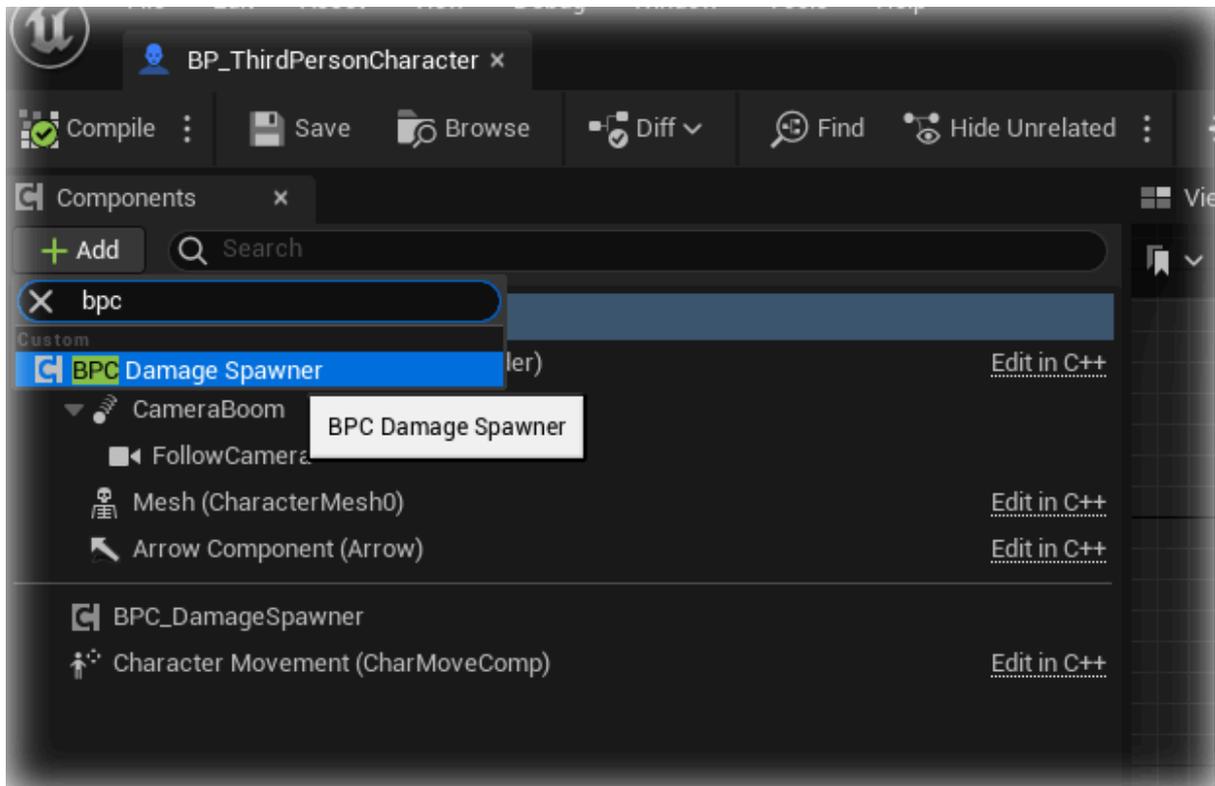


Damage Pop up

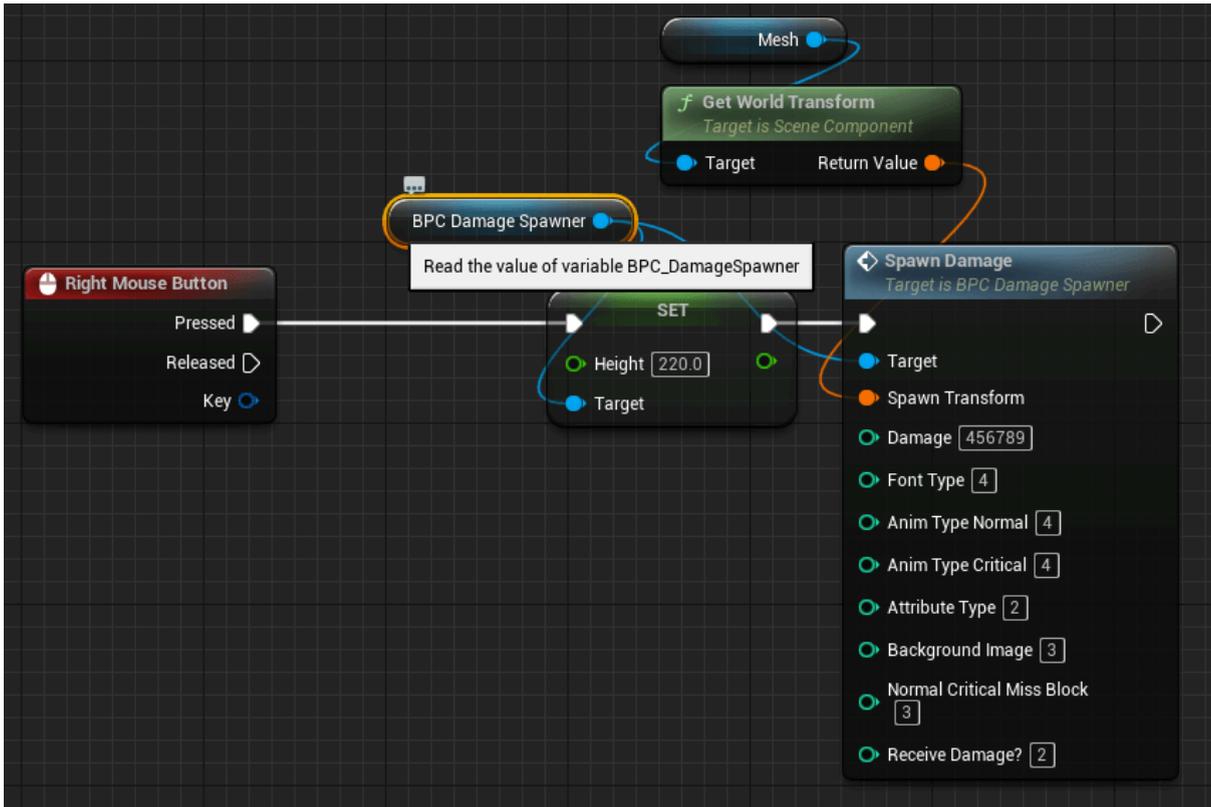
A. Implement

(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.

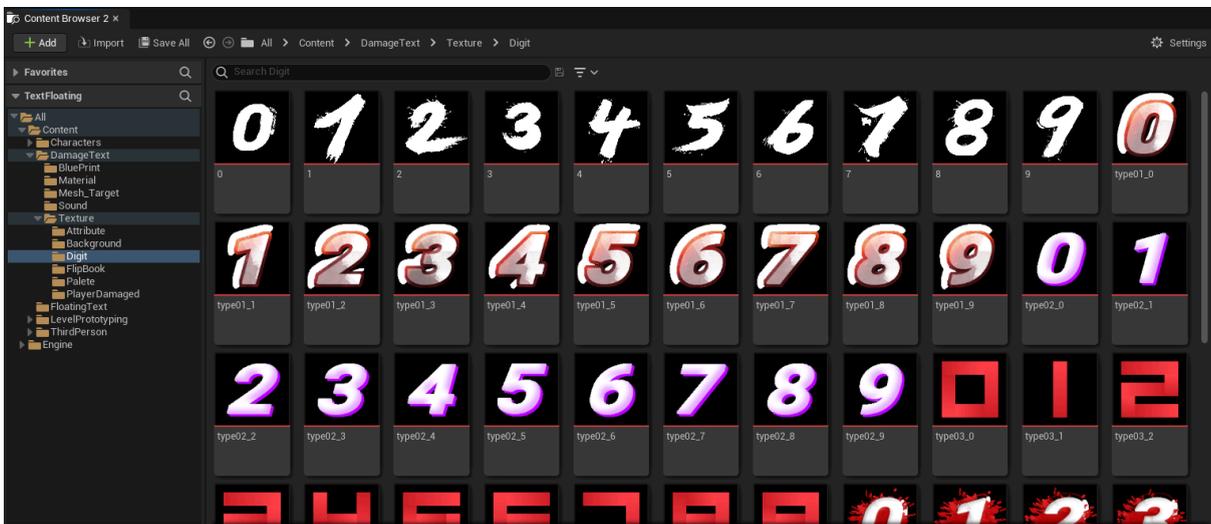


(4) Change the options and choose the animations and images you want.

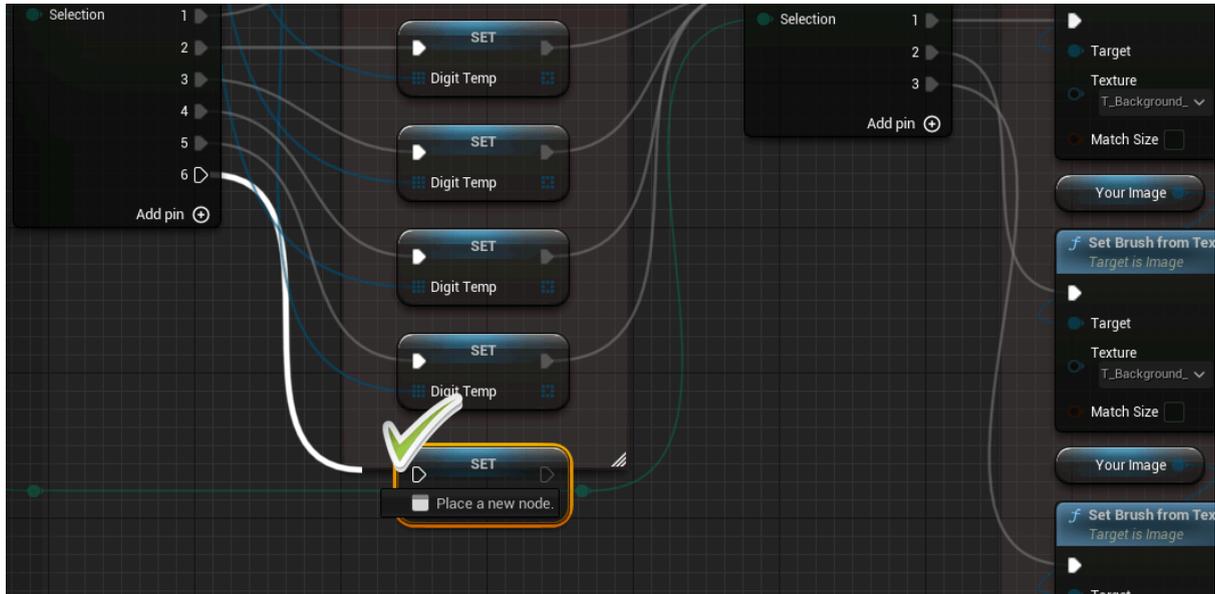
B. Customizing

(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



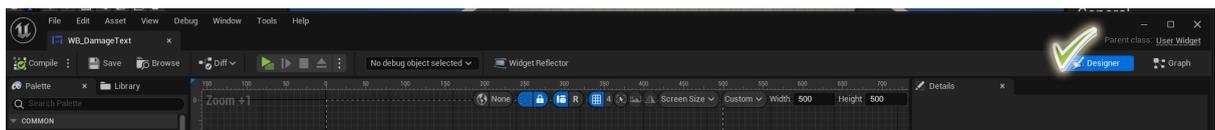
3. Check WB_DamageText
4. Find Function (Select Image font)
5. Make Digit Type 6 (Array type)
6. Compile
7. You can input your digit in this Array (Digit Type 6)
8. Add pin , and Make switch 6 (as follows)



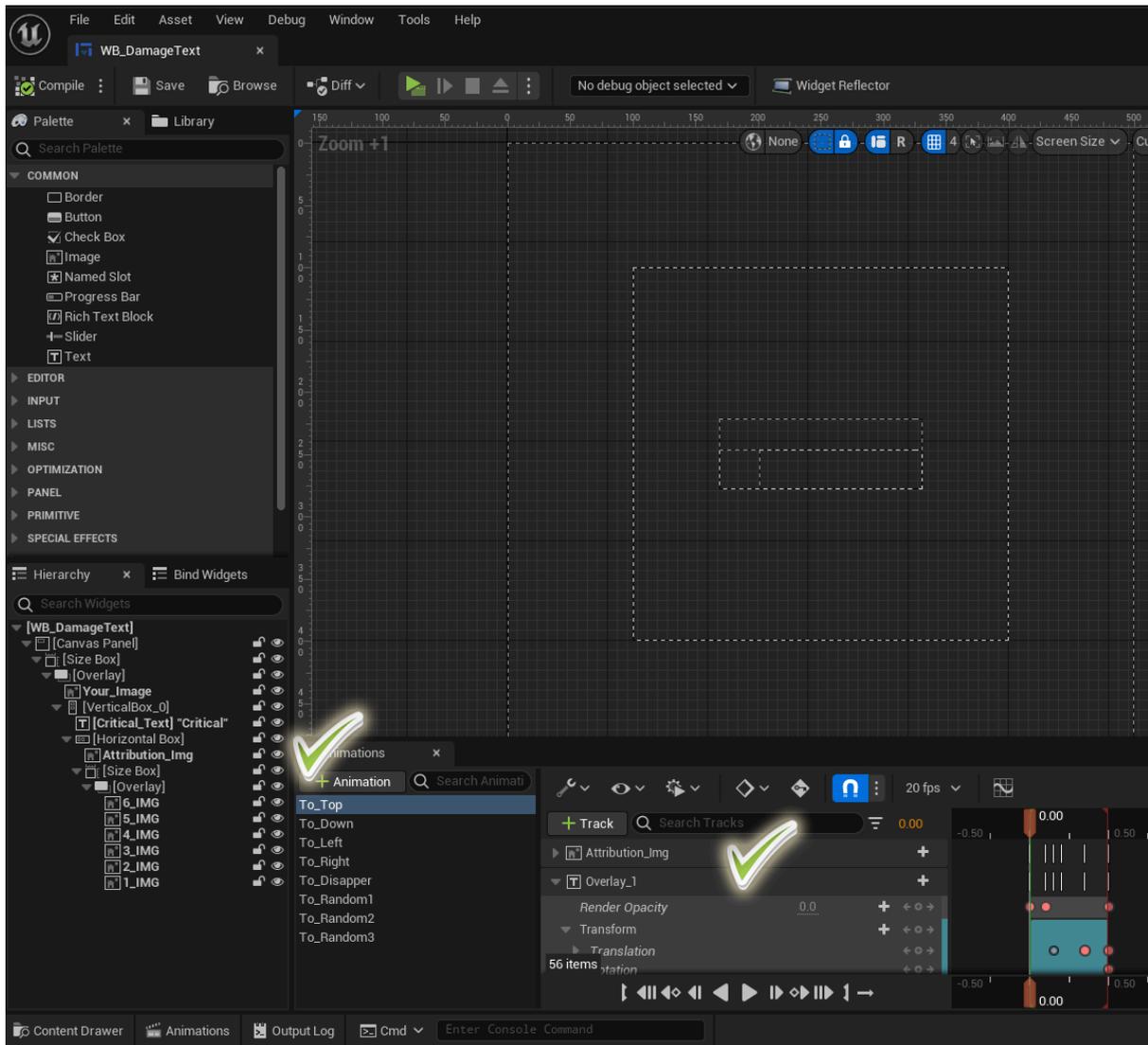
9. and your DigitType 6 link to Digit Temp Array.

(2) When you want to change Animation

1. Check WB_DamageText and click Designer tab



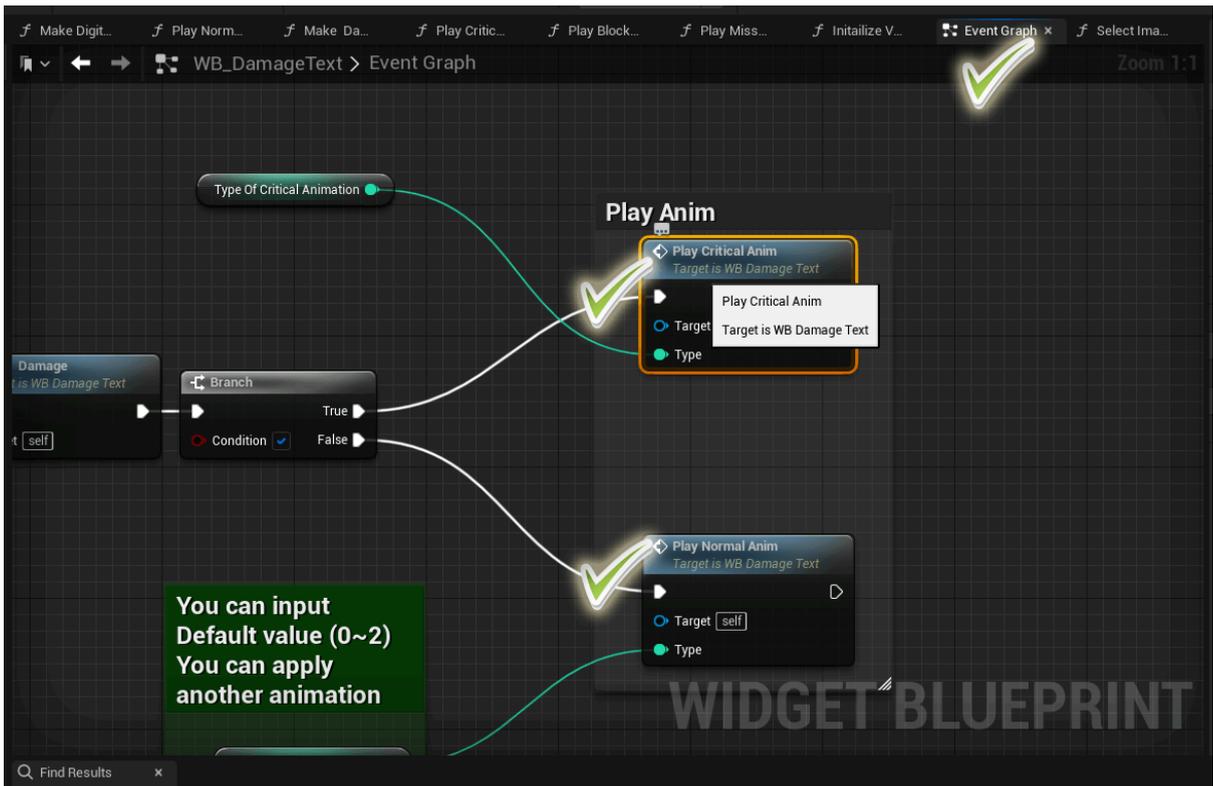
2. and Check Animation Tab , and Click +Animation



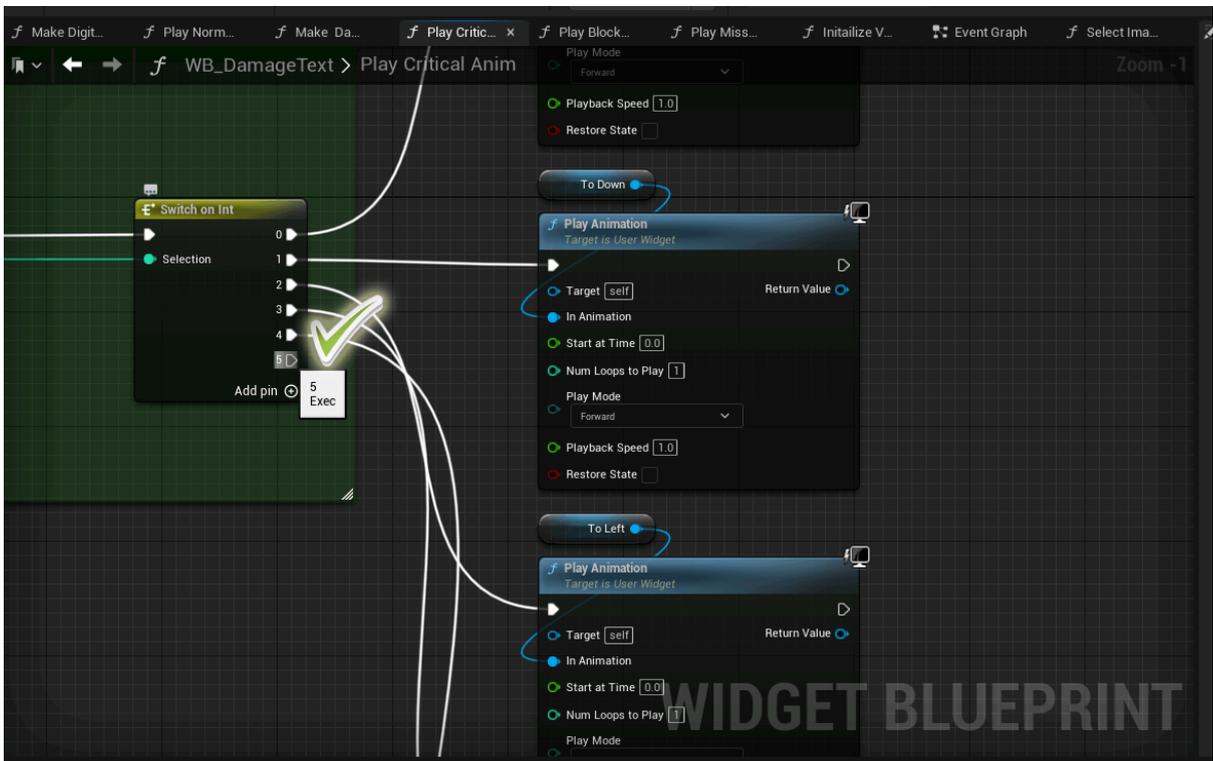
3. Make Widget Animation

Tutorial) <https://youtu.be/p2YwlpY0we4>

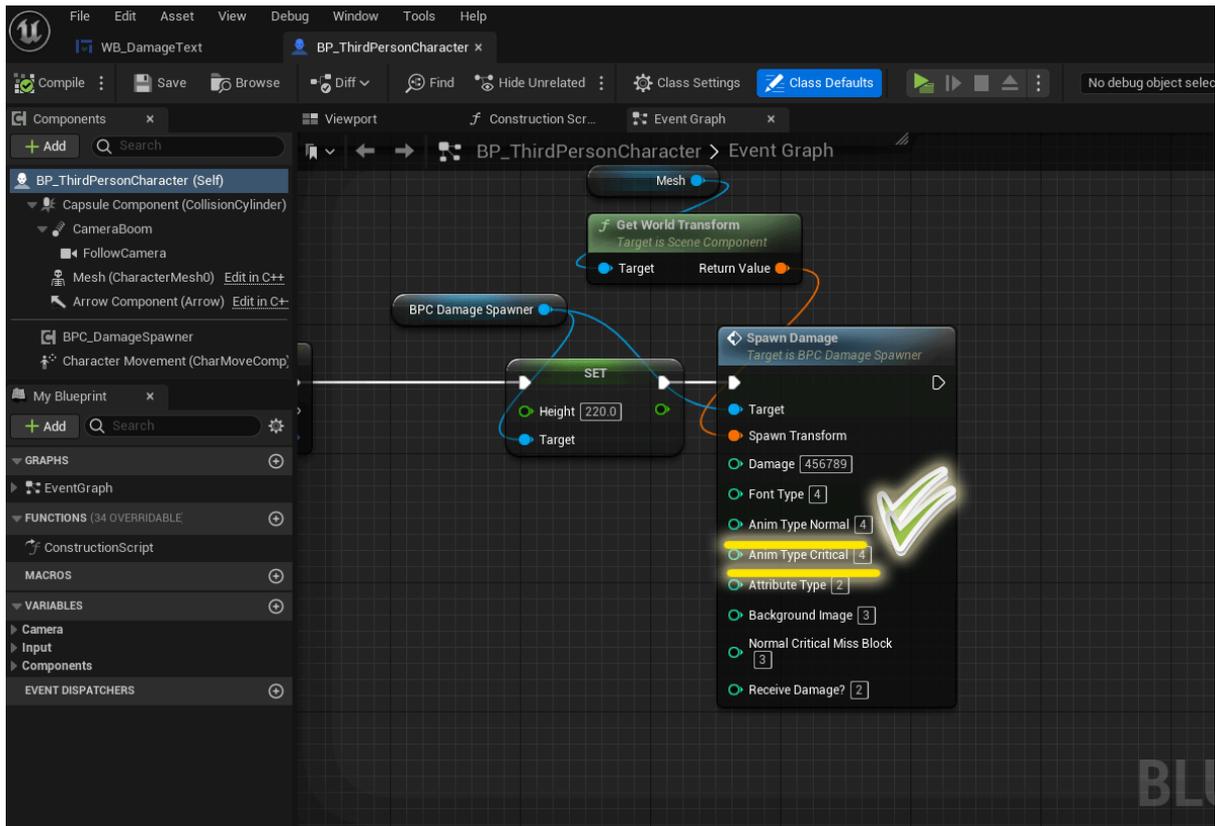
4. Make Play animation in WB_DamageText



5. Add pin and Make Play Animation function



6. Now You can user option until 0 to 5



(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)

4. Open function (Make Damage), and add logic related 7_IMG
5. Open function (Make Digit Array), and add logic.