

# Advanced Camera

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[Add "Advanced Turn" after your turn input bind like this and setup as you want.](#)

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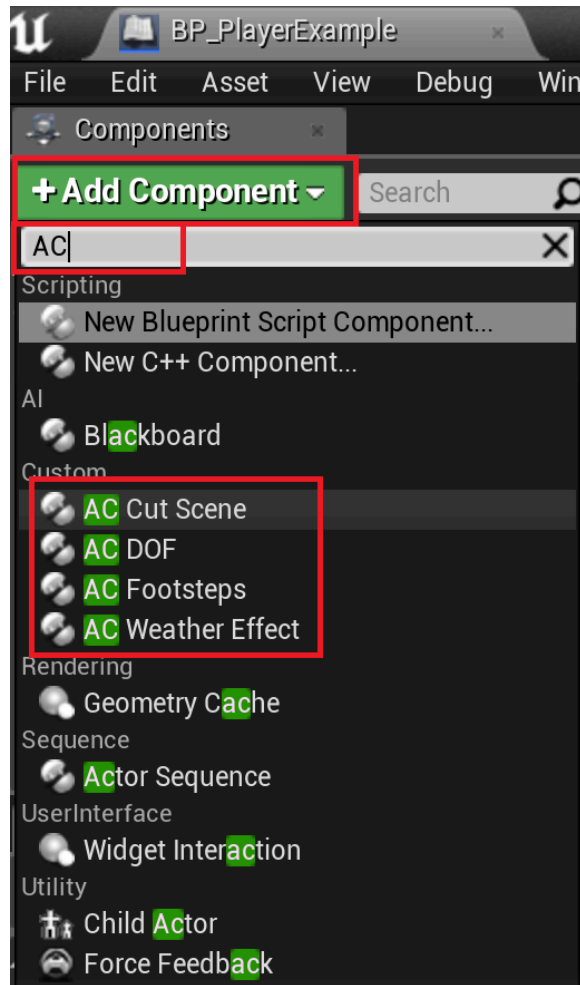
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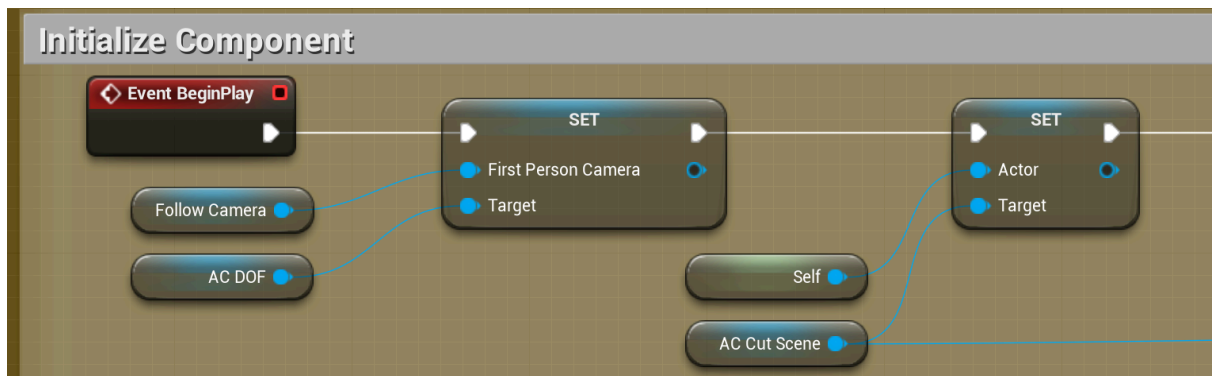
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## 1. Adding components to Player

To add a component press "Add component" and choose component you need,

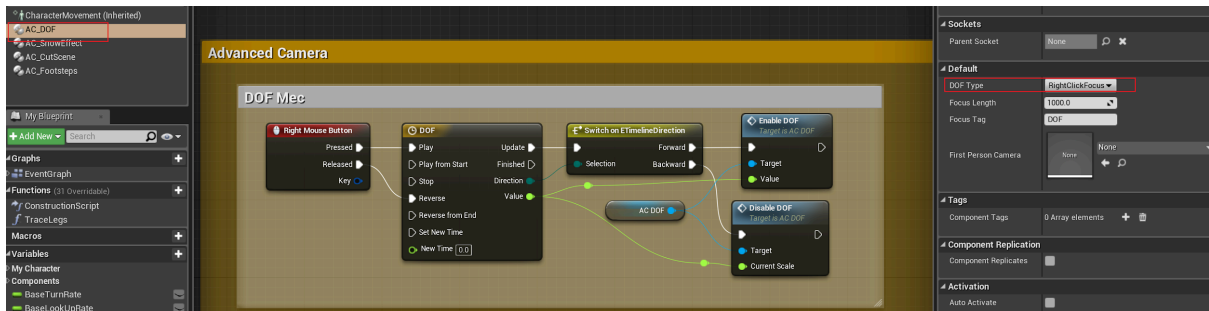


Initialize DOF and CutScene components with camera and self reference.

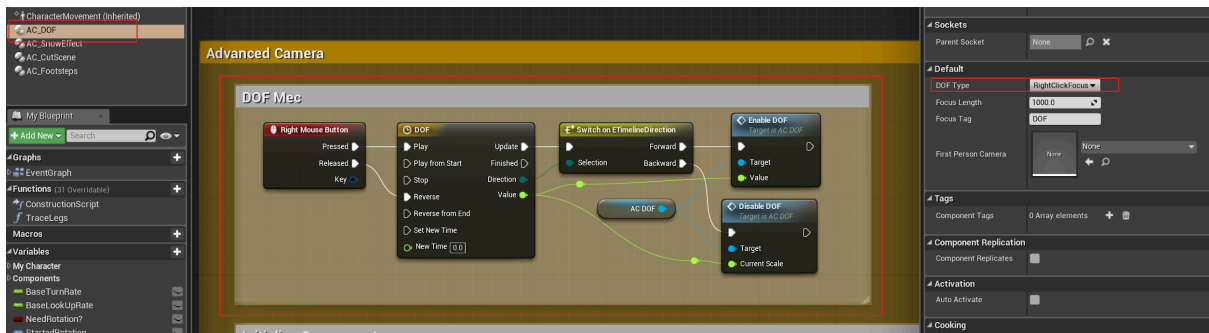


## 2. DOF setup

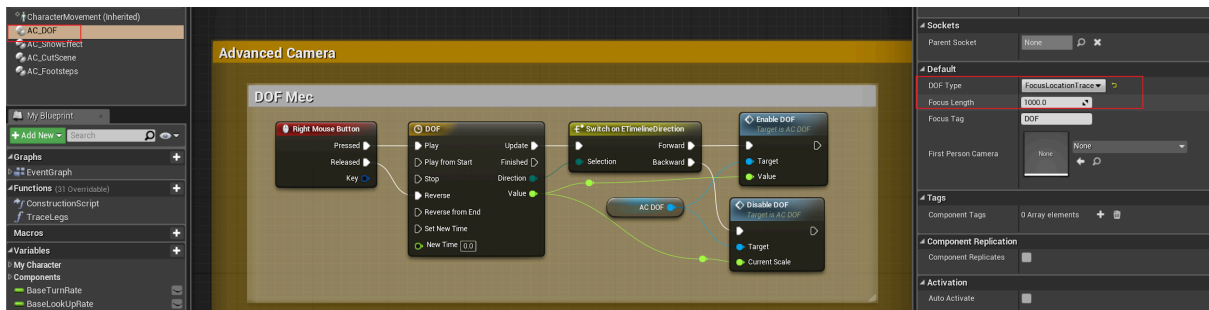
## 2.1. Choosing DOF type



## 2.2. Setting up Right Click DOF type



## 2.3. Setting up Casual DOF type



## 2.4. Setting up DOF by tag

# 3. CutScene setup

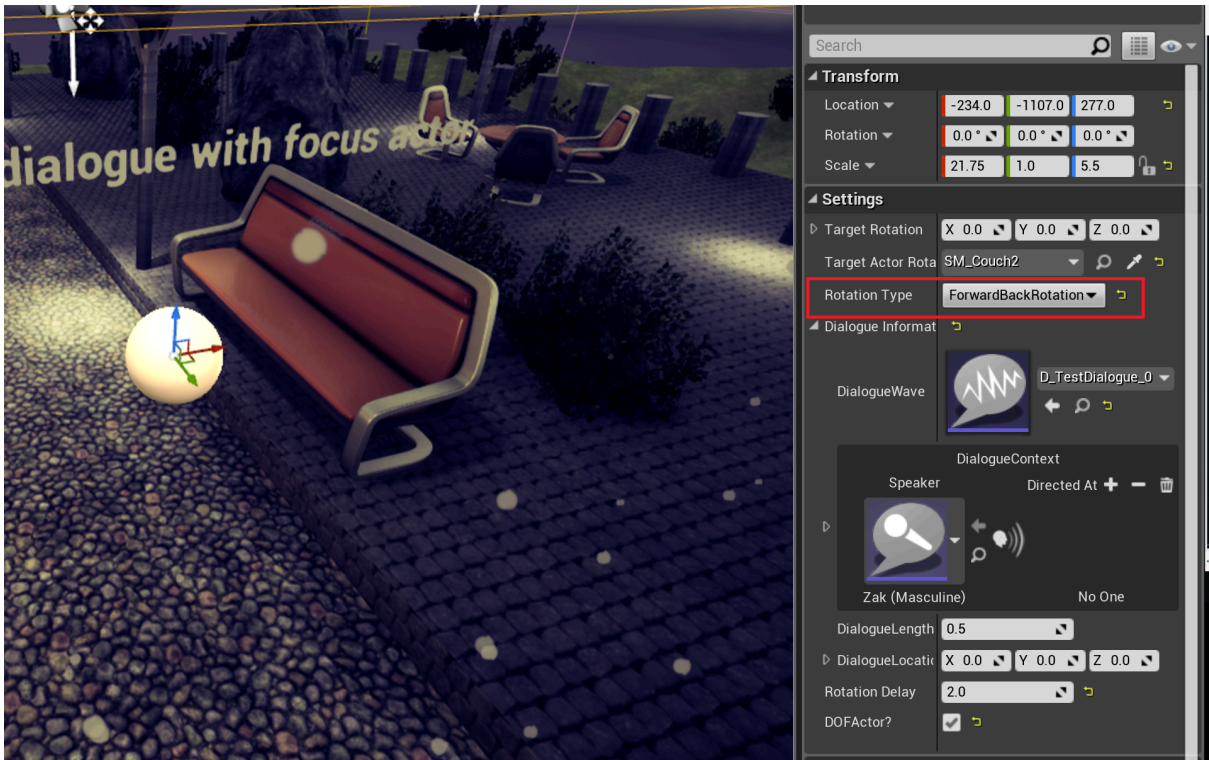
## 3.1. Dialogue

This dialogue will be played when the player is rotated to the right place.



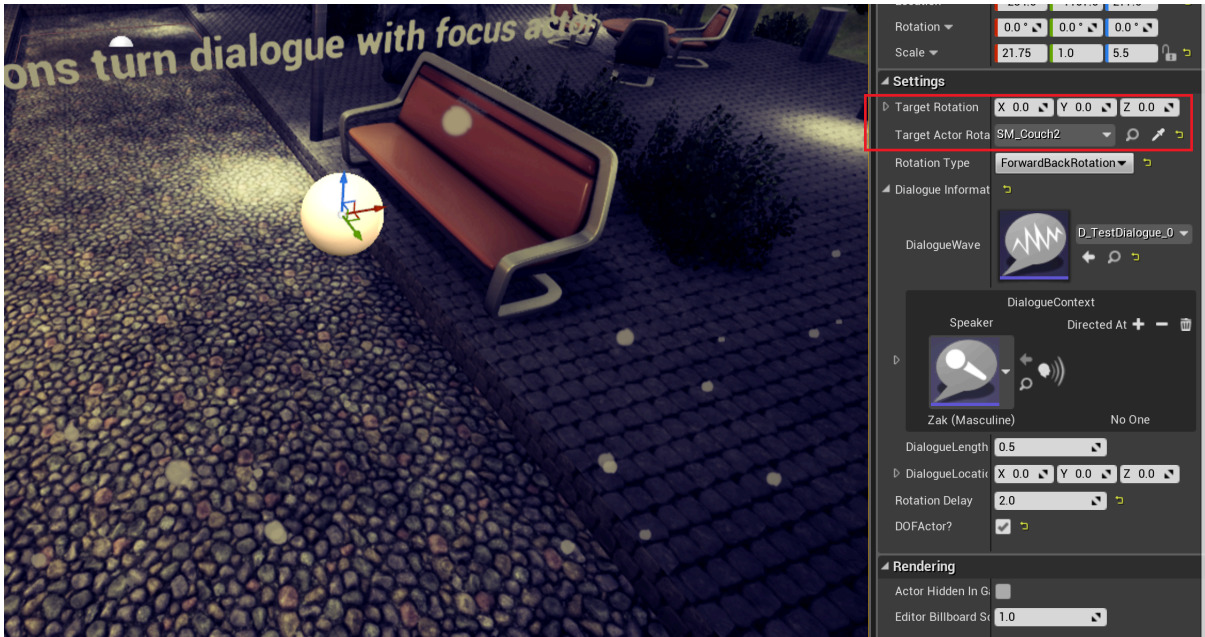
### 3.2. Animation

You can choose between: rotate player and stay at this rotation or rotate player and go to the rotation you have started of.



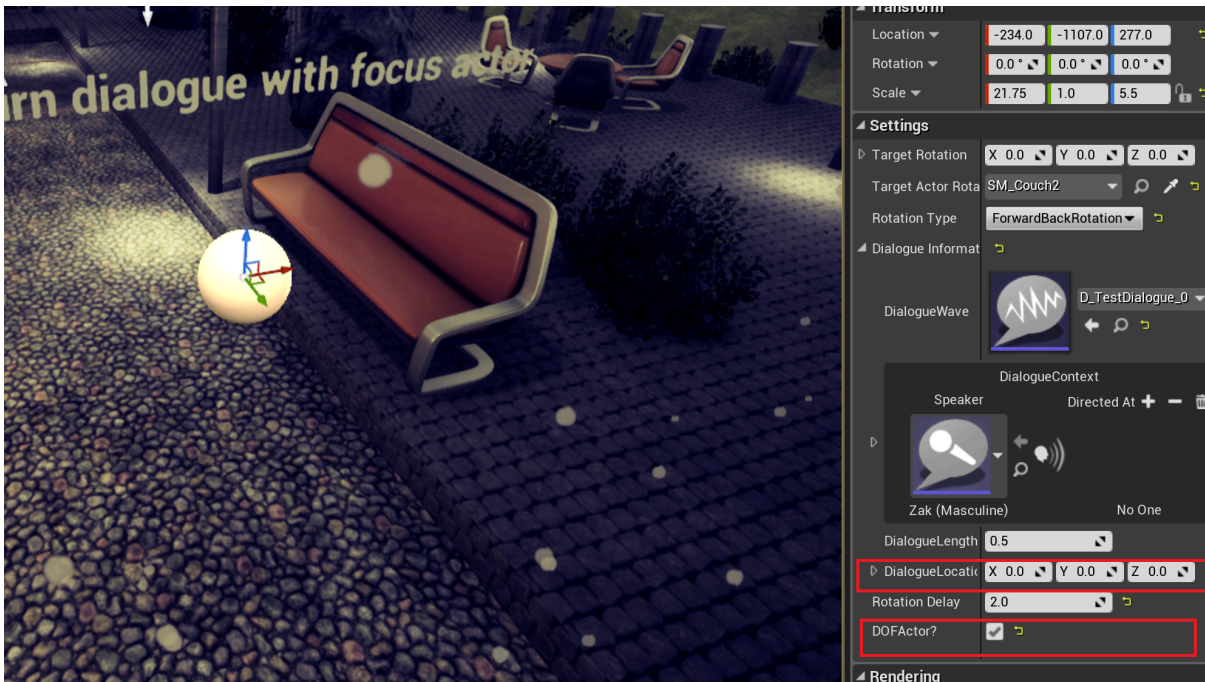
### 3.3. Target Rotation and target actor

You can set location of the place player should rotate to by hand or just by setting reference to actor in world.



### 3.4. Dialogue location and DOF

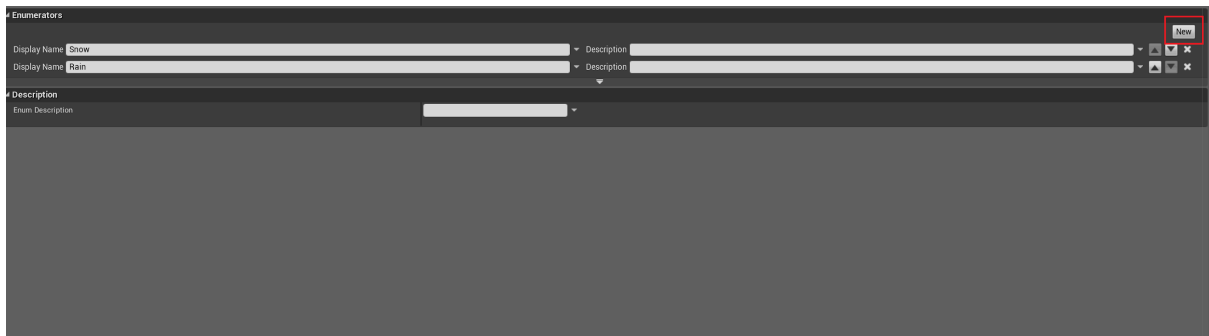
Set DOF checked if you want your player to focus on object he is looking at  
 Dialogue location is the place from which dialogue will be played.



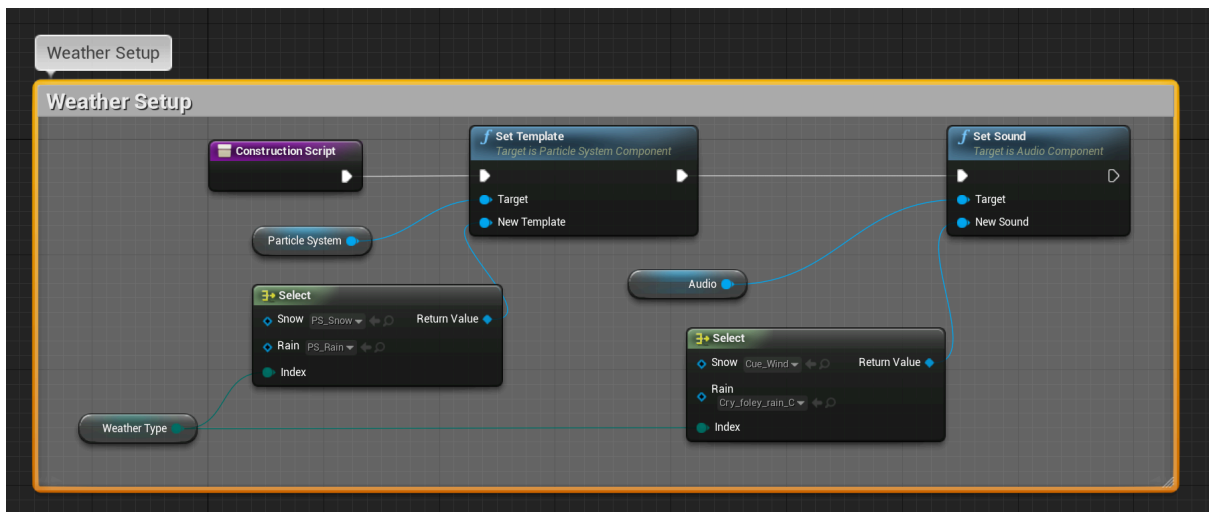
## 4. Weather setup

### 4.1. Adding weather types

Add a new weather type in E\_WeatherTypes



Add a new particle and sound here if you need.



#### 4.2. Change material textures

You can change frost effect texture in M\_PPScreenEffect.

### 5. Camera Shake

Setup camera shake event.

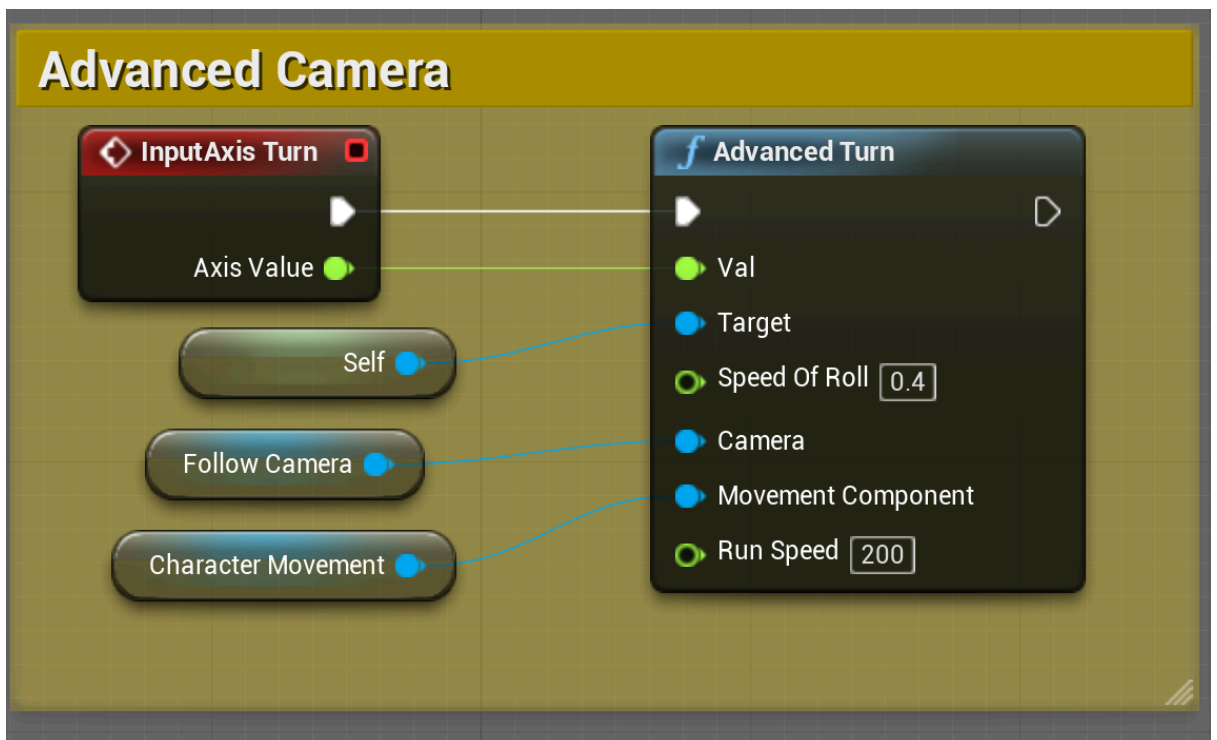
Choose a particle (Will be fired every 3 sec. Change blueprint settings if you want) and a sound that will be played with the particle.

You can also set your own camera shake blueprint with the right settings.



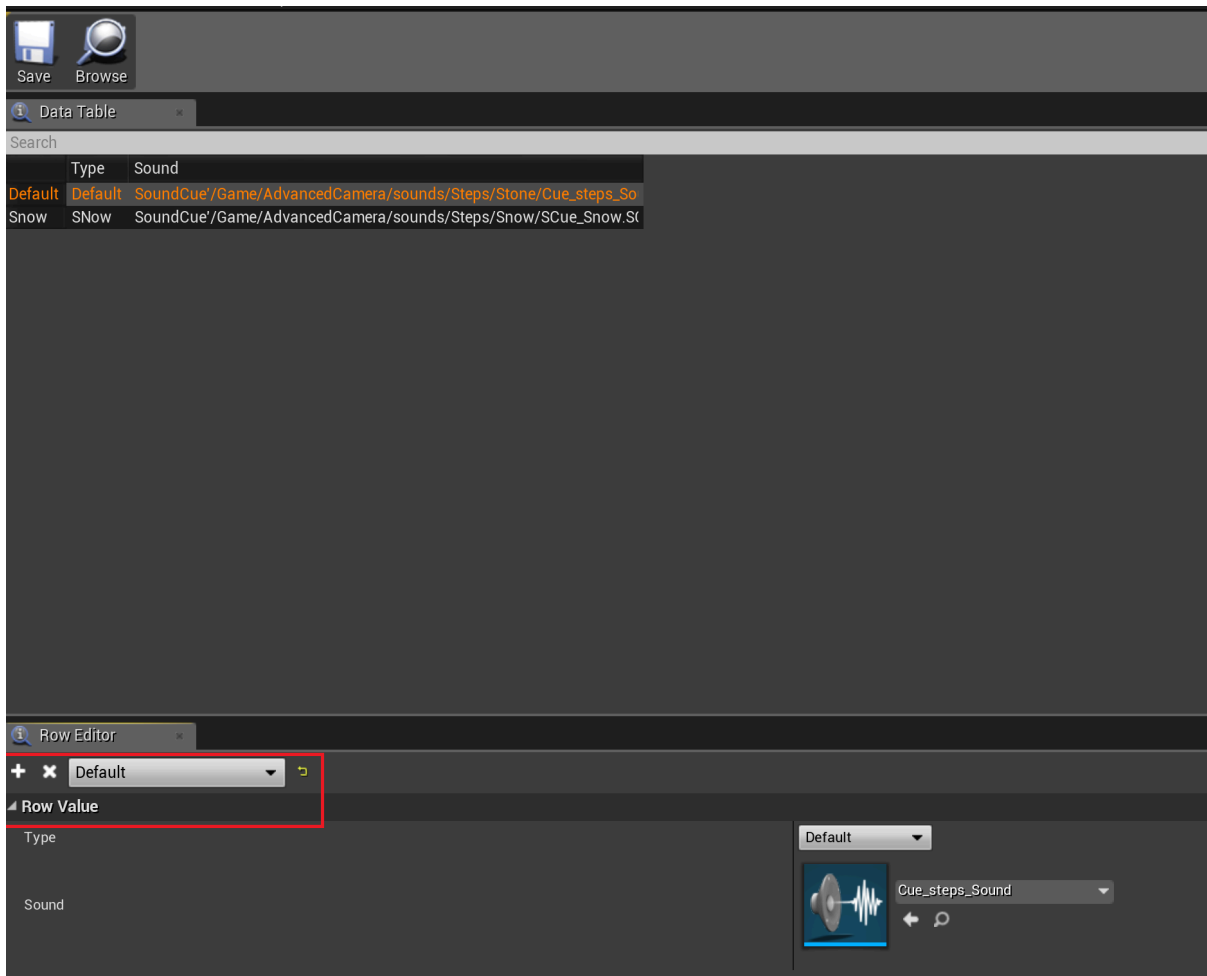
## 6. Advanced Player Turn

Add "Advanced Turn" after your turn input bind like this and setup as you want.



## 7. Footsteps Setup

### 7.1. Data Table



Add a new surface type and add a row to the DT to have a new footstep sound on a new physics material.

## 7.2. Actors setup

Some objects don't have hit event. So it is better to create an actor to simulate hit from actors with decals (for example).

## 8. Additional Information

[Data Tables](#)

[Add surface](#)

[Physics materials](#)



