EZPortals

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Created for the UE Marketplace.

EZPortals System Overview

- • Works hand-in-hand with unreal's physics! Never lose your momentum going through EZPortals!

- •Works with any actor! Use EZPortals with your character, physics meshes, etc. If it can move it can teleport!

- •The whole system is multiplayer network replicated, so you can have fun teleporting with your friends!

- •The whole system is based on one blueprint, which you can easily drag and drop, or simply spawn, into any of your levels! Super easy to implement!

- •Comes with a detailed showcase that shows just how easy it is to use, and how to use it with a portal gun.

- •Made out of 100% Optimized and Commented blueprints for your easy use!

- •All of these features for only $19.99 USD!? Don't wait, get it today! And even if you don't need it now, you can buy today and use forever!

Product FAQ

What is EZPortals?

EZPortals is an infinitely useful portal blueprint that will help you to effortlessly create a portal teleportation system. Unlike many of its competitors, EZPortals saves your physics direction and velocity, so you will never lose momentum, and it works for any type of actor, characters, physics meshes, you name it!

How can I use EZPortals?

All you need to do is add EZPortals to your level, either by spawning them or through drag, and drop, and don't forget to link them, which is as easy as setting a variable! Includes a portal gun example, so you can see how easy it is to use!

Is EZPortals complicated?

EZPortals is quite easy to understand, all you have to do is spawn it! For those who want to tweak some of the functionality, there is heavily commented blueprints, but for those newer to blueprints, or more interested in the technical side of things, you're at the right place! However, if you have any additional questions, find me on the [Discord Server](), and I will answer them.

How big is EZPortals?

EZPortals takes up less than 1 MB on disk space (by itself, without the showcase), and an extremely small amount of memory and CPU.

Will EZPortals be receiving updates?

It is unlikely that I will update EZPortals as of today, aside from engine version updates, unless there is an overwhelming number of requests for it to change. However, I am always working on other assets, and you can find me in the [Discord Server]() if you feel that something is missing in your project!

Project Integration

Once you have added EZPortals to your project, there's no more integration! However, if you want to play with the showcase, you need to add this input:
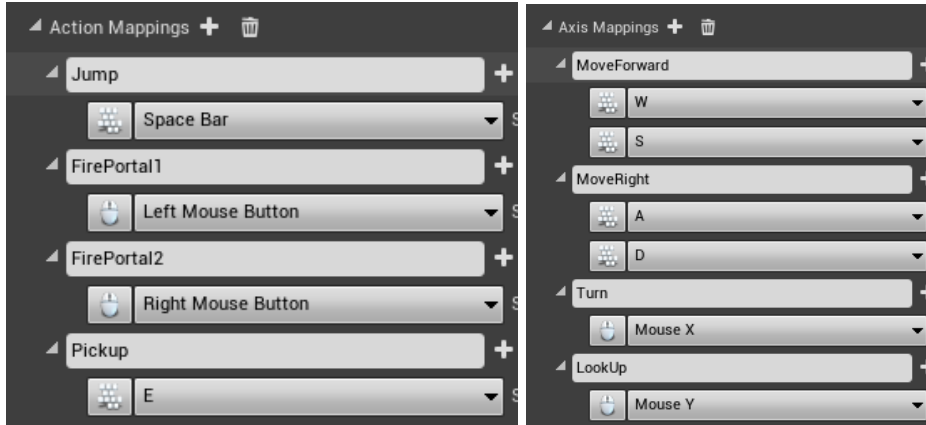

How to use EZPortals:

EZPortals is incredibly easy to use, and there are a number of features to make your experience as realistic as possible.

BP_EZPortal

This blueprint is the portal itself. To use it, all you have to do is spawn it in a blueprint. There are a number of variables that you will need to set when spawning it. First "Other Portal", this variable is necessary for teleportation, as it is the target portal the actor will spawn at when going through this portal. Timeout is how long the portal will wait after teleporting before it is able to teleport again. Start enabled should be true unless you only want this portal to be enabled after it has been teleported to from another portal. The ring color is simply the color of the ring and is purely cosmetic.
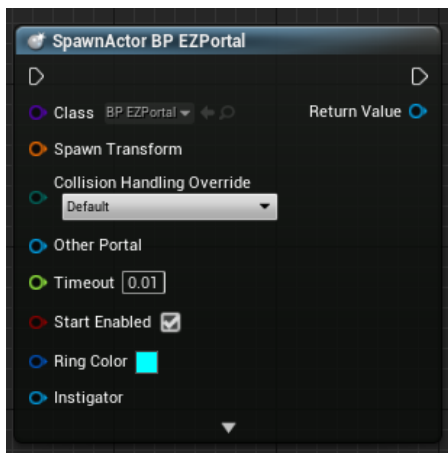
Additional Information:

EZPortals is made to be simple, but sometimes there are more questions than shown here, in which case you can find me on the [Discord Server](#).

Showcase Pawn

The pawn has a variable called DisablePhysMats, which can be used to not allow portals to be placed on certain physical materials. If you plan to use the showcase pawn in your project, this is something you may want to use.

Portal not Spawning

The portal has a variable called CheckForSurface which can be disabled. If your portal is not spawning, chances are it is overlapping with another portal, or it is not completely touching a surface. If you wish for the portal to spawn even when not completely on a surface or if it is touching another portal, you can disable this boolean value.

Showcase

It can be confusing to know when, how, and where to spawn the portal, so if you need a reference, you should check out the showcase level that comes with the asset. The showcase comes with examples of how to use the portals by just placing them in the world before play, or by spawning them in play, and can be very useful.

You and Me

If you have any questions regarding the product, you can ask it on the marketplace page, or on the [Discord Server](#). If you would be so kind as to leave a nice review on the marketplace, I would greatly appreciate it.

Thank You For Using EZPortals!