

South Korean License Plates

Blueprint Generator

Documentation

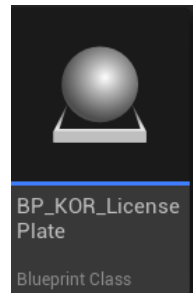


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1. Implementation (Standalone Actor)

The core of this pack is the **BP_KOR_LicensePlate** actor. You can easily drag and drop this blueprint directly into your level to create static license plates.

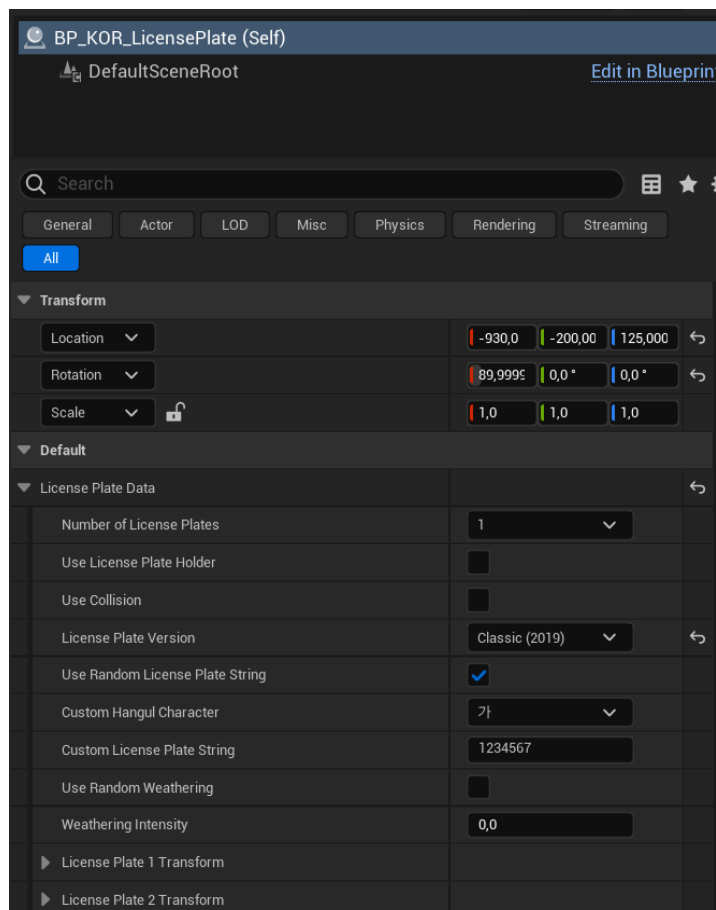
1. Open the Content Browser and navigate to the blueprint folder.
2. Drag and drop the **BP_KOR_LicensePlate** actor into your level.
3. Select the actor. In the Details Panel, locate the **License Plate Data** category.



2. Actor Variables: License Plate Data

All parameters are neatly organized within the **License Plate Data** struct.

- **Number of License Plates:** Enum to select how many plates are spawned (0, 1, or 2).
- **Use License Plate Holder:** Boolean. Toggles the visibility of the plastic license plate holder.
- **Use Collision:** Boolean. Enables or disables the collision of the license plate mesh. (*Note: Disabling is recommended if attaching to vehicles*).
- **License Plate Version:** Enum to select the visual style of the plate. Options are: "Random", "Classic (2019)", "New Blue Stripe (2020)", or "Expensive Company Car (2024)".
- **Use Random License Plate String:** Boolean. If true, generates a random authentic 8-character string (3 digits, 1 Hangul character, 4 digits).
- **Custom Hangul Character:** Enum. Allows you to choose from 32 different authentic Hangul characters. (*Only used if "Use Random License Plate String" is false*).



- **Custom License Plate String:** String. Input your specific digits here. (*Only used if "Use Random License Plate String" is false. Note: Only numbers are supported, as South Korean plates do not use standard alphabet letters or special symbols*).
 - **Use Random Weathering:** Boolean. If true, generates a random weathering value for scratches, edge wear, and dirt.
 - **Weathering Intensity:** Float. If random weathering is disabled, you can manually define the dirt and wear intensity here.
 - **License Plate 1 Transform / License Plate 2 Transform:** Adjusts the relative position, rotation, and scale of the respective plates.
 - **License Plate 1 Bend Degree:** Enum. Select the desired curvature for the first license plate. Ranges from 0 to 20 degrees in 2-degree increments (0, 2, 4, 6... 20).
 - **License Plate 2 Bend Degree:** Enum. Select the desired curvature for the second license plate. Ranges from 0 to 20 degrees in 2-degree increments.
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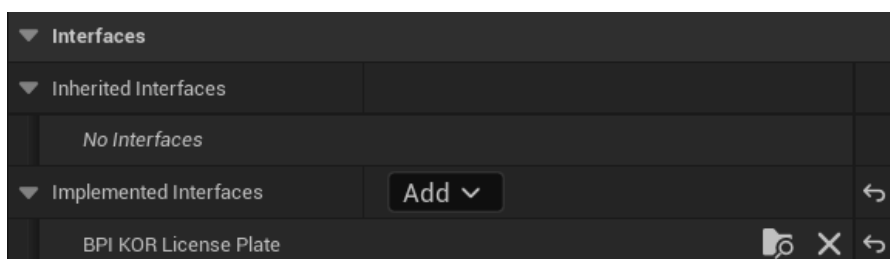
3. Global Material Settings

For global visual adjustments that affect all license plates simultaneously, open the Material Instance [MI_KOR_LicensePlate](#). Here you can tweak global PBR values (Roughness, Metallic) and modify the global Dirt Color.

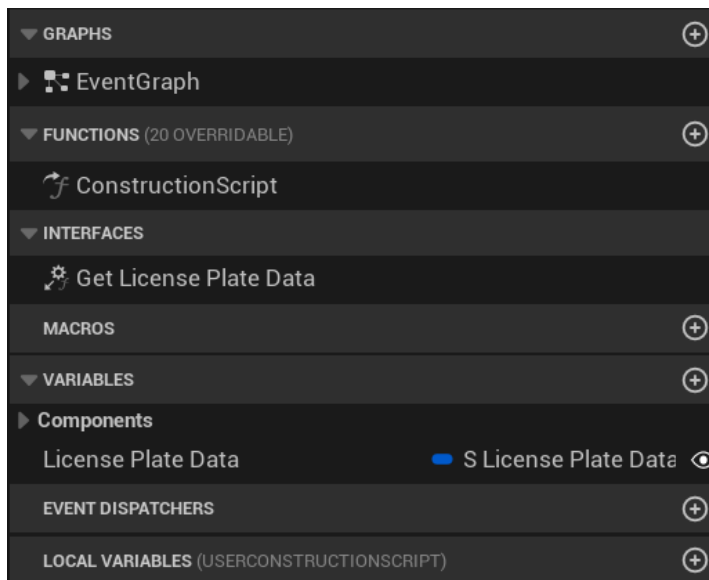
4. Parent Actor Implementation (Vehicles)

To attach the dynamic license plates to an existing actor (e.g., your drivable vehicle blueprint), you must use the included Blueprint Interface.

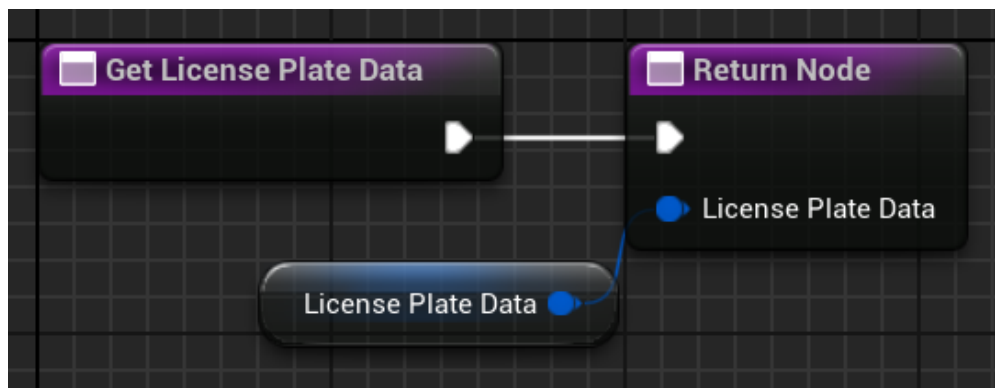
1. Open your Vehicle Blueprint.
2. Add a Child Actor Component and set its Actor Class to [BP_KOR_LicensePlate](#).
3. Go to the **Class Settings** of your Vehicle Blueprint.
4. In the Details Panel, under Interfaces, click **Add** and select [BPI_KOR_LicensePlate](#).

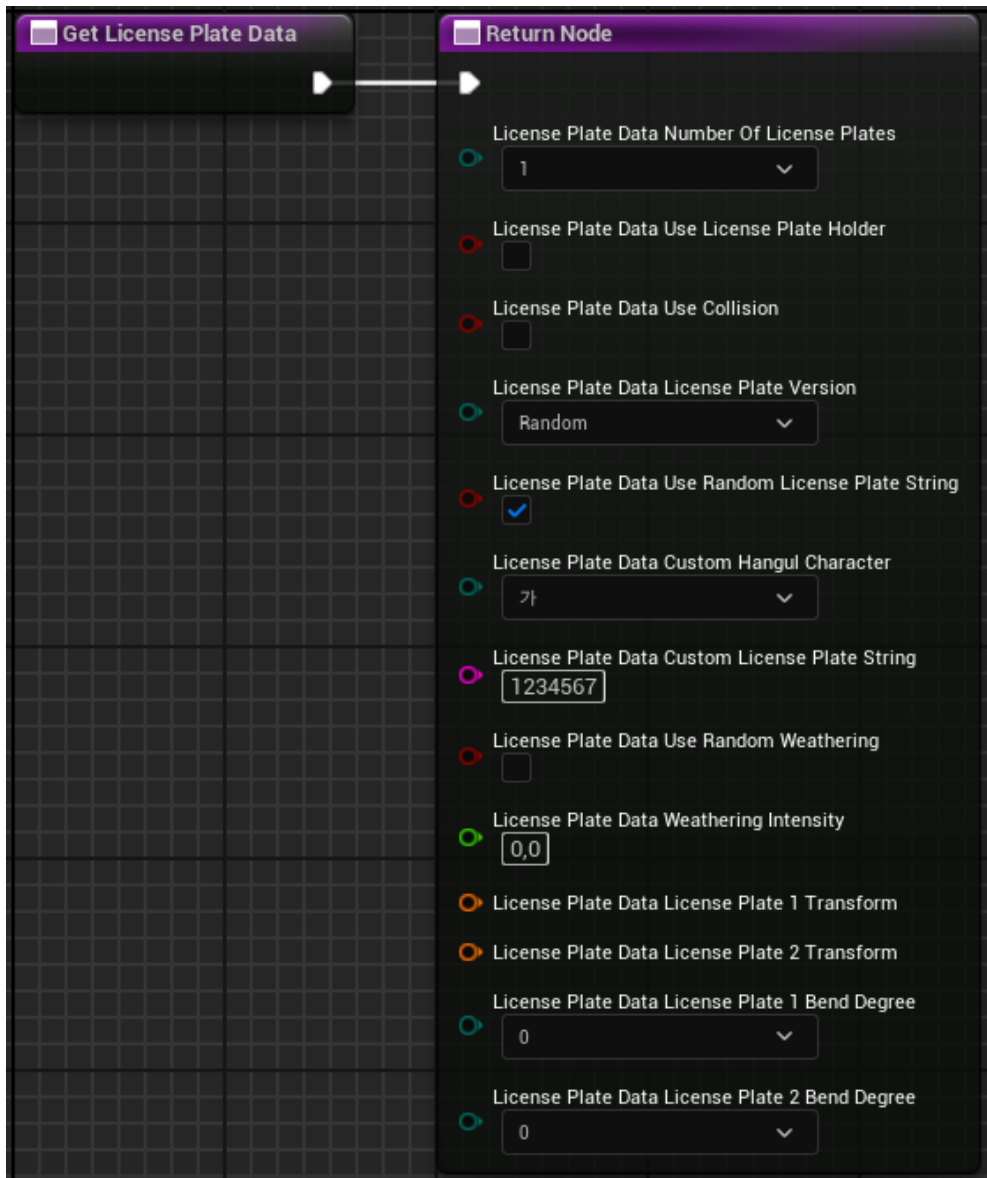


- Once the interface is added, the function `GetLicensePlateData` will appear in your Blueprint's "Interfaces" list on the left side.



- Double-click `GetLicensePlateData` to open it.
- Right-click the Return Node's struct pin and choose **Split Struct Pin** to manually plug in your desired configuration variables, or promote the Return Node to a variable to easily edit the data on the vehicle's Details Panel.





5. Support

If you have any questions, please send an email to support@geamgames.com