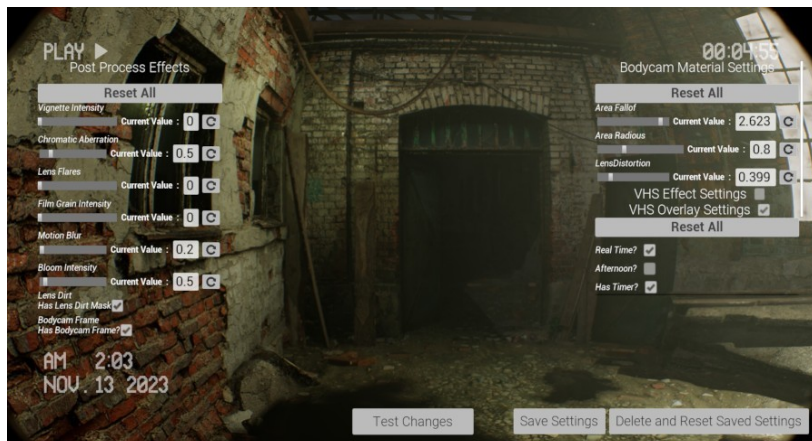
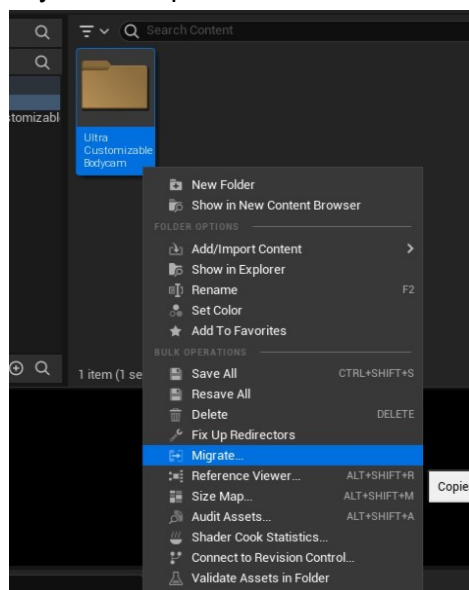


Ultra Customizable Bodycam Component



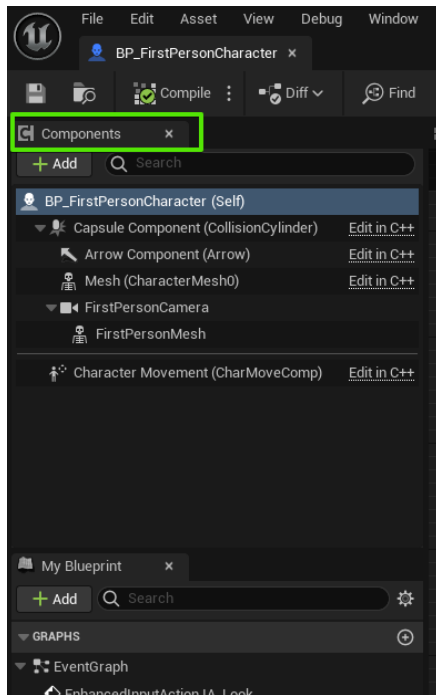
How to Use

- To transfer the pack into your project, right click on the “UltraCustomizableBodycamComponent” folder and select migrate;

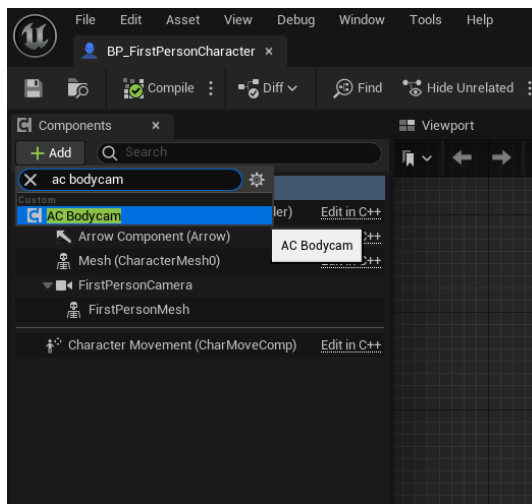


- After successfully migrating the content pack into your game project, do the following to activate the Bodycam Component;

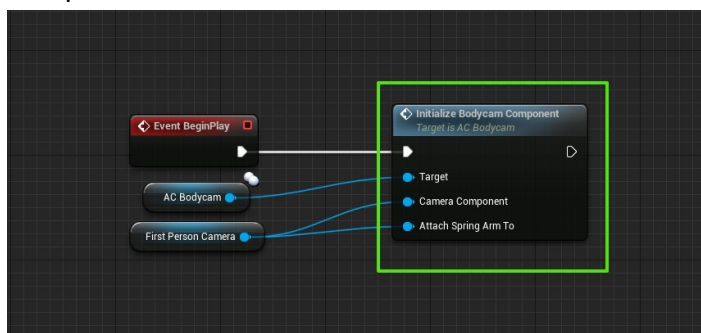
1. Open your pawn class and locate to the components tab.



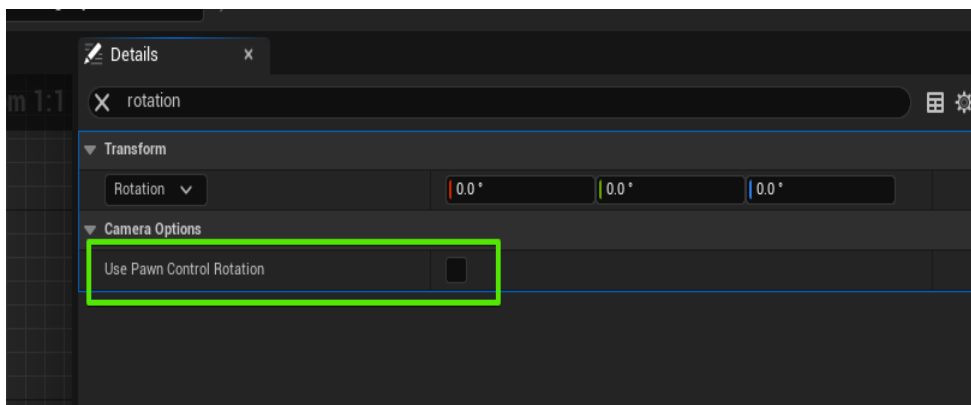
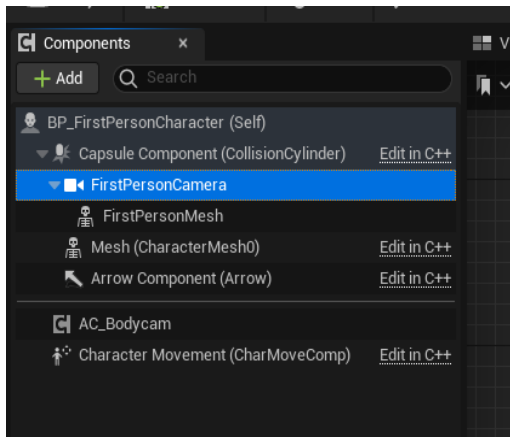
2. Click on "add" button and type in "ac bodycam"



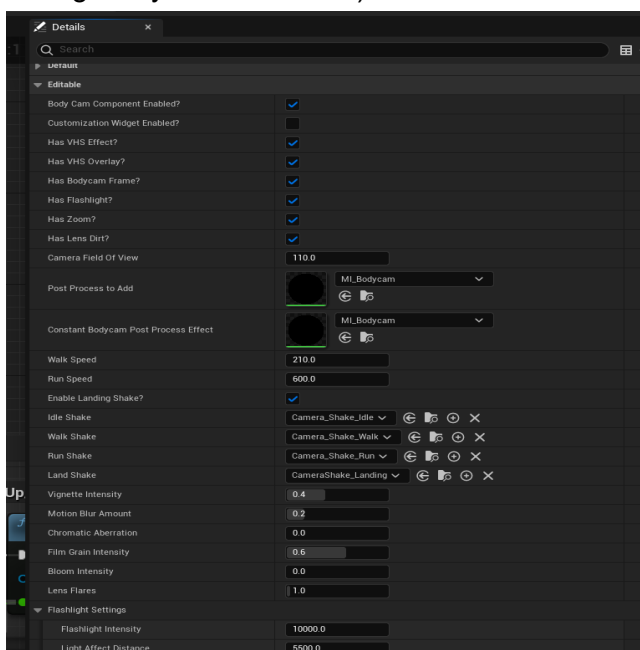
3. In event graph, initialize bodycam component with "Initialize Bodycam Component" node



Your bodycam is simply ready to use, but to make the rotation smoother, click on the camera you have attached the component to, and in details panel disable “use pawn control rotation”



Now your bodycam is set. To customize your bodycam, click on bodycam component and you will see all customization settings available in the details panel. You can change the settings as you wish there :)



To disable main customization widget, simply disable customization widget enabled? boolean from details panel of bodycam component;

▼ Editable	
Body Cam Component Enabled?	<input checked="" type="checkbox"/>
Customization Widget Enabled?	<input type="checkbox"/>
Has VHS Effect?	<input checked="" type="checkbox"/>
Has VHS Overlay?	<input checked="" type="checkbox"/>
Has Bodycam Frame?	<input checked="" type="checkbox"/>
Has Flashlight?	<input checked="" type="checkbox"/>
Has Zoom?	<input checked="" type="checkbox"/>
Has Lens Dirt?	<input checked="" type="checkbox"/>
Camera Field Of View	110.0