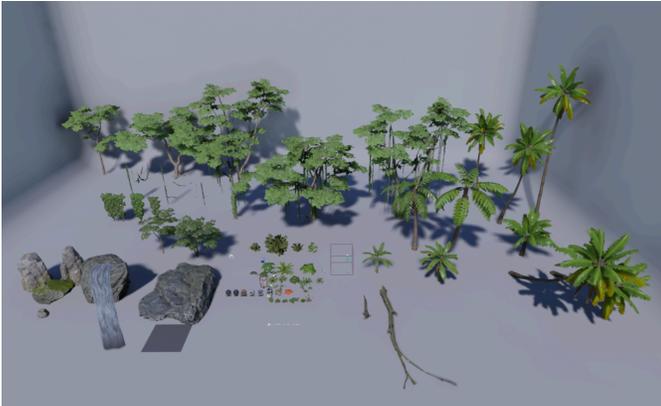# TROPICAL JUNGLE PACK GUIDE

The Maps

There are 3 maps.

- Overview
  Shows all the complete assets in one map

- Showcase
  Shows the demonstration & implementation of the assets with layout & artistic approach

- Grassfield
  Implementation of Grass tool material. It's the open world tool from Unreal Engine that spreading instance objects automatically based on material you paint on terrain.

Wind System Parameter

You can modify Wind strength, speed, & direction with MPC(Material Parameter Collection) on
MPC_Tree_Wind

Visual Parameter

If you want to change the visual parameters like brightness or similar you have to go to the material instance of each object.
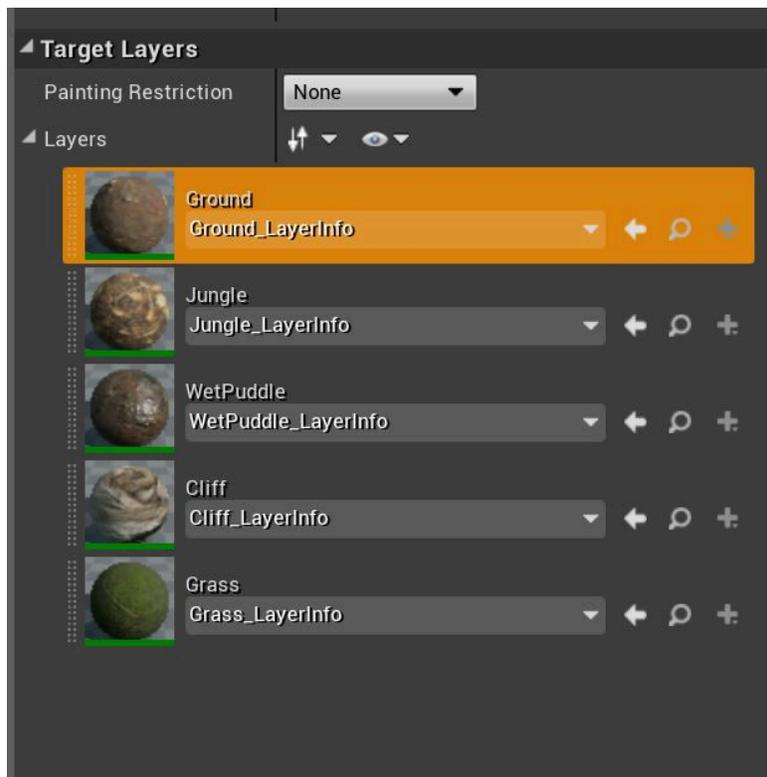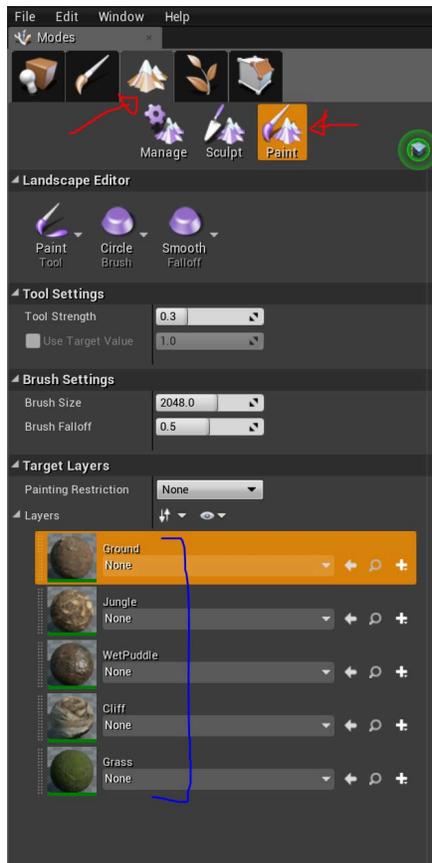
Painting Landscape Material

When you create a new landscape, after you apply the material, usually the landscape will become black, you need to go to the Landscape Tab menu and set the Landscape Layer Info then you can start painting the landscape with the material you want.

Interaction Setup

This feature only works with **One Player Character Only** and It's not support Multiplayer. You need to setup your own character blueprint with this node to activate the foliage interaction:
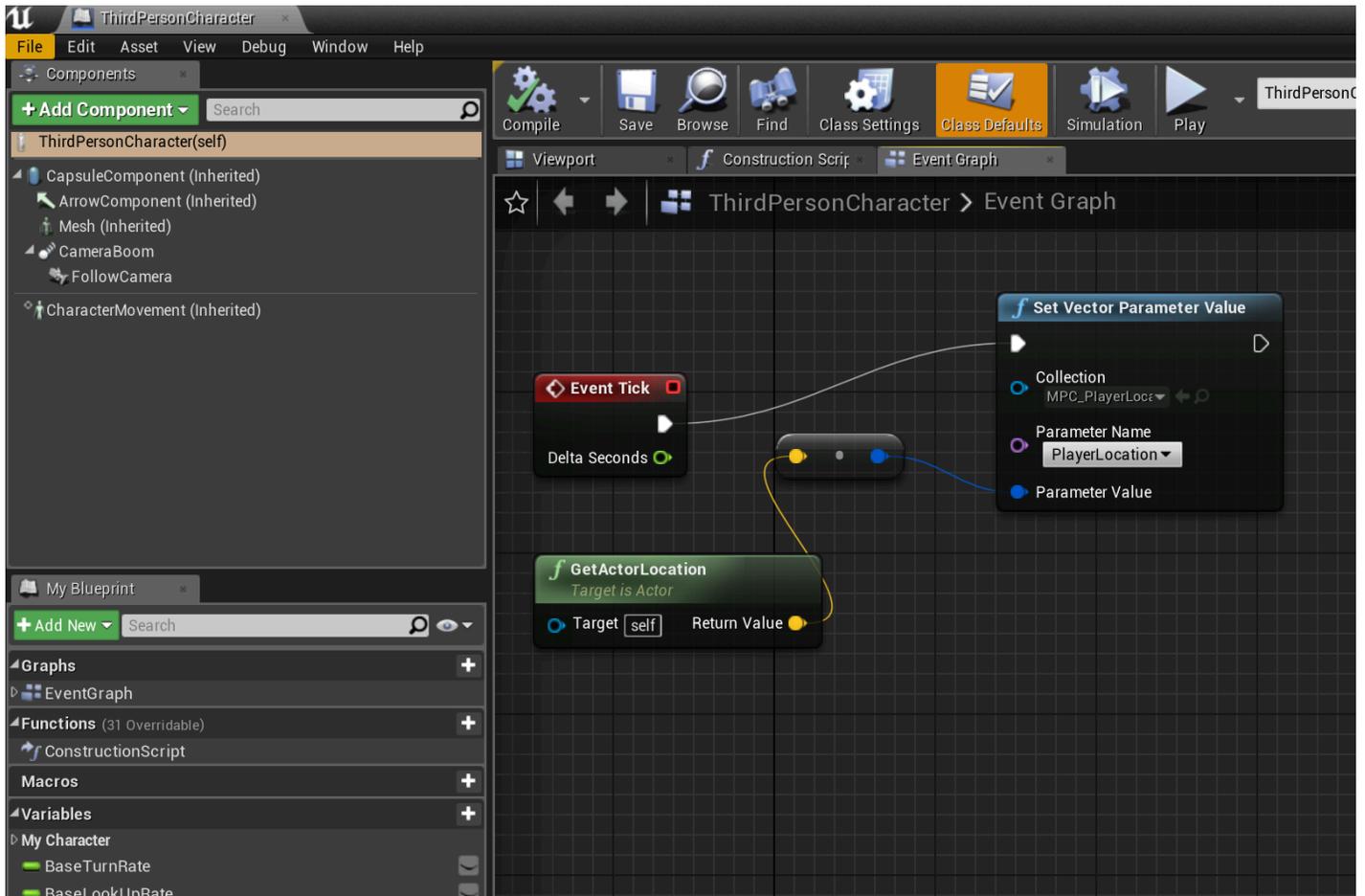
Plant stutter issue

There is an issue when plants are far away from world origin.
To fix this, please go to the plant material instance and then set "Wind Gust World Scale" to higher value like 10 or 20