

Battle Simulator Documentation

All spawned battle actors in this project are referred to by the naming convention of Knights to avoid confusion.

Getting up and running:

If you wish, it is possible to use the demo scene as a starting point. Simply press play, and a default simulation is ready to go.

Instructions for importing into your own project:

To begin using, simply drag the folder Battle Sim to the content project file of your choosing. If your battle is above a certain size, increase the values of *Max agents*, and *max loop iteration count* in project settings. Next, drag the blueprint BP Knight Spawner into your Scene and position over the area that you would like your characters to Spawn. If it is positioned above an area with problematic collisions, the simulation may not work. Scale as close as possible to the size of your army. If the spawner is too small, problems occur. Spawners can be moved, scaled, but not rotated. If you wish to create non rectangular formations, create multiple spawners for the same army, and make sure that their knight parameter is the same. Do this for however many armies you are creating and position a navmesh bounds volume that encompasses all of them. Next, to customise the Sim, edit the set of parameters in the details panel of each Spawner.

Parameters:

- Knight: used to refer to a blueprint class to Spawn. Use BP_Alpha or BP_Omega to get started. If you have more than 2 armies simply duplicate and rename. Every army needs a separate blueprint class.
- Mesh: the skeletal mesh you wish to use
- Number of Knights
- Strength: how many blows the knight can take before it dies. Use this to weight the sides.
- Strength Variation
- Sophisticated Fighting (recommended)
- Waves
- Wave Delay (Seconds): lapse of time between spawning a wave
- Random Spawn: all knights spawn randomly
- Random Spawn Amount: if not using random spawn, deviation from grid pattern
- Ragdoll: on death, ragdoll
- Attack Animations: array of attack montages
- Defend Animations: array of defend montages
- Death Animations: array of death montages
- Blend Space: use built in 1d blend space as starting point and customise using own animations if necessary.

This product is designed in the expectation that some creators or studios may wish to customise further aspects of the software to suit their needs though this is not required.

Contact: jetpacksquiritel@jetpacksquiritel.uk