

UPDATE v0.2

Change log:

- *Particles Width* param is replaced with curves: *Root Particles Width* and **Branch Particles Width* *and **Particles Width Scale* *param;
- *OnLightningSetup* event is removed and replaced with two another events: *OnLightningSpawned* and *OnLightningGenerated*;
- *BlueprintImplementable* events are replaced with *BlueprintNative* events;
- Added events comments;
- Thunderbolts on example map now have sharpened form.

See more info in [Documentation](#).



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UPDATE v0.2.1

Change log:

- *OnLightningDestruct* event is removed (can be replaced with *OnDestruct* or *OnEndPlay* in-engine events).

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UPDATE v0.3

Change log:

- Added more supported platforms;
- Improved particles scaling with distance, now it works with all distances.

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UPDATE v0.3.1

Change log:

- Fixed “An explicit Category specifier” errors on project build.

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UPDATE v0.4

Change log:

- Added in-editor emitter run button.

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UPDATE v0.5

Change log:

- Added auto-activation
- Added emitter looping
- Added in-editor emitter stop button
- Added attachment volumes: source / target locations randomization
- Added runtime collisions checks - now lightnings can be blocked by objects
- Added hit / overlap blueprint events
- Added initial hit check to cut a lightning to the first blocking obstacle on the path
- Added new function for emitter activation:
 - *ActivateEmitter*
 - *DeactivateEmitter*
- Added helper functions to check current state of the emitter:
 - *GetLightningsNum*
 - *HasAnyLightnings*
 - *IsEmitterActive*
- Added new emitter blueprint event **OnRootSpawned** to get lightning actors (excluding branches), that are spawned by the emitter
- Added blueprint templates for various lightning types:
 - *Simple*
 - *Branched*
 - *Slow*
 - *Thunderbolt*

- Debug line is replaced with debug curve
- Added attachment volumes visualization for debug
- Fixed lightnings spark jittering on fast growth

Known issues:

- Looped emitters with high frequency can lead to memory leaks.
If you noticed that - please go to Edit -> Project Settings -> Garbage Collection and decrease *Time Between Purging Pending Kill Objects* value

See more info in [Documentation](#).

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UPDATE v0.5.1

Change log:

- Fixed “An explicit Category specifier” errors on project build

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UPDATE v0.5.2

Change log:

- Fixed replicated blueprint events issues

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UPDATE v0.5.2.1

Change log:

- Examples map is moved to the plugin’s content folder
- Updated to UE 4.26

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UPDATE v0.5.3

Change log:

- Fixed multithreading synchronization issue for pattern generator
- Changed some properties categories
- Removed LightningPattern property from LightningEffect class, added GetPattern function

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UPDATE v1.1

Change log:

- Added network replication support
- Removed initial hit check
- Redone pattern generation
- Code refactoring

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UPDATE v1.2

Change log:

- Updated to UE 4.27
- Fixed crashes on LightningEffect actor spawn

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UPDATE v1.2.1

Change log:

- Removed UE-90218 issue workaround
- Added source classes defaults

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UPDATE v1.2.2

Change log:

- Added branches convergence feature

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UPDATE v1.2.3

Change log:

- Updated to UE 5.1
- Fixed data interfaces

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UPDATE v1.2.4

Change log:

- Added Emitter Seed parameter for deterministic lightnings
- Added emitter RNG reset functionality

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UPDATE v1.2.4.2

Change log:

- Updated to UE 5.2

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UPDATE v1.2.4.3

Change log:

- Added direction space choose for "Actor" attach type in lightnings emitter

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UPDATE v1.2.4.4

Change log:

- Updated to UE 5.3

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UPDATE v1.2.5

Change log:

- Enabled local space in niagara emitter

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UPDATE v1.2.5.1

Change log:

- Added precompiled modules support

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UPDATE v1.2.5.2

Change log:

- Updated to UE 5.4

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UPDATE v1.2.6

Change log:

- Fixed local space collision calculations