

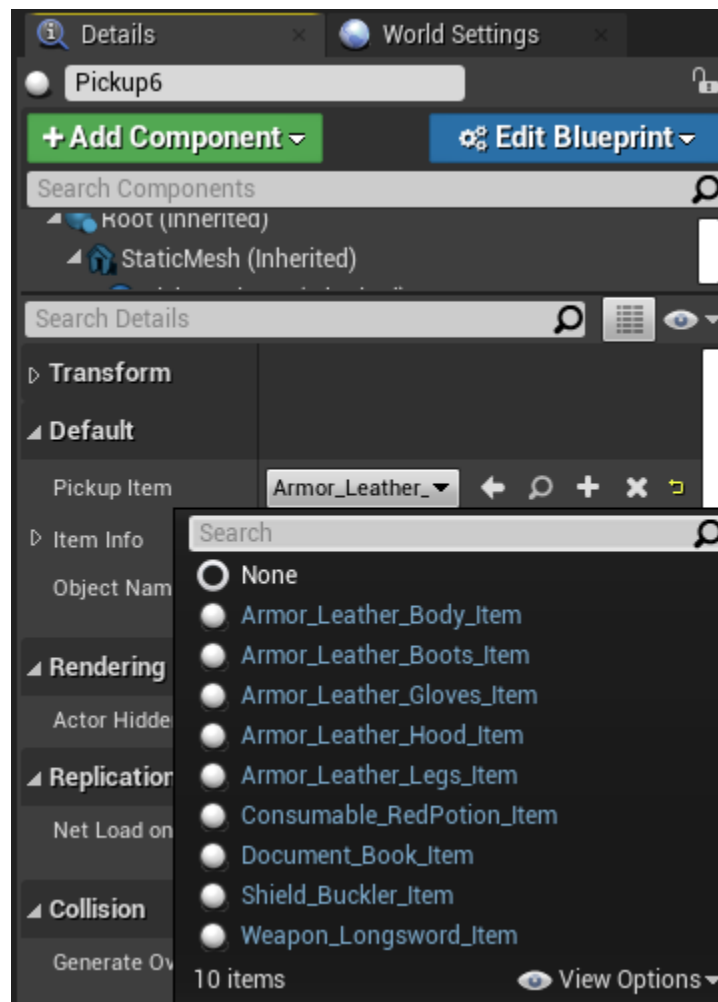
CRPG Paperdoll Inventory Documentation

1. The Example Map

The example map includes a number of pickup items and an example container, the items and the container's contents can be altered via the Details Panel.

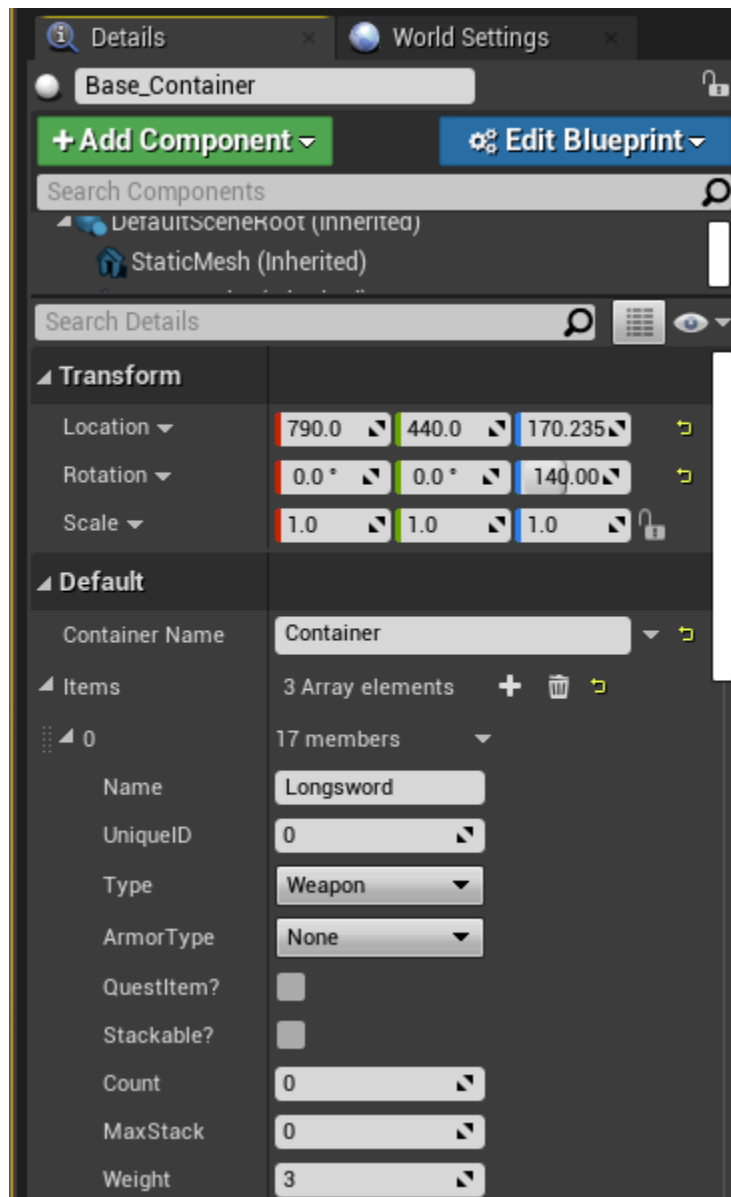
1.1. Pickup Items

The desired pickup can be set as shown:



1.2. Container

The desired container contents can be set as shown:



2. The Player Character

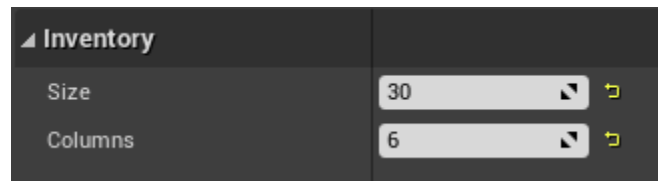
The contents of this section pertain to the player's character, of which the main blueprint is CRPG_Character. Important items here are the HUD, the Inventory Component and the Intentact and Inventory Interfaces.

2.1. Player HUD

The player's HUD contains the widgets for the Inventory menu, Equipment menu, and ActionBar. This is all configured in CRPG_HUD

2.2. Inventory Component

This component manages the majority of the functions that control the player's Inventory and Equipment. The important item to configure here is the Inventory Size and number of Columns as shown:



2.3. Inventory Interface

This interface contains a number of functions used as handy shortcuts for passing the various arrays and widgets used by the system between the different UI widgets.

2.4. Interact Interface

This interface handles the system for interacting with pickups and containers.