

Abandoned Cars Documentation

Important

A. Vehicles are not working and I'm getting blueprint errors

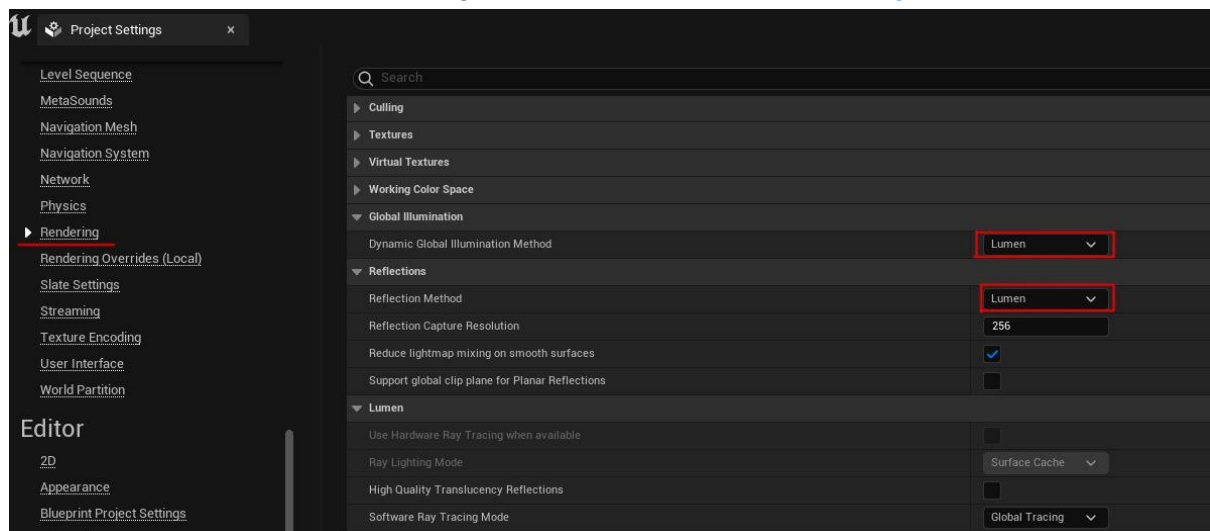
- A. Please enable Chaos vehicle plugin in the Plugin window ([Edit](#) > [Plugins](#) > [Vehicles](#), enable [ChaosVehiclesPlugin](#)) and restart the editor.

"This product supports MetaSounds for Unreal Engine 5.0+"

Required Settings

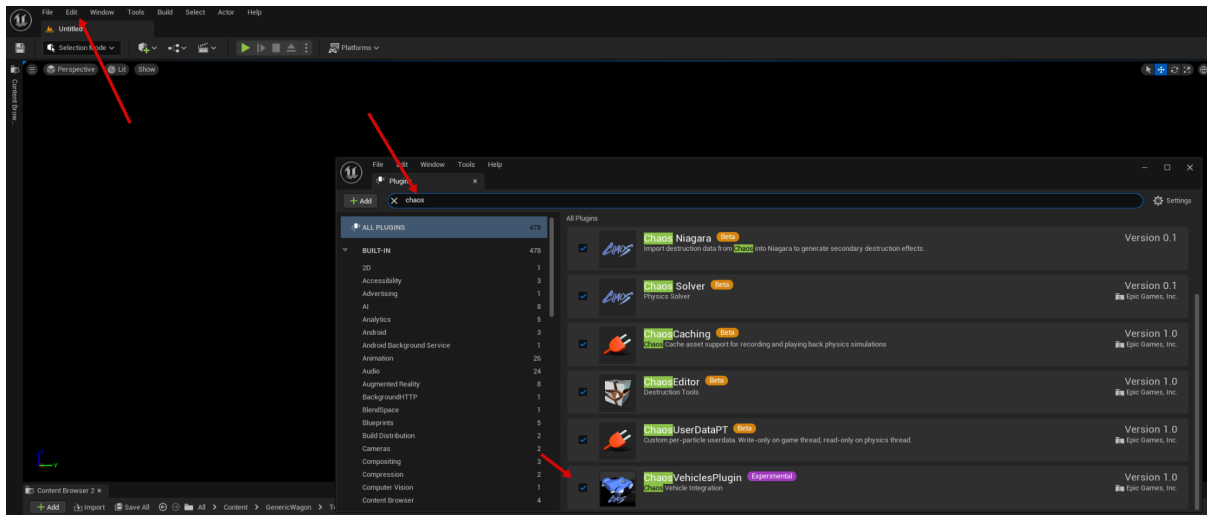
Lumen

Lumen is enabled from the Project Settings under the **Rendering > Dynamic Global Illumination** and **Reflections** categories. More in documentation [page](#).



Plugins

Enable Chaos vehicle plugin in the Plugin window ([Edit](#) > [Plugins](#) > [Vehicles](#), enable [ChaosVehiclesPlugin](#)) and restart the editor again.



Example Player

This pack also comes with an example player blueprint. Simple FPS pawn

Input Settings

This pack is using the new [Enhanced Input](#) system so you don't no longer have to manually set up key bindings in the Project Settings. Example player and drivable cars are using their own Input Action and Input Mapping Context assets. That way you can easily edit different key bindings for different inputs.

Demo Inputs

In the demo you can test the whole example map. It will contain everything that comes with the product. Inputs are the following:

Example Player

Movement:(**WASD**)

Enter vehicle (**E**)

Vehicle

Throttle: (**W**)

Brake/Reverse: **S**)

Steering: (**AD**)

Handbrake: (**Spacebar**)

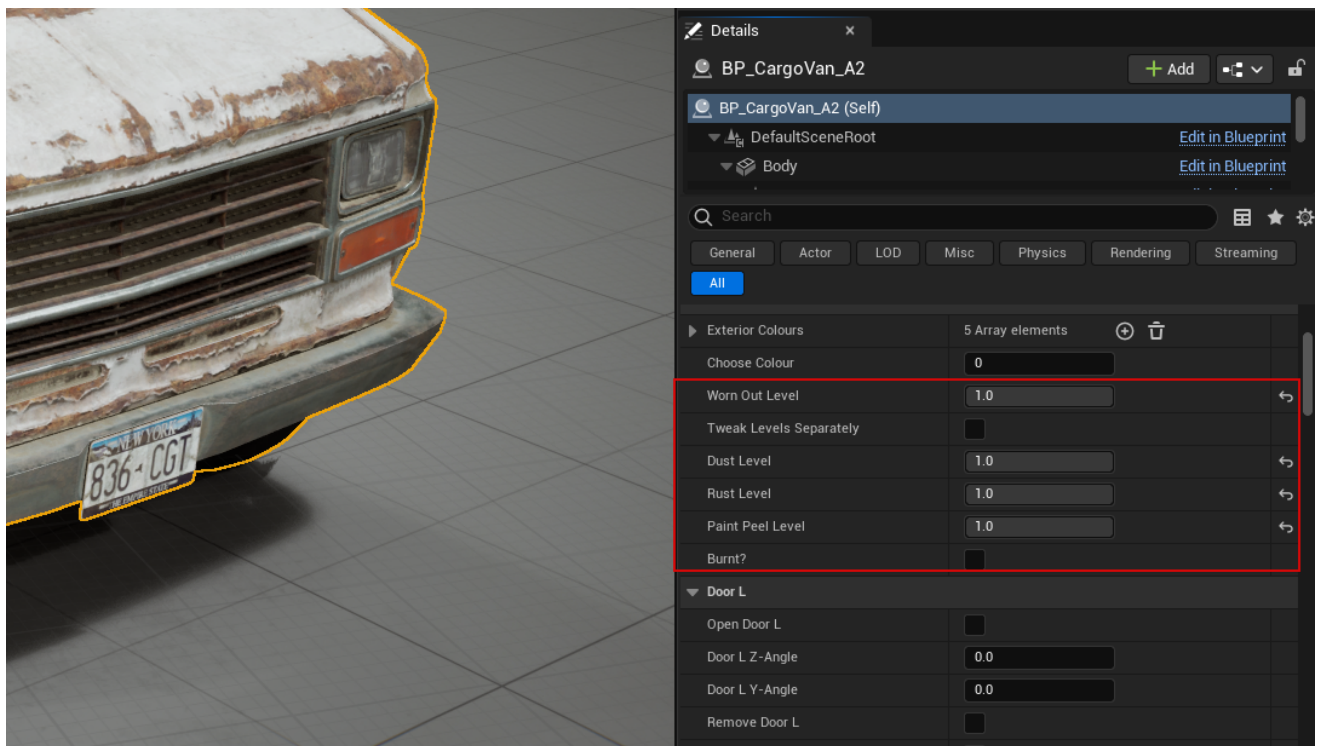
Exit: (**E**)

Siren : (**I**)

Inside Lights (Bus) : (**J**)

Worn Effect

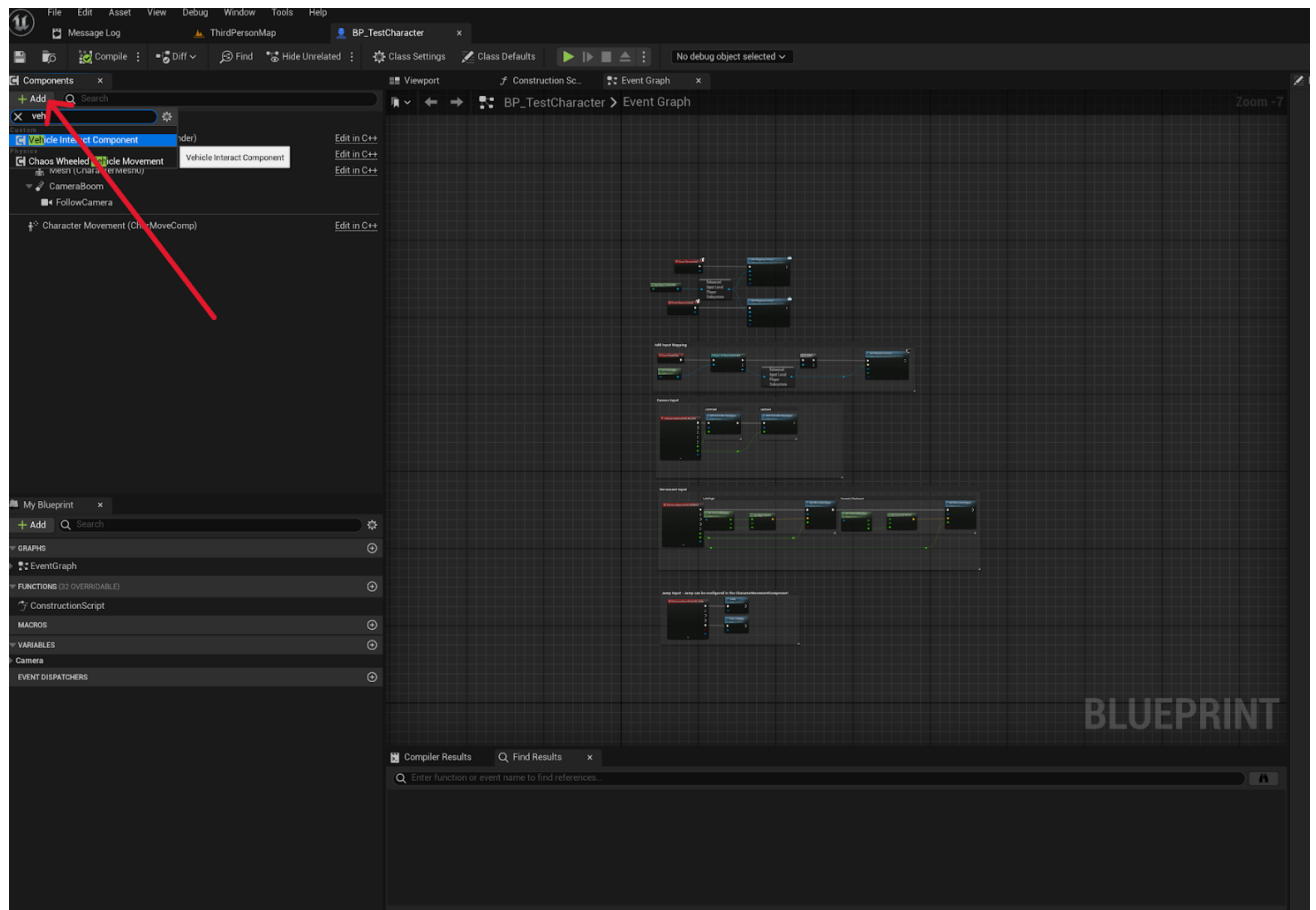
Drivable and Static cars have Worn functionality added to them, just tweak Worn slider to see the effect



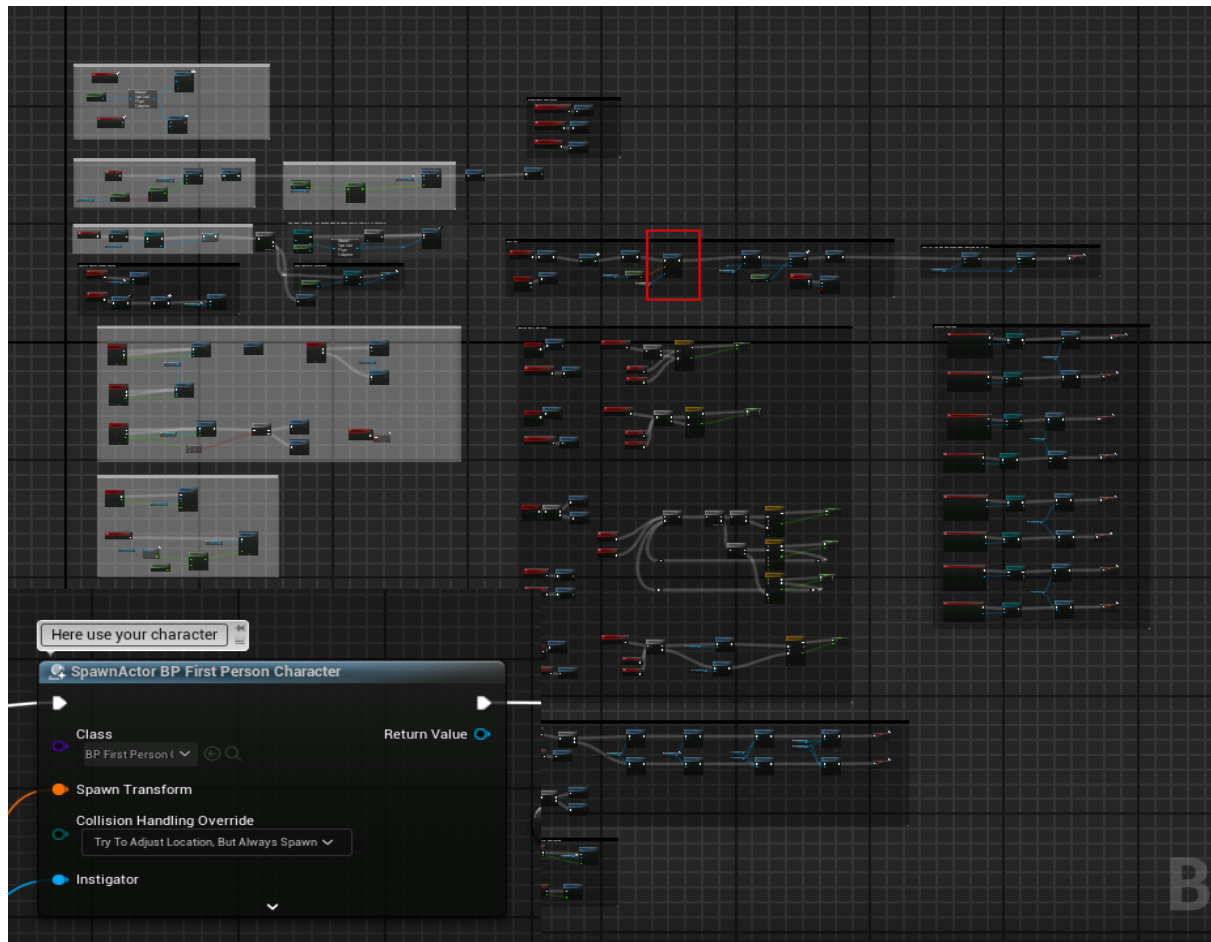
PeelPaint Normal refers to extra details of old paint layer

How to add to your Pawn

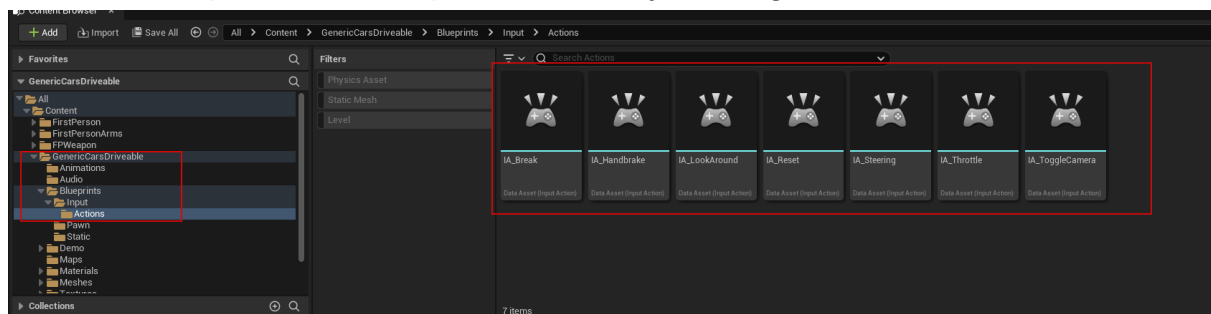
1. Open pawn bp and add **BP_VehicleInteract_Component** to it



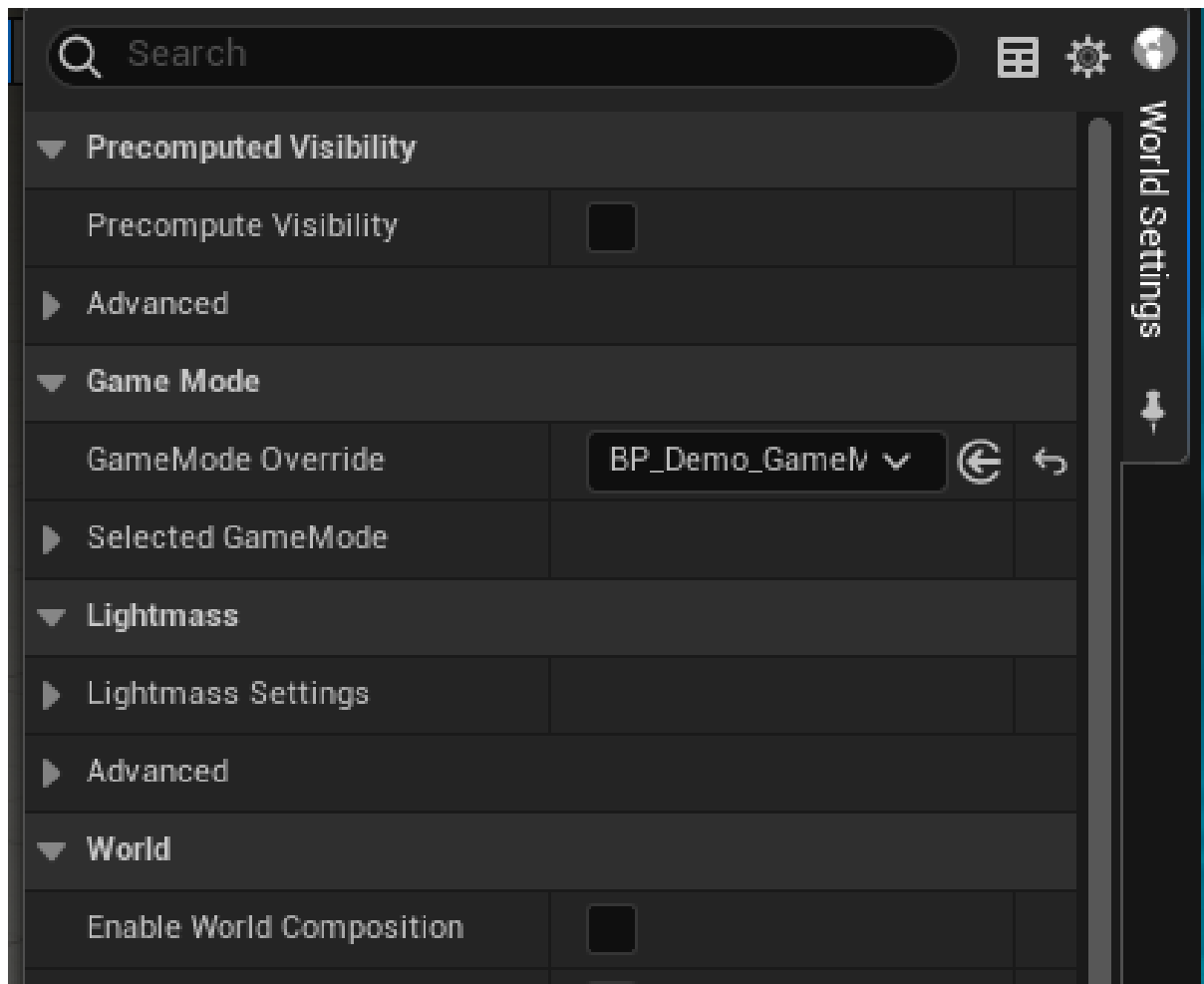
2. Add Pawn Bp to Vehicle_BP



3. Add Car Input to Pawn Input and set key binding for each



4. Set game mode



Want to work it with Auto Possess Player 0
 Got to Base_Vehicle_BP and add this after Begin Play, dont forget to add IMC_Default from the Demo Input Folder
 (GenericCarsDriveable\Shared\Demo\ThirdPerson\Input)

