Unreal Engine - Open World Locomotion System v19.07.2023 (Engine version 5.2)

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Unreal Engine - Open World Locomotion System v19.07.2023: OWL is an advanced network-replicated locomotion system that allows you to climb anything you want, even a moving object, glide through the air, and traverse your game world with ease.

- Fully Dynamic Climbing System that lets you climb on everything
- Manual/Automatic climbing switch
- Directional jump and jump off when climbing
- 8 Directional Movement
- 4 Different Ground Movement Modes (Sprint, Run, Walk, Crouch)
- Roll, Slide
- Animation Overlay serves as a framework to easily blend two different sets of animations. It allows you to add animations for the upper body, like carrying or using a weapon, without the need to bother with the footwork
- Gliding System with rigged and animated glider
- Swimming on the surface and underwater
- Modular build using actor components for easy integration
- Multiplayer-Ready
- 137 Animation Examples

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Unreal Engine

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