CONFIG SETUP - MOBILITY DEMO BLUEPRINTS

When using **"Add To Project"** in the **Epic Launcher Vault**, the UE4 Mobility Pro Animation Pack does not include the config files, and the UE4 Editor configuration will not be altered.
To use the included Demo Blueprints, the **"DefaultEngine.ini"** and **"DefaultInput.ini"** files in the "Config" project folder **need to be modified first.**

Two basic steps:

1. Set the "Project - Maps & Modes"

1. Open the project in the UE4 Editor, open "Project Settings" and go to "Maps & Modes"
2. Choose all settings as shown in Fig.1, most importantly:
   a. Game Default Map - Overview
   b. Default Game Mode - MotusGameMode_GM
   c. Default Pawn Class - MotusCharacter_BP
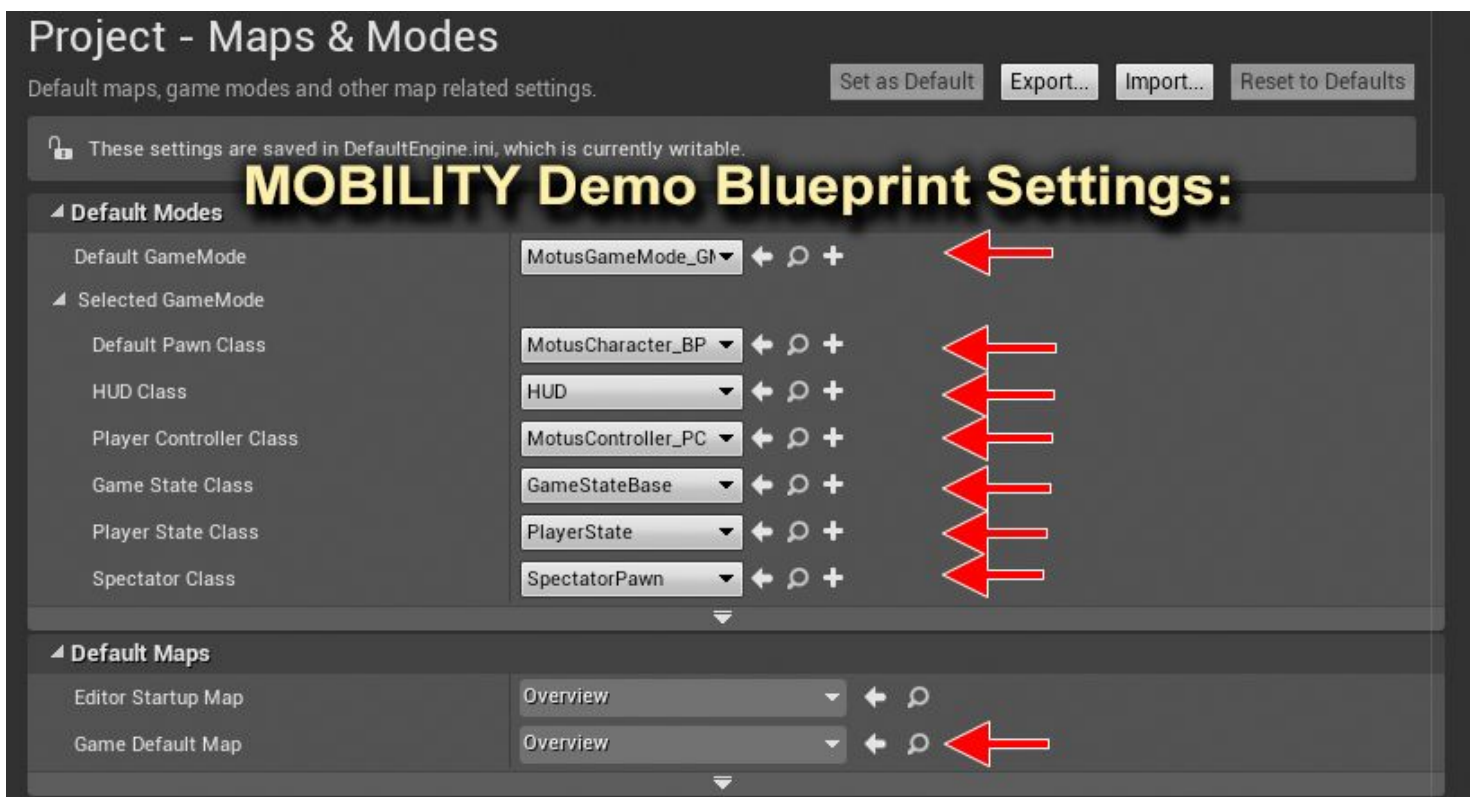   d. Player Control Class - MotusController_PC
3. Close the UE4 Editor.

Fig.1

2. Replace/Set the "DefaultInput.ini"

1. On your HDD, go to "Project\Source\Controller Config Files\"
2. Copy the "DefaultInput.ini" file we have placed there.
3. Go to "Project\Config\"
4. Paste the copied "DefaultInput.ini" and replace the old one.

Open the project in the UE4 Editor again, and open "Project Settings" - "Input".
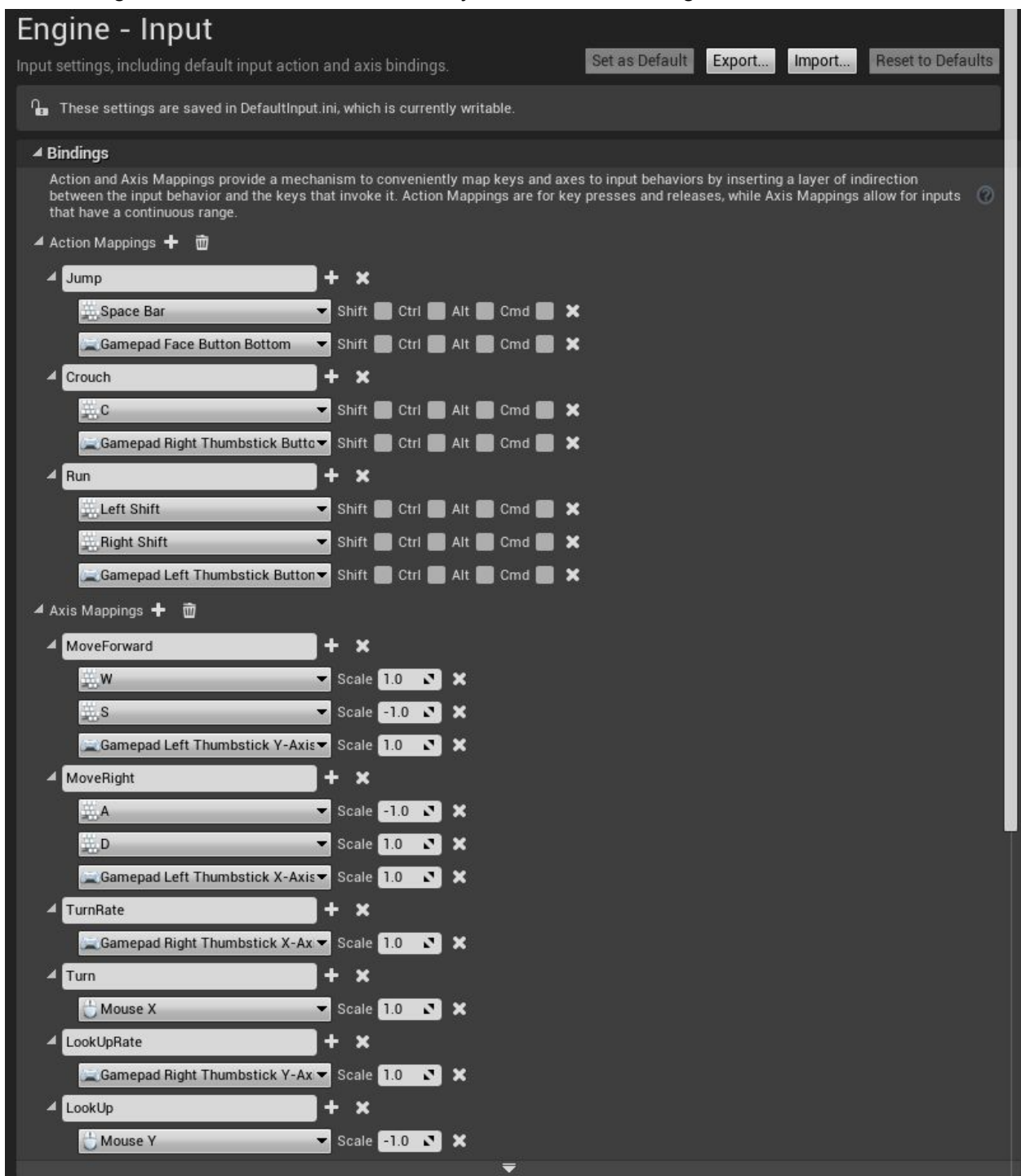The bindings should all be filled out correctly now as shown in Fig.2

Fig.2

Open the **"Overview" Map** in the UE4 Editor and all should be working now!

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