



DOCUMENTATION

[Join the support Discord](#)

Kits Used

[Climb - 2D Ladder System](#)

[Climb - 2D Wall Movement](#)

[Dynamic -2.5D Camera System](#)

[Mapvania - Grid Mini Map](#)

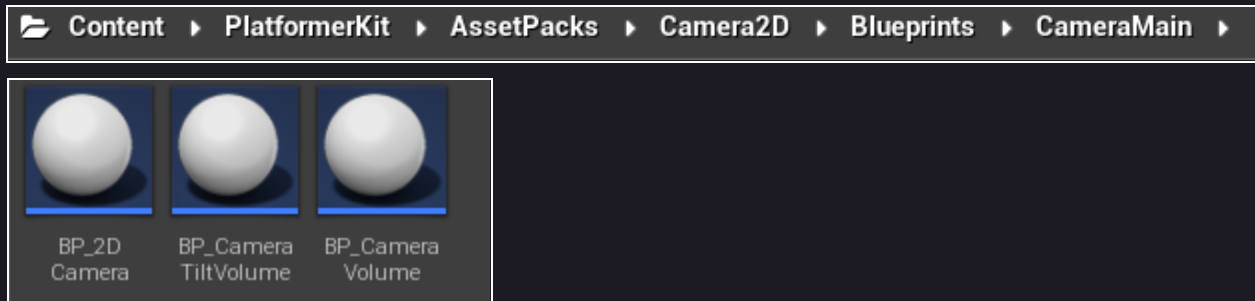
[Platforms - Moving Platform System](#)

Documentation Work in Progress

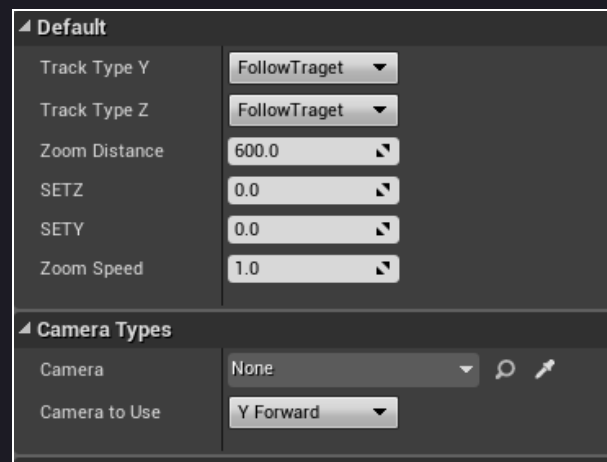
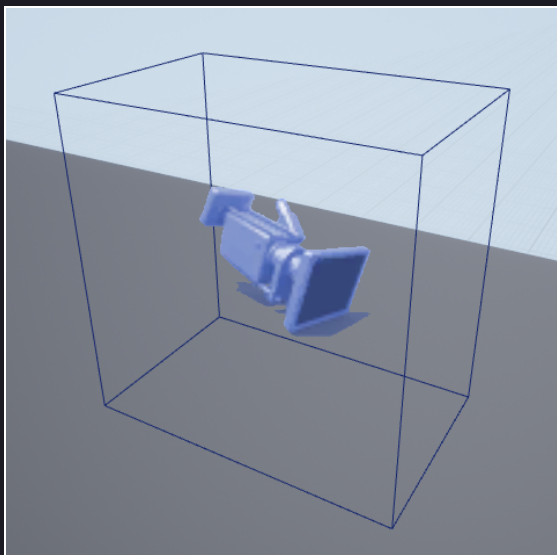
Join the discord or contact support email if what you need isn't added yet. The individual Packs may have the info you need as well.

Setting Up Cameras

Dynamic -2.5D Camera System



To Start With add in a BP_camera from and a BP_Camera Volume.
Place the camera Volume within the playable area and scale to the needed size.



In the Volume set the Camera to be the camera you added
Set the tracking types and zoom distance and Zoom Speed

The **SETZ** & **SETY** is used when you set tracking type to "SetValue".

Place the camera where you would like it to start.

On the Camera check the "Active" Tag to enable the selected camera
You may need to rotate the camera if it is facing the wrong direction manually.

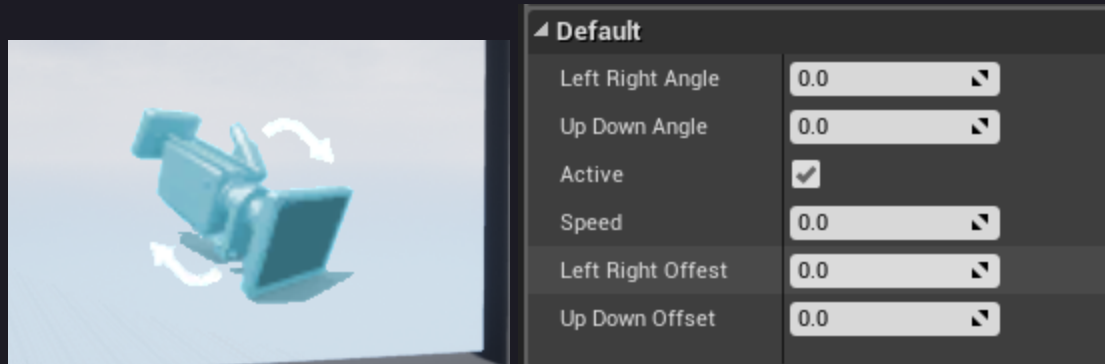
Track Types

<u>YTrack</u>	
Follow Target	When moving the camera will move slightly in front of the target to show more of the screen in the moving direction.
Locked to Target	The target will always be in the horizontal centre of the screen.
Set Value	Y position of the camera will be locked to the SET Y value.
Volume	The Camera will lock to the horizontal centre of the active volume
Platform Lock	Not Used
None	No Tracking

<u>Z Track</u>	
Follow Target	Slightly lag behind the target when moving, lerps into the centre when stopped.
Locked to Target	The target will always be in the Vertical centre of the screen.
Set Value	Z position of the camera will be locked to the SET Z value.
Volume	The Camera will lock to the Vertical centre of the active volume
Platform Lock	The camera will not move up unless the character landed on a platform. Will act like Follow target when below the current platform
None	No Tracking

Tilt Volumes

Tilt Volumes are use to tilt and offset a camera when you enter,



These volumes, when entered while Active is check, will automatically affect the currently active camera

<u>Default settings</u>	
Left Right Angle	How much the camera will rotate on the horizontal axis
Up Down Angle	How much the camera will rotate on the Vertical axis
Active	Turns volume functions on or off
Speed	The speed that the camera will change its offset and angle
Left Right Offset	How much the camera will offset on the horizontal axis
Up Down Offset	How much the camera will offset on the horizontal axis

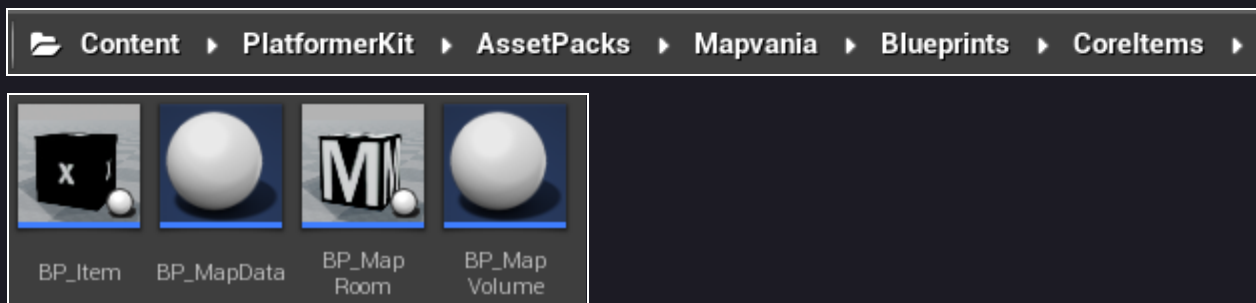
Setting up Mini Map

[Mapvania - Grid Mini Map](#)

Main Assets

BluePrints:

Core Items



Core Blueprints

BP_Item

Template blueprint for making items appear on the map that can be collected

BP_MapData

Contains all the info for the map layout

BP_MapRoom

Make rooms appear on the map.

BP_MapVolume

Make a room appear on the map when entered.

HUD

Content ▶ PlatformerKit ▶ AssetPacks ▶ Mapvania ▶ Blueprints ▶ Hud ▶



HUD Blueprints

BP_MapHud

The core functions of this asset pack

HUD_BigMap

Parent HUD for large map

HUD_MapTile

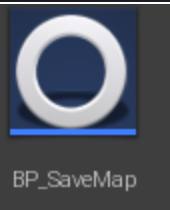
Tiled object to display the map

HUD_MiniMap

5x3 mini version of the map

Saving

Content ▶ PlatformerKit ▶ AssetPacks ▶ Mapvania ▶ Blueprints ▶ Saving ▶



Save Blueprints

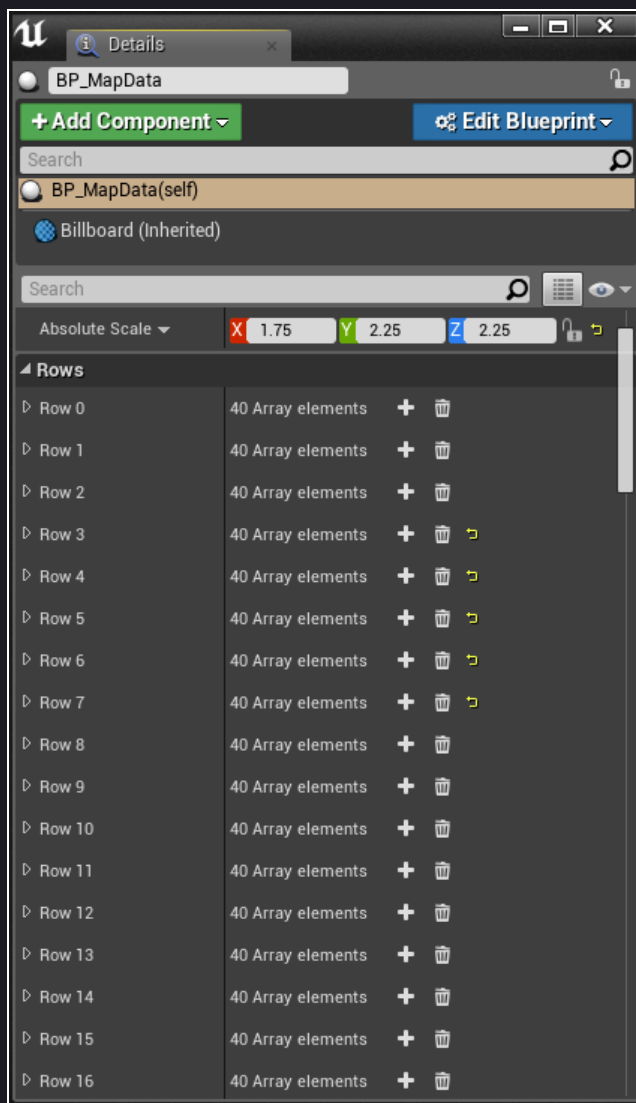
BP_SaveMap

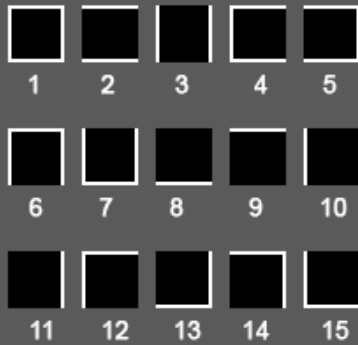
Used to save map gameplay progress

Mapinfo



The 1st thing you will want to add to your level is a **BP_MapData** blueprint into your level





MAP TILES

This Blueprint contains all the information to build the map. By default, it contains 25 Rows and 40 columns.

Entering values from the table below into the row fields will set the room tile.

▲ Colors

▷ Colors 0	40 Array elements	+	🗑
▷ Colors 1	40 Array elements	+	🗑
▷ Colors 2	40 Array elements	+	🗑
▷ Colors 3	40 Array elements	+	🗑
▷ Colors 4	40 Array elements	+	🗑
▷ Colors 5	40 Array elements	+	🗑
▷ Colors 6	40 Array elements	+	🗑
▷ Colors 7	40 Array elements	+	🗑

There is also **Colors** fields that are used to set the colour of the tile on the map
Default choices are

0	BLUE
1	RED
2	GREEN
3	YELLOW

▲ Room

▷ Special Room 0	41 Array elements	+	🗑
▷ Special Room 1	40 Array elements	+	🗑
▷ Special Room 2	40 Array elements	+	🗑
▷ Special Room 3	40 Array elements	+	🗑
▷ Special Room 4	40 Array elements	+	🗑
▷ Special Room 5	40 Array elements	+	🗑
▷ Special Room 6	40 Array elements	+	🗑
▷ Special Room 7	40 Array elements	+	🗑

Rooms fields are used to display special rooms, i.e. save, map, or boss rooms

Default choices are

0	Nothing
1	B
2	M
3	R
4	S

Items fields are used to set if there is a collectable item in that room.
Default only has 0 or 1 as values.

Map Volumes



Now Add Map Volumes the you level/s
These are used to track the character throughout the map.
You will need to set the **XLocation** and **YLocation** values.

Default	
XLocation	4
YLocation	3

These are the Row and column values that are used on the **BP_MapData**
When entering the volume, the map will update the position to be in this room and set it as visible.

Map Rooms



To make a map room use the **BP_MapRoom** blueprint by default, it has the same 25x40 grid
When overlapping with this, it will display any room with a 1 value in it as seen
(replace character ref in blueprint if needed)

Items



Place a **BP_Item** into you level
Set the X, Y positions to match the needed room
There is a Item no value used to set what time is use (default only 1 item)
and when when overlapped it will remove this and mark the item as collected
(replace character ref in blueprint if needed)

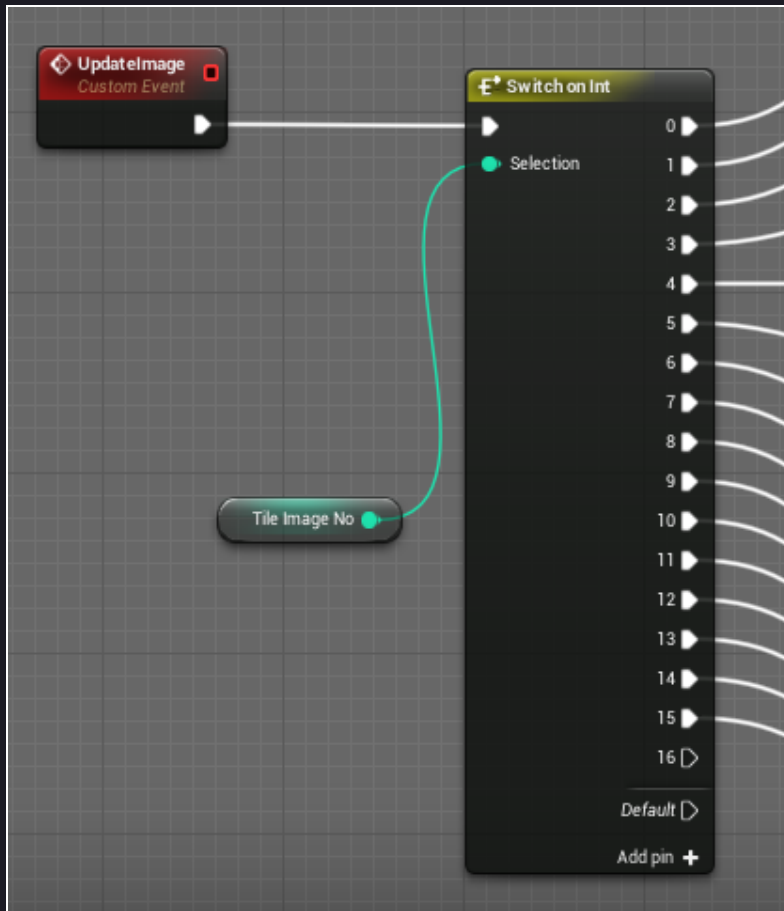
Make New Tiles

To make your own tiles to appear on the map make a 32x32 image file in you image editor of choices. Must be black and white to work correctly, grey tones may have interesting effects.

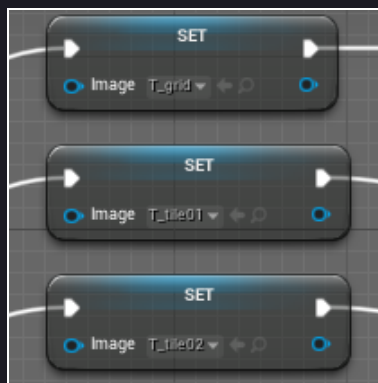
Black = background that will change with the color fields

White = The border that defines the tile

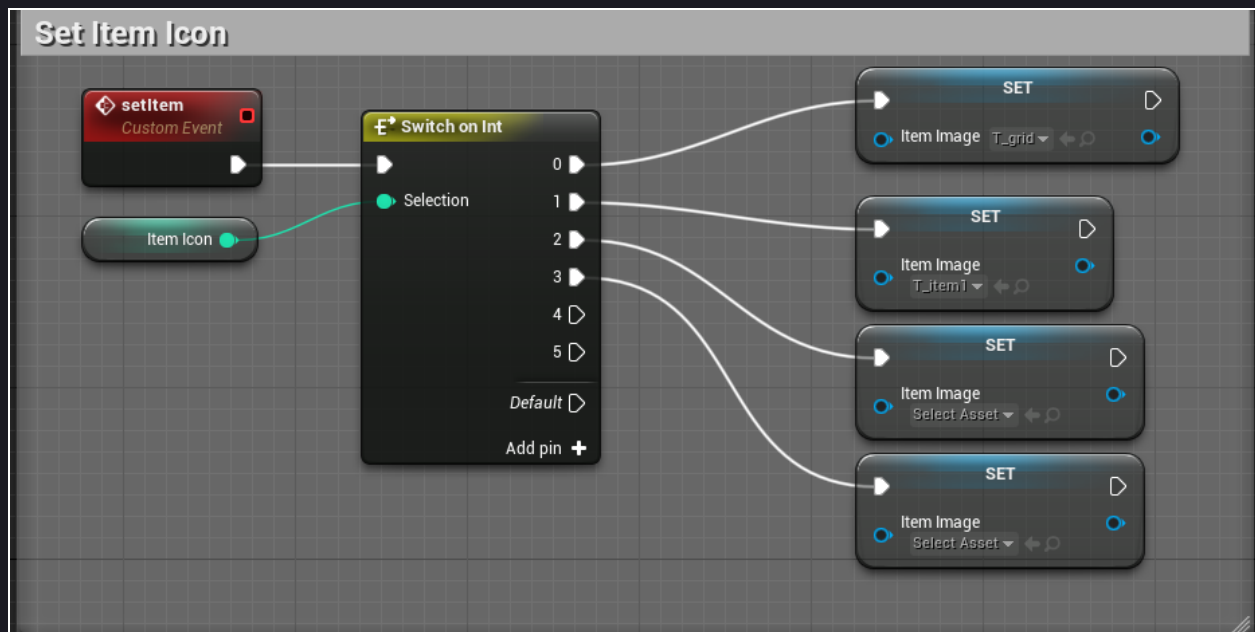
In the **HUD_MapTile** add a new pin the the Update Image Switch on int



Off the new pin copy and connect a **SET** node and place your image into the value



The same method is used to make new special rooms and items



You can also replace the existing images with your own images.

Setting Up Platforms

Content ▶ PlatformerKit ▶ AssetPacks ▶ MovingPlatforms ▶ BluePrints ▶ Platforms ▶



Platform BluePrints

Arm Rotator

A central node that can set as many arms with a platform at the end of them

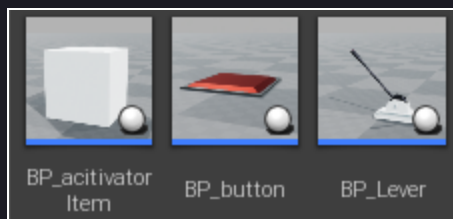
Platform

Standard platform

Splin Platform

Platform that will follow a spline path

Content ▶ PlatformerKit ▶ AssetPacks ▶ MovingPlatforms ▶ BluePrints ▶ Objects ▶



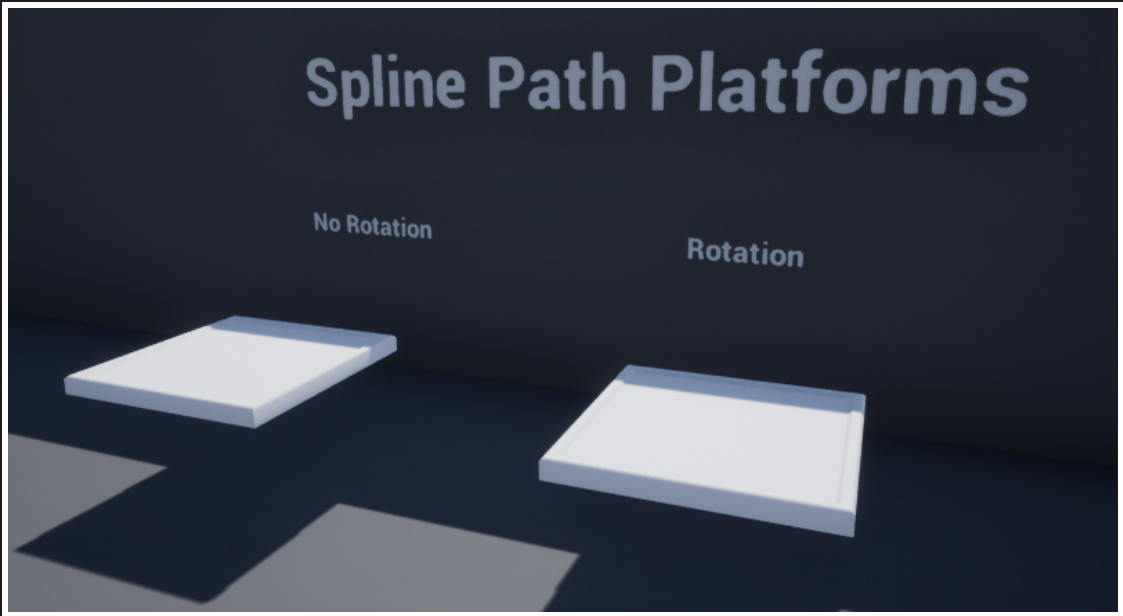
Objects BluePrints

Activator Item

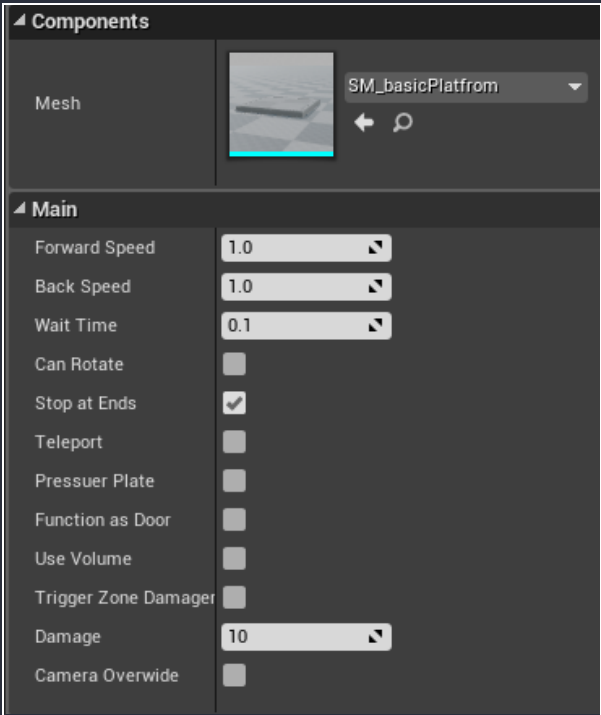
Button

Lever

Spline Platforms



Spline Platform Properties



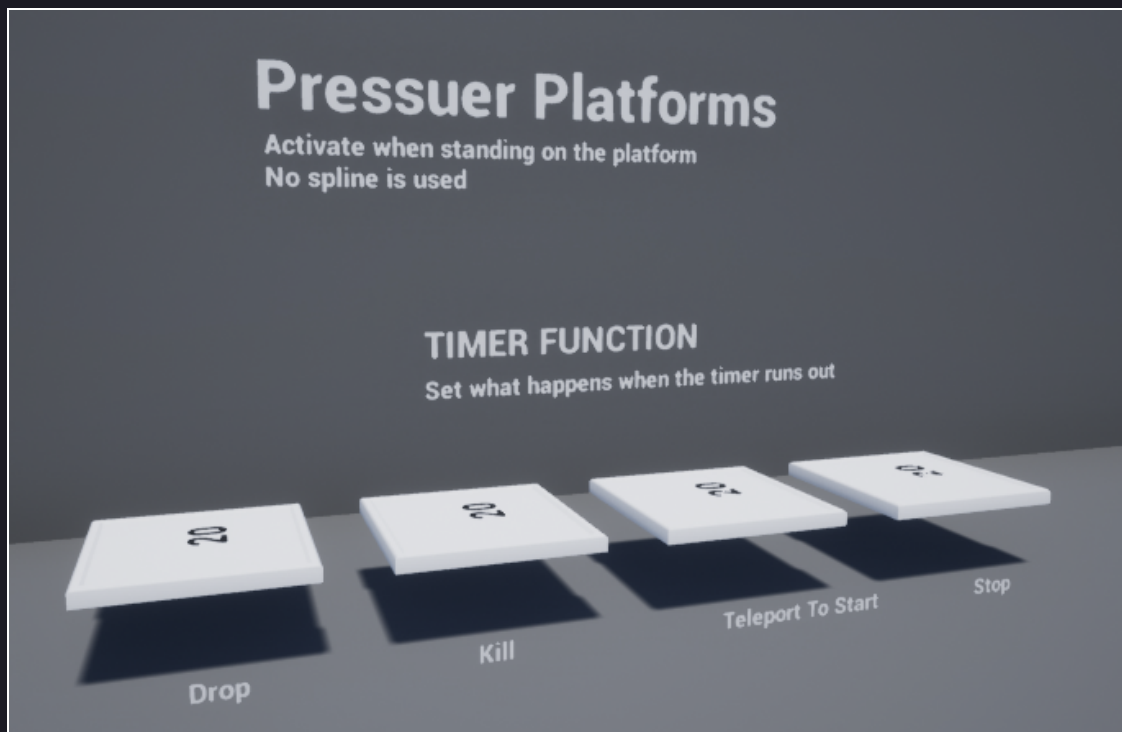
Mesh	The mesh used for the platform
Forward Speed	How fast the platform will move in its forward direction
Back Speed	How fast the platform will move in its backward direction
Wait Time	How long the platform will wait at the end nodes before changing to the opposite direction
Can Rotate	If false the platform will not rotate, if true the platform will rotate with the spline
Stop at End	When getting to the end node, if true will stop the platform

Spline Platform Properties Cont

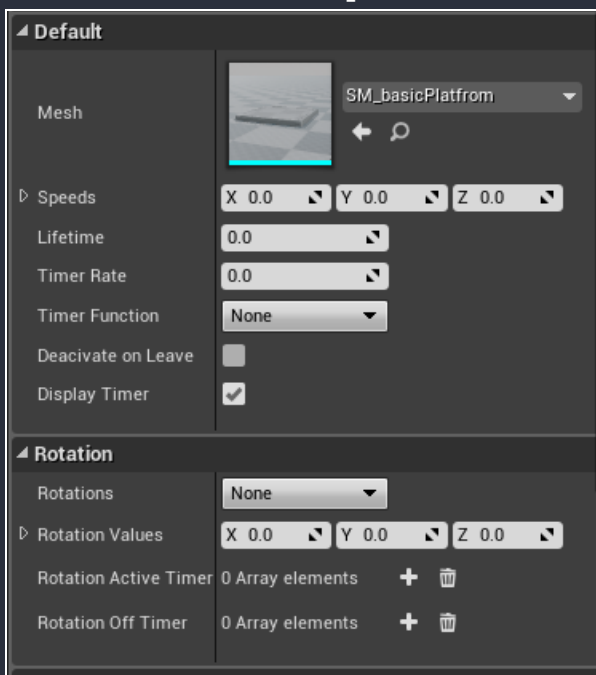
Teleport	Will teleport the platform back to the start loaction when hitting the end node if set to true
Pressure Plate	Will need a button or lever to activate
Function as Door	Will behave like a door and open a close
Use Volume	If ture the platform will only be active if in the trigger volume
Trigger Zone Damager	If the character hits the trigger volume it will do damage
Damage	How much damage is done when in volume
Camera Overwide	When on platform the camera will show more in the direction the direction this platform is moving



Platform Setup



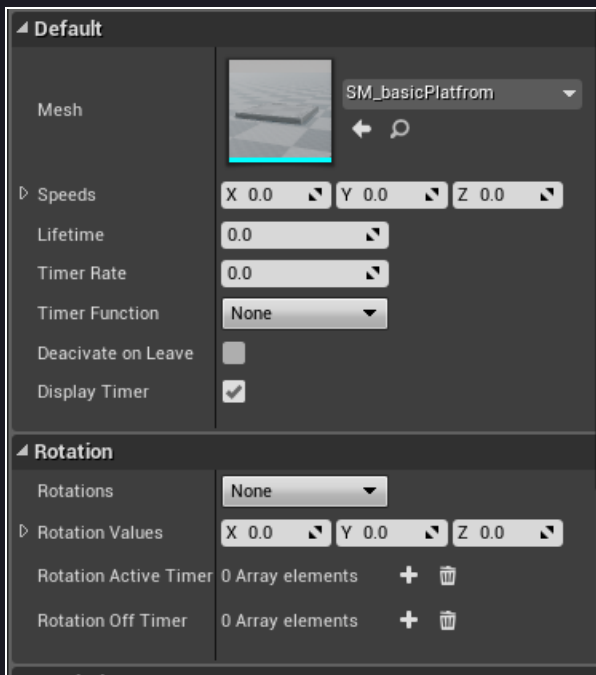
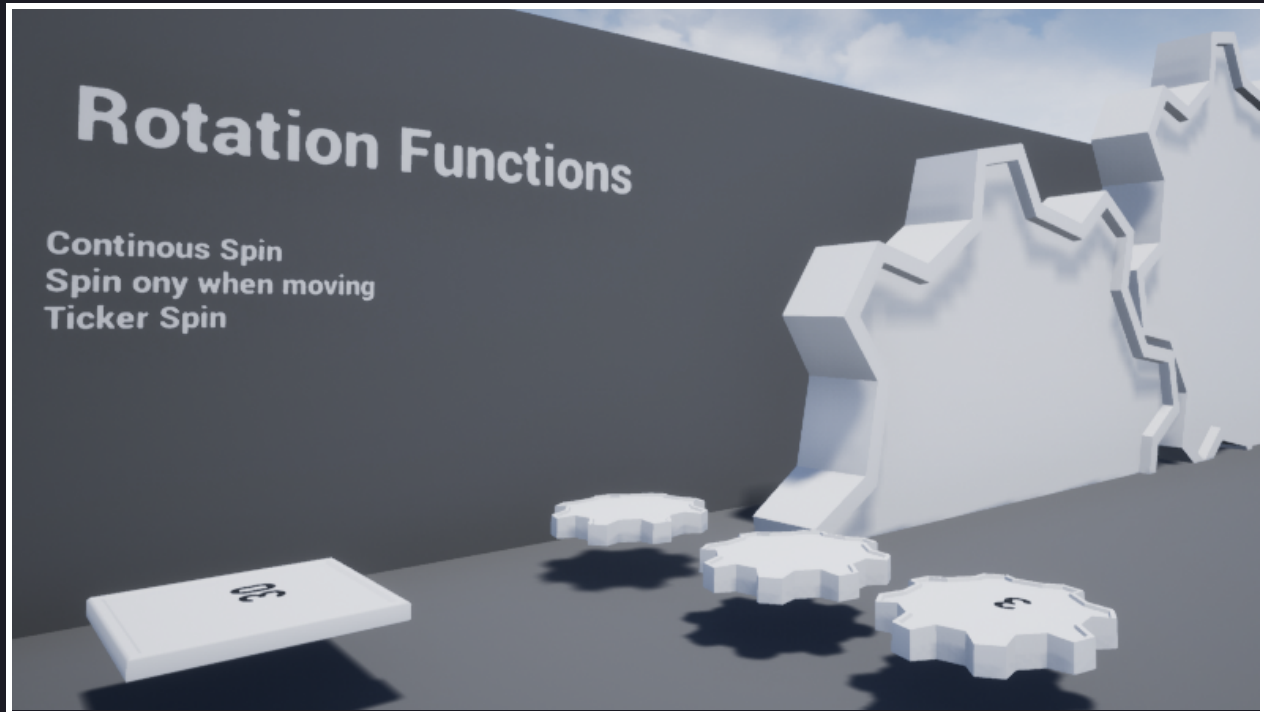
Platform Properties



Mesh	The mesh used for the platform
Speeds	Linear move vertore speed via axis
LifeTime	How long time platforms timer lasts for
Time Rate	Speed the timer counts down
Time Function	What the platform will do when the timer runs out
Deactivate on Leave	Stop function when leaving the platform
Display Timer	Show the timer on the mesh

Timer Functions

None	Nothing will happen when time runs out
Kill	The Platform will be removed
Drop	The platform will stop functioning and become a physics object that will fall
Go Back	Go backwards the direction it was moving from
Stop	Will stop at its location
Teleport to start	Teleport back to start location



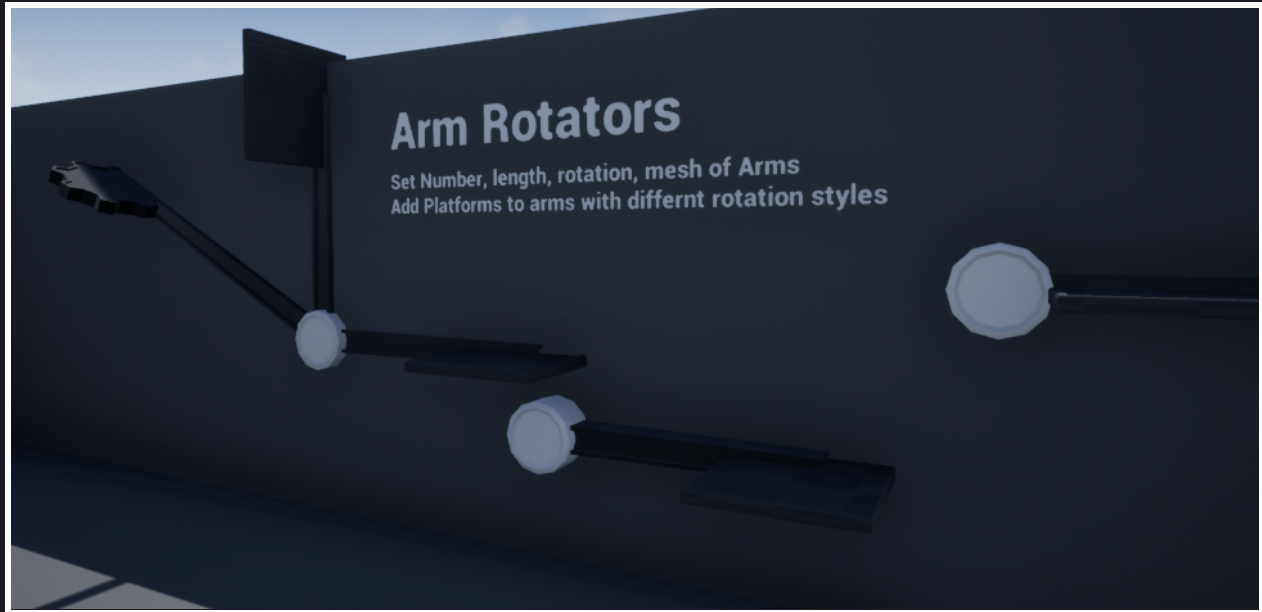
Rotations

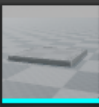
Rotation Values

Rotation Active
Timer

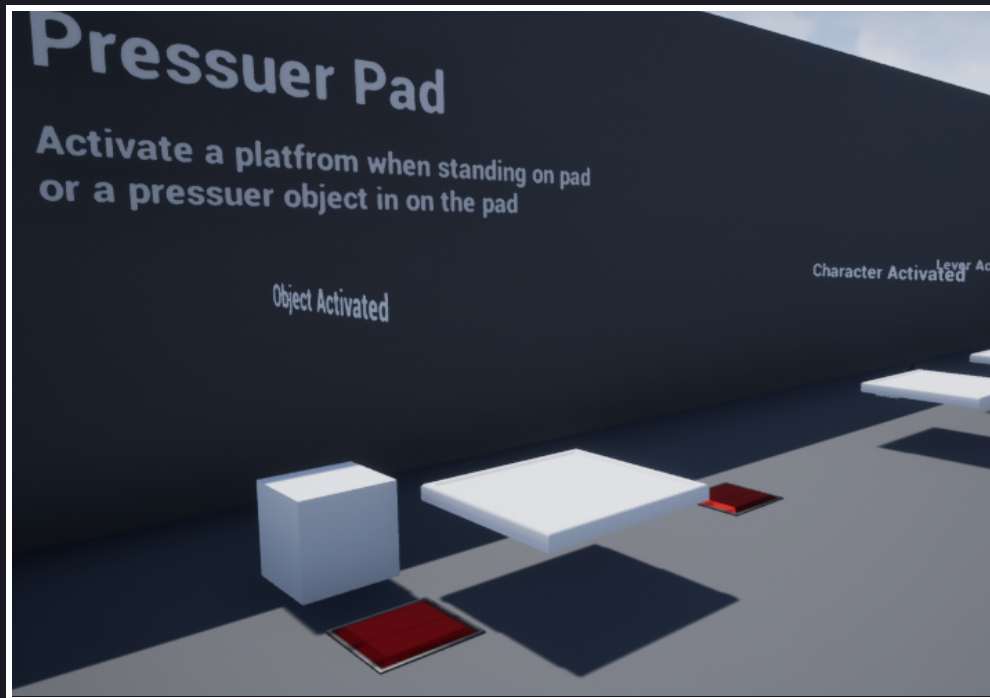
Rotation Off Timer

Arm Rotator

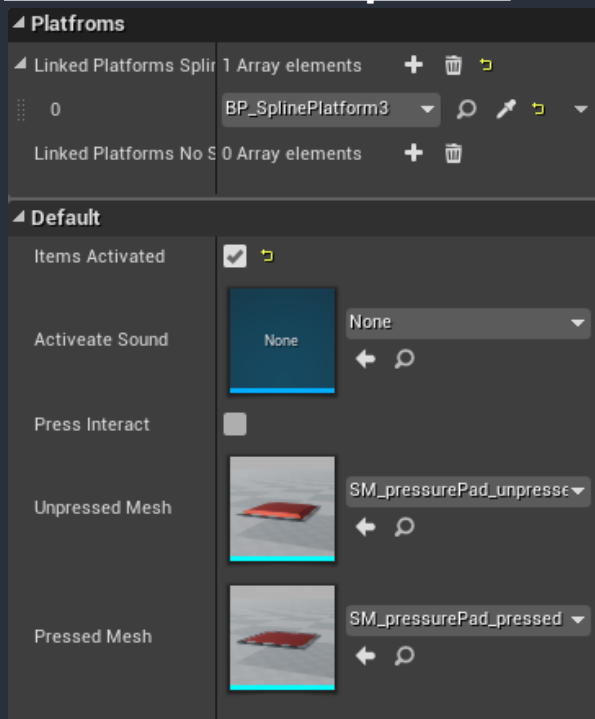


Arm Mesh		SM_basicPlatfrom
Pivot Mesh		SM_basicPlatfrom
Plat Form Mesh	1 Array elements	+ -
Rotation		
Rotations	None	
Rotation Active Timer	0 Array elements	+ -
Rotation Off Timer	0 Array elements	+ -
Rotation Speed	0.0	
Arms		
Arm Rotations	0 Array elements	+ -
Arm Lengths	0 Array elements	+ -
Platforms	0 Array elements	+ -
Arm Speed	0 Array elements	+ -
Default		
Arrached Arm Rotator	0 Array elements	+ -

Pressure Pad

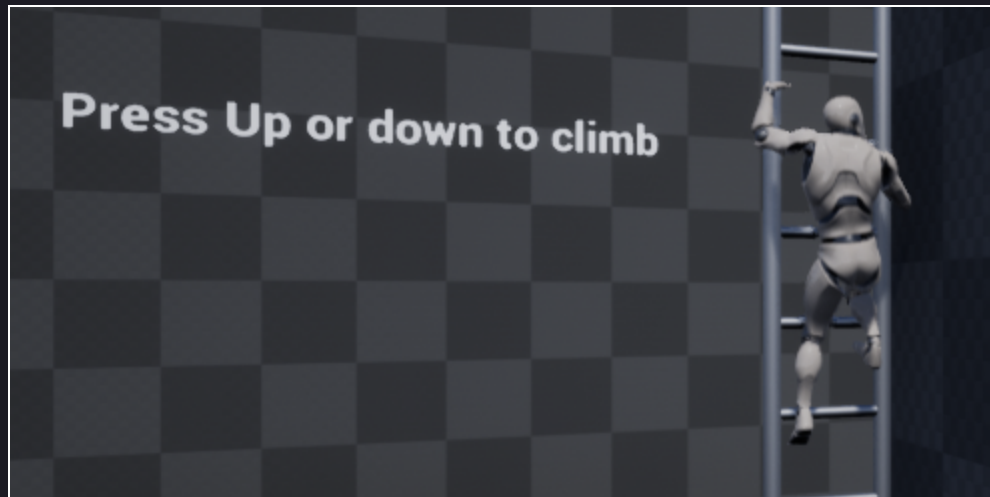


Pressure Pad Properties



Linked Platform Spline	Connect the spline platforms that are activated by this switch
Linked Platform No Spline	Connect the standard platforms that are activated by this switch
Items Activated	Requires an activator item in the trigger zone
Activate Sound	Sound cue that will play when pressed
Press Interact	Requires the player to press the interact key
Unpressed mesh	Mesh used when unpressed
Pressed mesh	Mesh used when pressed

Ladders



Content ▶ PlatformerKit ▶ AssetPacks ▶ 2DLadders ▶ BluePrints ▶ Climbables ▶



BP_Climb
Volume



BP_ClimbWall



BP_Ladder



Ladder Properties

▲ Default	
Length	13
Climb Through	☐
Platformer Type	2.5D Normal
Sub Type	Ladder
Tilt	90.0
▲ Movement	
Move Speed	1.0
Move Metod	constant
Direction	Left
Move	☐
Tiles to Move	0
Stop Delay	0.0

Length

Climb Through

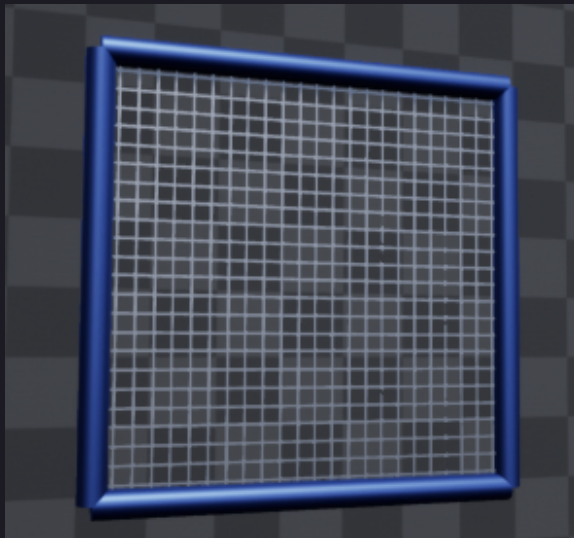
Sub Type

Tilt

Move Speed

Move Method

Direction



Climb Wall Properties

Main	
Height	6
Width	6
Platformer Type	2.5D Normal
Add Border	☒

Movement	
Moving	☒
Move Speed	2.0
Stop Delay	1.0
Direction	Left
Tiles to Move	12
Move Method	constant

Height	In tiles, how tall the wall is
Width	In tiles, how wide the wall is
Platformer Type	Not used if this kit(used in standalone kit)
Add Border	Adds a blue metal border around wall
Moving	If checked wall will move
Move Speed	The speed the wall will move
Stop Delay	Wait time once wall reaches tile movement
Direction	The direction the wall will move
Tiles to Move	Number of tiles the wall will
Move Method	

Wall Climbing