



# Documentation

## Location Navigator system

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## 1.0 Introduction

The Location Navigator system provides the ability to navigate the player to predefined locations.

A radar appears on the left side of the user interface, displaying the direction, name, and distance to the location.

Additionally, an icon can be displayed in the game world, which also serves as an orientation aid for the player.

The system offers many customization options to accommodate your individual gameplay needs.

## 2.0 Setup

1. Go to your character blueprint.
2. Add the Actor component "AC\_LocationNavigator" on the top left into your character ([Documentation 2.1](#)).
3. Open your level and drag a 'BP\_LocationNavigator\_Location' onto the map or use the 'Spawn actor from class' node to create a 'BP\_LocationNavigator\_Location' ([Documentation 2.2.1](#)).

Then, adjust the settings in the detail panel ([Documentation 2.2.2](#)) on the right within the editor.

4. If you have a navigation radius, move your character into it. If your radius is 0, the widget should show immediately.

### 2.1 Component setup

To use the Simple Location Navigator system, simply add the "AC\_LocationNavigator" as a component to your character class.

**To adjust the position** of the navigation widgets in the UI, go to the "WBP\_LocationNavigator\_MainUI" widget and adjust the "LocationNavigator\_TileView".

## 2.2 Location setup

### 2.2.1 Add / Remove locations

#### 2.2.1.1 Predefined world location:

Just drag a “[BP\\_LocationNavigator\\_Location](#)” actor into your game world or into your selected actor as a component.

#### 2.2.1.2 Add location at runtime:

To add a location at runtime, simply call the “[CreateNewLocationNavigatorLocation](#)” function in the “[AC\\_LocationNavigator](#)” component.

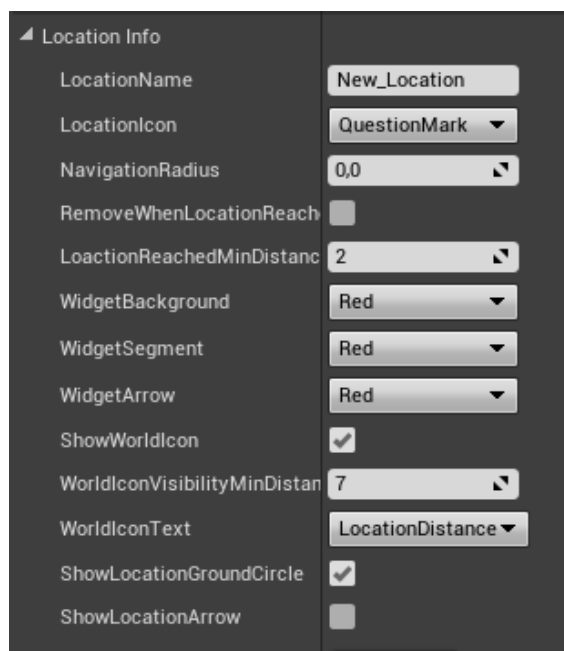
The return value is an object of type “[BP\\_LocationNavigator\\_Location](#)”.

You can save this object locally and, if necessary, call the

“[RemoveCreatedLocationNavigatorLocation](#)” function to remove the created location later.

### 2.2.2 Set location parameters

To customize your locations individually, you need to adjust the parameters in the [LocationInfo](#) enum of the “[BP\\_LocationNavigator\\_Location](#)” class.



The screenshot shows the 'Location Info' section of the 'BP\_LocationNavigator\_Location' class. It contains a list of parameters with their corresponding values and controls:

| Parameter                      | Value / Control                     |
|--------------------------------|-------------------------------------|
| LocationName                   | New_Location                        |
| LocationIcon                   | QuestionMark                        |
| NavigationRadius               | 0,0                                 |
| RemoveWhenLocationReached      | <input type="checkbox"/>            |
| LocationReachedMinDistance     | 2                                   |
| WidgetBackground               | Red                                 |
| WidgetSegment                  | Red                                 |
| WidgetArrow                    | Red                                 |
| ShowWorldIcon                  | <input checked="" type="checkbox"/> |
| WorldIconVisibilityMinDistance | 7                                   |
| WorldIconText                  | LocationDistance                    |
| ShowLocationGroundCircle       | <input checked="" type="checkbox"/> |
| ShowLocationArrow              | <input type="checkbox"/>            |

### 2.2.2.1 Location name

The name of the location which appears at the world icon (if set) and under the navigation widget.

### 2.2.2.2 Location icon

The icon symbol of the location which appears at the world icon (if set) and in the navigation widget.

There are 4 different location icons/symbols available.



Question mark



Information



Exclamation mark



Location pin

### 2.2.2.3 NavigationRadius

If you want the navigation element to **only appear within a certain radius** for a location, set the value and display the radius in the editor.

If you want the element to always appear anywhere without restriction, set **the radius to 0**.

### 2.2.2.4 RemoveWhenLocationReached

The location is removed from the game once the player reaches the [“LocationReachedMinDistanceMeter”](#).

### 2.2.2.5 LocationReachedMinDistanceMeter

The distance in **meters** at which the player successfully reaches the target / location.

### 2.2.2.6 Widget background / segment / arrow

There are 8 different styles available to choose from for your individual style. It is possible to set the style for the background, direction segments, and direction arrow. You can use the same style for all 3 elements or combine them individually. The world icon style will be set to the style of the radar background.



### 2.2.2.7 ShowWorldIcon

Determines whether an icon is displayed at the location in the world, which serves as an additional point of reference.



### 2.2.2.8 WorldIconVisibilityMinDistanceMeter

The minimum distance in meters at which the World icon should be displayed. If this value is exceeded, the icon will become invisible.

### 2.2.2.9 WorldIconText

LocationDistance:

A text displaying the distance in meters to the player will be shown under the icon.

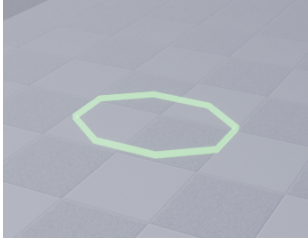
LocationName:

A text displaying the name of the location will be shown under the icon.



#### 2.2.2.10 ShowLocationGroundCircle

A green octagon will indicate the destination on the map.



#### 2.2.2.11 ShowLocationArrow

A green arrow will indicate the destination on the map.

