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Unreal engine - VaultIt! Multiplayer Vaulting System v5.0

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Unreal engine - VaultIt! Multiplayer Vaulting System v5.0: VaultIt is a versatile multiplayer vaulting system boasting full replication and client-side prediction for smooth gameplay. Whether you're developing multiplayer or single-player games, VaultIt offers comprehensive features to enhance your project.

Despite its robust feature set, VaultIt acknowledges a couple of known issues, such as severe animation jitter in multiplayer when viewed as a client, attributed to an engine bug, and occasional teleportation of characters not using Z-Up orientation during vaulting with latency, which is related to a specific plugin rather than VaultIt itself.

- Built on Gameplay Abilities System (GAS): Despite its foundation in GAS, VaultIt is designed to be accessible to users without prior knowledge.
- Multiplayer Ready: Equipped with prediction capabilities, VaultIt ensures minimal desync even under extreme latency conditions (up to 800ms+), with proper handling of desync corrections.
- Net Serialization Optimization: Features proper net serialization and bandwidth optimization for efficient network usage.
- Anti-Cheat Measures: Includes anti-cheat mechanisms to maintain fair gameplay.
- Modular Setup: Fully modular setup supports various entities, including Characters, AI, and potentially other Pawns.
- Procedural Vault Height: Offers procedural vault height generation, not limited to hardcoded animation vault heights.
- Root Motion Driven: Utilizes root motion animations for seamless vaulting actions.
- Motion Warping and Full-Body IK: Supports motion warping and full-body inverse kinematics (IK) for accurate hand placement without requiring specific IK bones.
- Compatibility: Works with non-UE4 skeletons with different bone orientations.
- First Person Example: Includes a basic First Person example with First Person/Third Person switching functionality.
- Auto-Vault Functionality: Provides auto-vault capabilities for players and AI, with customizable movement mode bitflags.
- Variety of Animations: Offers multiple pre-defined vault heights and animations for different movement states, supporting net-sync randomization.
- Extensibility: Built with extension and integration in mind, facilitating seamless integration with other assets.

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