

UE4 MULTIPLAYER 3RD PERSON SHOOTER: v2.1 PROJECT BLUEPRINTS

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- v2.0 TO v2.1 CONVERSION INSTRUCTIONS -

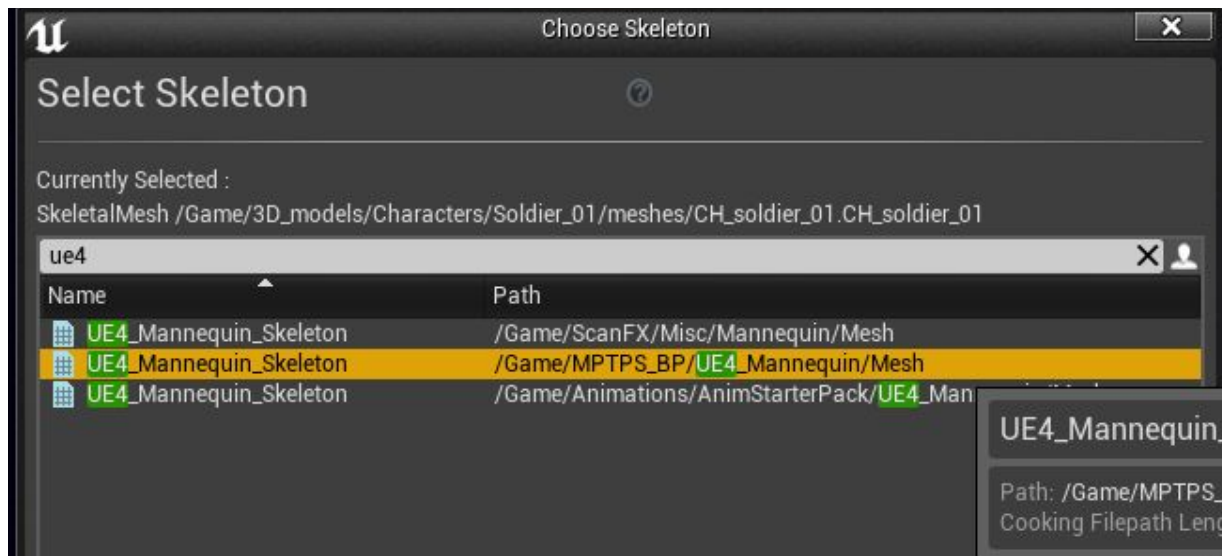
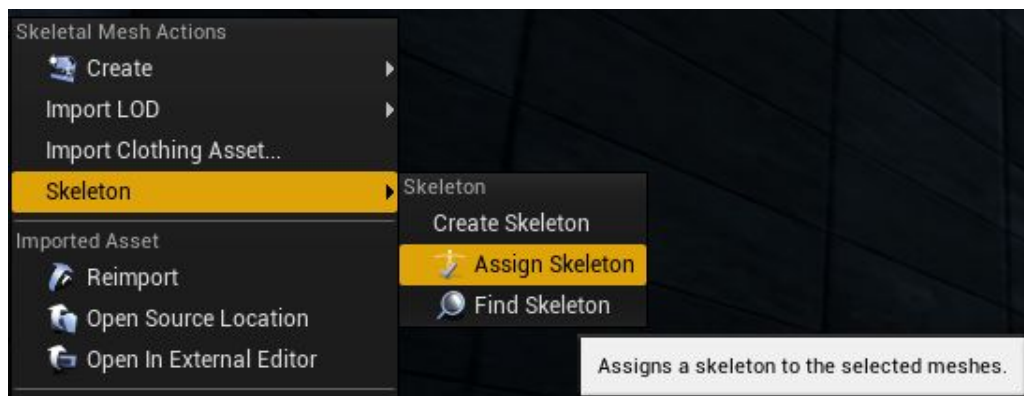
WHAT'S NEW IN v2.1:

"Version 2.1" has updated the SK_Mannequin Skeleton with **new Sockets** on the **Right Hand** and **Middle Finger** for **all Weapons**, and modified **54 Player Animations** to use them properly. The **"hand_r_wep"** bone is no longer used.

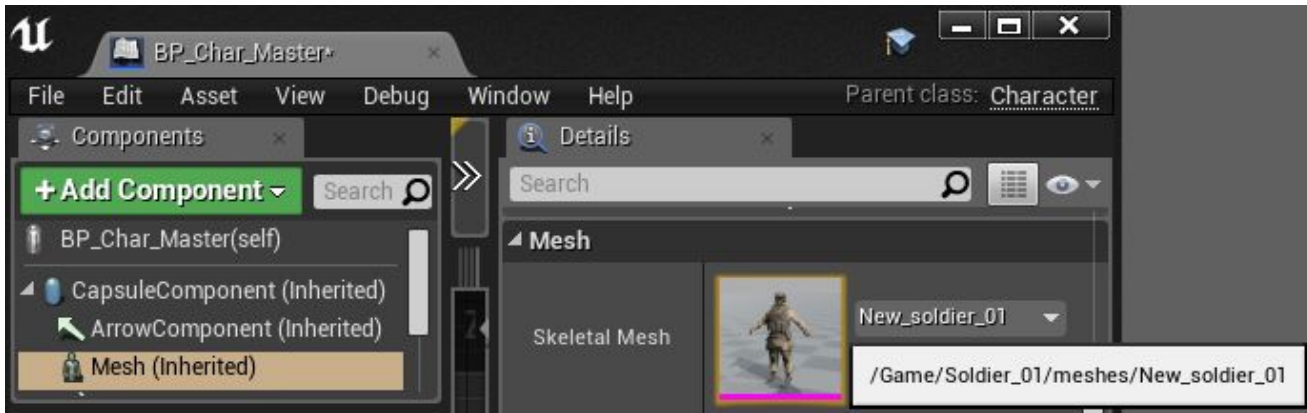
This allows other UE4 Characters that use the same stock Epic SK_Mannequin Skeleton and proportions to now instantly integrate into the Project with the **"Assign Skeleton"** function. Make sure your custom or any skeletal mesh you want to use from the Marketplace is rigged with the same stock SK_Mannequin Skeleton. Not all Marketplace characters are compatible.

If you are not familiar with **"Assign Skeleton"**, here is an example...

Add your new Character to the v2.1 Project, then Right-click on the new Character **Skeletal Mesh** and go to: **"Skeleton > Assign Skeleton"**, choose the original **"UE4_Mannequin_Skeleton"** in **"\Game\MPTPS_BP\UE4_Mannequin\Mesh\"**, then Save.



Then go into the Player **"BP_Char_Master"** Blueprint and assign your new Character Skeletal Mesh to the **"Mesh"**. (Example shown below) Compile and Save.



The new Character will now be used and appear in the Map instead of the stock SK_Mannequin. All animations and functions will be the same. It is important to note that the new Character should have the exact same proportions as the original, otherwise the Animations and Weapon may look different.

UPDATING YOUR PROJECT WIP TO v2.1

There are no other changes to the Project or Blueprints, so everything else will function and look as before. There will not be any visible change to the Animations or Weapons either. **However...**

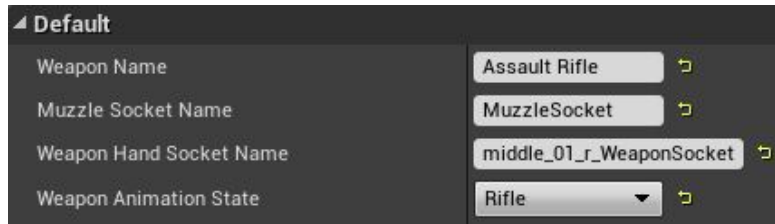
If you already have "version 2" WIP, you have probably already made significant changes to it customizing and adding to it building your own game. "Version 2.1" fixes an important feature, but replacing your entire Project with "version 2.1" would have you lose all your hard work and customization, not good.

But updating **Your Project** is easy - **Swap out only the SK_Mannequin and Animations**. The next section explains how.

How to Swap the SK_Mannequin Skeleton and Animations:

1. Close the Project and Editor.
2. **BACK UP YOUR PROJECT** first of course. Never can say that enough! 😊
3. Create a **New v2.1 Project**.
4. On your HDD go into the new **v2.1 Project** folder:
"Content\MPTPS_BP\Animation\UE4Mannequin\" and Copy the **"Rifle"** and **"Pistol"** folders.
 - a. Paste the "Rifle" and "Pistol" folders in the exact same relative location in **Your Project** folder. "Copy and Replace" the folders and all files.
5. On your HDD go into the new **v2.1 Project** folder:
"Content\MPTPS_BP\UE4Mannequin\" and Copy the **"Mesh"** folder.
 - a. Paste the "Mesh" folder in the exact same relative location in **Your Project** folder. "Copy and Replace" the folder and all files.

6. Open **Your Project** and nothing will have visibly changed in the Editor(a good thing). Open and look at the **SK_Mannequin Skeleton** and you will see **new Sockets** have been added and the preview objects have been moved to them.
7. Next you need to open and go into each **Weapon Blueprint** and assign the correct new right hand **Sockets** to "**Weapon Hand Socket Name**". (Type in new Socket name.) The new Sockets and their Weapon assignments are listed below. **Compile** and **Save** each BP after the change.



- a. "**middle_01_r_WeaponSocket**" - The right hand attachment for the **Assault Rifle**. A child of the animated "middle_01_r" bone.
- b. "**middle_01_r_WeaponSocket_0**" - The same except moved back slightly for a better fit with all the larger Epic Shooter Weapons. The right hand attachment for **BeamGun, BurstRifle, Launcher, and Shotgun**.
- c. "**PistolRHandSocket**" - Attachment for **Pistol**. Child of "Hand_r", only single position needed.



Your Project should now have the new v2.1 modified Skeleton and new matching Animations installed and configured properly. Your Project/Game will look and function the same as before, and now you will be able to easily swap other Characters using the stock Epic Skeleton. As stated previously, the new Character should have the exact same proportions as the SK_Mannequin for best results.

Be sure to read all of the included new documentation file in the "Source" folder as well:
"MCO_UE4_MPTPS_Blueprints_v21_Documentation"

As always email us at UE@MotusDigital.com with any questions or comments.

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