

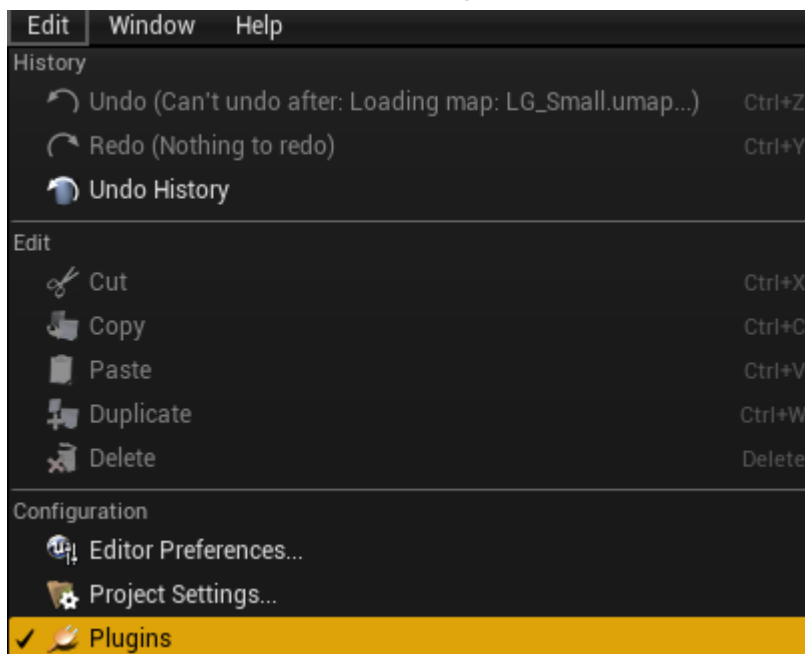
Advanced Interact Foliage



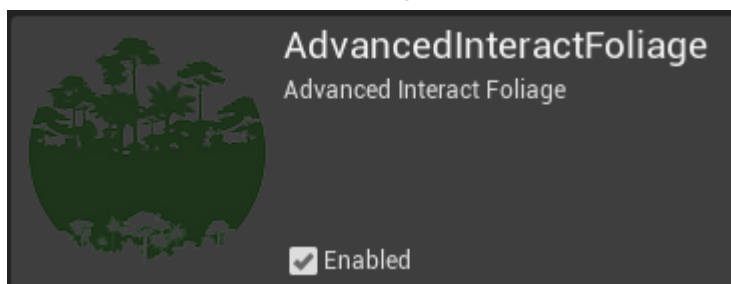
You can replace any foliage instances in-game with any of your actors with animation, sound, and interaction. The system will automatically replace the foliage instance for your actor, depending on the radius you specified. After the interaction, you can play the desired animation and complete the interaction by calling the event in your attacker and the system will again replace it with an instance. This is perfect for implementing such actions in games as resource extraction, spawn effects when approaching instances, and various magic effects. The system uses multithreading to calculate the location of your characters and NPCs.

Setup

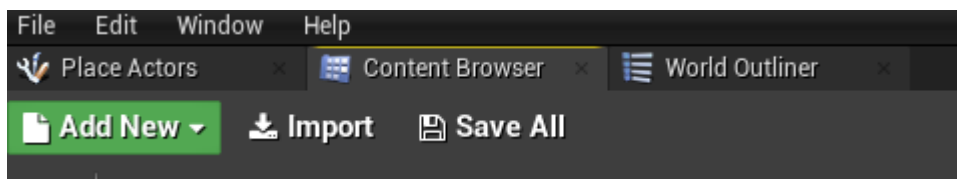
1. Install plugin from Epic Store Launcher
2. Open your project
3. In the Edit menu, select Plugins.



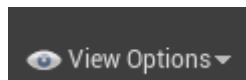
4. Find and enable the Plugin AdvancedInteractFoliage



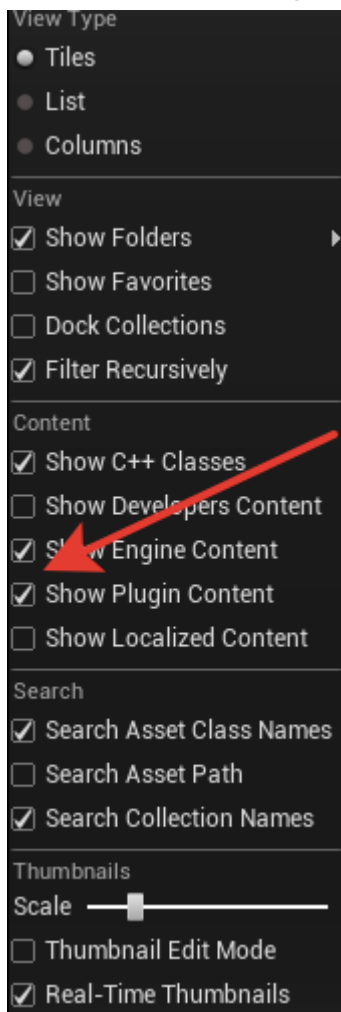
5. Select “Content Browser”



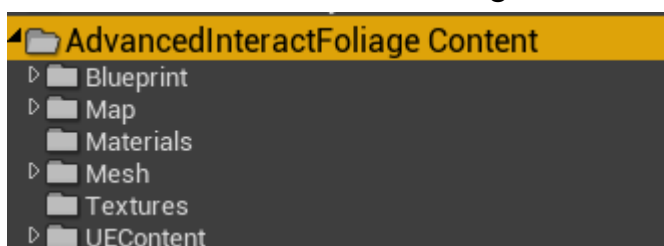
6. Select “View Options”



7. Select “Show Plugin Content” and “Show Engine Content”

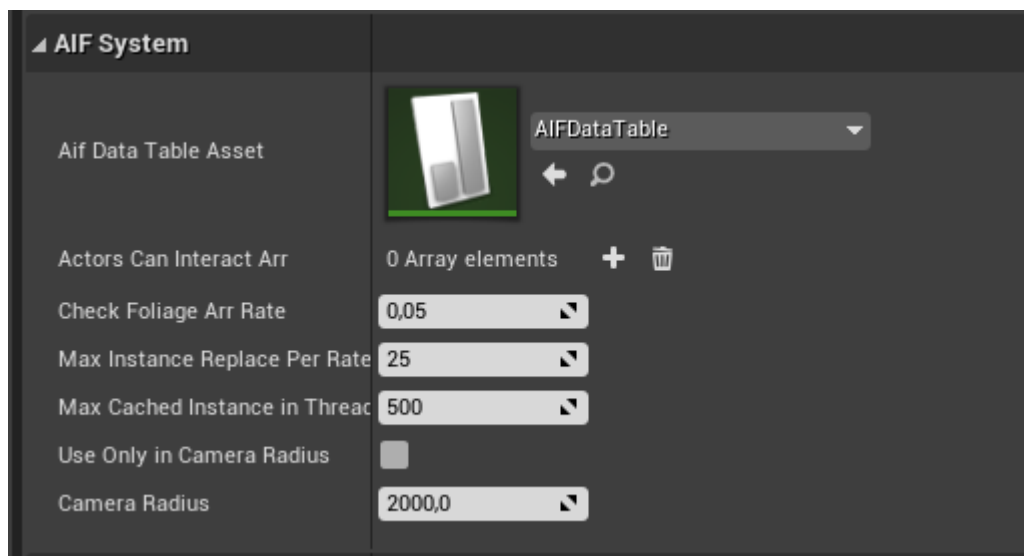


8. Go to “AdvancedInteractFoliage Content\Blueprint”



9. Drag and Drop BP_AIFDirector in your scene.

10. Select BP_AIFDirector in the scene and chose the parameters you need.



AID Data Table Asset - In the table, you can set parameters for all instances.

Actors Can Interact Arr - Specify the class of the actor who can interact with the foliage instances.

Check Foliage Arr Rate - The refresh rate for all actors interacting with foliage instances (here the distance between the character and the instance is calculated for further substitution of instances for actors and vice versa).

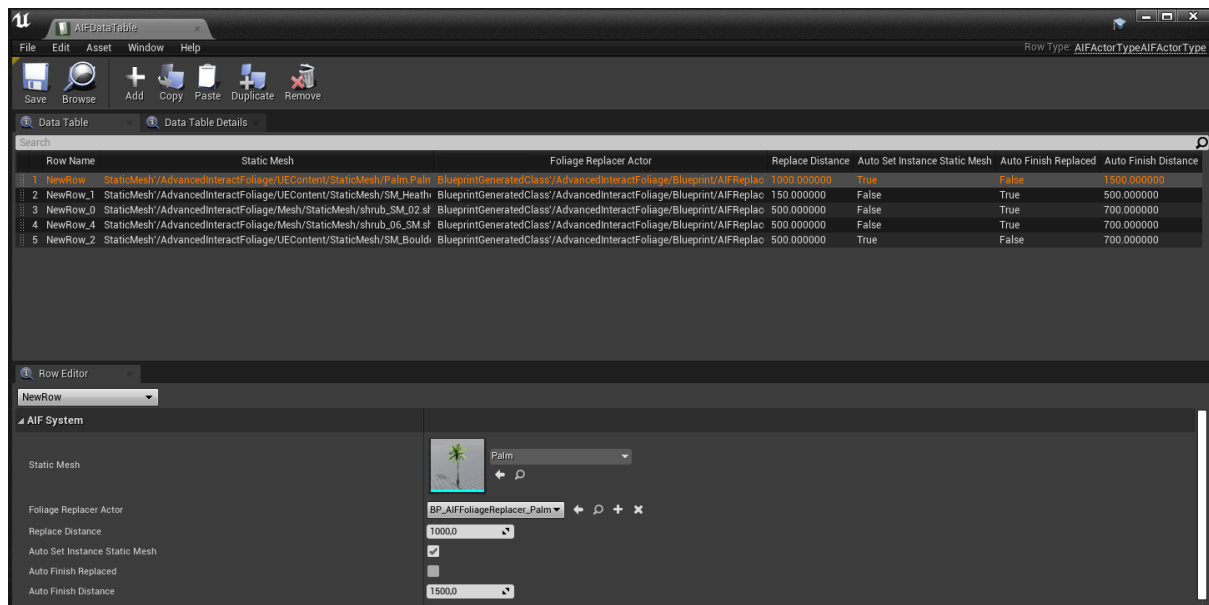
Max Instance Replace Per Rate - All calculations are saved to an array. Here you can configure how many foliage instances will be replaced each time. Customize this for your project.

Max Cached Instance in Thread - The maximum number of instances that are stored in the array for further processing.

Use Only in Camera Radius - This is for optimization purposes. All calculations between the interaction of the character and the NPC will be calculated only within the radius of the player's camera.

Camera Radius - If the setting “**Use Only in Camera Radius**” is enabled. Sets the radius of the camera in which the substitution of foliage instances for actors will take place.

11. Open AIFDataTable.



Static Mesh - Specify a static mesh. It should match what you use for instances. The system will use it to compare objects for substitution.

Foliage Replacer Actor - Select the actor who will be substituted.

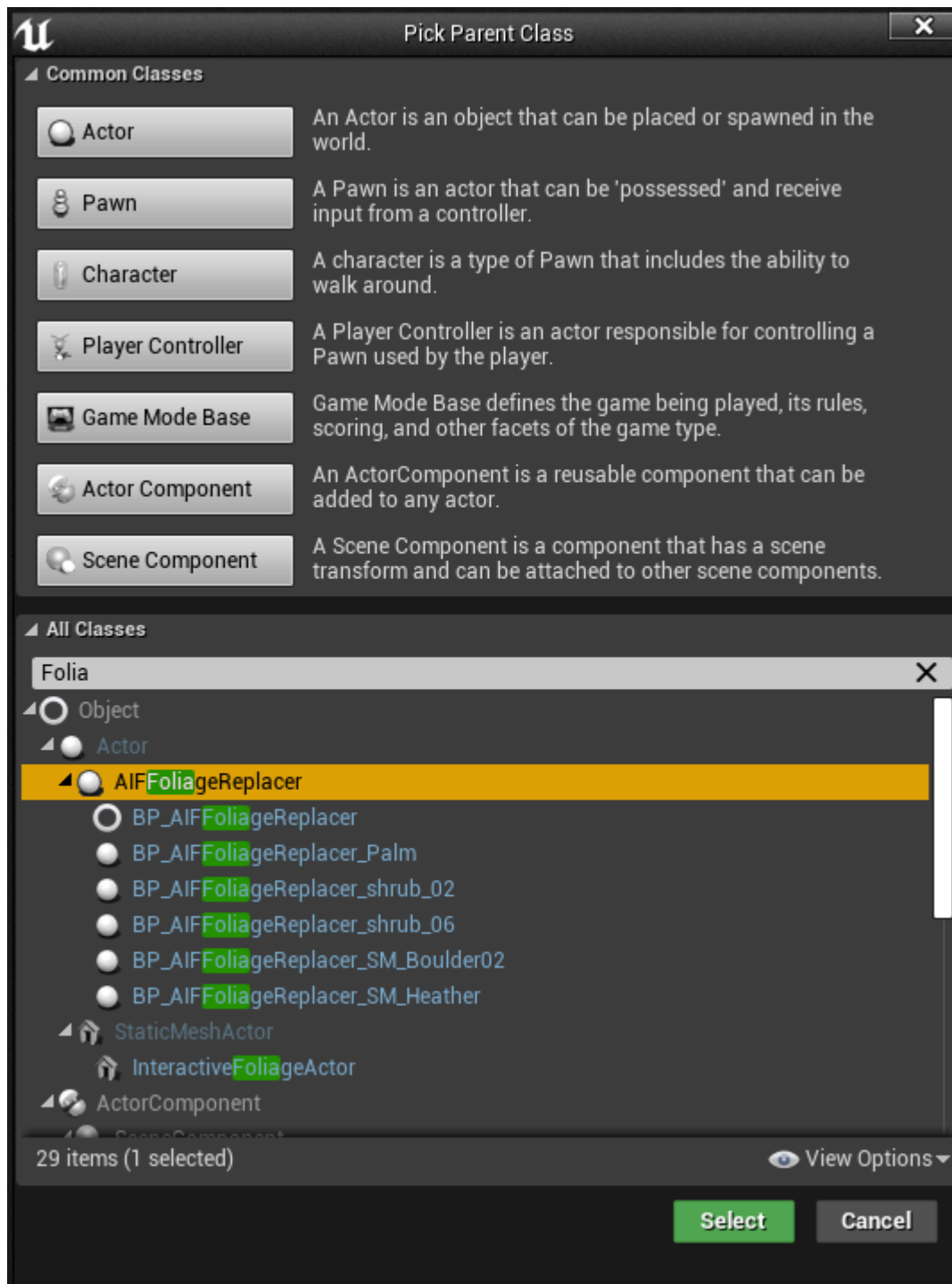
Replace Distance - Specify the distance to the selected static mesh at which the substitution will take place.

Auto Set Instance Static Mesh - Automatic installation of a copy of a foliage static mesh instance into a static mesh of an actor.

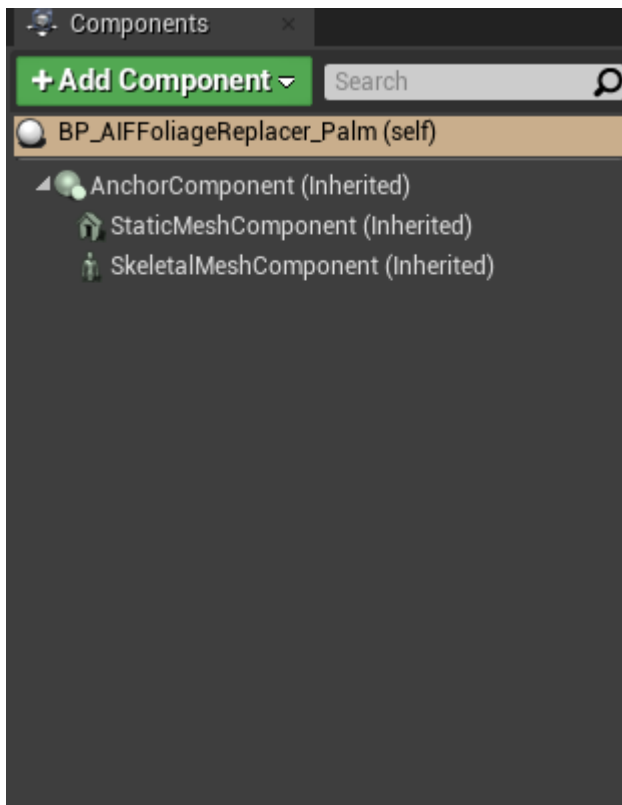
Auto Finish Replaced - Automatic replacement of an actor with an instance if the distance to him is more than you specified.

Auto Finish Distance - The distance at which the actor will be replaced with a static mesh instance.

12. Create child class form parent AIFFoliageReplacer



13. Set static mesh if need or skeletal mesh.



This is your actor, which will be replaced by the static mesh instance. You can set up the necessary interaction logic, animation, effects here.

14. When you are done with the actor and want to destroy it and return the static mesh instance again, just call the function

Finish Growth Actor BP



15. Your foliage instance must have an OverlapAll collision.

