Advance
Weapon Pack
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This documentation goes over the Add New Weapon and Shader System of the pack Advance Weapon Pack for Unreal Engine 4. If you have any questions about the pack, please reply to the support links below.

Email: redhawkstudio3@gmail.com
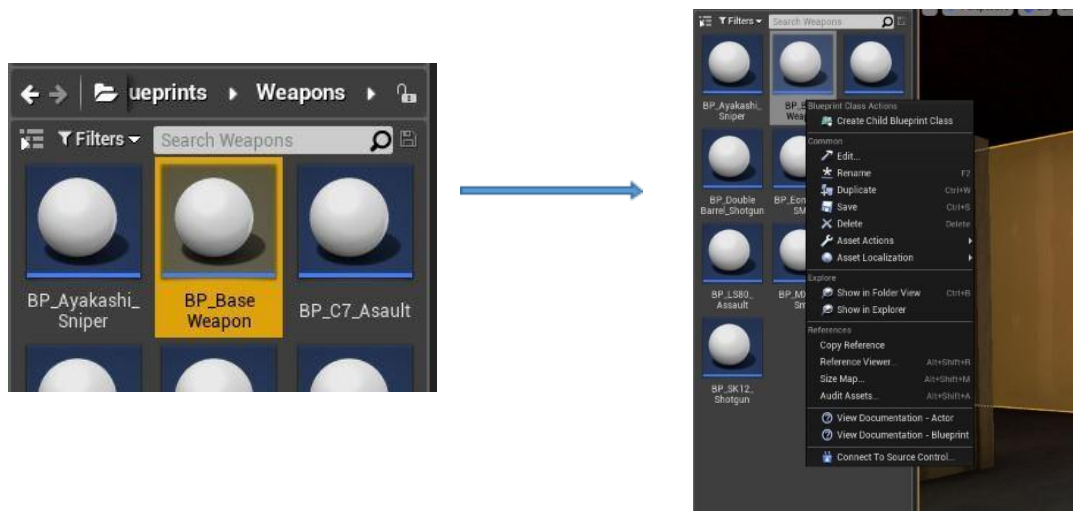
Discord: https://discord.gg/EGRzgBN

Add new weapon

1. New Weapon Blueprint Setup

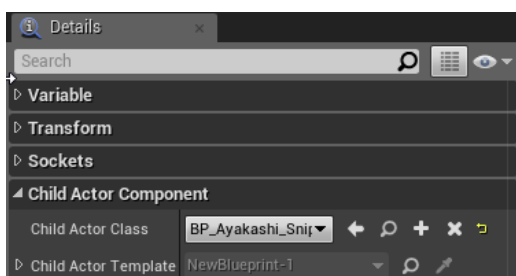1.1 To add a new weapon, right-click on "BP_BaseWeapon" and *create a child blueprint class.*

Name the *child blueprint class* as new weapon name.

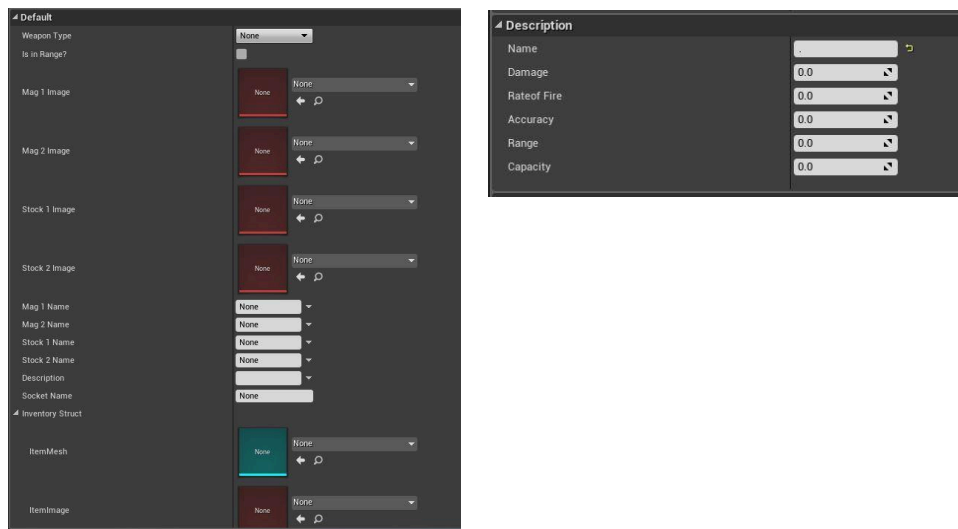(**File location:** Content>AdvancedWeaponPack>Blueprints>Weapons>BP_BaseWeapon)

1.2 Open the created Child Blueprint and select the Skeleton Mesh of New Weapon

1.3 Set Weapon Details

    - Weapon Type: Select the weapon category (i.e. AssaultRifle, Handgun, Smg etc.)

    - Mag and Stock Images: Select the image of Item for Loadout, Inventory and Pickup.

    - Mag and Stock Name: Set Name of Item for Loadout, Inventory and Pickup.

    - Description: Enter the short details of weapon for Loadout.

    - Damage, Rate of Fire, Accuracy etc.: According the weapon, enter float value between 0 and 1.
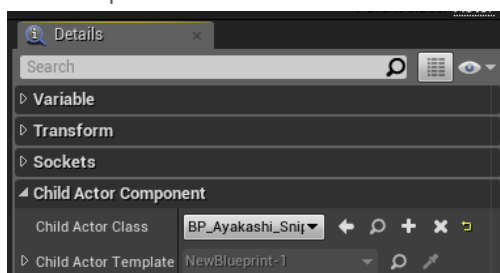

2. Set up Weapon in 3d Viewer Blueprint

2.1 Open up Bp_3dViewer (**File location:** Content>AdvancedWeaponPack>Blueprints>Bp_3dViewer) and add a "ChildActor" into the hierarchy as shown in the image and name of the new ChildActor.
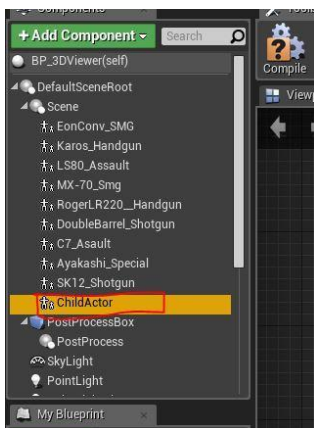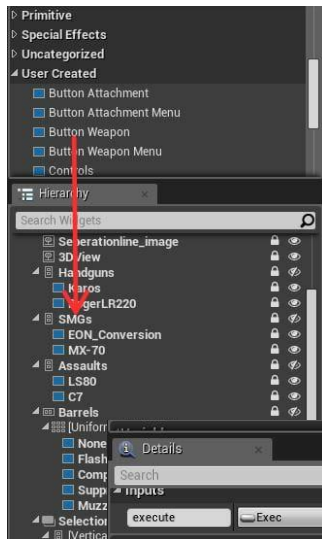

2.2 Select the child blueprint of New Weapon into the Child Actor class Child Actor Component shown in

Details panel.

3. Set up Weapon in Loadout Widget

3.1 Add a **weapon slot** for the loadout widget to show your weapon in the loadout.
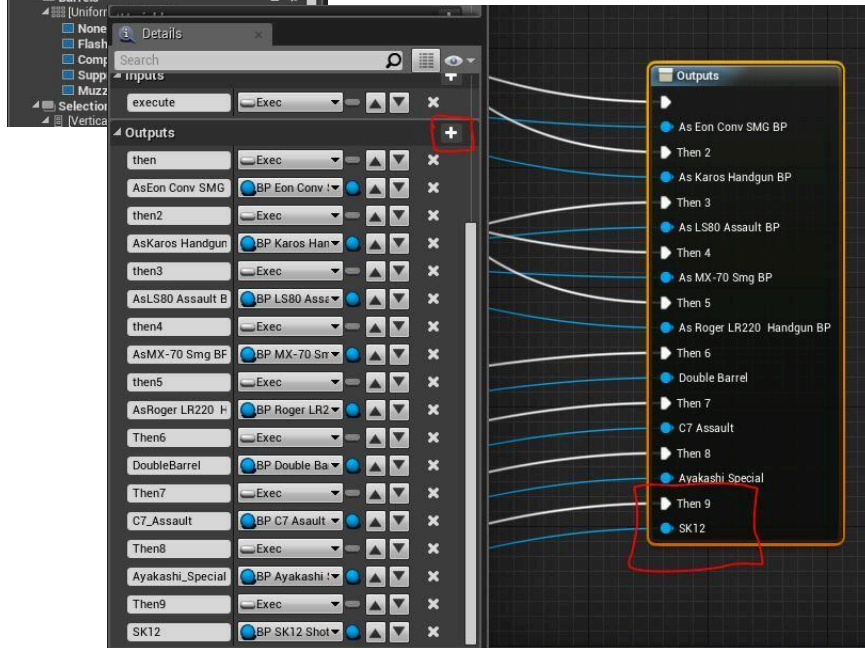
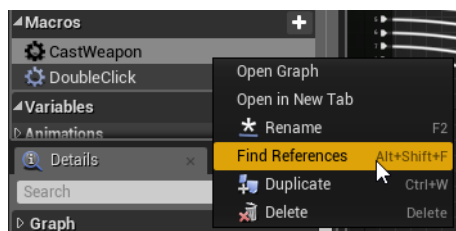There is a User Created Button Weapon, you have to drag and drop into Weapon category (as shown in image).

3.2 Now open the **Graph** of Loadout Widget and open **Cast Weapon** in macro section.

3.3 Add 'Exec' Link and Child Blueprint from the child actor of Bp_3d Viewer into the Cast Weapon Macro.

3.4 Now find all the references of **Cast Weapon** macro as shown in image.

3.4.1 After clicking on Find References you will get some References for Cast Weapon in different functions and Events (as shown in image below).
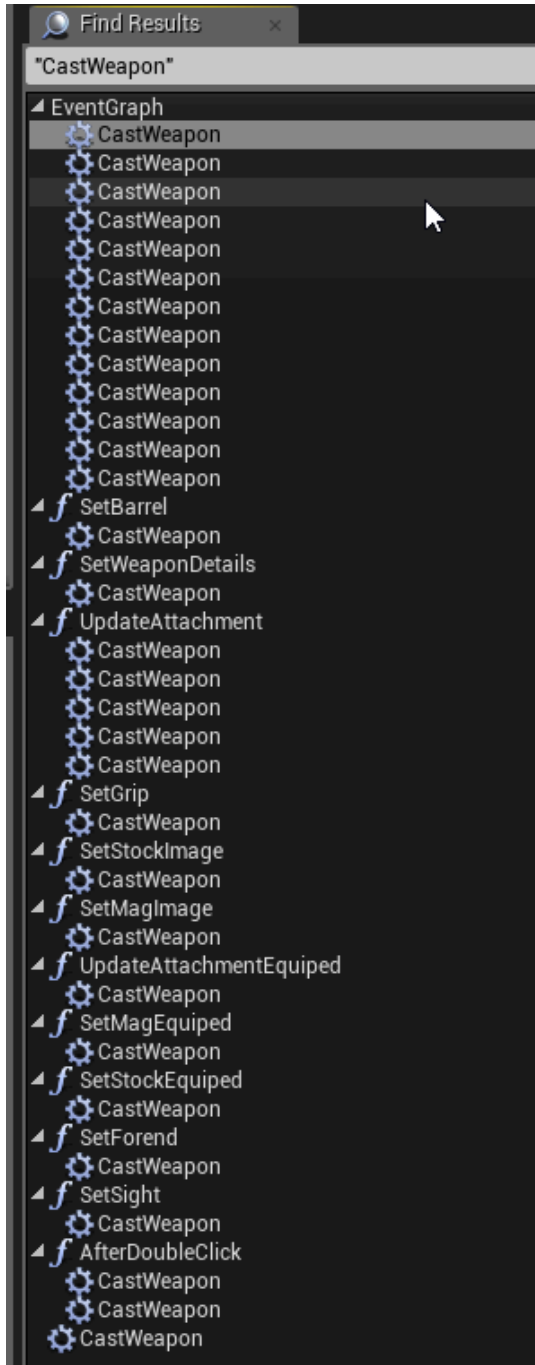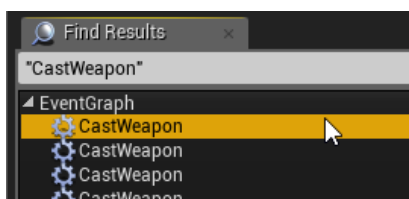
3.4.2 These are the references where **Cast Weapon** macro used to apply Attachment and Skin System on the Weapon.
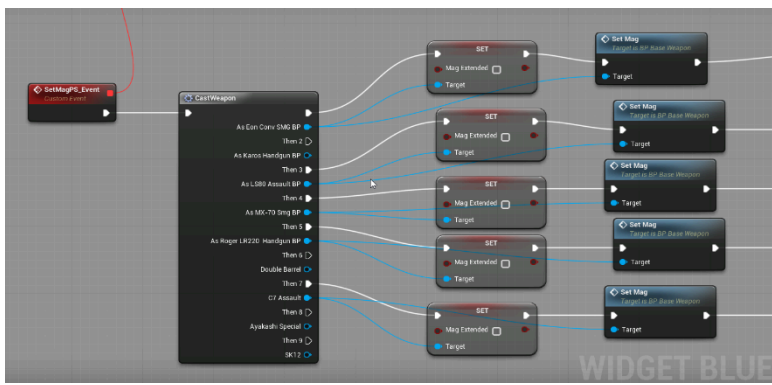
3.4.3 Now Double Click on the references and complete the execution for New Weapon.

3.5 Example for Execution of Cast Weapon references settings:

-Double Click on first reference (as shown in image below).

-First reference is for **SetMagPS** event(as shown in image below).

-Now if New Weapon have Mag and you want to setup into Loadout then make a copy of **Set Mag Entended** (Boolean) **Set Mag**(function) and **Set weapon Details**(function) and then plug in your weapon execution (as shown in image).