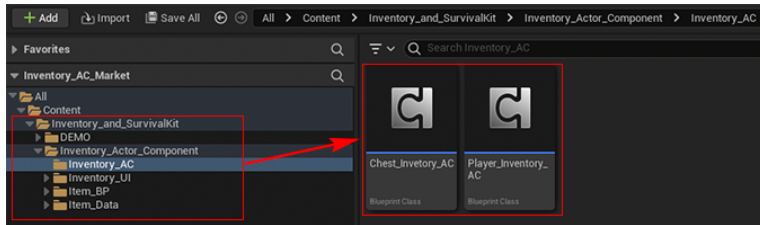


INVENTORY ACTOR COMPONENT

DOCUMENTATION



HOW TO USE INVENTORY ACTOR COMPONENT

FIND **"Inventory_AC"** Folder ---- YOU WILL FIND **"Player_Inventory_AC"**

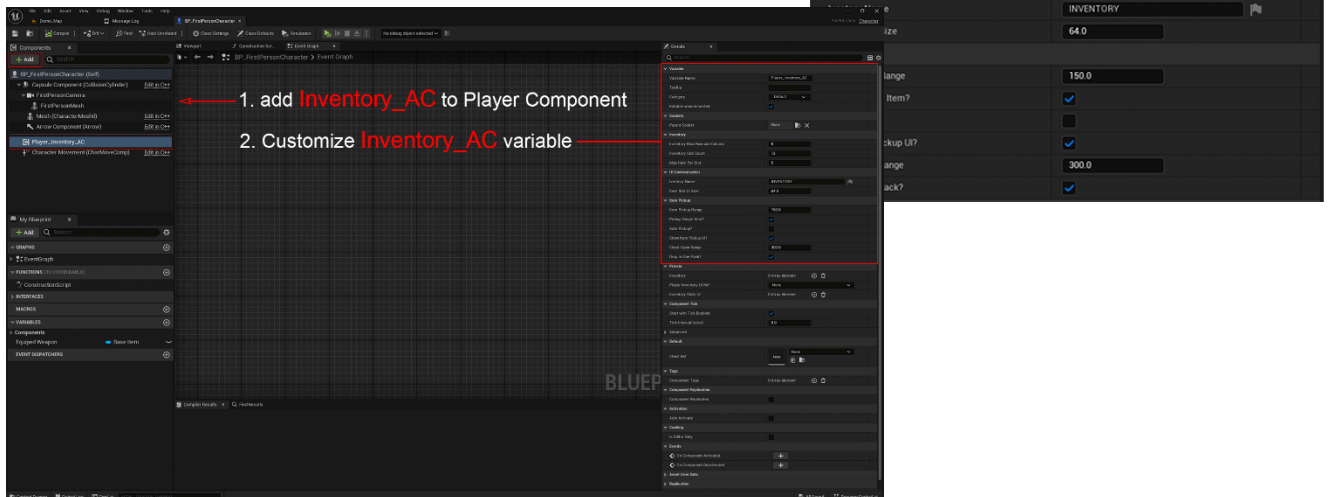
OPEN YOUR **Character BP** --- Search **Player_Inventory_AC** and add it to **Character BP** Component

Customize Inventory Variable(You Can Skip This)

Inventory max Row and Column : Max Inventory Slot Column

Inventory Slot Count : Current Inventory Slot Quantity

Max Item per Slot : Max Same Item Stack



Inventory name : Inventory Name (ex. backpack)

Inventory Slot UI Size : Slot UI Size(ex. 32, 64, 128, 256)

Item Pickup Range : Range you can pickup Item

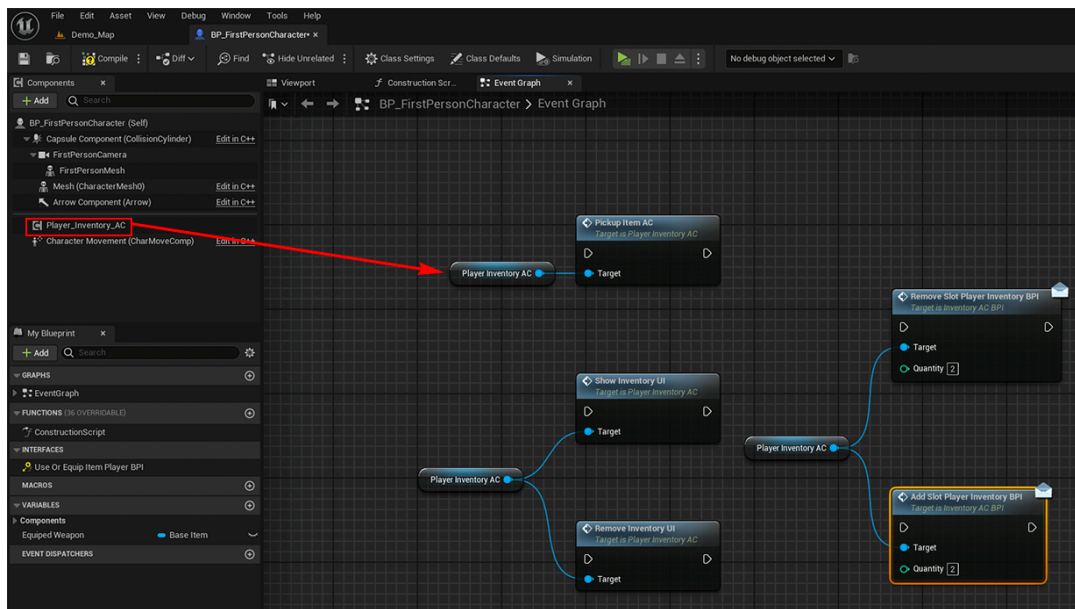
Pickup Single Item : True – pickup item in range one by one
False -- pickup all item in range

Autopickup : autopickup item by step in item pickup range

Show item pickup UI : Show item UI in pickup Range

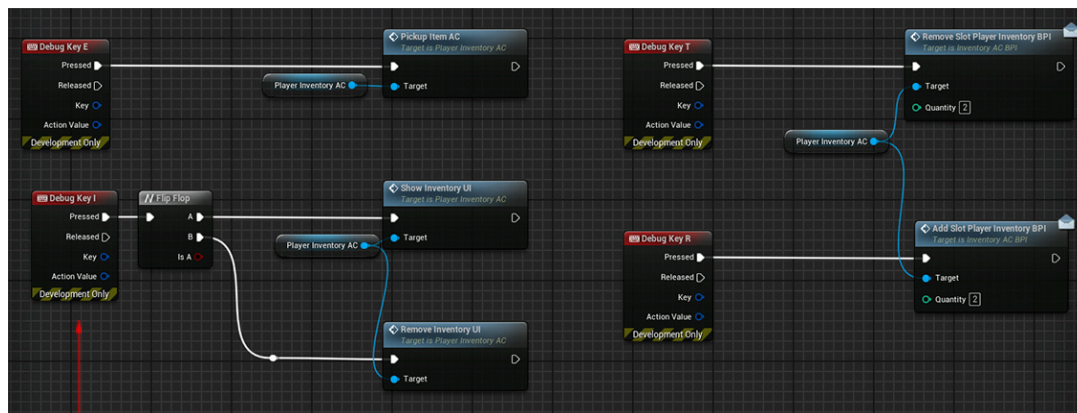
Chest Open Range : Minimal Range you can open Chest

Drop in One Pack : True – Drop single mesh item with dropped quantity
False – Drop multiple mesh item (ex. Drop 5 Food – spawn 5 mesh)

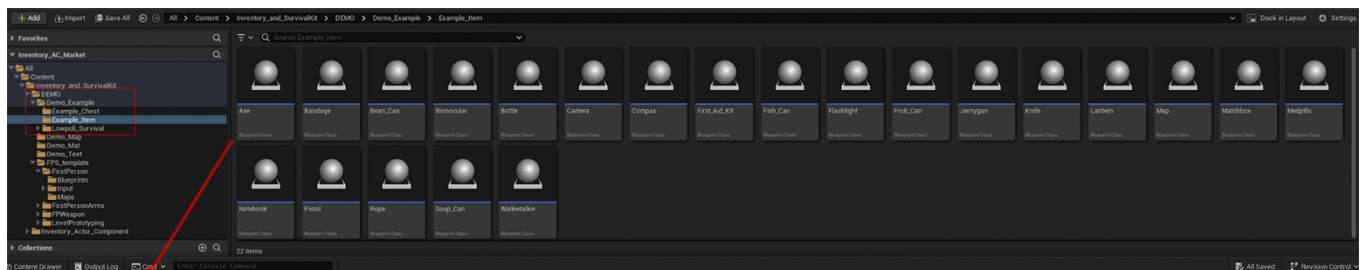


Main pre-Build Function: Drag **Player_Inventory_AC** to graph drag wire from it and search

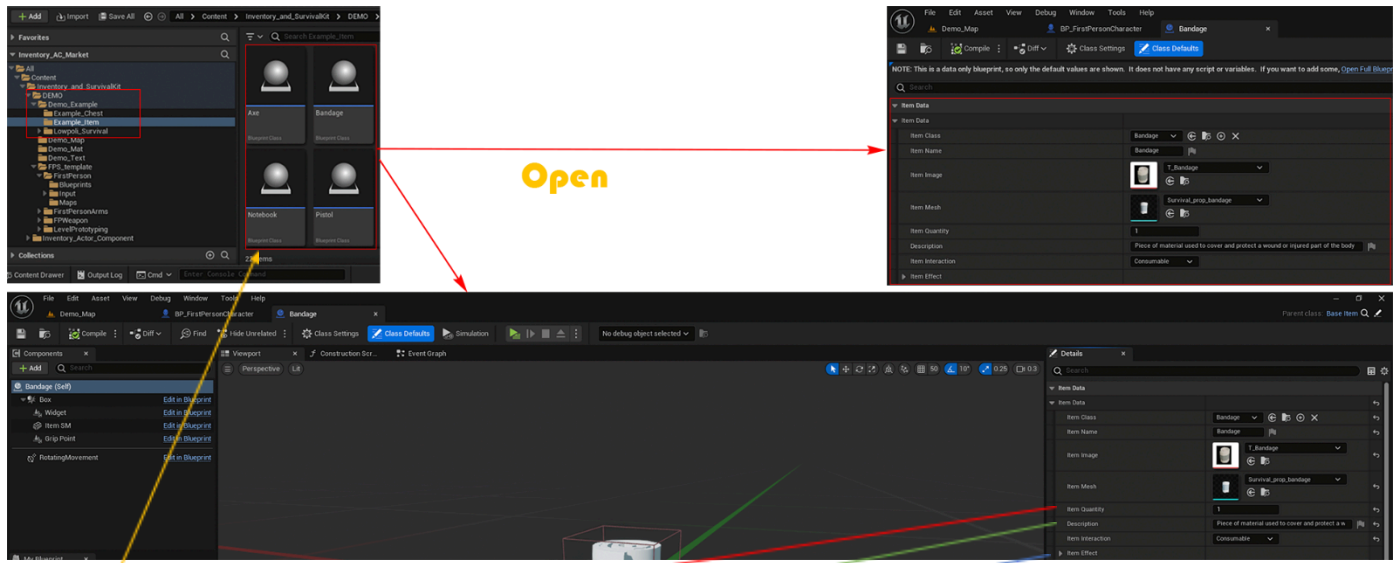
1. **Pickup Item AC** : Pickup Item in player range
2. **Show Inventory UI** : Add Inventory UI to player viewport
3. **Remove Inventory UI** : Remove Inventory UI to player viewport
4. **Remove Slot Player Inventory BPI** : add Inventory slot (has quantity input)
5. **Add Slot Player Inventory BPI** : add Inventory slot (has quantity input)



Add **Key Input** to it



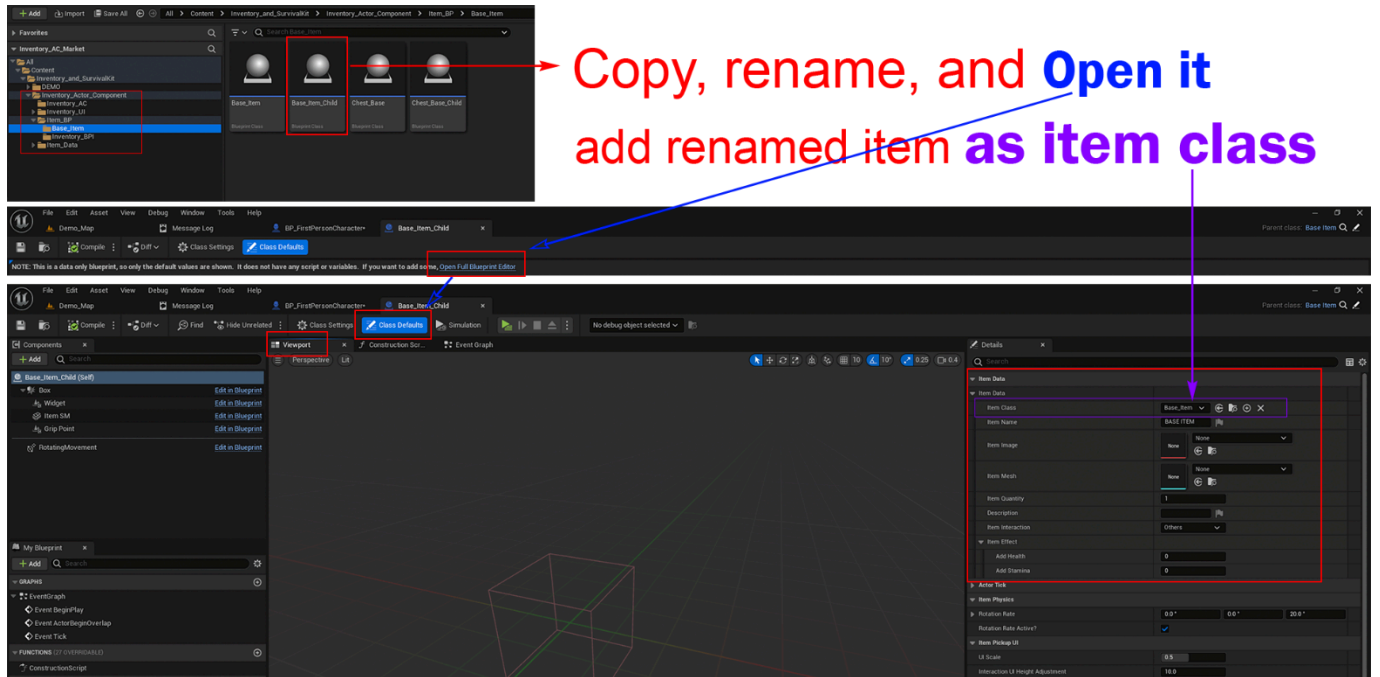
Drop **pre-build item** in Map and Basically, **DONE!!** You can play it (Read **Add Item Effect**, **Equip Item** for Component Full Potentials)



EDIT ITEM

Open Item Child Pre-build

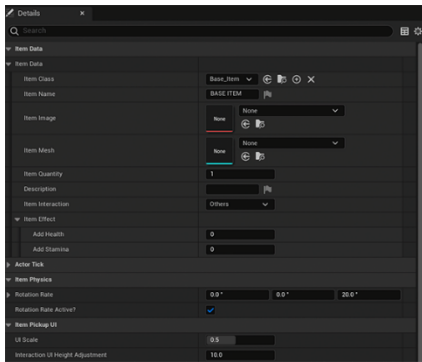
1. Item Quantity
2. Item Description
3. Item Effect



ADD NEW ITEM (your own mesh item)

1. Open "Base_Item" Folder
2. Copy "Base_Item_Child" rename It and Open It
3. Open "Full Blueprint Editor"

4. Fill "Item Data"



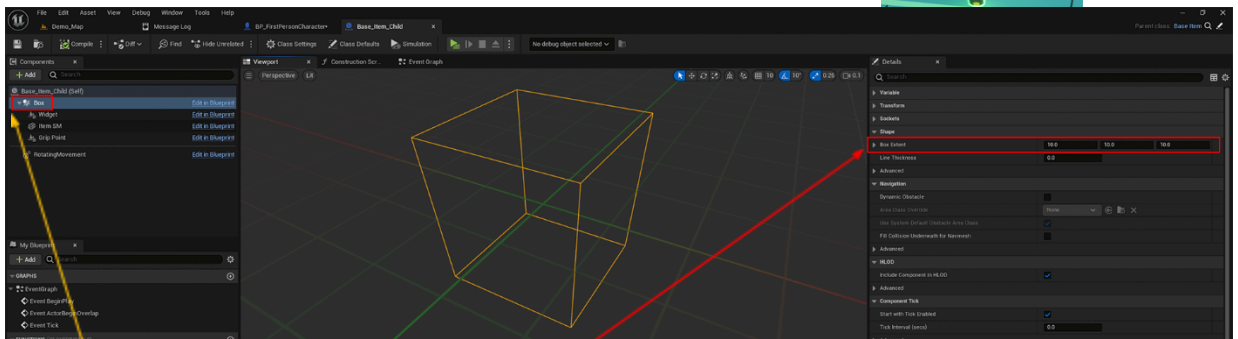
1. **Item Class** : your copy-renamed **Base_Item_Child**
2. **Item Name** : displayed Item Name
3. **Item Image** : Texture 2D, recommended Size 512x512
4. **Item Mesh** : Static Mesh
5. **Item Quantity** : item quantity template(editable in map)
6. **Item Description**
7. **Item Interaction** : Consumable, Equip, Other

(for Inventory Filter)

8. **Item Effect** : variable can be add to player character (see **Item Effect** documentation below)
9. **Rotation Active?** : Item Rotate when in map/dropped,
10. **Rotation Rate** : how item rotate (Axis **x,y,z** and it **rotation speed**)
11. **UI Scale** : adjust Item UI Scale when in player pickup Range
12. **Interaction UI Height Adjustment** : Addjust UI Height



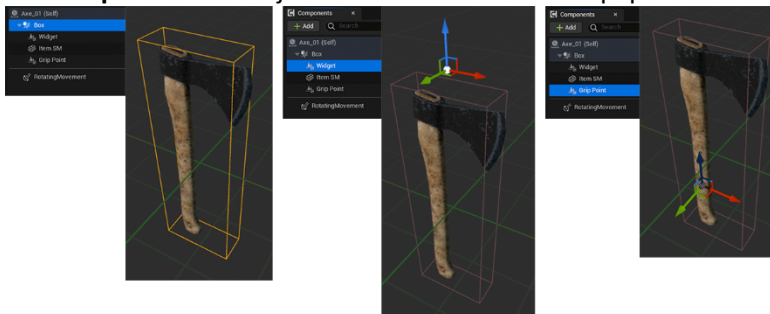
5. Edit Box Collision



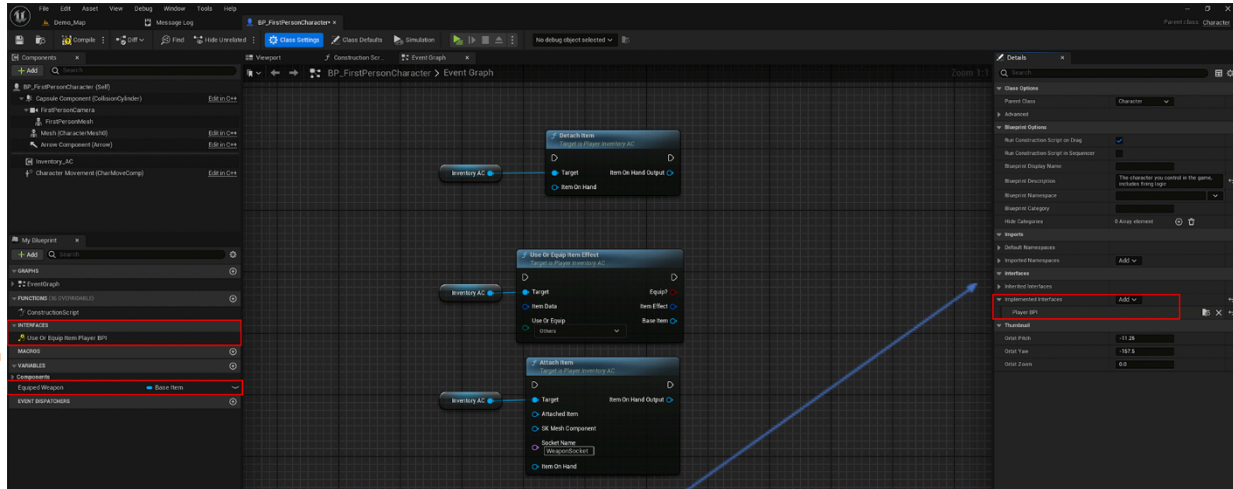
Click **Box** and Edit **Box Extend** to fit your mesh

Click **Widget** and adjust Item IU Location

Click **Grip Point** and Adjust attached Location to Equip Item

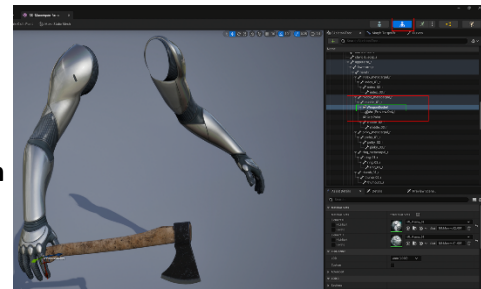


ADD ITEM EFFECT TO PLAYER



Preparation :

1. Open Your **"Character_BP"**
2. Click **Class Default**, Add **"Player_BPI"** Interface
3. Add Variable **"Base Item"** rename it as **Equipped Weapon**
4. Create Equip Item **Socket** : open your charcter **skeletal Mesh** RMB on selected Bone, add **Socket (Name)**, **Preview** it



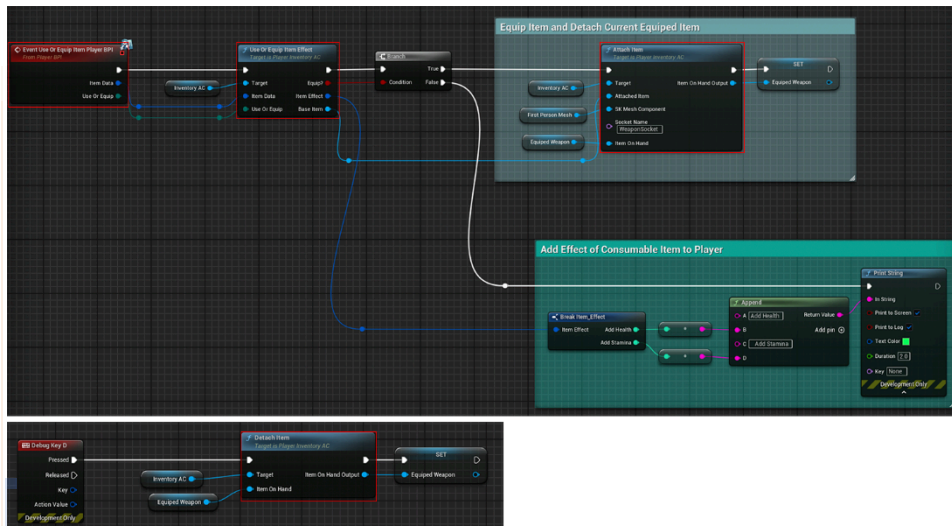
Pre-Build Function : drag Wire from Inventory_AC and Search

Use or Equip Item Effect : Initial BP to Use or Equip Item

(input **SK mesh component** : your Mesh that have Equip Socket)

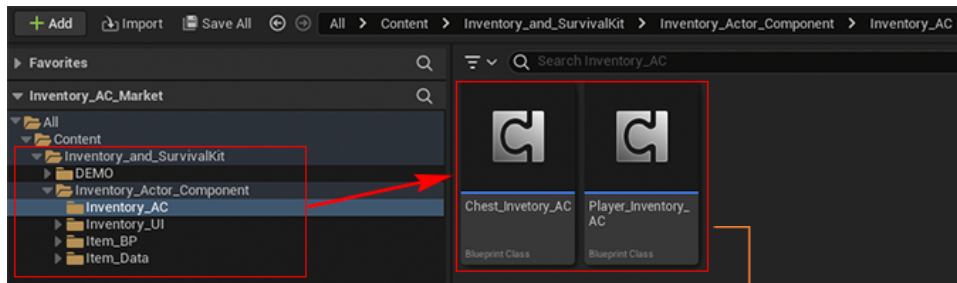
Attach Item : Attach Equip Item to Your Socket

Detach Item : Detach Equipped Item



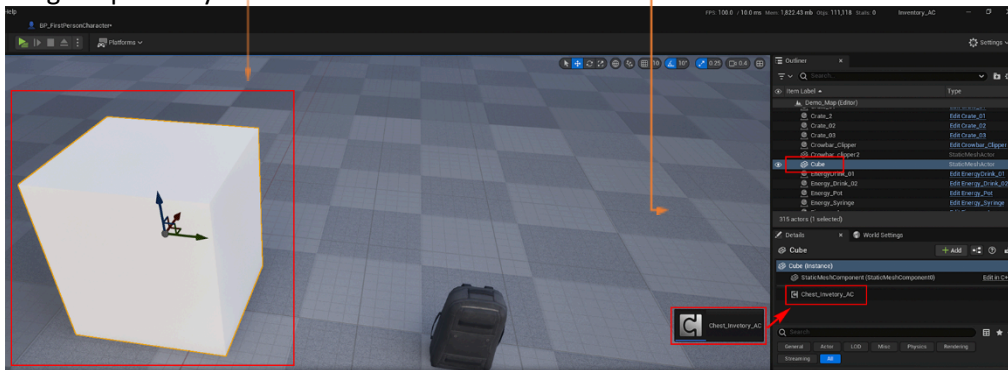
Setup BP

1. Implement Interface **"Use or Equip Item Player BPI"**
2. Connect BP Like Picture Above, add **Socket Name**
3. Add **Key** for Detach item and Connect BP Like Picture Above

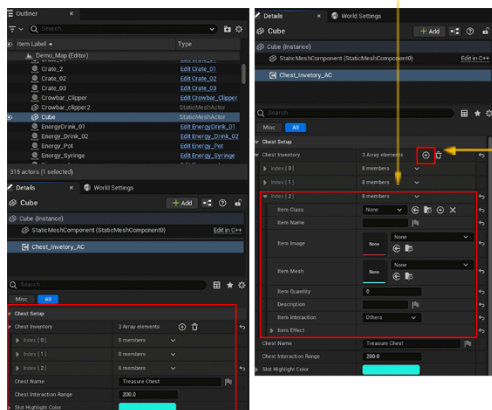


HOW TO USE CHEST ACTOR COMPONENT

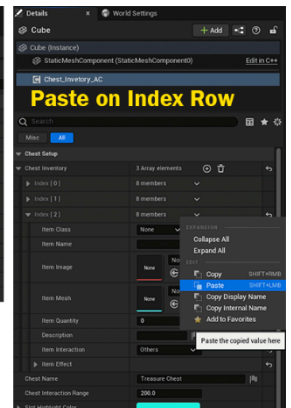
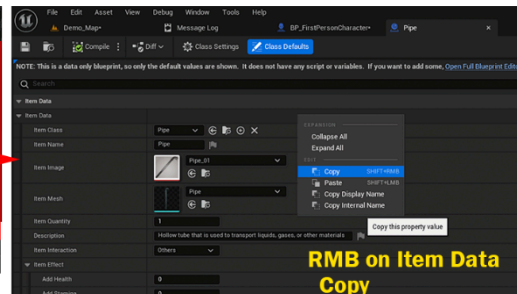
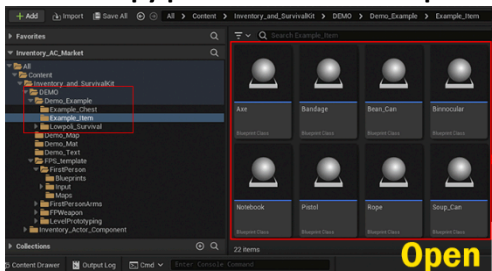
1. Open "Inventory_AC" Folder
2. Find "Chest_Inventory_AC"
3. Drag Drop on Any Mesh

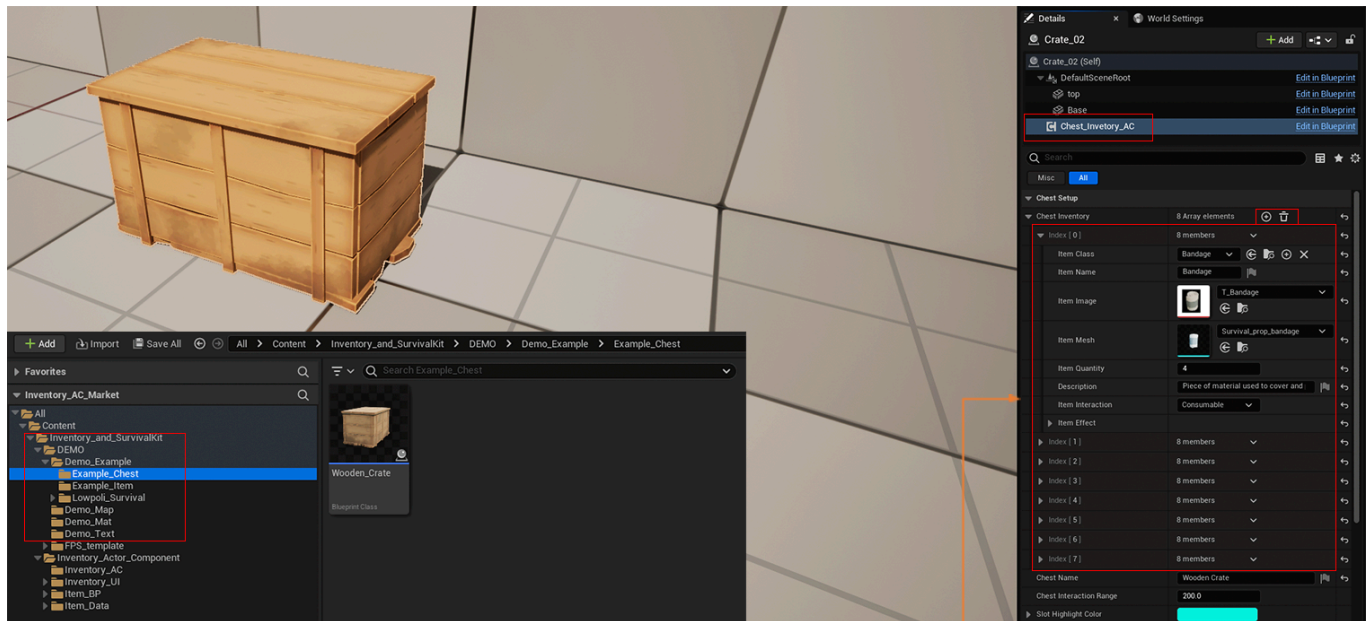


4. Customize Chest_Inventory_AC Variable, add or remove item in chest



You can copy paste item data from pre-made item in content



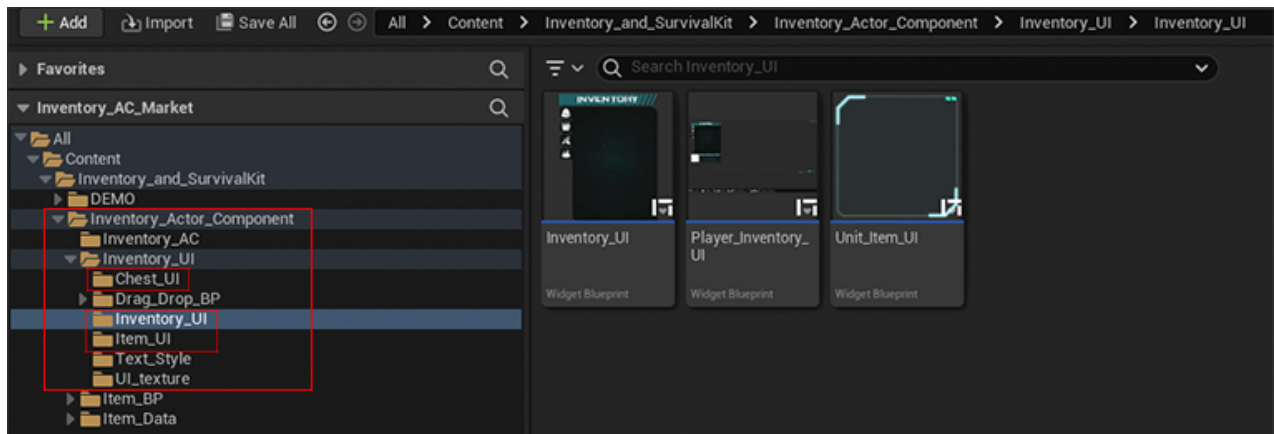


Pre-Made CHEST ACTOR

1. Open folder in **Demo – Demo_Example – Example_Chest**
2. Drag drop to Map
3. Customize Variable

It has Open/Close Feature

EDIT UI



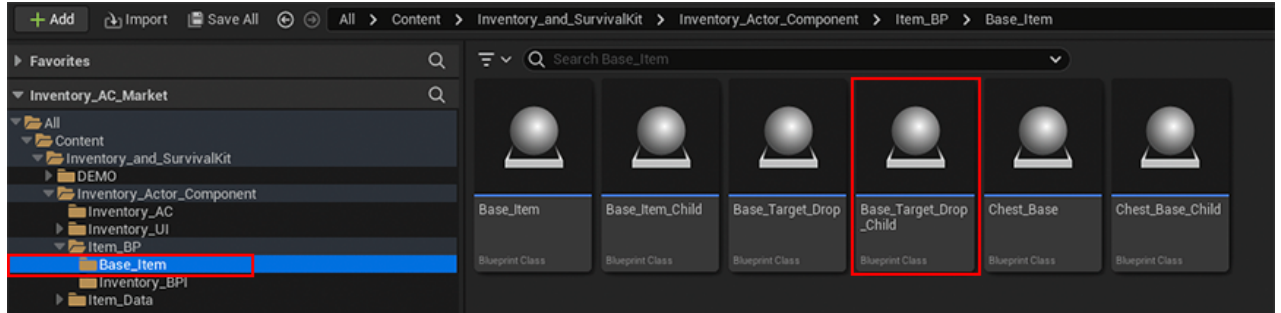
These are Editable UI Folder

You can edit Style and position of these UI base on your preference

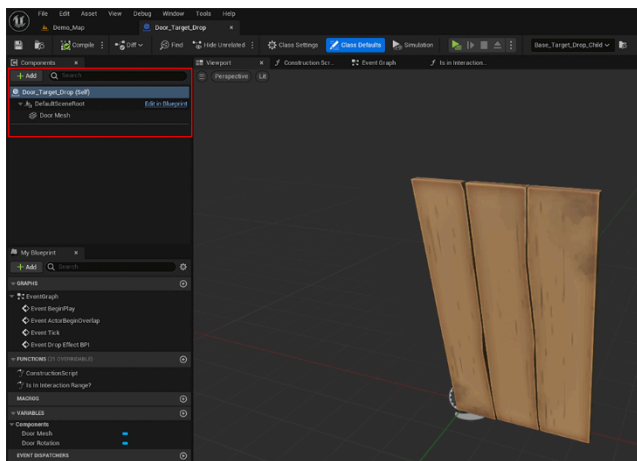
DROP TO TARGET

How to make one

1. Locate **Base_Item** Folder

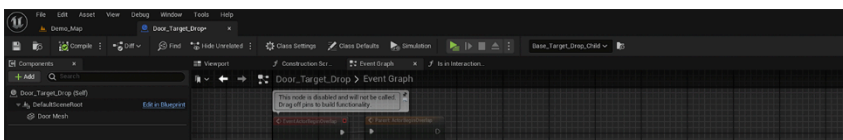


2. Make your **Object_BP** : duplicate(Copy paste) **Base_Target_Drop_Child** and rename It
3. Open your **Object_BP**
4. add your Own Mesh(There is only Default Scene root, this is only example adding

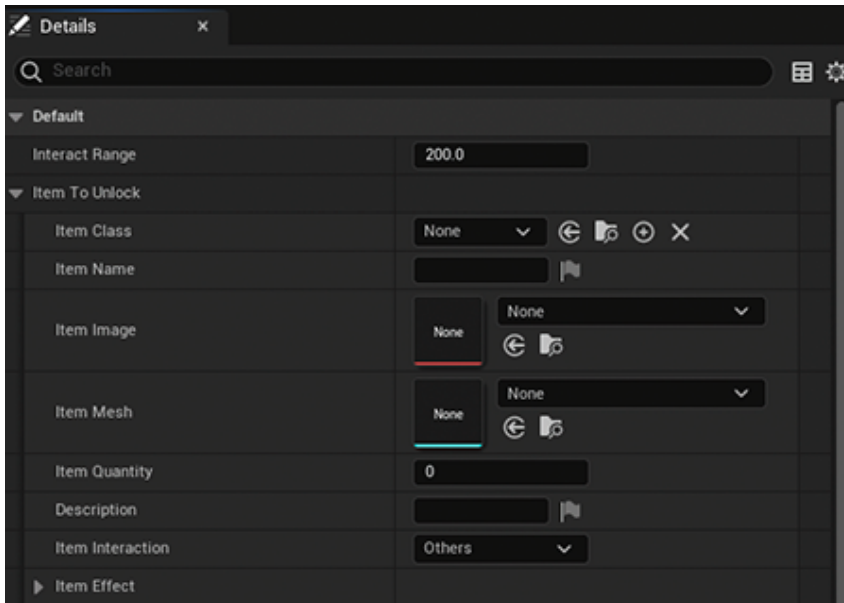


door mesh)

5. Implement pre-build Interface : **Drop Effect BPI** and make your own Effect when trigger item dropped on



6. **Customize Interact Range** from player to trigger effect when item dropped on and fill item to trigger (item to unlock). Item to unlock need only **Item Name**, but fill it all



is better.

7. DONE!!

Now you can place your **Object_BP** that you just make to Map/World and don't forget to place Item to unlock too. Then drag drop item to **Object_BP**