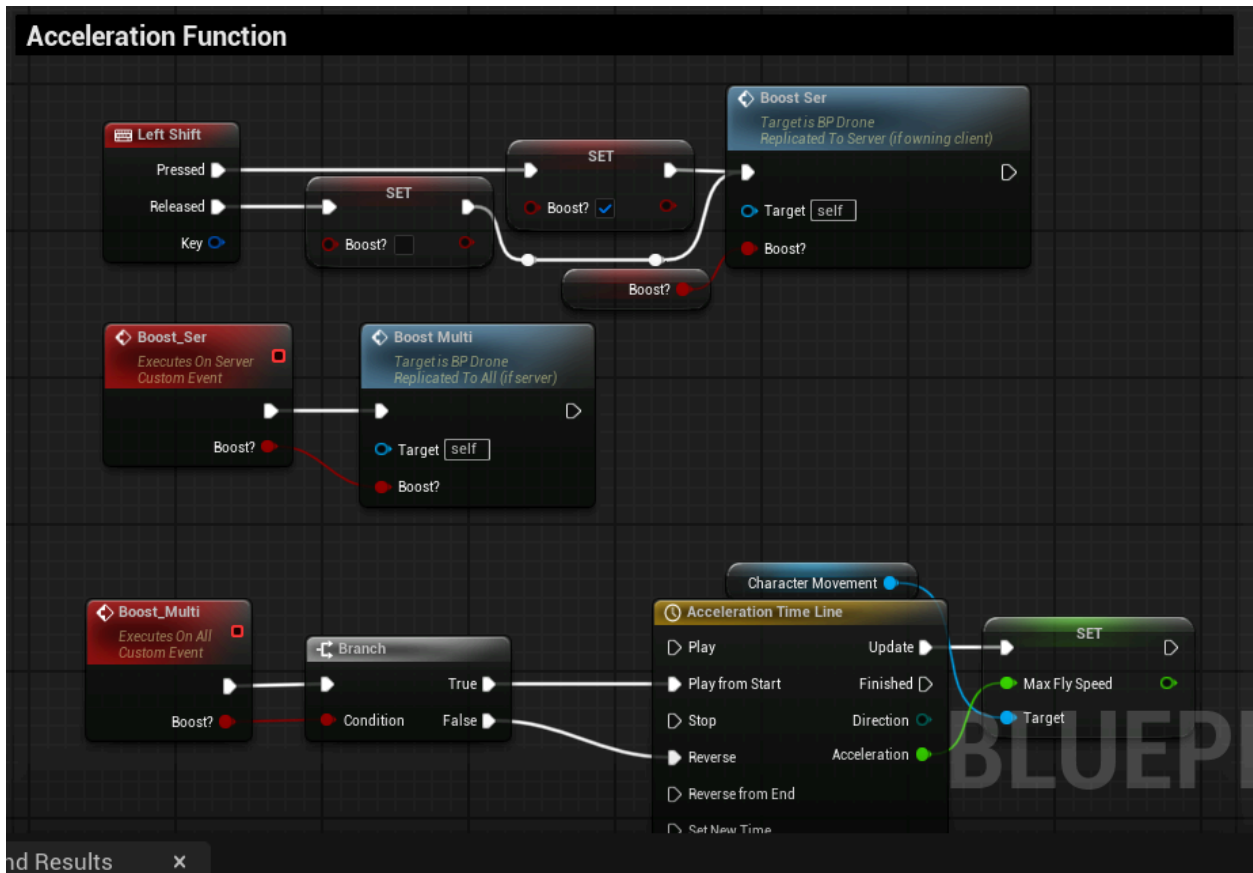
This function for toggling lights of the vehicle by using set visibility node and using set scalar parameter value on material node to make the lights on the car body glow .



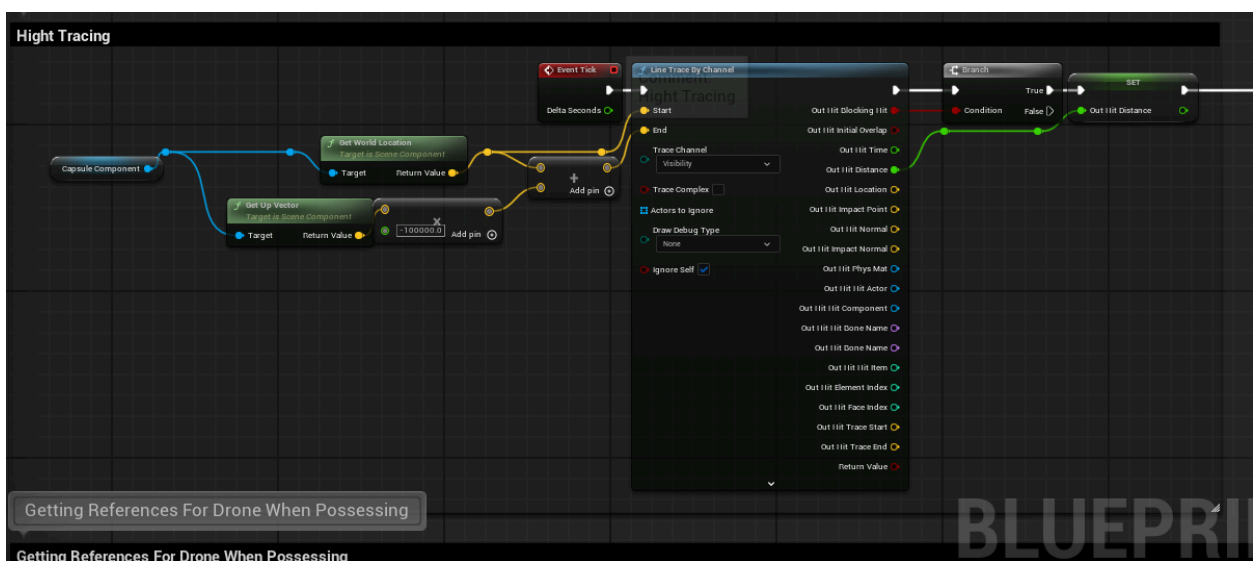
High Beam Function:

This function is similar to the previous function but here make upper light visible and increase the scalar parameter value on material to make the light more glowing .

In BP_Drone

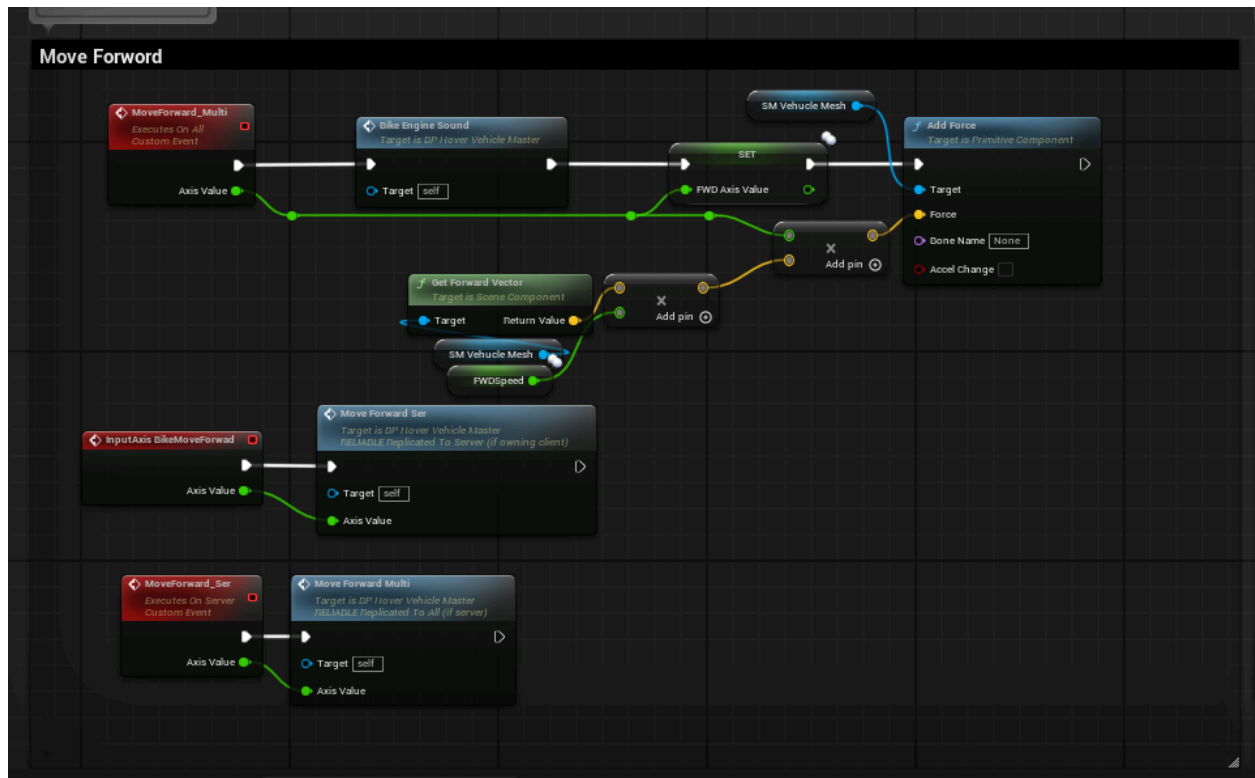


This Function for increasing the speed of the drone while its possessed by the player and i used here Time line to make the acceleration More smooth.



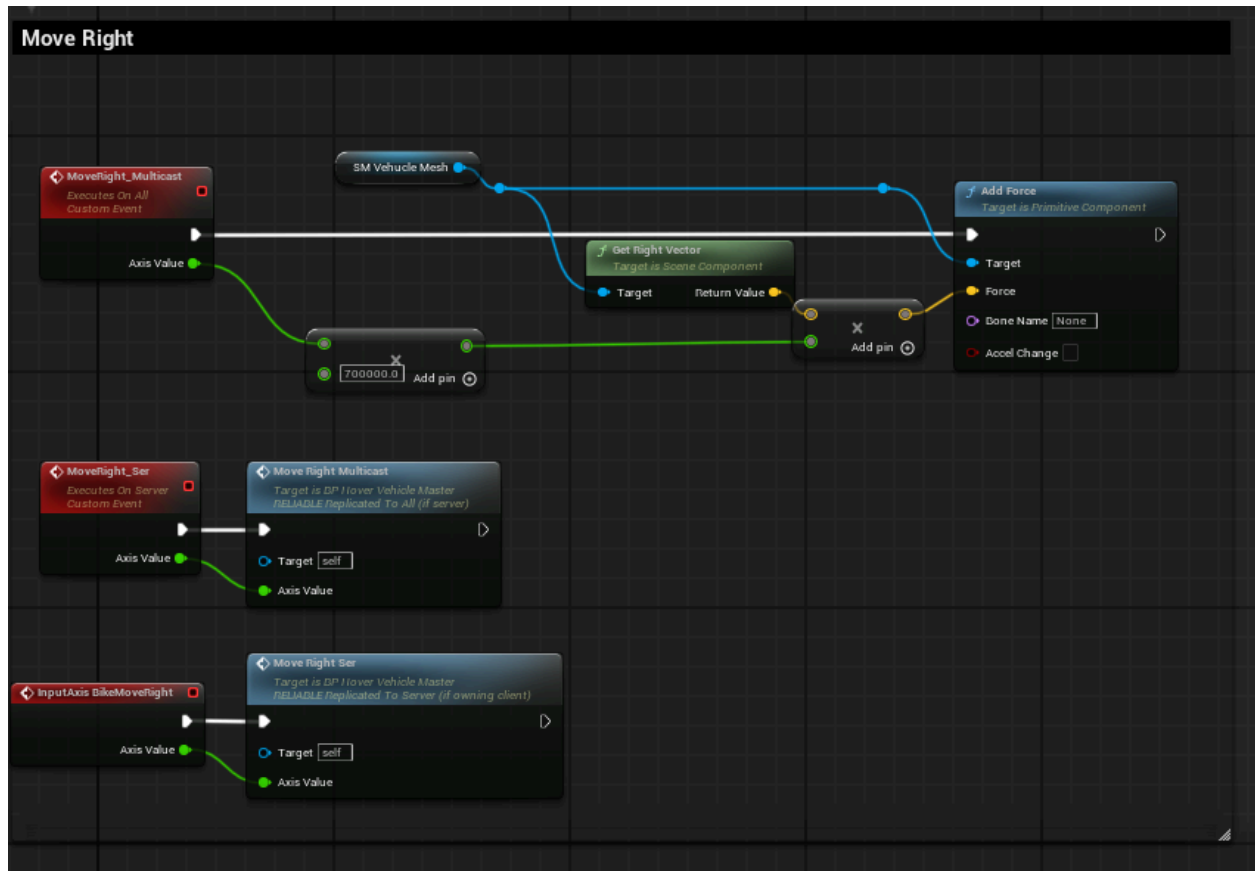
This function for checking the height continuously for despled on HUD after converting to KM .

In BP_HoverVehicle

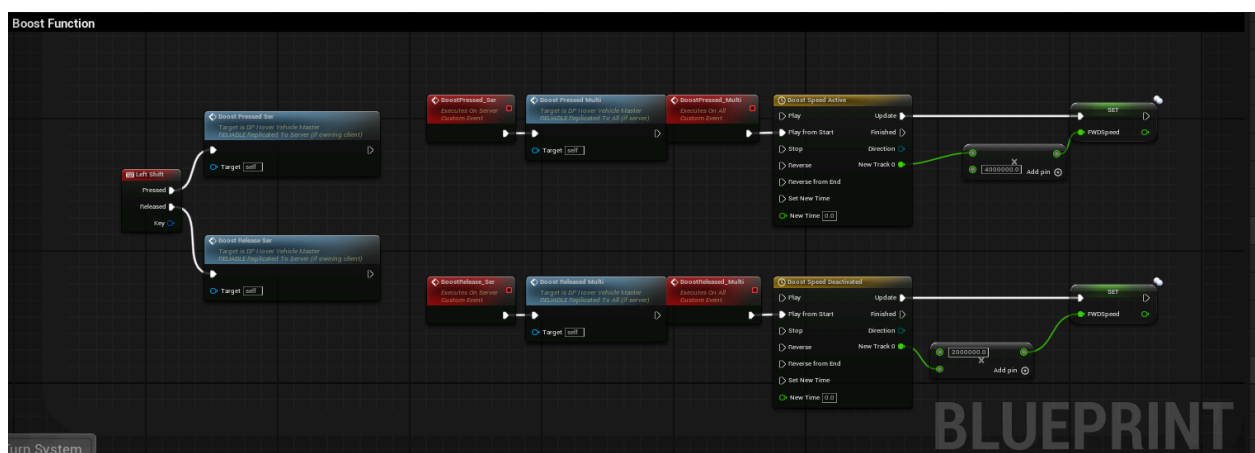


This function makes the hover vehicle move forward by using Add force.

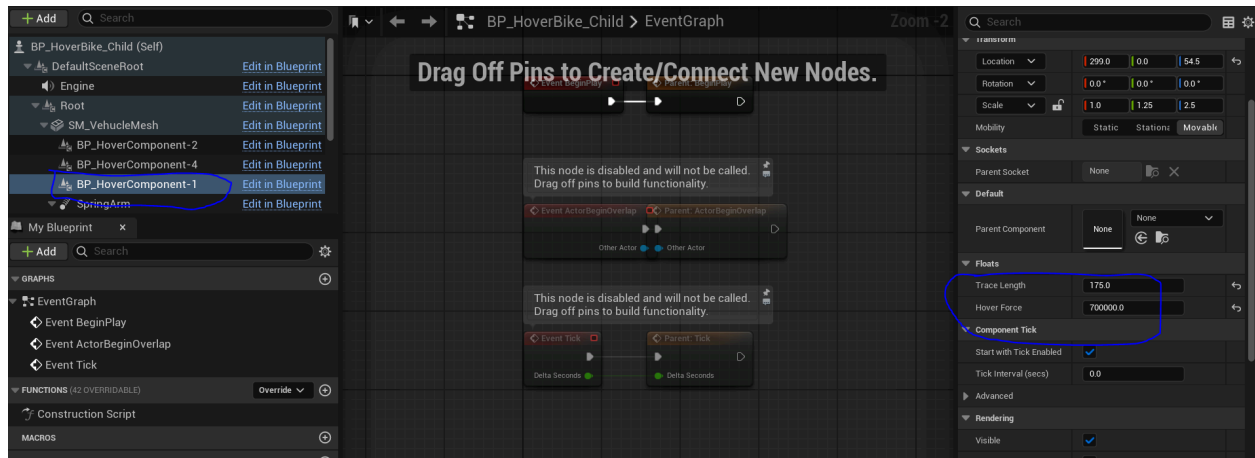
You can change the speed in FWDSpeed Var .



This function for moving right or left by adding a little force and you can make more or less speed change the multiply value.



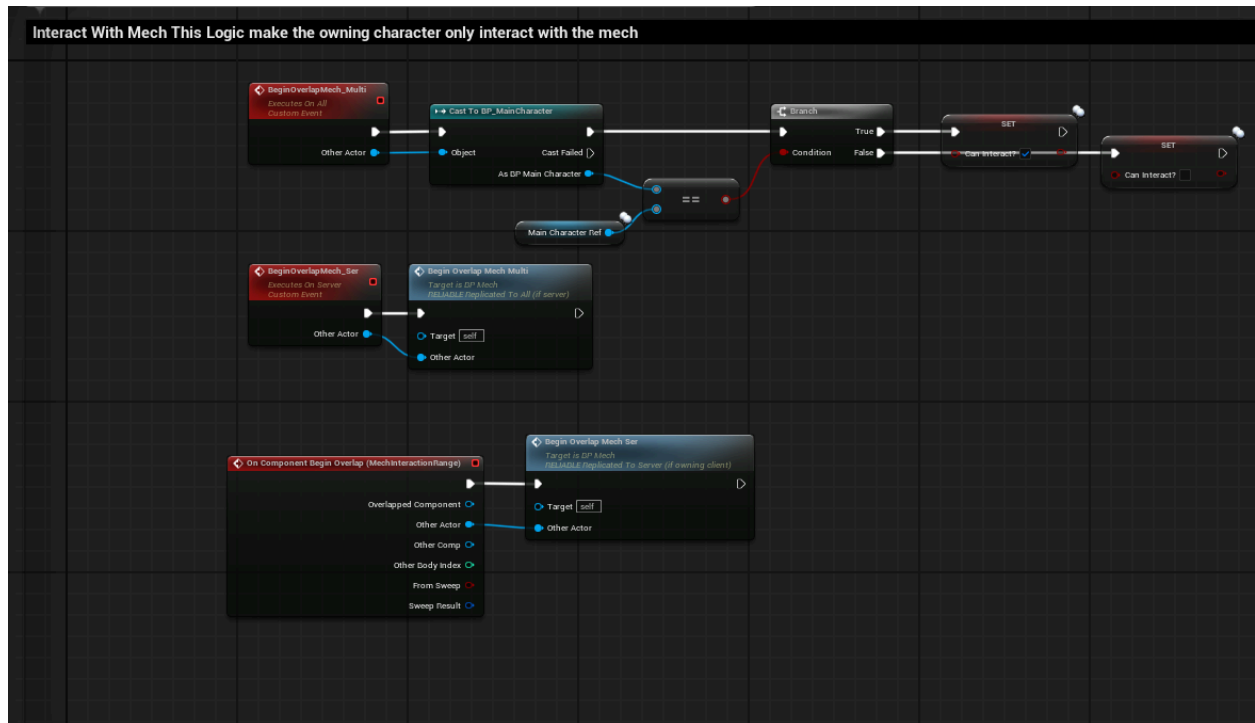
This function makes acceleration more smoothly using time line function you can change the value of speed and the acceleration speed as your needs .



Note : if you want to make a hover car you need to use the 4 hover components and distribute it on the button edges of the car i use here 2 for the bike.

If you make a hover car or bike you need to put the value of the hover components to use the same value as explained in the image.

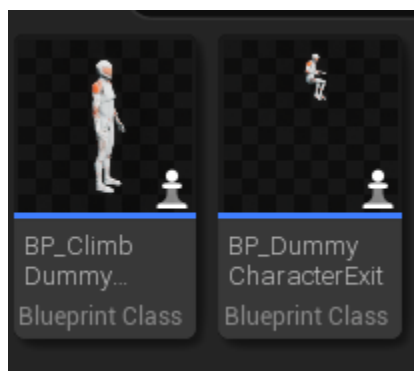
In BP_Mech:



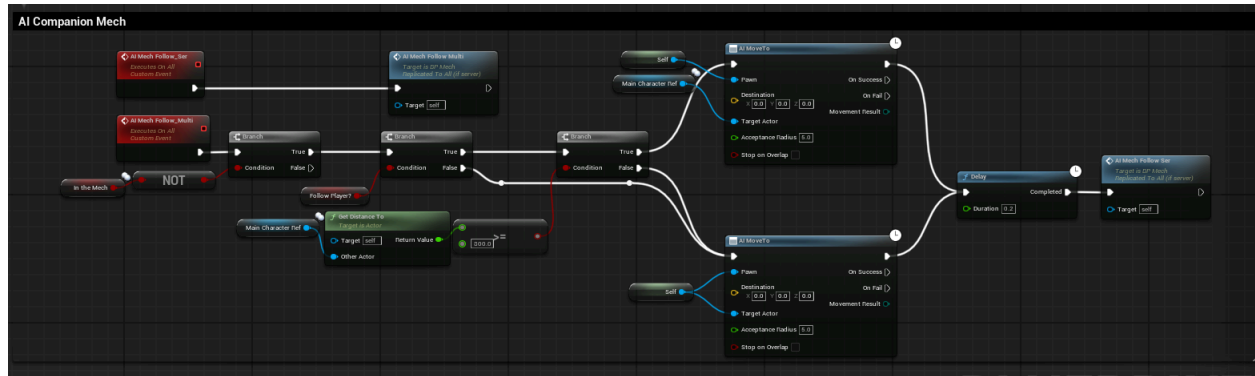
This function interacts with the mech .

The make is spawned by character so we need to make ownership for the mech , so in this function to interact with the make must the overlapped character equal the character who spawned the mech.

The same in end overlap .



This two character class for make the climb and exit animations for mech.



This function i make a simple AI to make the mech follow the character and stop in a certain distance.

In Project Settings:

Setting	Value	Notes
Substepping	☒ Enabled	Must be enabled for accurate physics calculations.
Substep Delta Time	0.016	Approximately 60 FPS per substep for smooth simulation.
Max Substeps	8	Increases physics calculation precision without significant performance cost.
Async Scene	☒ Enabled (if available)	Reduces lag if the project uses async physics.
Use Fixed Frame Rate	True	Ensures consistent physics simulation.