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# **Weapon FOV & Clipping FIX**

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User's Manual

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## STEPS TO FOLLOW

To carry out the inclusion of this fix, you need to follow these steps:

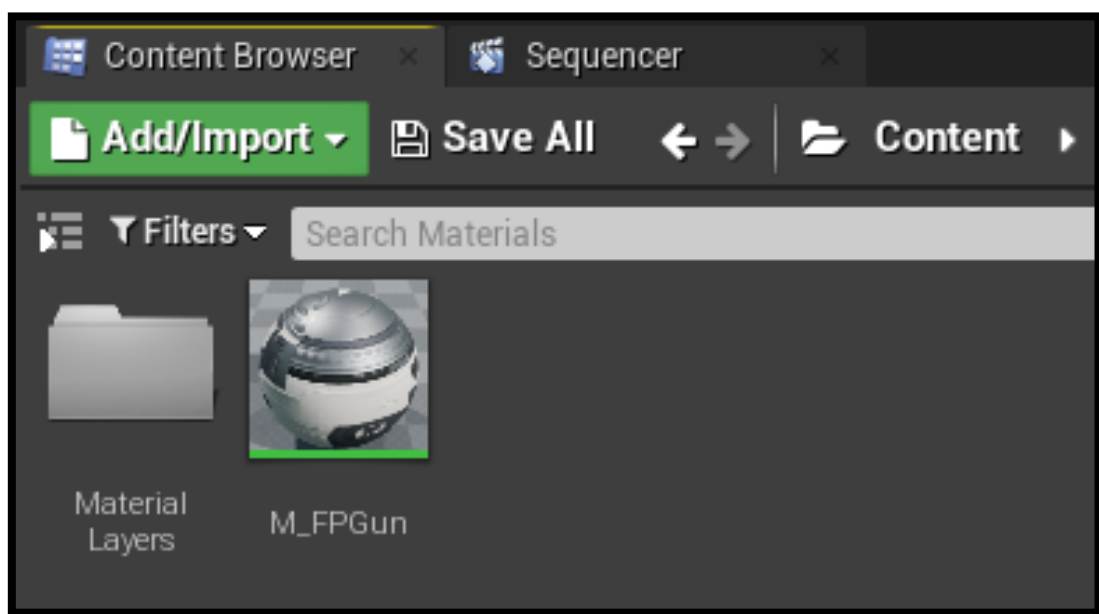
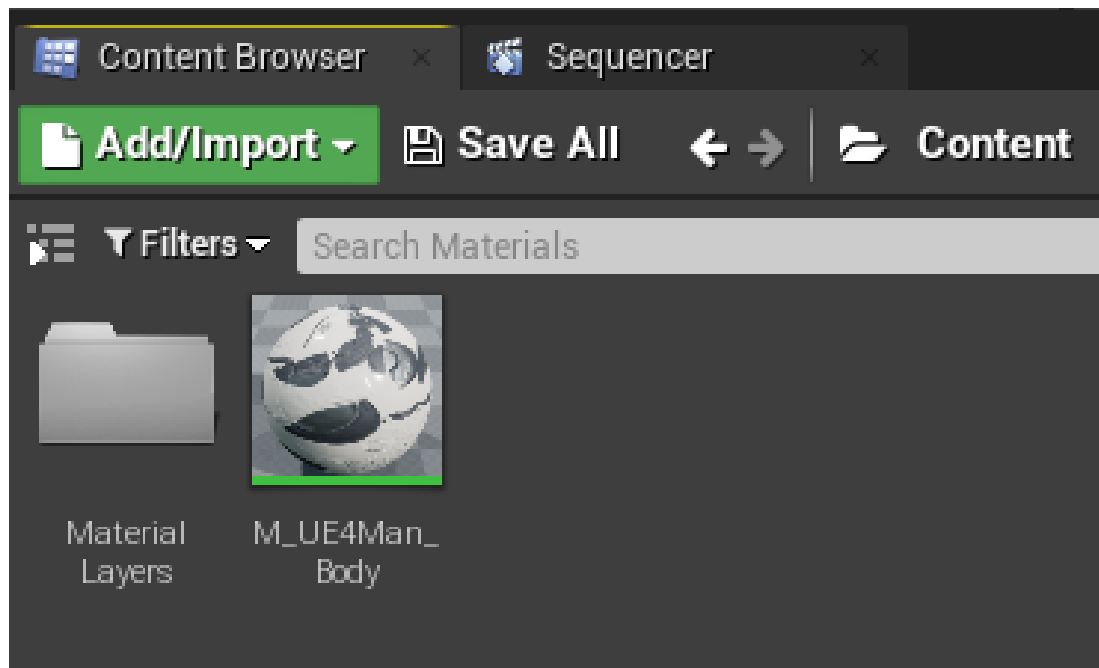
- Open your arms & weapon parent material.
- Add the following material function: `MF_NoClippingEffect`

### FIX

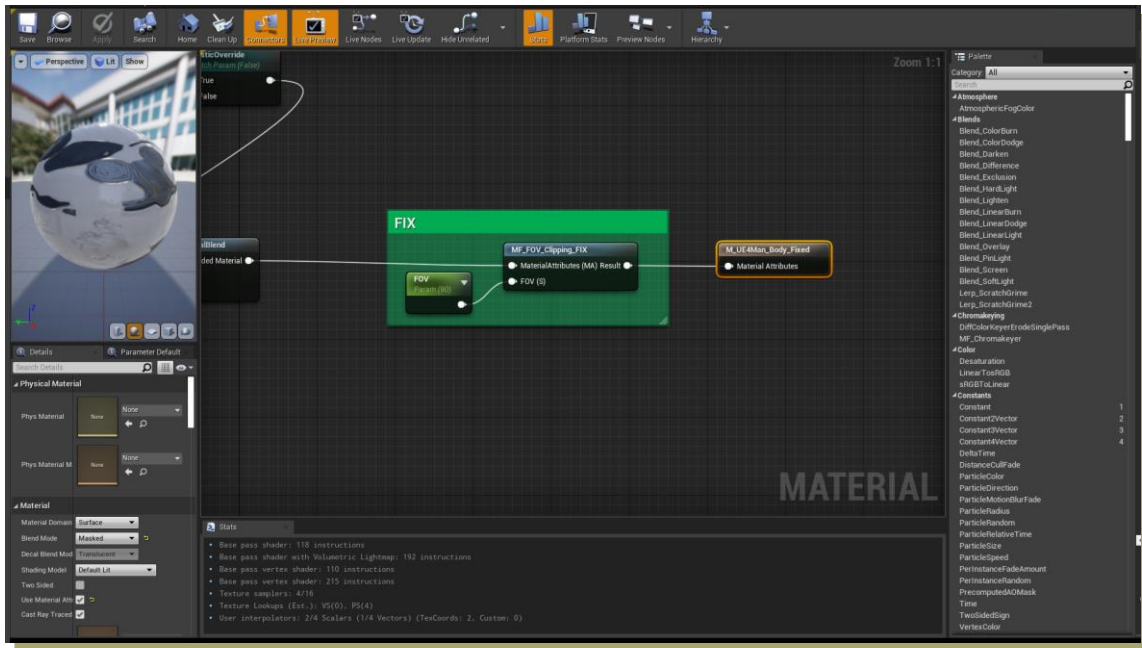
You must open your weapon / arms parent material. In case you are using First Person Template you will locate it here:

*Game/FirstPerson/Character/Materials/M\_UE4Man\_Body*

*Game/FirstPerson/FPWeapon/Materials/M\_FPGun*



Open these materials and add the following material function to your material:



Now everything is set up! Remember that you need an scalar parameter (usually named FOV or Field Of View) that will determine the custom weapon FOV. You can update this parameter during the game execution.

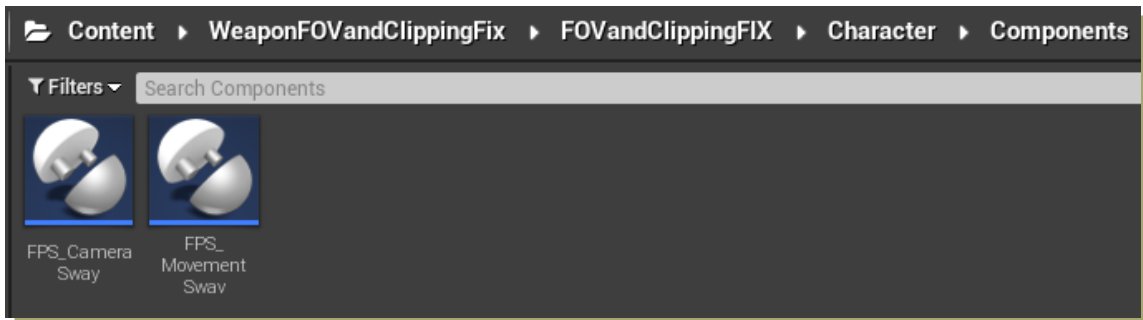
# WEAPON SWAY

This project also includes a weapon sway system that includes the following sway types:

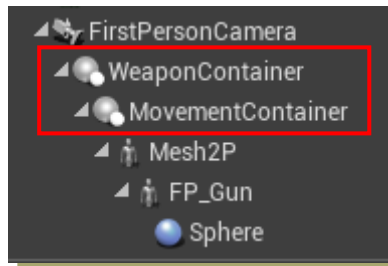
- Camera movement sway
- Character movement Sway

Both systems are located in two independent components located in the following path:

*Game/WeaponFOVandClippingFix/FOVandClippingFix/Character/Components*

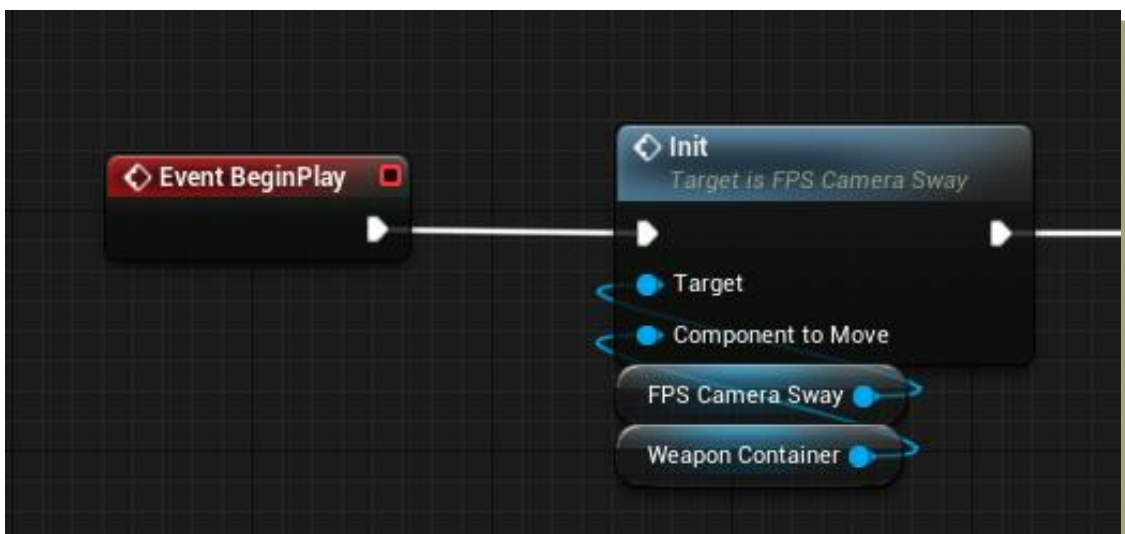


Ensure you have your arms and weapon mesh located inside two different scene components.

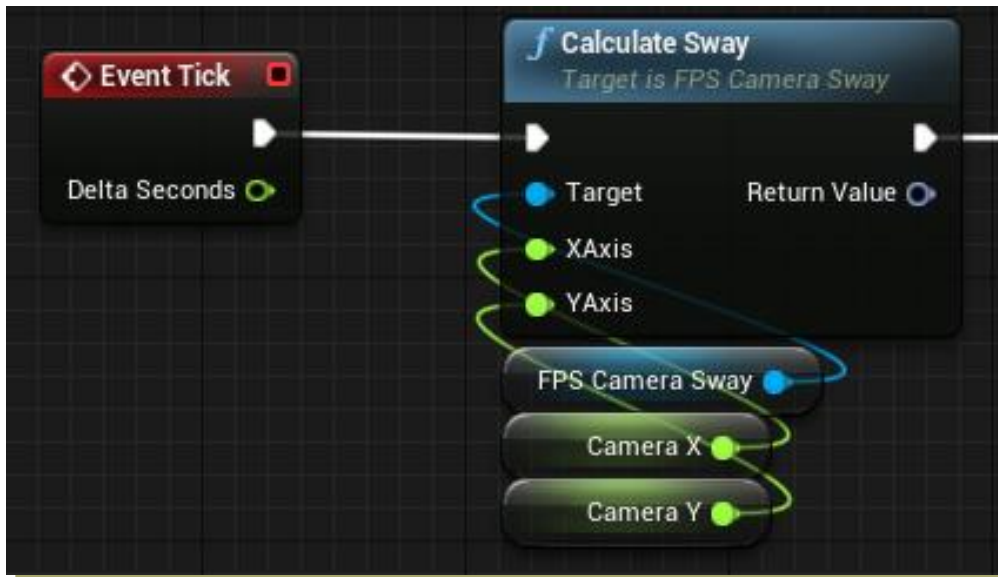


# CAMERA SWAY

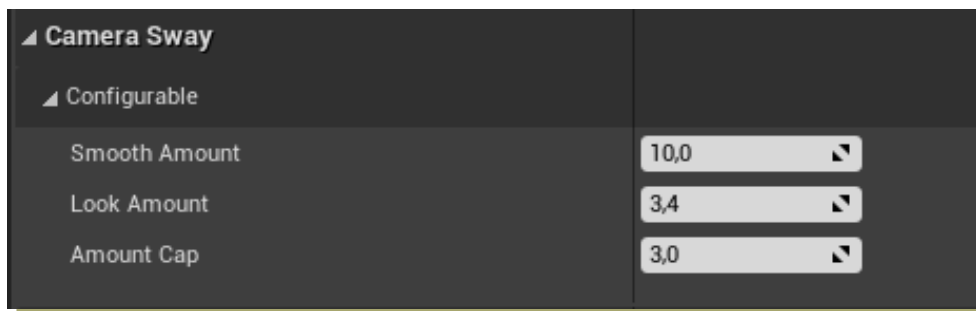
This component need to be initialized in the actor **Begin Play**.



After that, this effect must be updated in the Tick Event (or in a Timer).



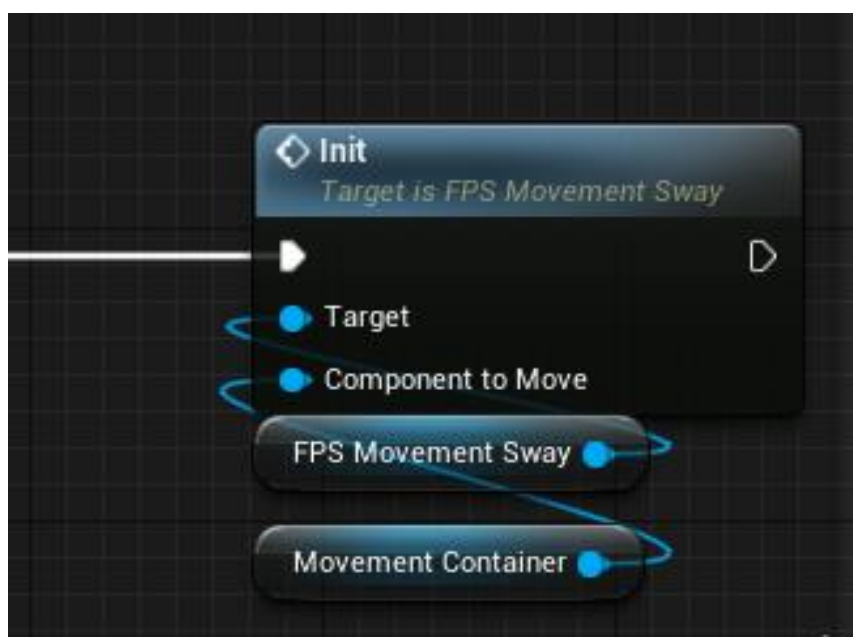
After these, you can configure the different component variables.



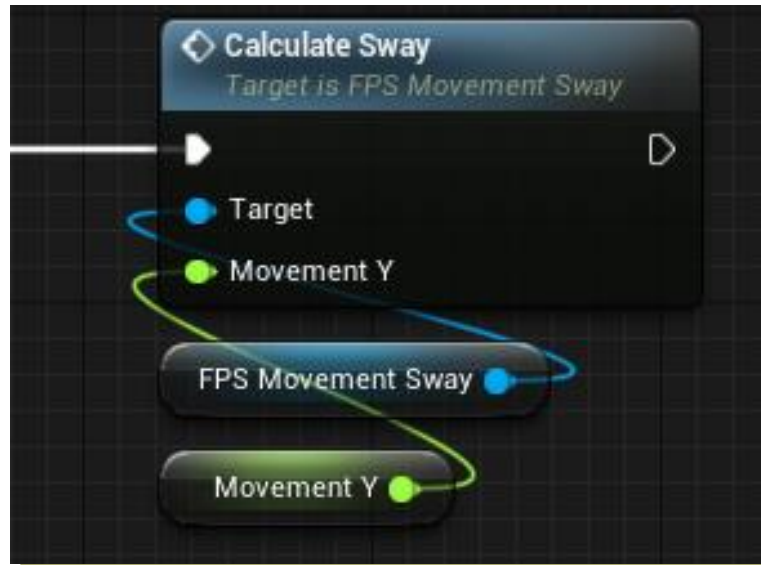
With this, your weapon camera sway is configured.

## MOVEMENT SWAY

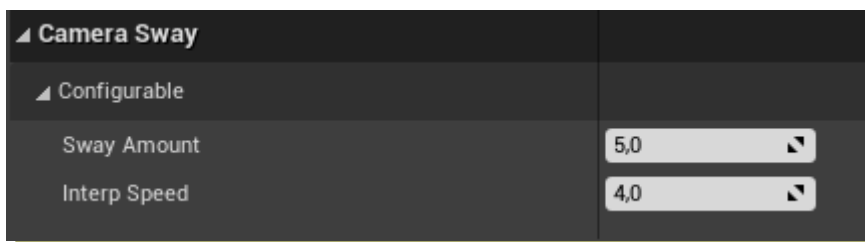
This component need to be initialized in the actor **Begin Play**.



After that, this effect must be updated in the Tick Event (or in a Timer).



After these, you can configure the different component variables.



With this, your weapon movement sway is configured.

# APPENDIX

All blueprints are easily modified. The code is commented and following its logic, the game can be adjusted for a completely customized experience.