

Survival Starter Pack

Documentation

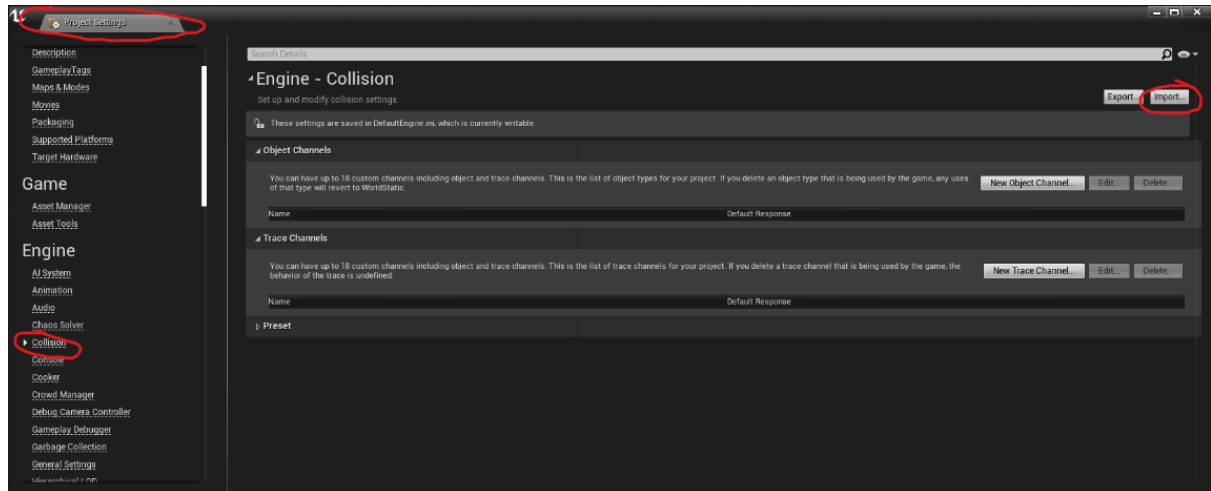
1- To migrate Survival Starter Pack

Component to your project just follow
these steps

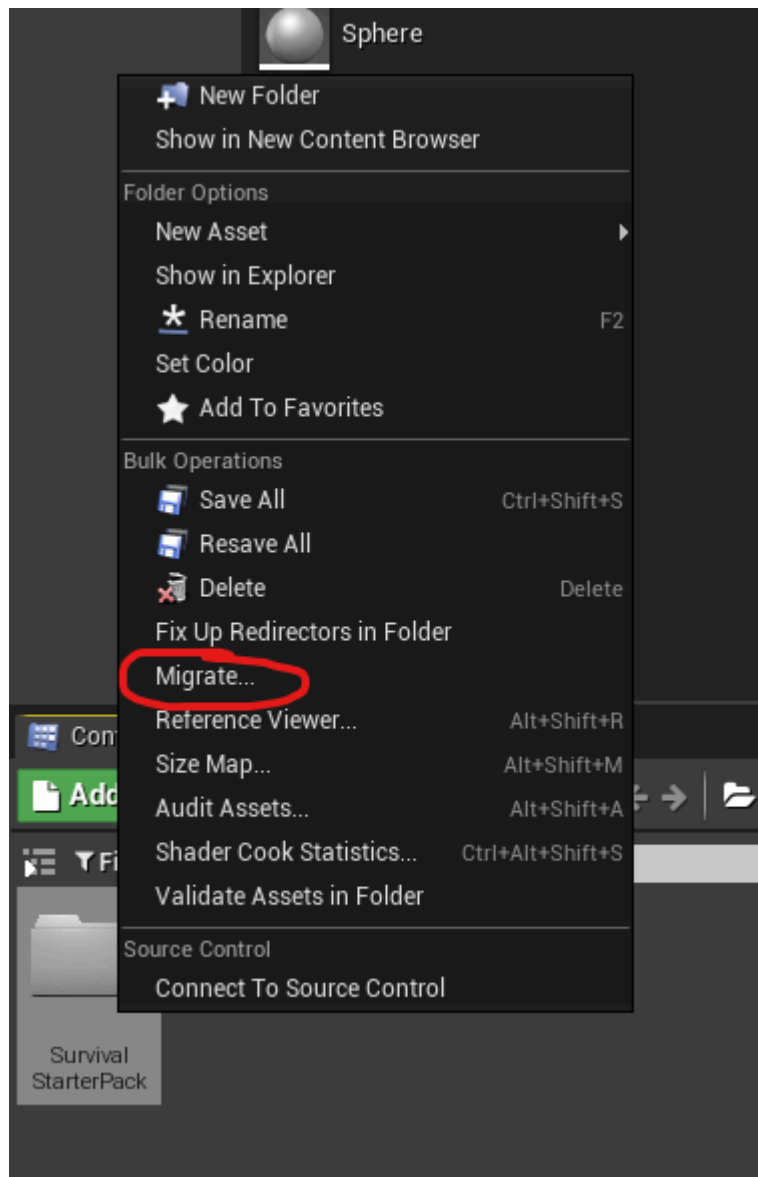
before migrating go to your existing project or
create a new one, in the project options on the
collision tab you must import the custom collisions
for the project to work

download the file and important for your project

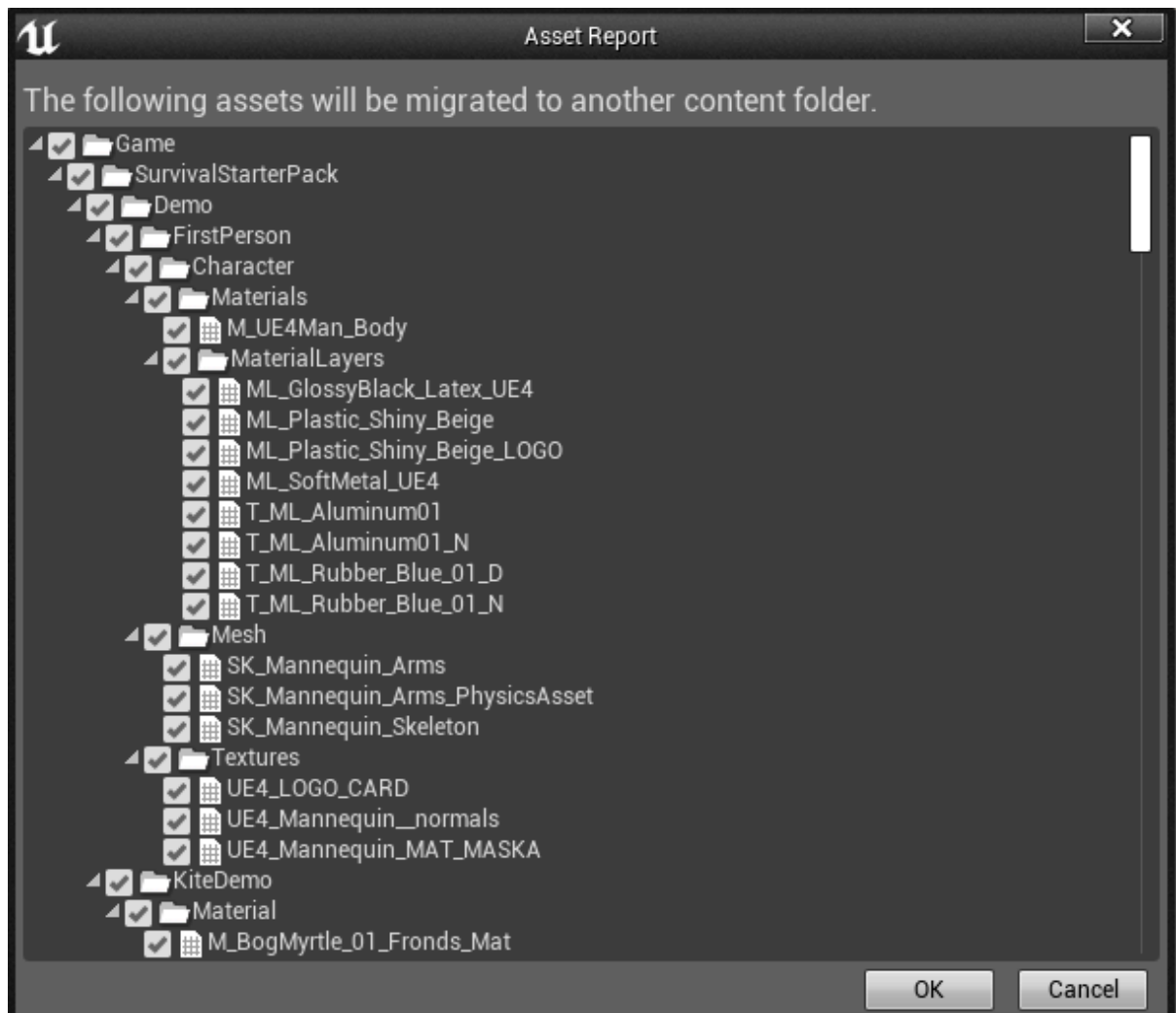
<https://drive.google.com/drive/folders/1qd-pVdNYRk6OPWKN4krj7o0Io-bJWSb2?usp=sharing>



in the Survival Starter Pack folder right click on
it and go to migrate



click "OK"

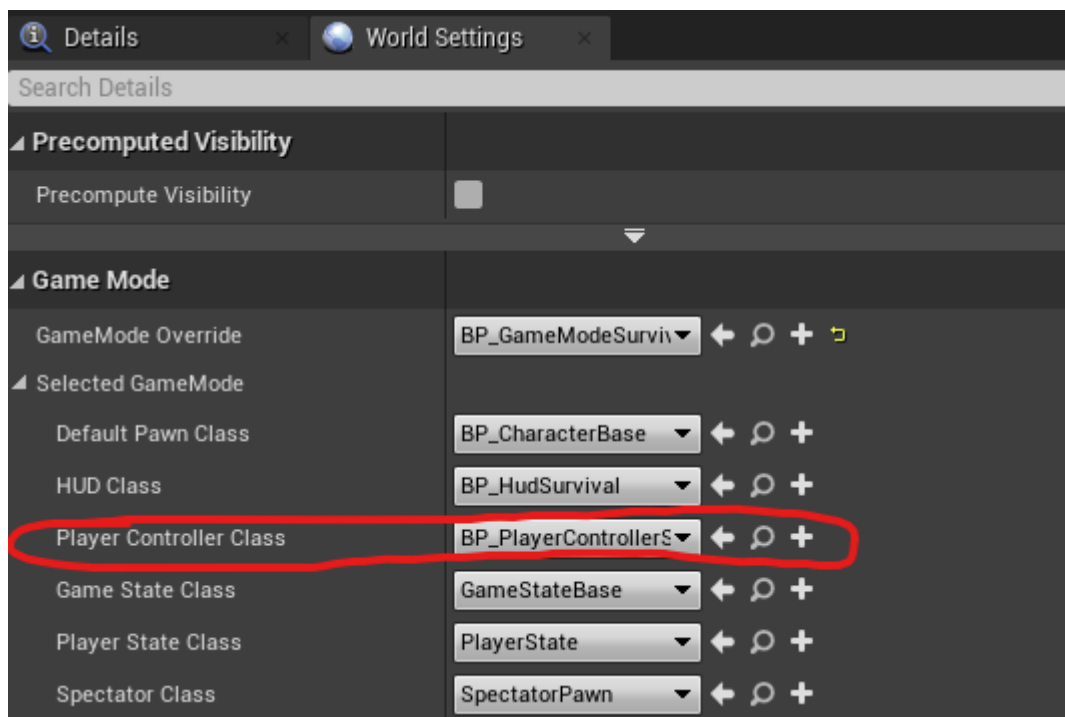


choose your project folder and choose the "content"
folder and click on select folder

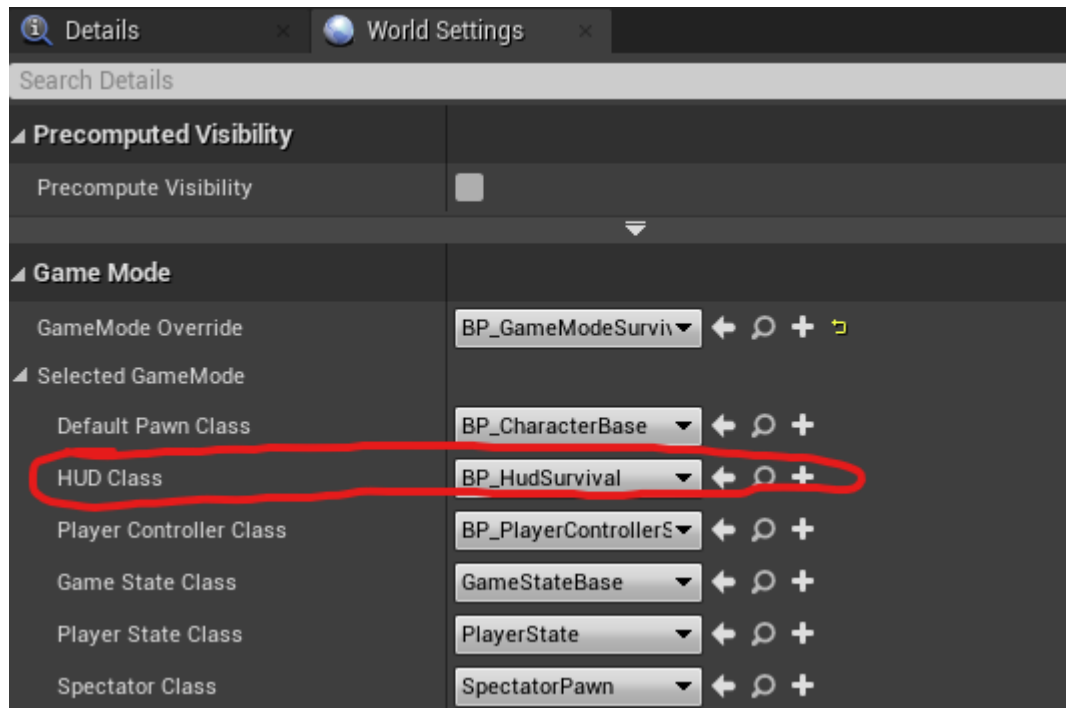
Survival Starter Pack is successfully
migrated.

2- Configure you project

in your existing project after you have done the migration you must in your game mode select the player controller from the Survival Starter Pack

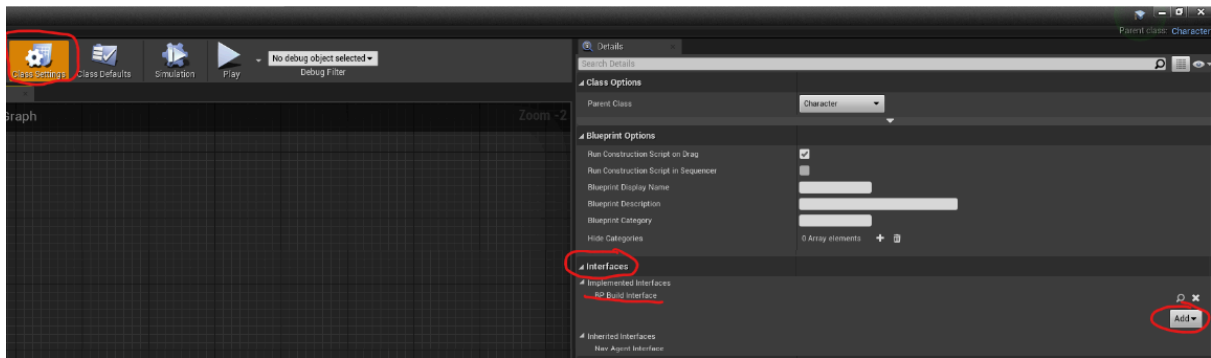


also change the hud to the Survival Starter Pack crosshair



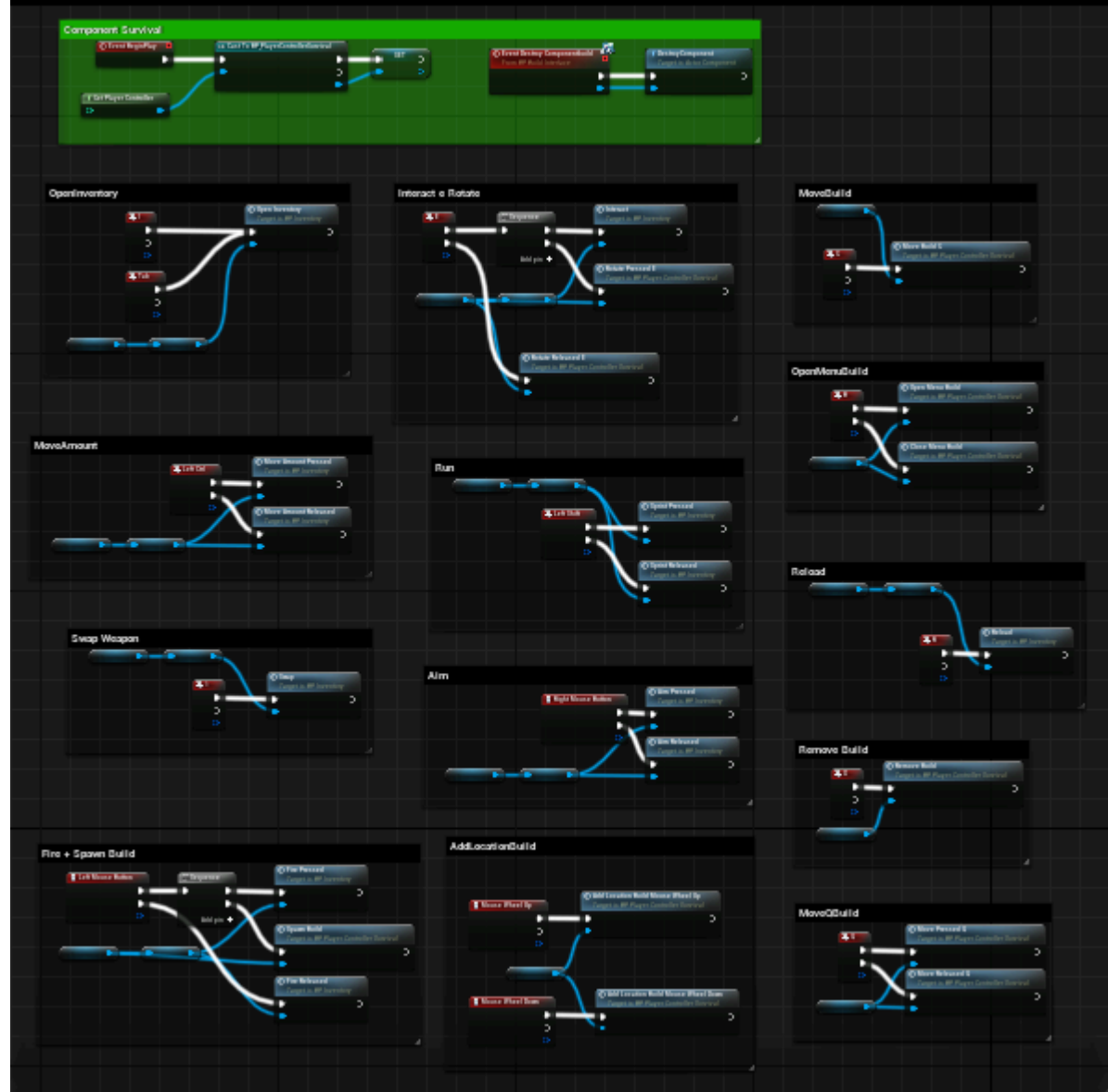
now in your character you should put the functions like this

select Class Settings of your character and add 'BP Build interface'



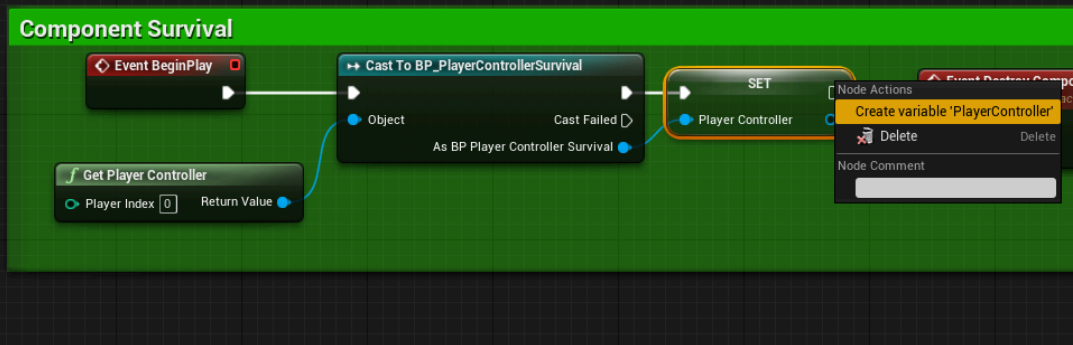
now just copy the functions that are in the BP_CharacterBase of the project to your character

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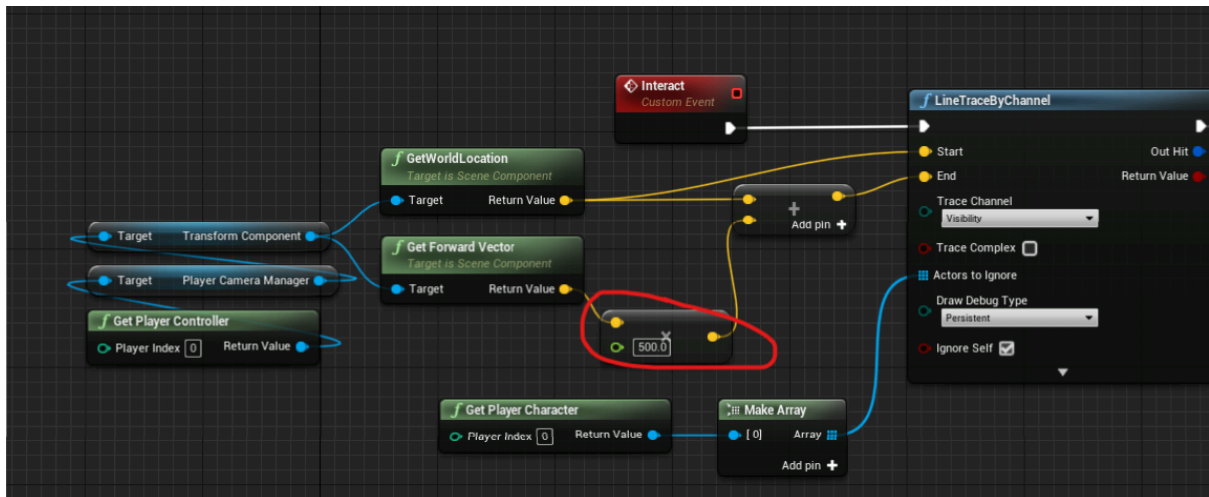
in the event begin play on the variable "Player Controller" press it with the right button on it and select "create variable"

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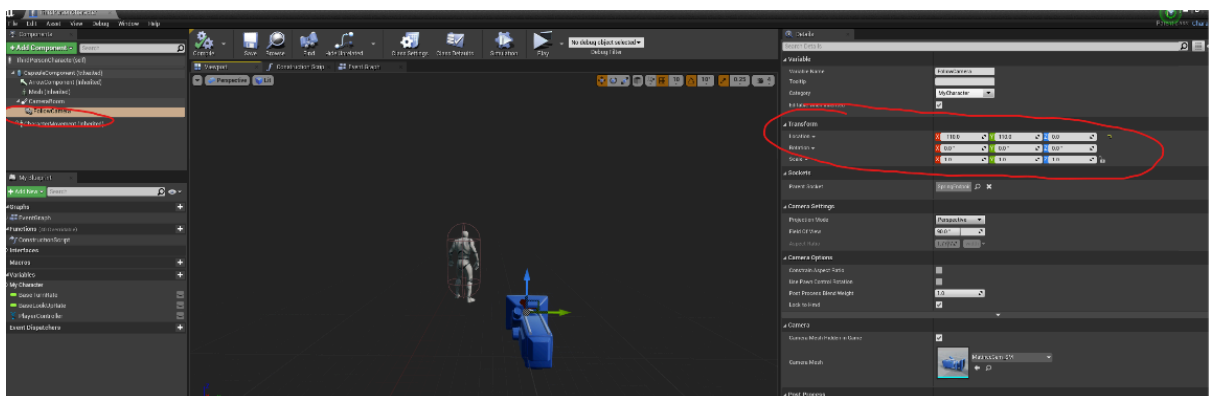


for third person character

if your project was in third person to use the build system go to the blueprint " BP_inventory " in the event " interact change the value for example to 15.000 if your character is in third person

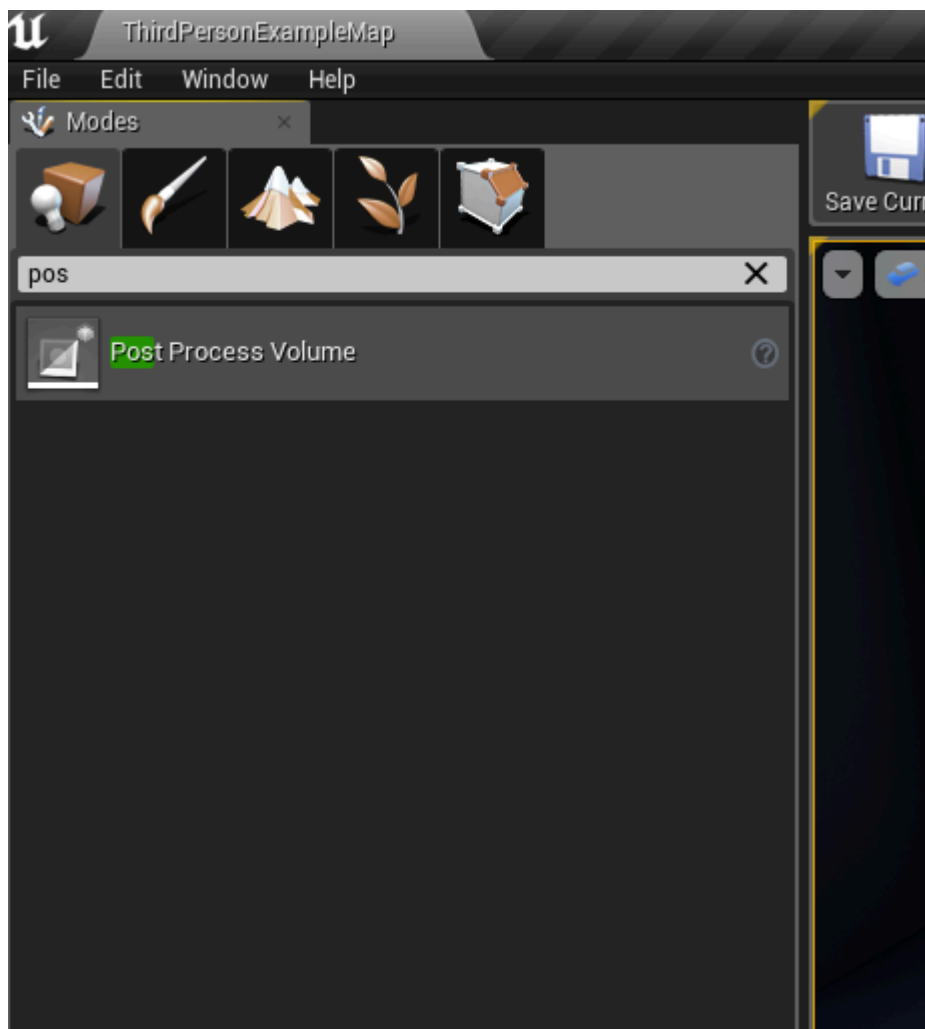


change your camera a little bit for the system to work better, for example in the image

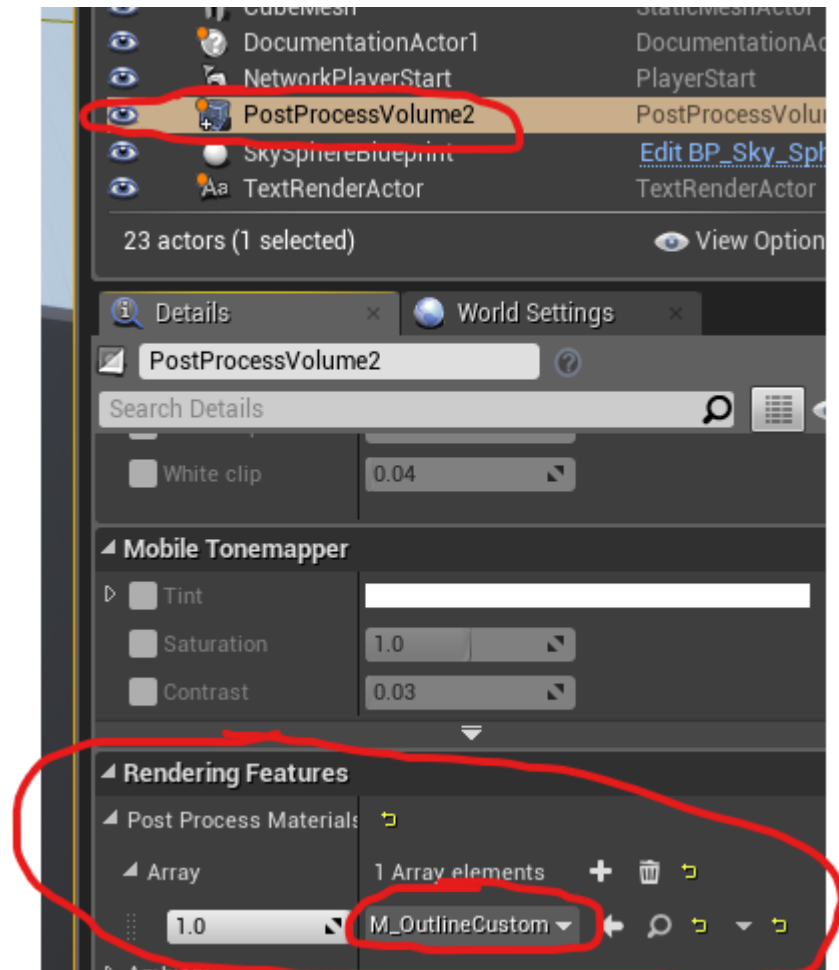


3-configuring outline

now just add a Post Process Volume on
your level for the outline effect on
the objects



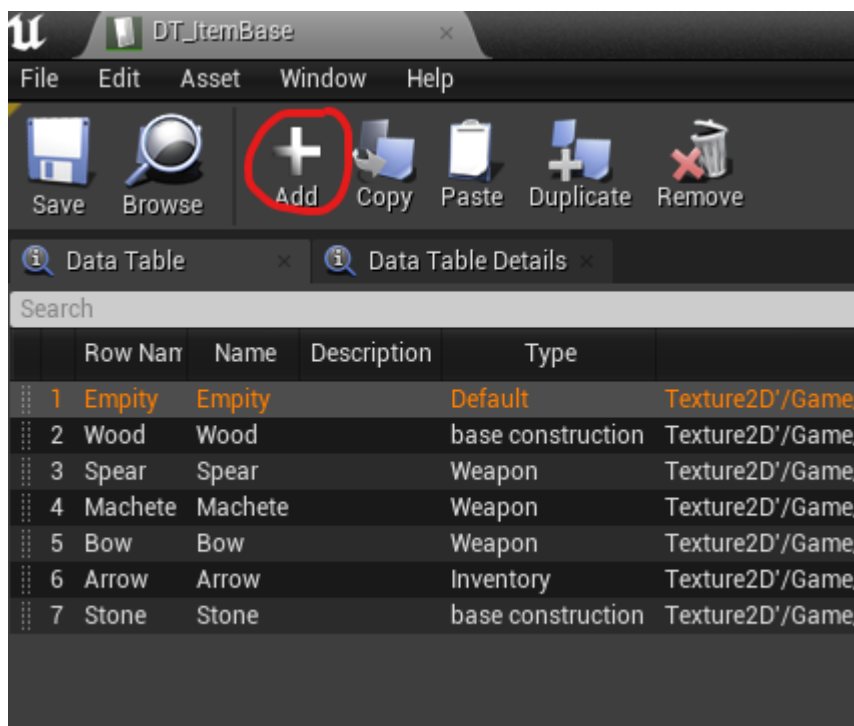
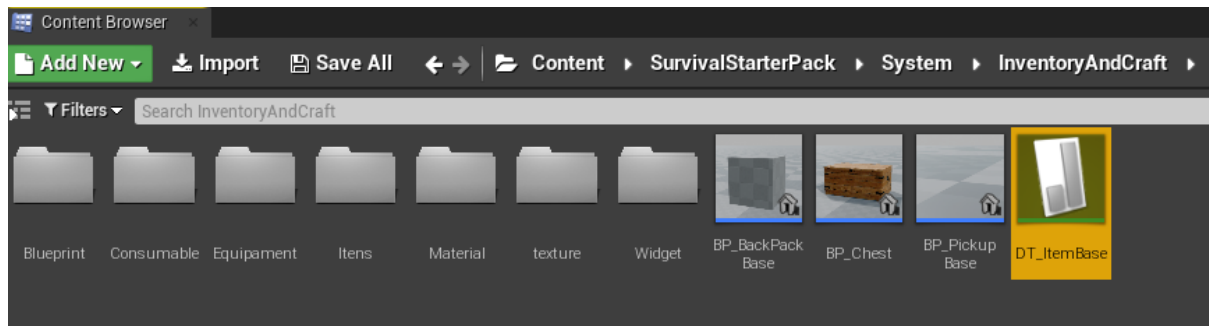
expand it to your entire level and then
select the material

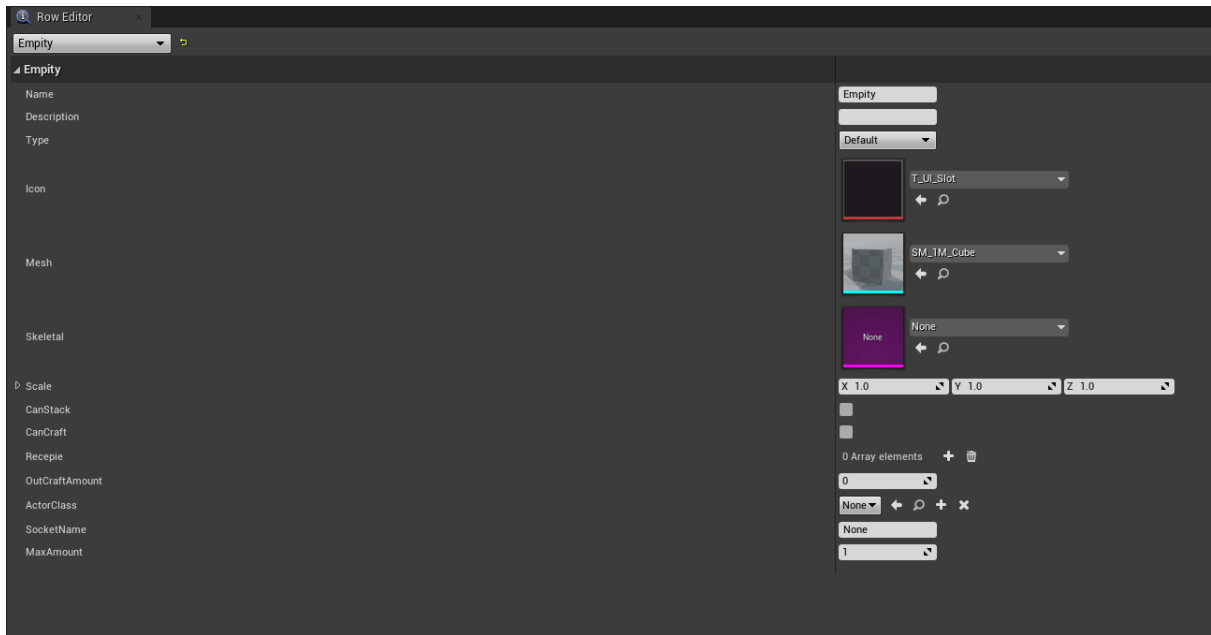


Your project is already set up and
functional

4- Add new item

to add a new item you must open the
project base item



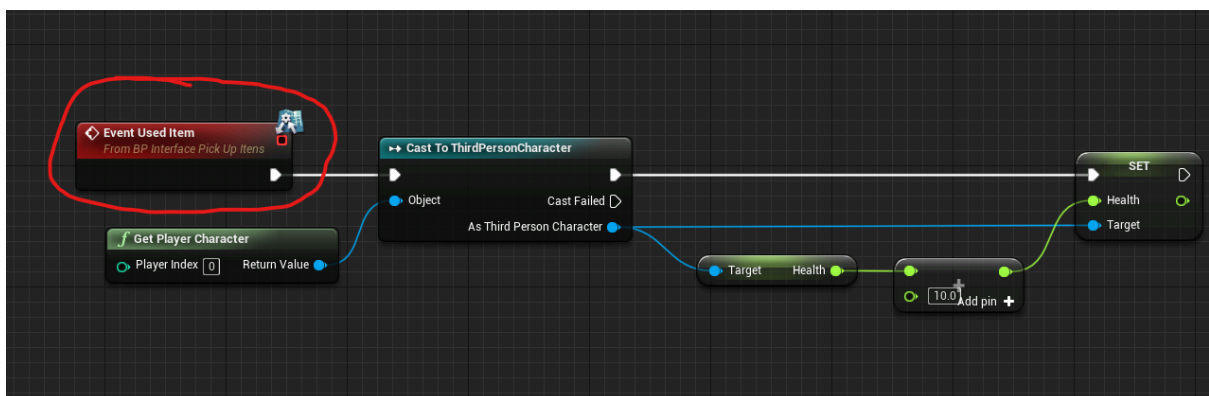
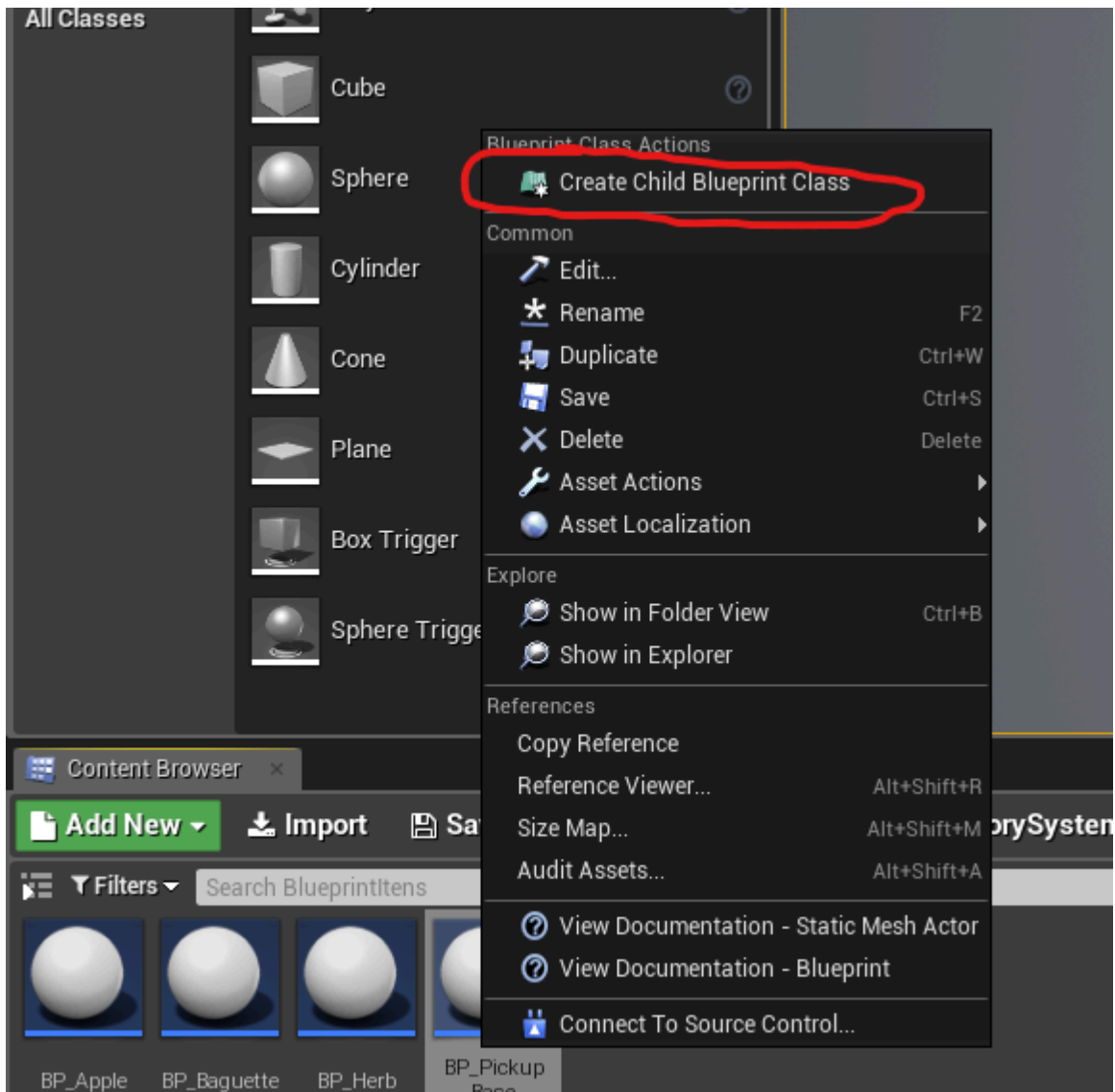


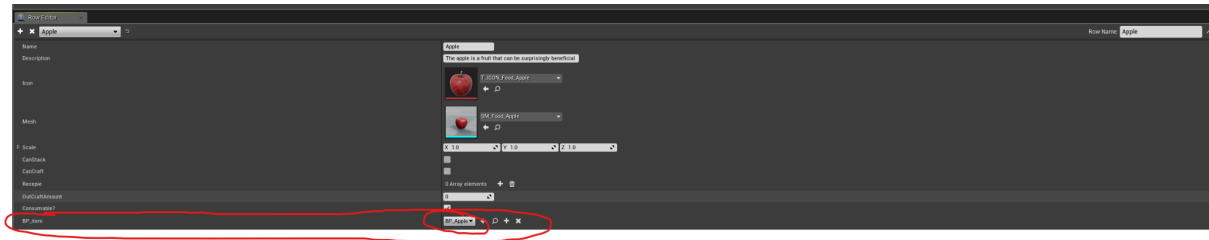
configure how your project wants

if the item is a consumable for you to

create the event you must create a BP

for it and set it on the base date





I will leave some useful links for any questions that may arise.

retarget :

▶ [Skeleton Assets: Anim Retargeting ...](#)

change characters :

▶ [Unreal Engine Tutorial: Change Character Mesh](#)

Add Sockets :

▶ [Skeleton Assets: Using Sockets | 04 | v4.8 Tutorial Series | Unreal En...](#)

Migrate Assets : ▶ [UE4 Tutorial how to Migrate Assets](#)

Support

In the event you are unable to find the information you seek, feel free to

contact lucasoliveirabastos1@gmail.com

