

INTERACTION TOOL KIT



Overview

Link: <https://www.fab.com/listings/20b3e359-a156-47a8-a8fa-c38e9378dc74>

The **Interaction Toolkit** is a powerful and easy-to-use tool designed to simplify the addition of interactive elements to your game. With support for gamepad controls and three types of interactions (Tap, Hold Down, and Mash), this toolkit allows for seamless integration into any project. The toolkit includes an off-screen indicator feature, ensuring players never miss an interaction opportunity, and it's fully customizable from the actor component with almost no coding required.

Getting Started

Installation

1. **Download:** Obtain the Interaction Toolkit from the Unreal Engine Marketplace.
2. **Import:** Import the toolkit into your Unreal Engine project.
3. **Add to Actor:** Add the Interaction Toolkit component to any actor in your project.

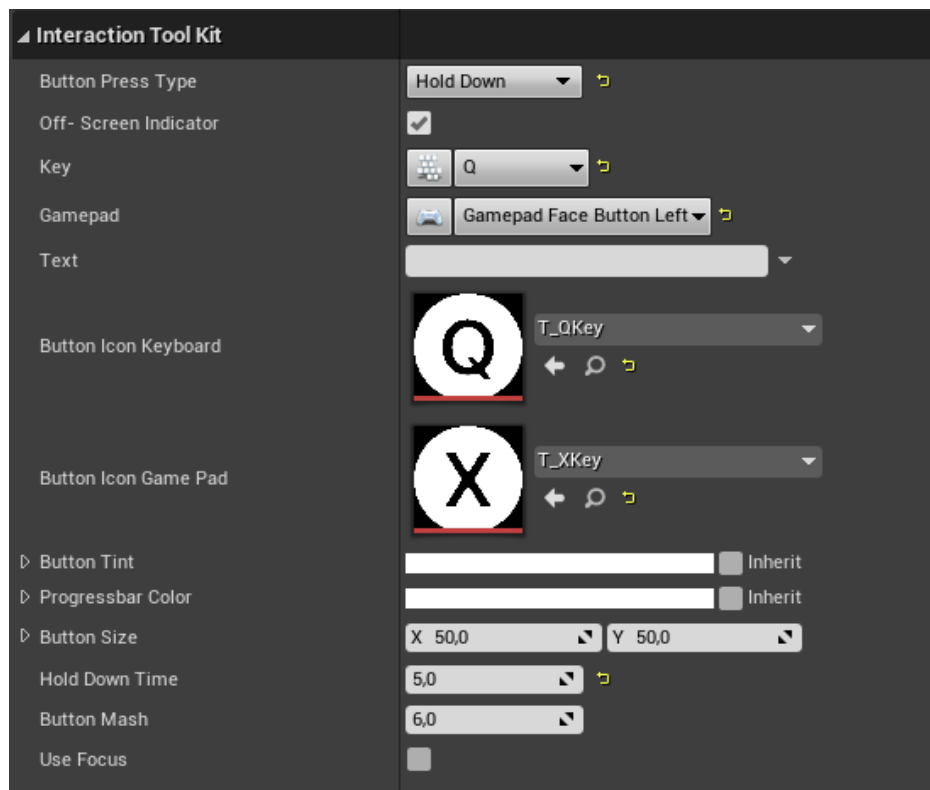
Basic Setup

1. **Select Actor:** Choose the actor you want to add interaction to.
2. **Add Component:** In the actor's details panel, click [Add Component](#) and select [AC Interaction Toolkit](#).

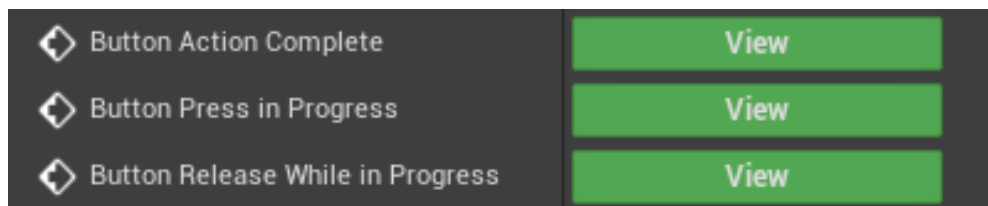


3. **Configure Interaction:** In the Interaction Toolkit component settings, select the desired interaction type ([Tap](#), [Hold Down](#), [Mash](#)). Select your [Input Keys](#) for the keyboard and gamepad. Select Icons for the buttons. You can customize the tint and the progress bar color. You can also customize the Hold Down Time and the Button Mash amount. [Off-Screen Indicator](#) if turned on shows interactable objects not currently visible on screen. [Use Focus](#) - When there are many interactables in one place, this feature uses the camera's look-at

location to focus on the actor the player is looking at, ensuring precise and intuitive interactions. [Focus Setup instructions](#)



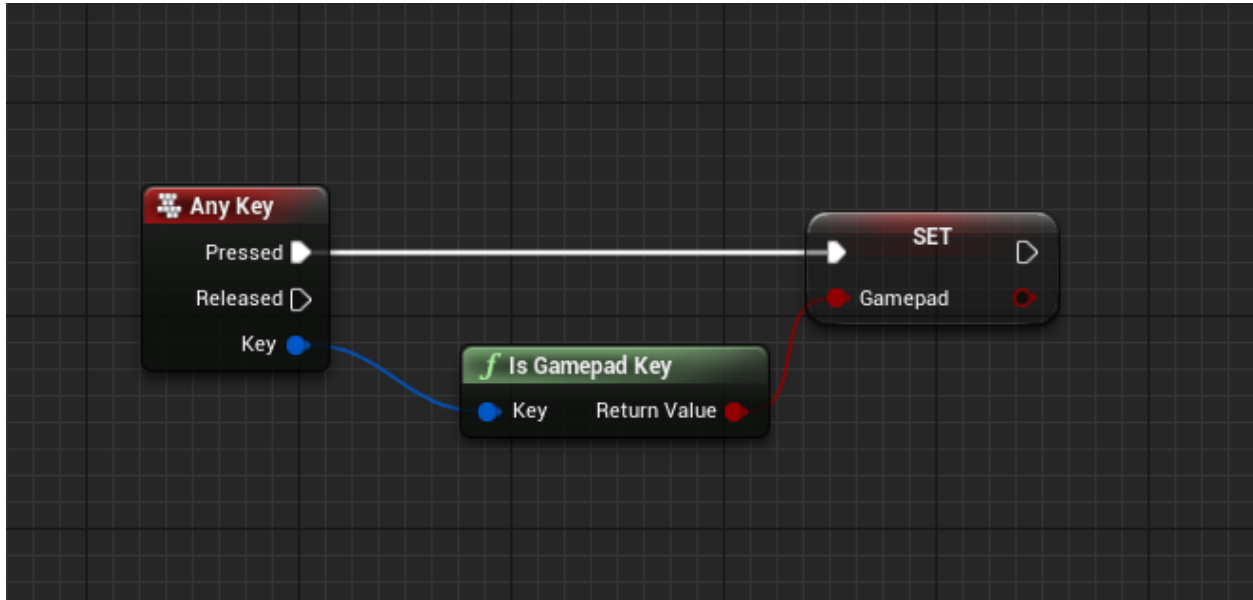
Setting Up Actions



In the event tab of the [AC Interaction Toolkit](#) you could add events

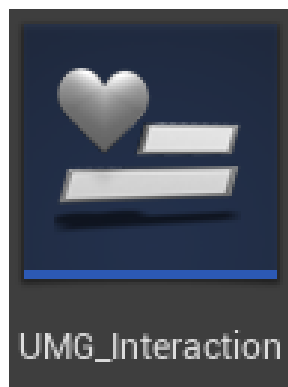
1. [Button Action Complete](#) - Triggers when the button press is completed.
2. [Button Press in Progress](#) - Triggers when you're still holding or mashing the button.
3. [Button Release While in Progress](#) - Triggers when you let go of the button without completing the action.

Gamepad Support Setup

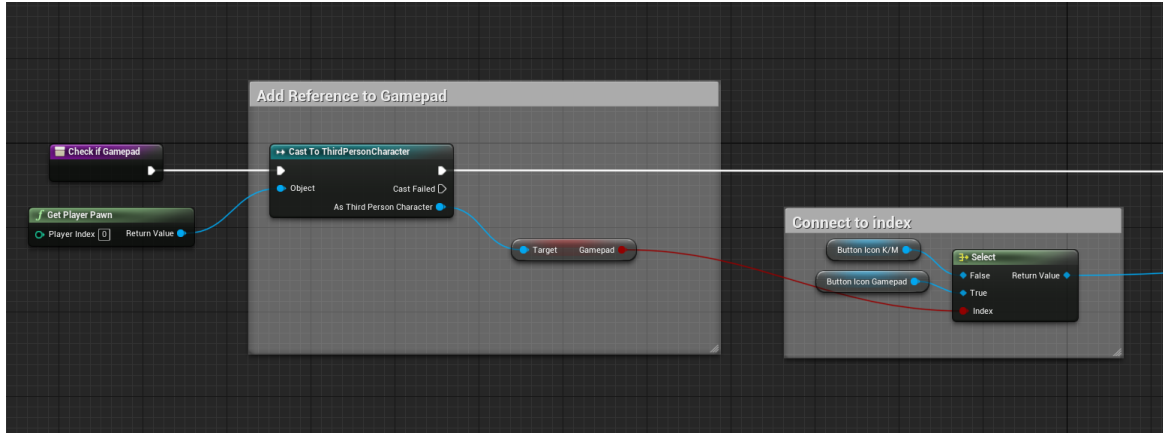


1. Open your character blueprint and add an "Any Key" node, connect it to an "Is Gamepad Key" node, and use its return value to set a boolean variable **Gamepad**.

2. Navigate to the UI folder and open the [UMG_Interaction](#)

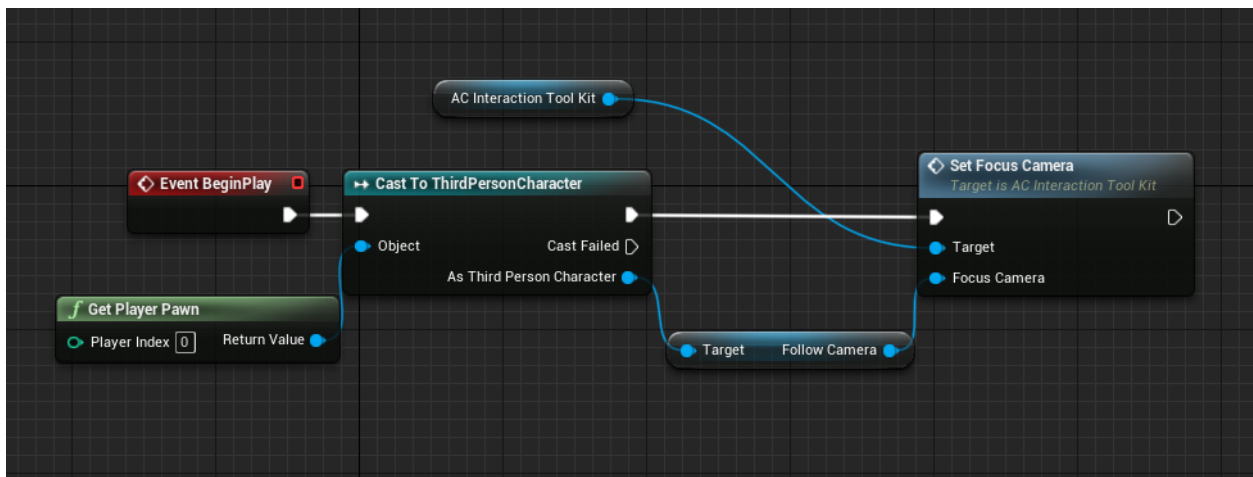


3. Open the [CheckIfGamepad](#) Function



Get a **Cast to (Your Character)** node. Connect the **Get Player Pawn** to it. Then, drag off the **Cast** and get the **Gamepad boolean**. Now connect the **Gamepad** variable to the **Index** pin of the **Select** node.

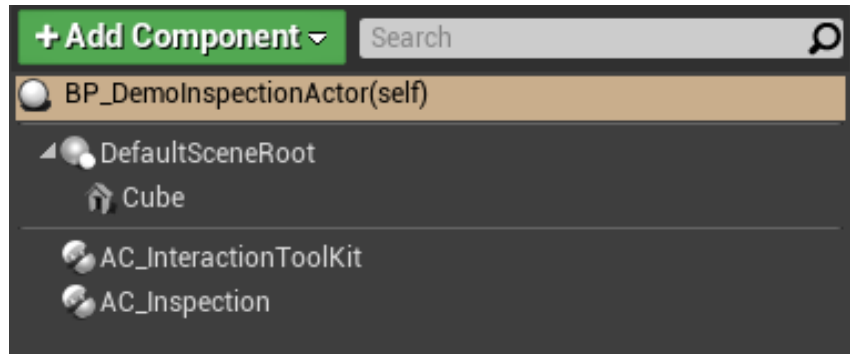
Focus Setup



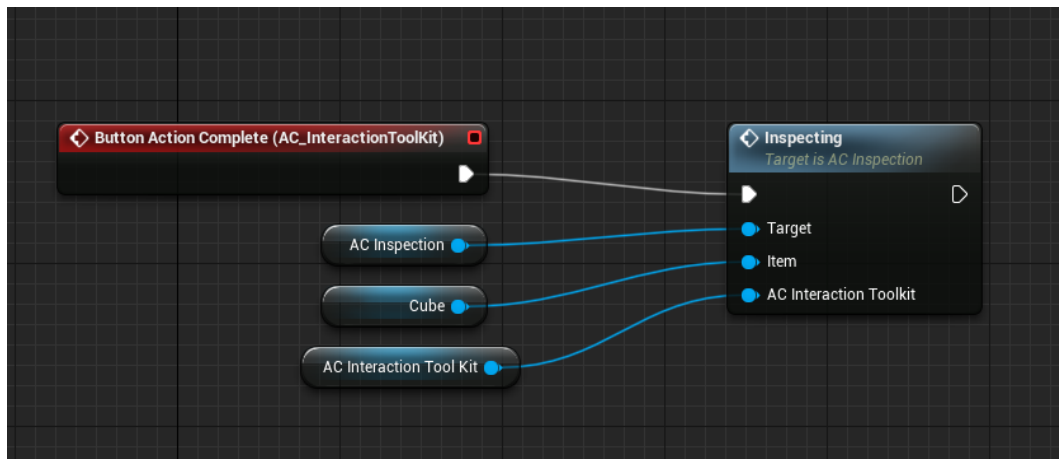
In your Interaction actor from the Event BeginPlay **Cast to (Your Character)** connect the **Get Player Controller** to it. From the **Cast** get your **Camera component**. Now drag and drop the **AC Interaction ToolKit** from it, get the Event called “**Set Focus Camera**” connect the Player Camera to the Focus Camera node, and the target should be your **AC Interaction ToolKit**. Now when you tick the **Use Focus**, The focus feature should work!

INSPECTING

Inspection Setup

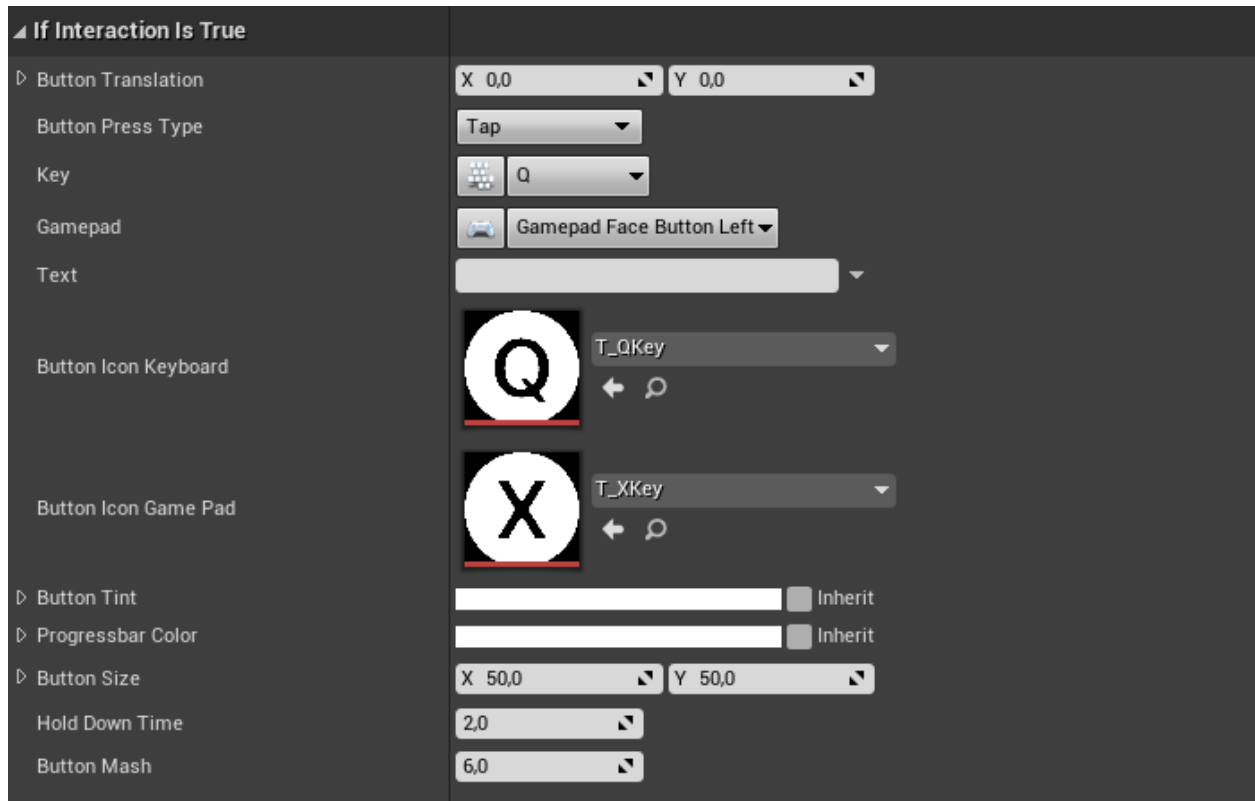


1. **Select Actor:** Choose the actor you want to add interaction to.
2. **Add Component:** In the actor's details panel, click [Add Component](#) and select [AC Interaction Toolkit](#) and [AC Inspection](#)
3. **Configure Interaction:** [Basic Setup](#)
4. From [AC Interaction Toolkit](#) add the Event Button Action Completed



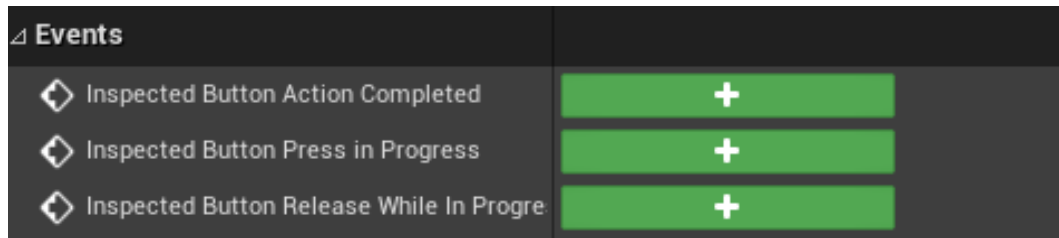
5. Drag and get your [AC Inspection](#), from it get the event called [Inspecting](#). Connect all the required pins.
 - Target - AC Inspection
 - Item - (Your Model / Scene Component)
 - AC Interaction Toolkit - AC Interaction Toolkit

In the [AC Inspection](#), setting [Interacting When Inspecting](#) to True, allows an Interaction button to appear when you're Inspecting an object.



[Button Translation](#) allows you to move the UI button freely around the screen, positioning it exactly as you desire.

Setting Up Actions



In the event tab of the [AC Inspection](#) you could add events

4. [Inspected Button Action Complete](#) - Triggers when the button press is completed.
5. [Inspected Button Press in Progress](#) - Triggers when you're still holding or mashing the button.
6. [Inspected Button Release While in Progress](#) - Triggers when you let go of the button without completing the action.

[Video Setup Guide](#)