



Unreal engine - Multiplayer Object Throwing System v5.0

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Introducing a versatile Dynamic Object Throwing System designed for seamless integration into games of any genre, featuring robust multiplayer support.

- **Throw Prediction Visualization:** Customize and visualize the trajectory of thrown objects with fully editable prediction lines.
- **Throw Animation:** Incorporate fluid and realistic throw animations for enhanced immersion and gameplay dynamics.
- **Multiplayer Support:** Enable multiplayer functionality, allowing seamless throwing interactions between multiple players.
- **Simple Integration Process:** Effortlessly integrate the system into existing projects with a streamlined setup process.
- **Easy To Use and Modify:** Access and modify system parameters easily, empowering developers to tailor the throwing mechanics to their game's specific needs.

Technical Details:

- **Number of Blueprints:** 12
- **Input:** Keyboard, Mouse
- **Network Replicated:** Yes

Supported Development Platforms:

- **Windows:** Yes
- **Other:** Compatibility with other platforms not yet tested.

Experience the flexibility and power of the Dynamic Object Throwing System, enhancing gameplay dynamics and interactivity across various game genres.



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