

MULTIPLAYER RANDOM SPAWN & INTERACTION DOCUMENTATION

FEATURES

- Multiplayer Replicated
- Easy Setup
- Customizable Spawns
- Interactive System
- Random Rotation
- Blueprint Clarity
- Flexible Item Spawns
- Seamless Integration
- Scalability
- Crossair
- Versatile Blueprint Classes
- Interaction Customization

HOW TO GET STARTED:

Change Random Spawns

Step 1:

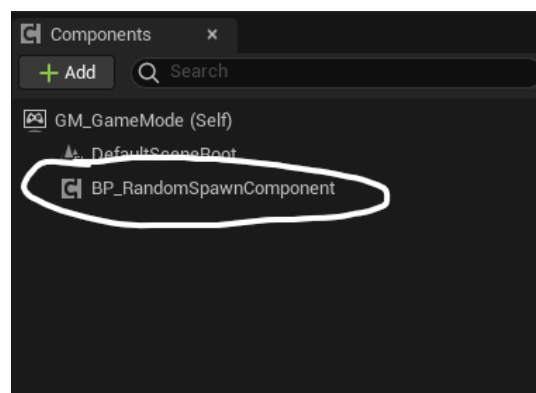
Navigate to **RandomSpawnInteract > Blueprints > Core > GM_GameMode**

This is where you can create & set up all your spawns, how many you want to spawn of each, and of which blueprint class. All the logic is within 1 simple node. You can create as many as you want on the event beginplay as featured.

Your Own Gamemode?

If you have your own GameMode, you need to add the **BP_RandomSpawnComponent** to your gamemode. Like this:

Also copy over the beginplay logic from **GM_GameMode** to your own



Add Interactable Item

Step 1:

Navigate to **RandomSpawnInteract > Blueprints**

Step 2:

Right click on **BP_InteractableActor** & click “Create Child Blueprint Class”

Step 3:

Then double click on the ‘Interact’ interface to set up what’s going to happen when the player interacts with the object.



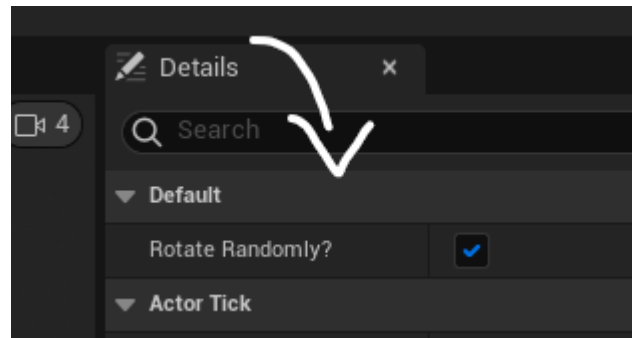
Step 4:

Change out the mesh of ‘ItemMesh’ to whatever mesh you would like.

Optional:

If you click on your

BP_(YourInteractableItem), you will get a setting called ‘Rotate Randomly’ - If enabled, this will rotate all the meshes randomly on start for a more unique look.



Examples:

There’s examples of all this in **RandomSpawnInteract > Blueprints > Examples**

Setup Player Character

This is only if you have your own player controller, and don’t want to use the included **BP_InteractPersonCharacter**.

You need to open this class by navigating to **RandomSpawnInteract > Demo > ThirdPerson > Blueprints**

And simply copy over all the green commented logic to your own player controller.

DISCLAIMER:

Reminder to add ‘Interact’ as an input action in project settings.