Documentation

VITAL ATTRIBUTES SYSTEM

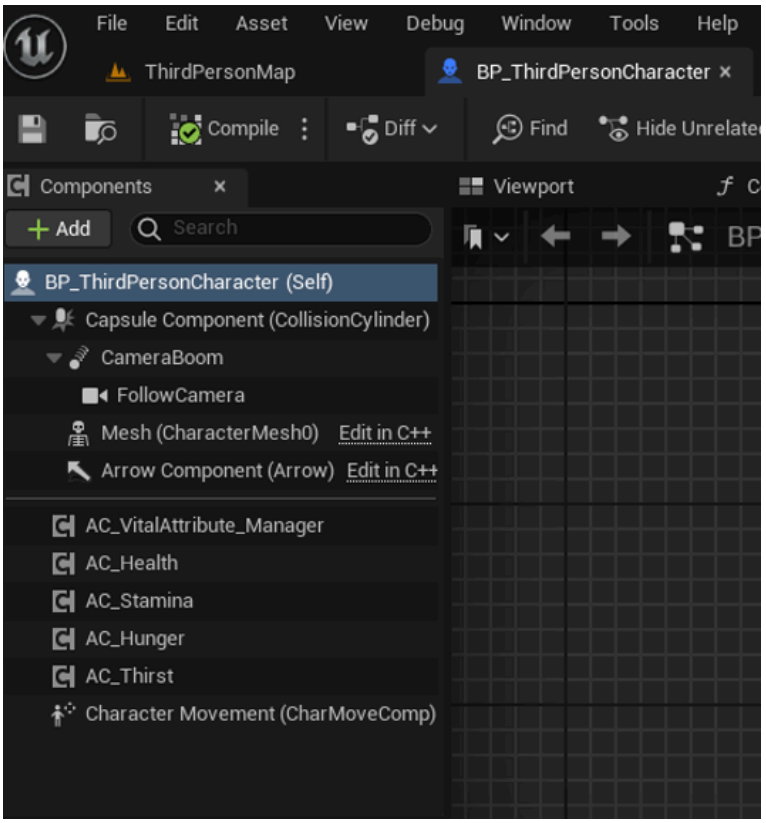
DOCUMENTATION

ASSET SETUP

Implementing this asset is quick and easy: just go to your character (or controller, but some additional modifications will be required).

Once there, you need to add the “AC_VitalAttribute_Manager” actor component, which manages the UI. Next, you can add any “AC_Main_VitalAttribute” actor component, such as “AC_Health” or “AC_Stamina”.

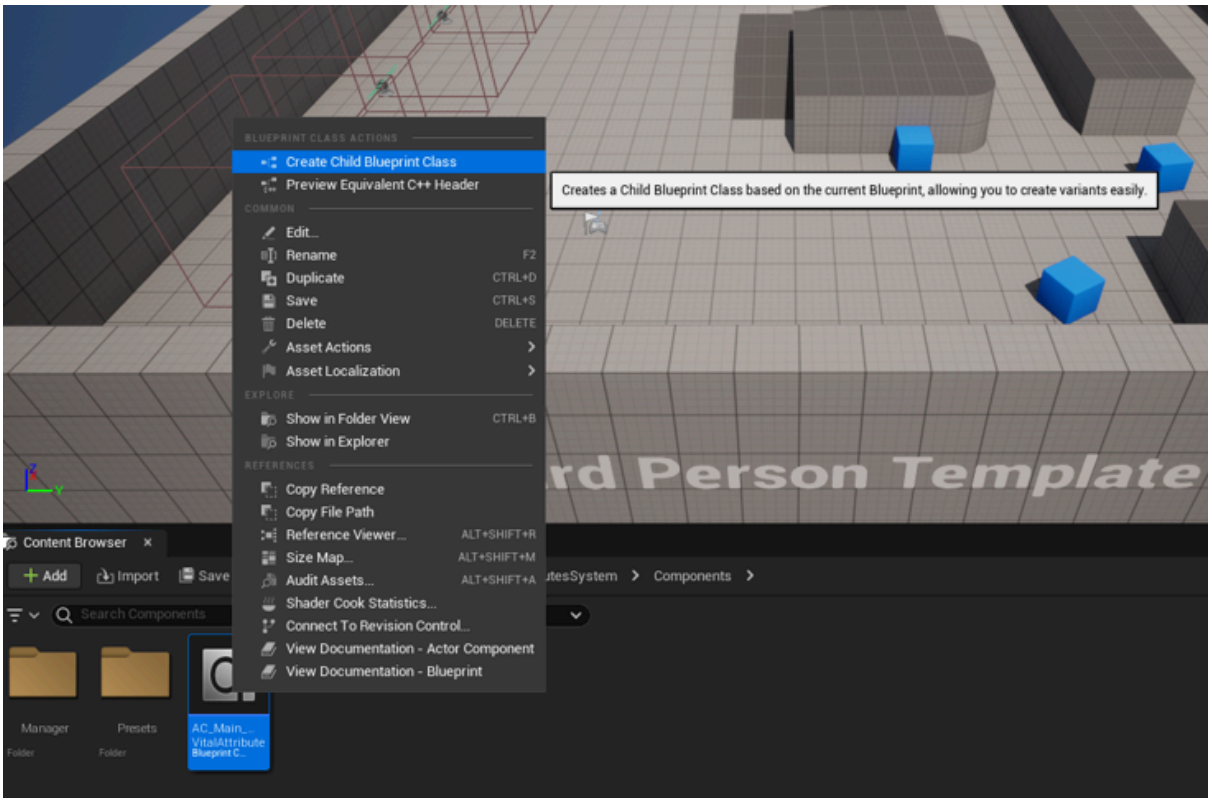
Attribute presets not added will be hidden in the main UI so that the player cannot see them.



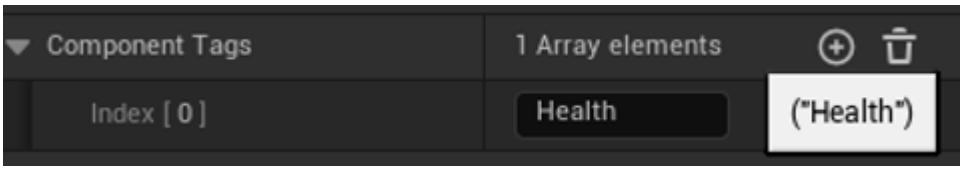
If you implement these actor components in a controller, you'll need to change all cast to character in the “AC_VitalAttribute_Manager” actor component and “AC_Stamina” in “Specific Consumption Conditions”. To do this, you can use the “Find” tool available in every blueprint.

SETUP A CUSTOM ATTRIBUTE

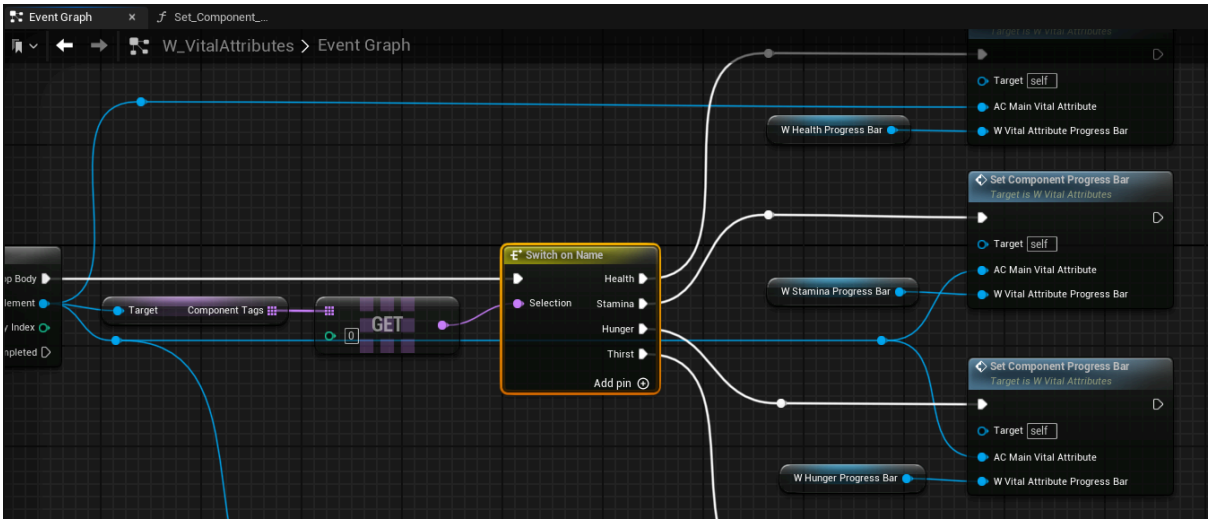
To setup a custom attribute, simply make a child of the “AC_Main_VitalAttribute” actor component.

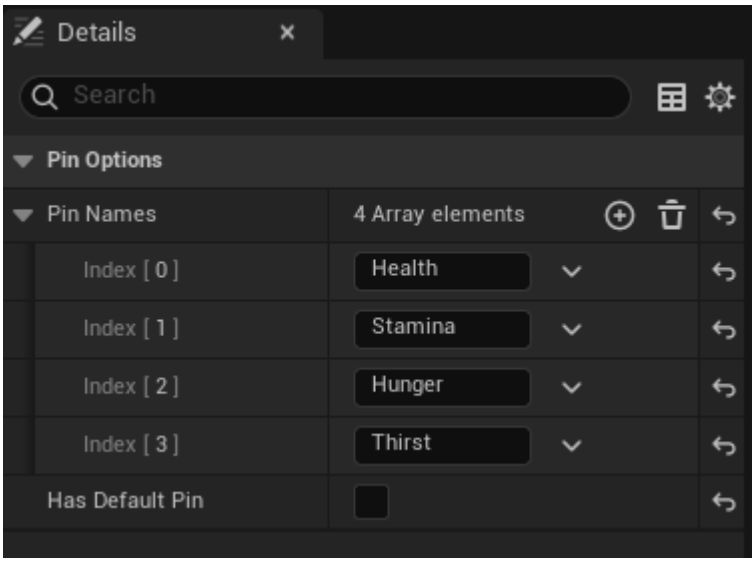


After that, you need to add a tag (in the “Details” panel) to your component to identify it in the UI. Here's an example in the life component:



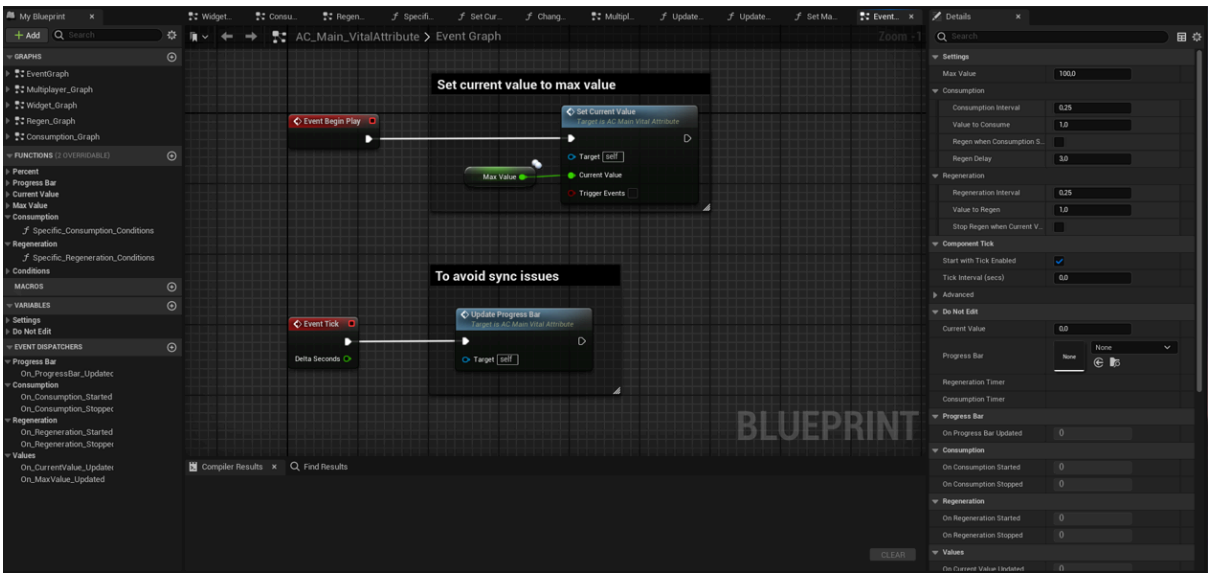
To display a progress bar (if required), open the “W_VitalAttributes” widget and add the tag to the “Switch on Name” of your custom component.





Next, simply add the “Set Component Progress Bar” node as in the other examples (see setup in the widget). You'll need to connect a progress bar of type “W_VitalAttribute_ProgressBar”, for example by duplicating it in the widget's “Designer” tab.

All that's left to do is set the values you want in your components, override the functions you need and use the events provided. To do this, I advise you to have a good knowledge of blueprint and actor components.


My Blueprint
AC_Main_VitalAttribute > Event Graph
Set current value to max value
Event Begin Play
Set Current Value
Target is AC Main Vital Attribute
Target self
Current Value
Trigger Events
Max Value
To avoid sync issues
Event Tick
Delta Seconds
Update Progress Bar
Target is AC Main Vital Attribute
Target self
BLUEPRINT
Compiler Results
Find Results
Details
GRAPHS
EventGraph
Multiplayer_Graph
Widget_Graph
Regen_Graph
Consumption_Graph
FUNCTIONS (2 OVERRIDABLE)
Percent
Progress Bar
Current Value
Max Value
Consumption
Specific_Consumption_Conditions
Regeneration
Specific_Regeneration_Conditions
Conditions
MACROS
VARIABLES
Settings
Do Not Edit
EVENT DISPATCHERS
Progress Bar
On_ProgressBar_Updated
Consumption
On_Consumption_Started
On_Consumption_Stopped
Regeneration
On_Regeneration_Started
On_Regeneration_Stopped
Values
On_CurrentValue_Updated
On_MaxValue_Updated
Max Value 100,0
Consumption Interval 0,25
Value to Consume 1,0
Regen Delay 3,0
Regeneration Interval 0,25
Value to Regen 1,0
Start with Tick Enabled
Tick Interval (secs) 0,0
Advanced
Current Value 0,0
Progress Bar
Regeneration Timer
Consumption Timer
On Progress Bar Updated
On Consumption Started
On Consumption Stopped
On Regeneration Started
On Regeneration Stopped