

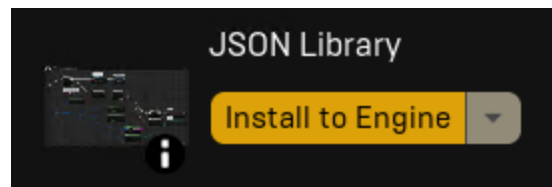
EnhancedCharacterMovement Plugin

The EnhancedCharacterMovement plugin supports Windows, Mac, Linux, Android, and iOS.

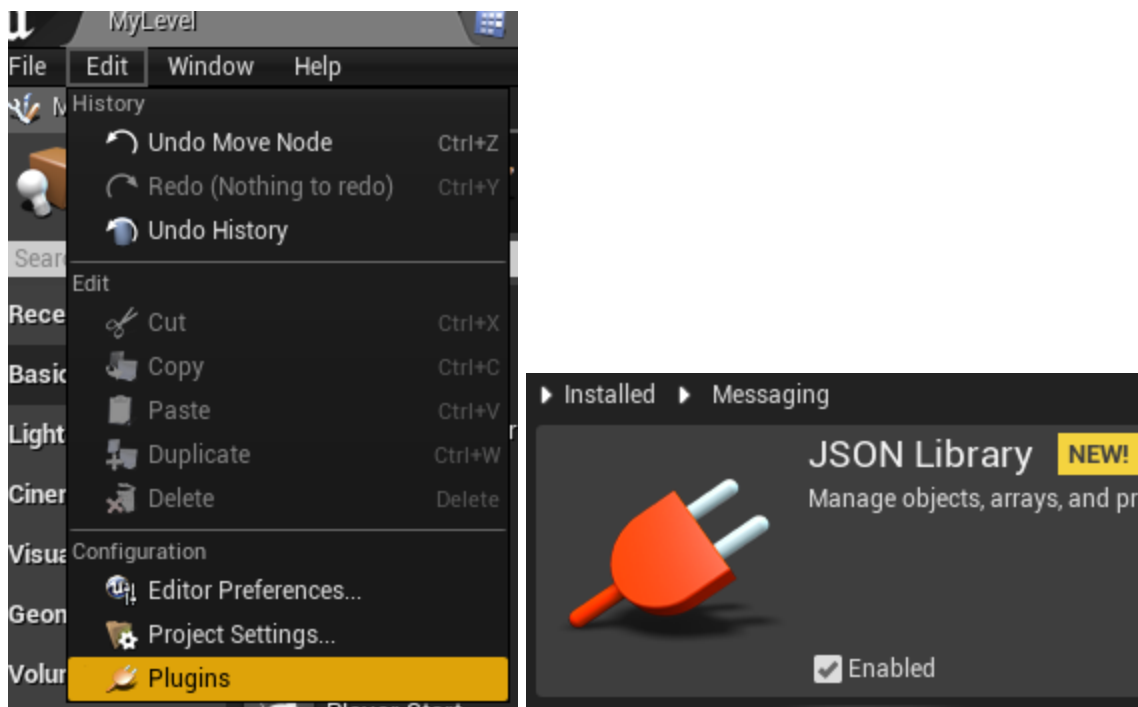


INSTALL

To install the EnhancedCharacterMovement plugin open the *Epic Games Launcher* and click “Install to Engine” on the Library tab. Click “Installed Plugins” to check if the plugin is installed for your engine version.



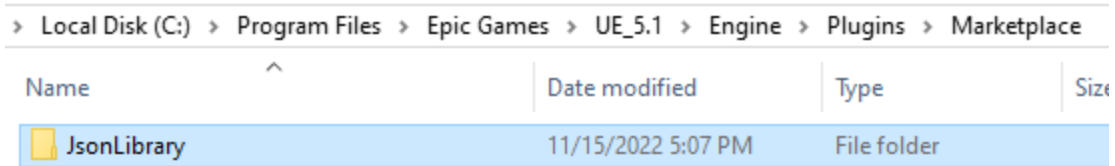
Then open your project and go to the “Plugins” option in the edit drop-down. Click on the “Gameplay” category and enable the EnhancedCharacterMovement plugin.



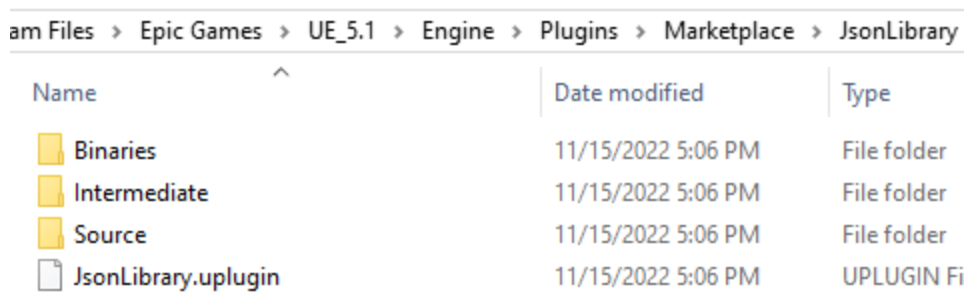
You have now successfully installed the plugin. Restart the editor to continue.

SOURCE INSTALL

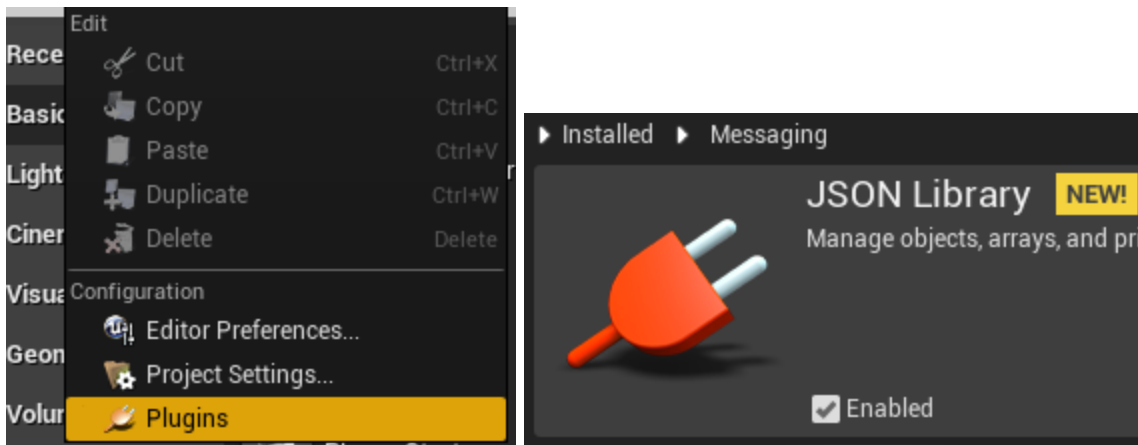
To install the EnhancedCharacterMovement plugin extract the downloaded files to the following engine folder:



Also take note of the **UE_5.1** directory in the screenshots. You need to change this folder to the version that corresponds to the plugin version that was downloaded. *If you did not install your engine to the default directory then navigate to your custom installation folder instead.*



Then open your project and go to the “Plugins” option in the edit drop-down. Click on the “Gameplay” category and enable the EnhancedCharacterMovement plugin.



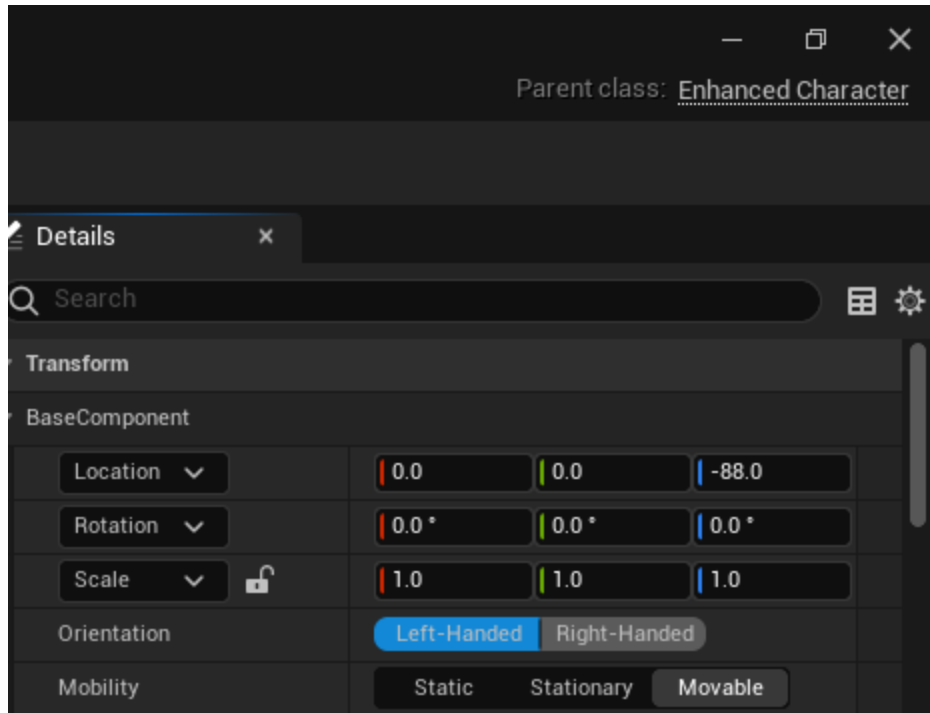
You have now successfully installed the plugin. Restart the editor to continue.

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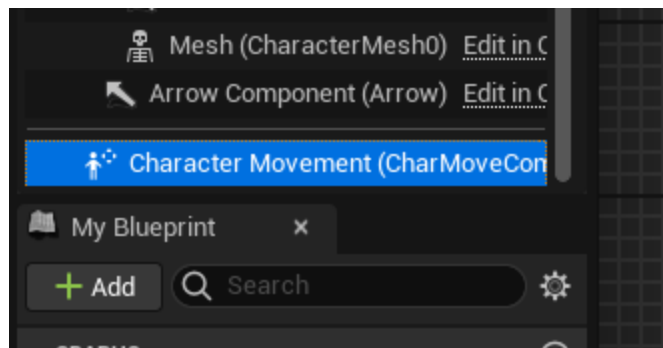
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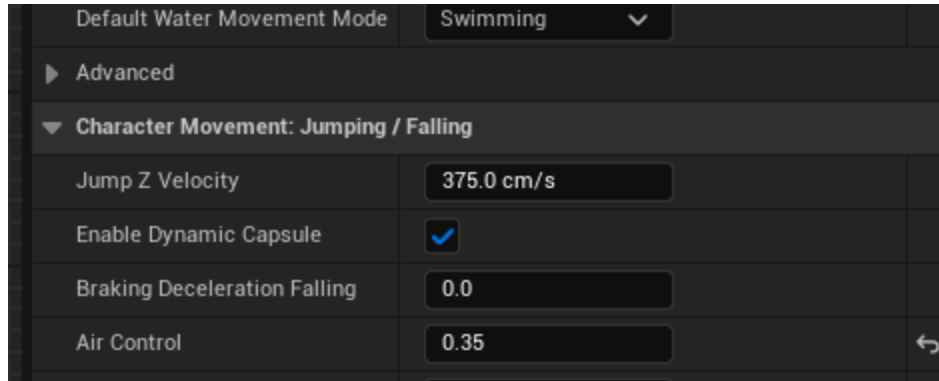
SETUP

To set up the EnhancedCharacterMovement plugin, you simply override the *ACharacter* class with the *AEnhancedCharacter* class in your project:



The movement settings can be found on the movement component:





These settings already include realistic defaults.

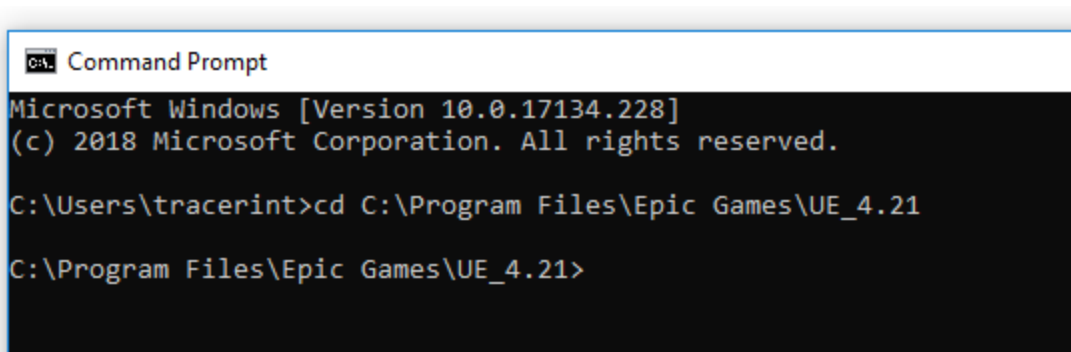
COMPILE

This plugin can be manually compiled for other platforms or engine versions. First open the command prompt (by searching for “cmd” in the start menu) and type the following command:

```
cd "C:\Program Files\Epic Games\UE_4.21"
```

You can copy this command and paste it by right-clicking on the command prompt. Also take note of the **UE_4.21** directory. You need to change this folder to the version that corresponds to the engine version you are using. *If you did not install your engine to the default directory then type the path to your custom installation folder instead.*

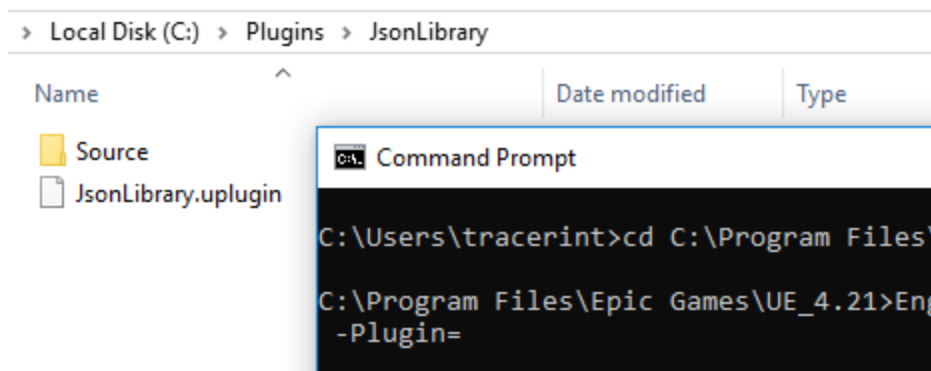
Press ENTER to run the command. You should now see output similar to the following:



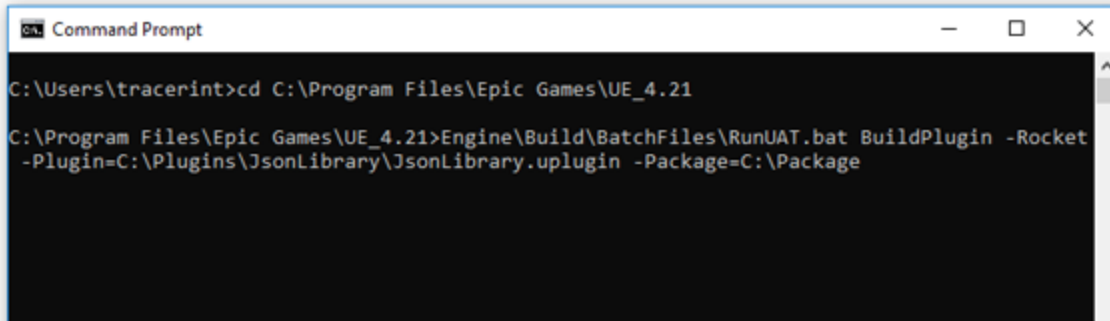
Then type the following command to build the plugin:

```
Engine\Build\BatchFiles\RunUAT.bat BuildPlugin -Rocket -Plugin="..." -Package="..."
```

Replace the first "..." with the path to EnhancedCharacterMovement.uplugin and the last "..." with the path to a temporary “package” folder. You can also drag and drop the .uplugin file or your temporary folder directly onto the command prompt:

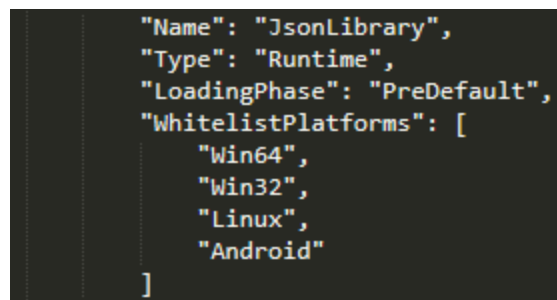


Make sure these paths are **not inside the engine directory** or the build will fail. Once you have the full command typed out it should look similar to the following:



```
Command Prompt
C:\Users\tracertint>cd C:\Program Files\Epic Games\UE_4.21
C:\Program Files\Epic Games\UE_4.21>Engine\Build\BatchFiles\RunUAT.bat BuildPlugin -Rocket
-Plugin=C:\Plugins\JsonLibrary\JsonLibrary.uplugin -Package=C:\Package
```

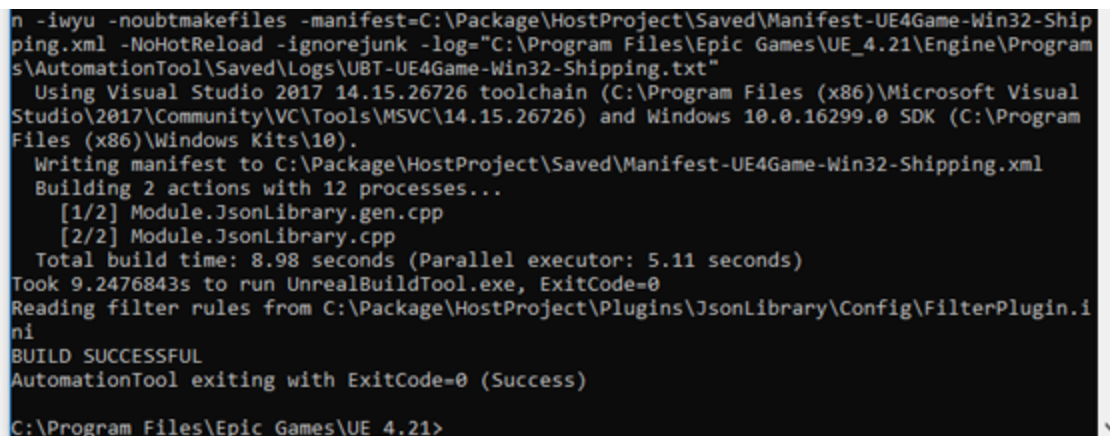
If your machine does not support Mac or Linux builds then you will most likely have to remove the “Mac” and “IOS” or “Linux” platforms from EnhancedCharacterMovement.uplugin:



```
"Name": "JsonLibrary",
"Type": "Runtime",
"LoadingPhase": "PreDefault",
"WhitelistPlatforms": [
  "Win64",
  "Win32",
  "Linux",
  "Android"
]
```

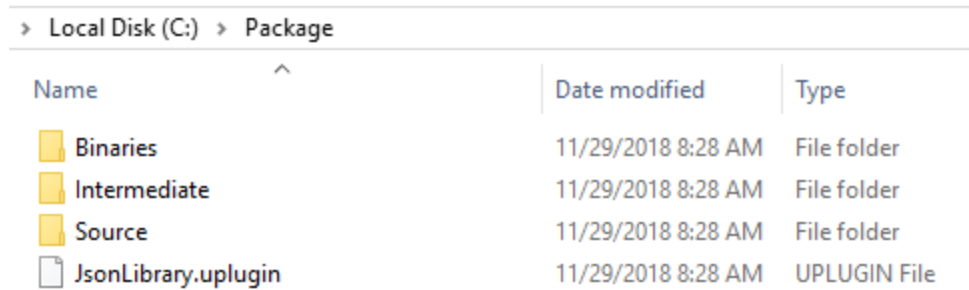
Now hit the ENTER key to run the command. If everything was setup correctly you’ll see many different versions of the plugin being compiled for various platforms.

Once the build is complete you should see the “BUILD SUCCESSFUL” message:



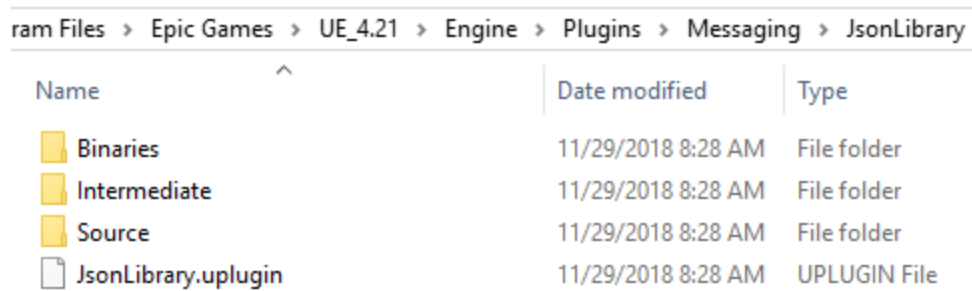
```
n -iwyu -noubtmakefiles -manifest=C:\Package\HostProject\Saved\Manifest-UE4Game-Win32-Shipping.xml -NoHotReload -ignorejunk -log="C:\Program Files\Epic Games\UE_4.21\Engine\Programs\AutomationTool\Saved\Logs\UBT-UE4Game-Win32-Shipping.txt"
Using Visual Studio 2017 14.15.26726 toolchain (C:\Program Files (x86)\Microsoft Visual Studio\2017\Community\VC\Tools\MSVC\14.15.26726) and Windows 10.0.16299.0 SDK (C:\Program Files (x86)\Windows Kits\10).
Writing manifest to C:\Package\HostProject\Saved\Manifest-UE4Game-Win32-Shipping.xml
Building 2 actions with 12 processes...
[1/2] Module.JsonLibrary.gen.cpp
[2/2] Module.JsonLibrary.cpp
Total build time: 8.98 seconds (Parallel executor: 5.11 seconds)
Took 9.2476843s to run UnrealBuildTool.exe, ExitCode=0
Reading filter rules from C:\Package\HostProject\Plugins\JsonLibrary\Config\FilterPlugin.ini
BUILD SUCCESSFUL
AutomationTool exiting with ExitCode=0 (Success)
C:\Program Files\Epic Games\UE_4.21>
```

Check your temporary “package” folder to ensure it looks similar to the following:



Name	Date modified	Type
Binaries	11/29/2018 8:28 AM	File folder
Intermediate	11/29/2018 8:28 AM	File folder
Source	11/29/2018 8:28 AM	File folder
JsonLibrary.uplugin	11/29/2018 8:28 AM	UPLUGIN File

Then copy the files in this temporary folder into your engine installation directory. You must do this beforehand if you are compiling any other plugins that require the EnhancedCharacterMovement plugin.



Name	Date modified	Type
Binaries	11/29/2018 8:28 AM	File folder
Intermediate	11/29/2018 8:28 AM	File folder
Source	11/29/2018 8:28 AM	File folder
JsonLibrary.uplugin	11/29/2018 8:28 AM	UPLUGIN File

You have now successfully compiled the EnhancedCharacterMovement plugin for your engine version.