

How to Setup

Example using First Person Template

Tutorial How to Migrate project on YouTube: <https://youtu.be/4T1qF-DIG08>

Tutorial How to Setup and Use on YouTube: <https://youtu.be/szFvnm2wYF8>

** Note that, you can use any project, new or existing **

The meat and potatoes of this project are the widget blueprints in the UI/UMG folder. The rest of the files are an example of how to fill in and use it.

Assuming that you have just migrated the files into a working project.

In the 'Content' folder – is where all the files you migrated should be.

Blueprint files that need to be changed are:

BP_GamePawn, **FirstPersonCharacter**, **WBP_SettingMenu**, & **BP_Item**

The **FirstPersonCharacter** blueprint will replace, **BP_GamePawn** blueprint.

First, before we forget lets assign the key binding for picking up an item. Create key binding assignment by going into:

Project Settings → Input → Bindings → Add an Action Mapping

Key: Pickup (the function InputAction Pickup)

Value: Keyboard 'F'

BP_GamePawn

- One-by-one copy and paste each thing into the **FirstPersonCharacter** blueprint
 - 8 total functions (4 in Event Graph)
 - 5 variables
 - 3 event dispatchers

After finished copying and pasting everything from BP_GamePawn to FirstPersonCharacter compile it, all of the errors should have gone away. If they have not – try right clicking on the node giving the error, from the drop down menu select 'Refresh Nodes' then compile again.

Any questions? Feel free to reach out: support@vnorton.com

WBP_SettingMenu

- Delete 'Get Player Pawn', 'Cast to BP_GamePawn', & 'Set' PlayerReference nodes. Replace it with:
 - Create new node 'Get Player Character'
 - Take the return value and cast it to 'Cast To First Person Character'
 - Take the return value and set it as a variable 'Player Ref'
- Delete 'Player Reference' and 'Call Settings Visual Style'. Replace it with:
 - Variable 'Player Ref' and its 'Call Settings Visual Style'
- Delete 'Player Reference' and 'Call Settings Limited Type'. Replace it with:
 - Variable 'Player Ref' and its 'Call Settings Limited Type'
- Delete 'Player Reference' and 'Call Settings Beam Check'. Replace it with:
 - Variable 'Player Ref' and its 'Call Settings Beam Check'
- Delete variable 'PlayerReference'

BP_Item

In the EventGraph, we need to update a few functions:

- OnComponentBeginOverlap (Sphere)
 - Delete nodes 'Cast To GamePawn' and variable Set 'Player Reference'
 - Create new nodes 'CastToFirstPersonCharacter' and variable Set 'Player Ref'
 - Delete nodes 'PlayerReference' and 'Update Visual Settings'
 - Create new nodes 'Player Ref' and connect to 'Update Visual Settings'
 - Connect output pin 'New Visual Style' to E_Switch on Visual Style
 - Connect output pin 'New Limited Type' To E_Switch on Limited Type
- OnComponentEndOverlap (Sphere)
 - Delete nodes 'Player Reference', 'UI Is Beam Checked', and 'Beam Toggle'
 - Create new nodes 'Player Ref', connect to 'UI Is Beam Checked', and connect 'Toggle Rarity Beam'
- Delete variable 'PlayerReference'

Delete **BP_GamePawn**

Compile **FirstPersonCharacter**, **WBP_SettingMenu**, & **BP_Item**

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