## Damage Pop up

## A. Implement

(1) Add BPC\_DamageSpawner to the BPs you need to pop damage on.



(2) Drag BPC\_DamageSpawner, and Using Spawn Damage function.

(3) And then Enter the popup transform and height.



(4) Change the options and choose the animations and images you want.

## B. Customizing

- (1) When you want to change the design of numbers.
- 1. Find Content / DamageText / Texture / Digit
- 2. Input your design of numbers in this folder



- 3. Check WB\_DamageText
- 4. Find Function (Select Image font)
- 5. Make Digit Type 6 (Array type)
- 6. Compile
- 7. You can input your digit in this Array (Digit Type 6)
- 8. Add pin , and Make switch 6 ( as follows )

| Selection 1 |               | - /// | Selection 1 |                            |
|-------------|---------------|-------|-------------|----------------------------|
| 2           | SET           |       | 2           | <ul> <li>Target</li> </ul> |
| 3           | Digit Temp    |       | 3           | Texture                    |
| 4           |               |       | Add pin 🕀   | T_Background_ ✓            |
| 5           | SET           |       |             | Match Size                 |
| 6 D         | Digit Temp    |       |             | Vourimaga                  |
| Add pin 🕣   |               |       |             | Four mage                  |
|             | SET           |       |             | f Set Brush from Tex       |
|             | Digit Temp    |       |             | l arget is image           |
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|             | Dinit Tama    |       |             | T_Background_ 🗸            |
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|             |               |       |             |                            |
|             |               |       |             | Your Image                 |
|             | Place a new n | node. |             | f Set Brush from Tex       |
|             |               |       |             | Target is Image            |
|             |               |       |             |                            |
|             |               |       |             | Target                     |

- 9. and your DigitType 6 link to Digit Temp Array.
- (2) When you want to change Animation
- 1. Check WB\_DamageText and click Designer tab



2. and Check Animation Tab , and Click +Animation

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| SPECIAL EFFECTS   |  |  |  |
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## 3. Make Widget Animation

Tutorial) https://youtu.be/p2YwIpY0we4

4. Make Play animation in WB\_DamageText



5. Add pin and Make Play Animation function



6. Now You can user option until 0 to 5

| File Edit Asset View De  | bug Window Tools Help   |
|--|---|
| WB_DamageText  | PBP_ThirdPersonCharacter ×  |
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| EH BPC_DamageSpawner<br>추 <sup>:</sup> Character Movement (CharMoveComp)   | Spawn Damage<br>Target is BPC Damage Spawner  |
| 🛎 My Blueprint 🛛 🗙   |   |
| + Add Q Search 🔅   | S Height 220.0  |
| GRAPHS   |   |
| EventGraph   | O Font Type 4   |
| ▼ FUNCTIONS (34 OVERRIDABLE  | O Anim Type Normal [4]  |
| ${}^{\mathcal{T}}$ ConstructionScript  |   |
| macros 🕤   | O Attribute Type [2]  |
| ▼ VARIABLES  | O Background Image 3  |
| <ul> <li>▶ Camera</li> <li>▶ Input</li> <li>▶ Components</li> </ul>  | Normal Critical Miss Block  |
| EVENT DISPATCHERS  | O Receive Damage? 2   |
|  | BLU   |

- (3) When you want to change attribution type
- 1. Check folder ( content / damage Text / Texture / Attribute
- 2. Change Image (128 X 128 or 64 X 64)
- (4) When you want to change Background type
- 1. Check folder ( content / damageText / Texture / Background
- 2. Open WB\_DamageText (find Select ImageFont function)
- 3. Make Background image (512 X 256 or height)
- 4. Check this logic (add pin Switch on Int and add Set brush from Texture)

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| + Add Q Search                    | 🕸 দ → 🗲 → 🗲 WB_DamageText > Select Image Font Zoom 1:   |              |
| <b>FUNCTIONS</b> (38 OVERRIDABLE) | •   |              |
| ∫ Make Digit Array                |   |              |
| ∫ Make Damage                     |   |              |
| f Initailize_Value                | Background_Image  |              |
| f Play Critical Anim              | Your Image  |              |
| f Play Normal Anim                |   |              |
| f Select ImageFont                | f Set Brush from Texture  |              |
| f Play Block Anim                 | Target is image   |              |
| f Play Miss Anim                  |   |              |
| MACROS                            | ⊙ Target  |              |
| VARIABLES                         |   |              |
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| To Bandom2                        |   | 1            |
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| To_Down 🚱                         |   |              |
| То_Тор 🙆                          | Target  |              |
| 1_IMG                             | Texture 2   |              |
| 3_IMG                             |   | but          |
| 4_IMG                             | Add pin      Match Size   |              |
| 5_IMG                             |   |              |
| Attribution_Img                   |   |              |
| Critical_Text                     | ● Add pin ④   |              |
| Your_Image                        | Set Bruck Information   | $\backslash$ |
| Damage 🛑 Integer                  |   |              |

- (4) When you need 999,999 more damage
- 1. first of all, Check Make Damage in WB\_DamageText
- 2. Open Designer tab.
- 3. Add 7\_IMG

| \Xi Hierarchy × 📰 Bind Widgets   |            |
|--|------------|
| Q Search Widgets   |            |
| ▼ [WB_DamageText]  |            |
| 🔻 🖳 [Canvas Panel]   | <b>_</b> © |
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- 4. Open function (Make Damage), and add logic related 7\_IMG
- 5. Open function (Make Digit Array), and add logic.