



Unreal engine - Advanced Riding Locomotion System v1.5.1 (Engine version 5.3)

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Unreal engine - Advanced Riding Locomotion System:

Disclaimer:

- This asset does not include animations and models.
- Contains only generic components.
- Requires the "Horse Animset" asset.
- Inspired by the game Mount & Blade.
- Blueprint Only: Utilizes blueprint-based implementation.
- In-place Animations: Uses existing animations without the need for additional rigging.
- Component-Based Design: Easily integrates into any project with modular components.
- Speed and Rotation Management: Control character movement using Timeline functionality.
- Performance Configuration: Adjust character behavior and attributes through configurable settings.

Number of Blueprints:

- Actor Components: 5
- Timeline Actor: 5
- Anim Graph: 3
- Structure: 2
- Enumeration: 2



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