

## How to Use

Tutorial on YouTube: <https://youtu.be/szFvnm2wYF8>

The **BP\_Item** blueprint contains 3 variables that are public, instance editable, and expose on spawn.

The variables are: AmmoAmount (integer), ItemAmount (integer), and ItemName (E\_ItemName ENUM).

To add items into the world, go to **BP\_Item** blueprint

- Drag and drop the actor into the world.
- Click on the actor just created.
- In the details pane ((make sure that the BP\_ItemActor (self) is highlighted)
- Under **Default** will be the 3 variables (Ammo Amount, Item Amount, and Item Name) here is where you can set their values
- Play the level in the viewport. Walk up to the item and hover over it. You should see the widget appear for the appropriate item.

When the **BP\_Item** blueprint executes “Event Begin Play” it sends out an update to each widget style based on the values set for each BP\_Item that was placed into the map.

For the example, items are organized in a data table. The enumerator E\_ItemName corresponds to each row in the data table.

There are only a couple of items created as example. Items can be added/modified/deleted by going to the Data Table located at:

**Blueprint/DataTable/DT\_ItemInformation**

If you want to change rarity background colors, it is defined in a Data Table located at:

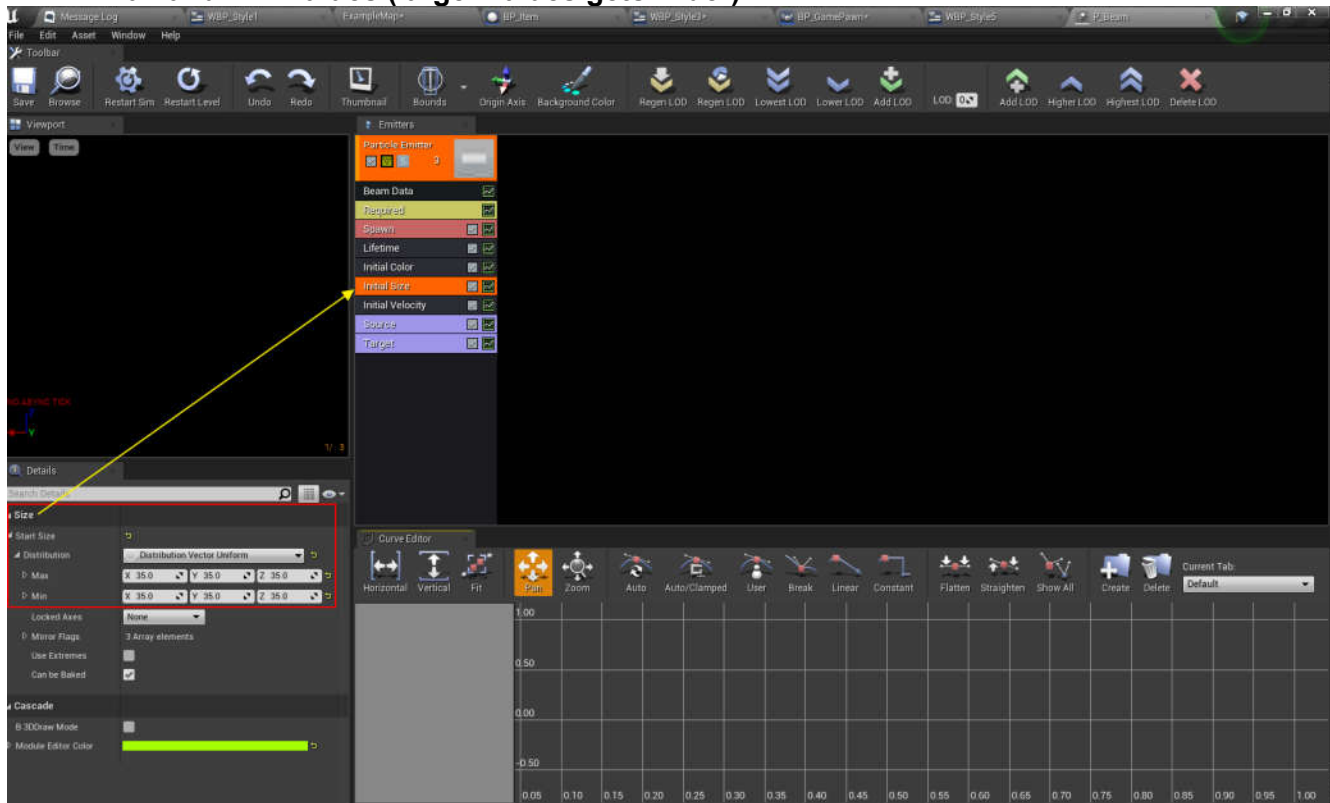
**Blueprint/DataTable/DT\_RarityColor**

If you want to change the height or width of the rarity beam, it is defined in a Particle System located at: **Blueprint/ParticleSystem/P\_Beam**

Any questions? Feel free to reach out: [support@vnorton.com](mailto:support@vnorton.com)

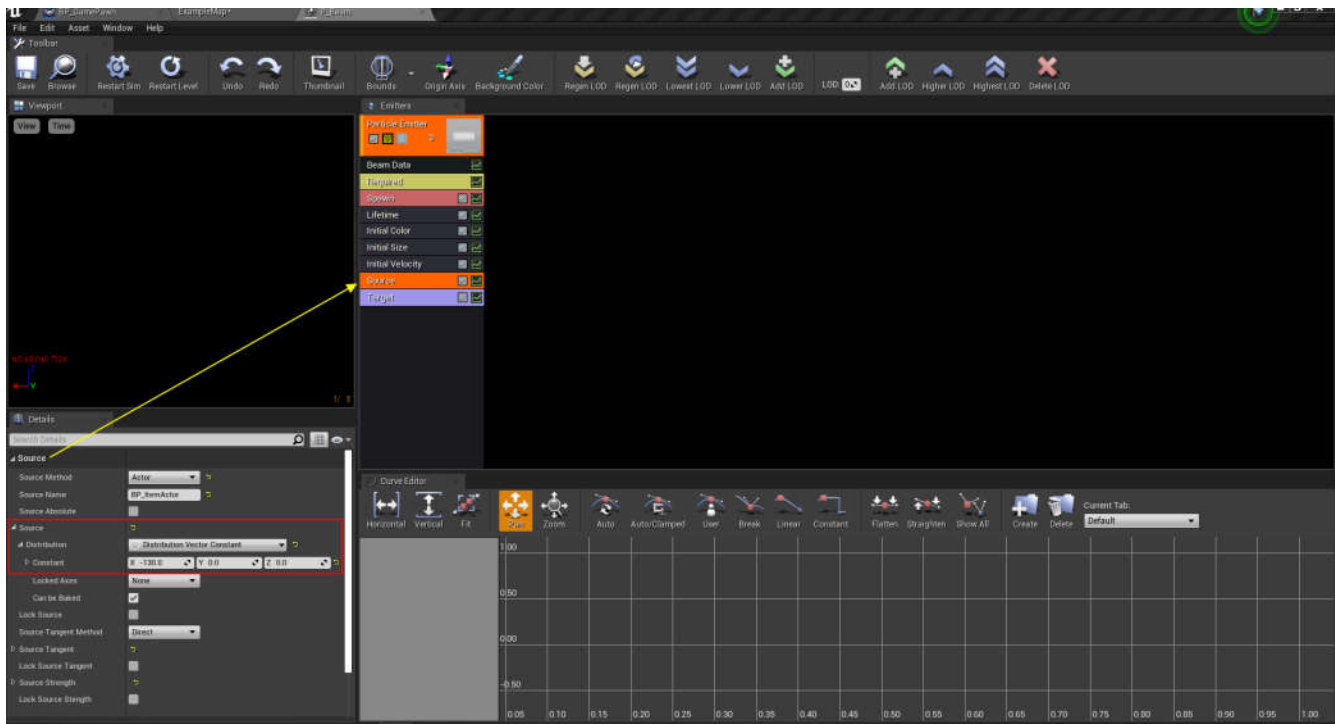
**To change the rarity beam width**

**Initial Size → Size → Start Size → Distribution →  
Max and Min Values (larger values gets wider)**



**To change the rarity beam height**

**Source → Distribution → Constant →  
X value (less negative get shorter, more negative gets taller)**



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