



SafeZones+

3/19/2023

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Work In Progress Document

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[SoloRiotz](#)

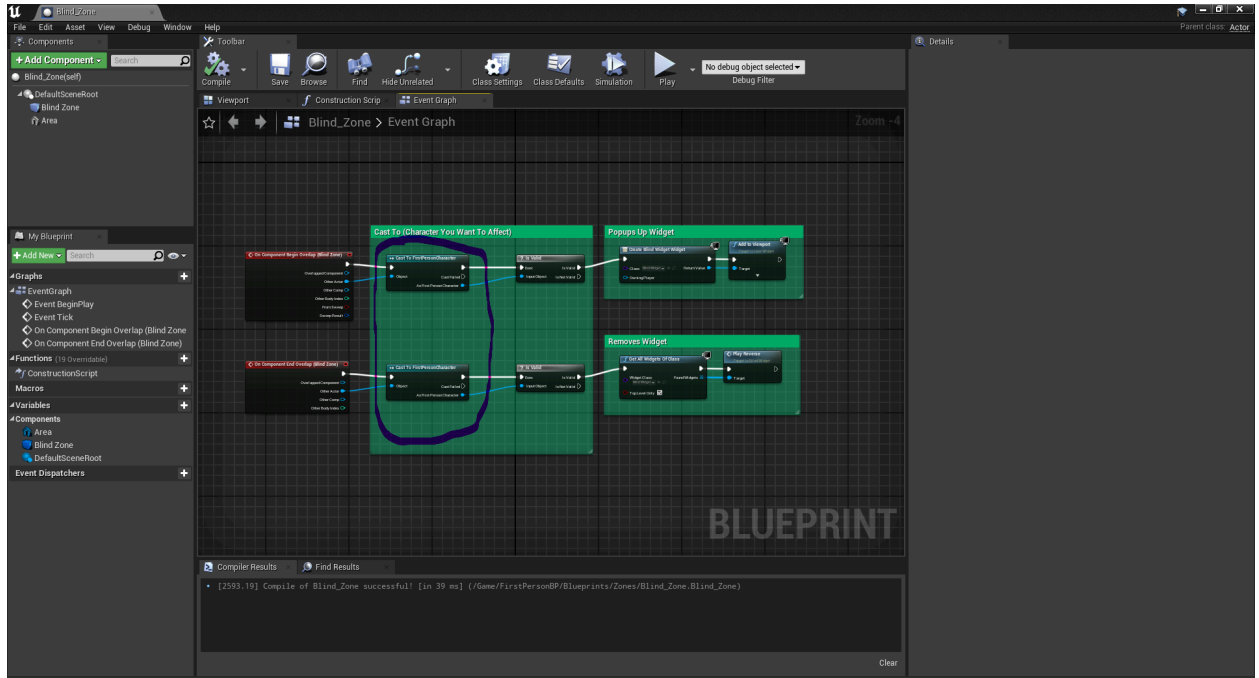
OverTimeGames

officialovertimegames@gmail.com

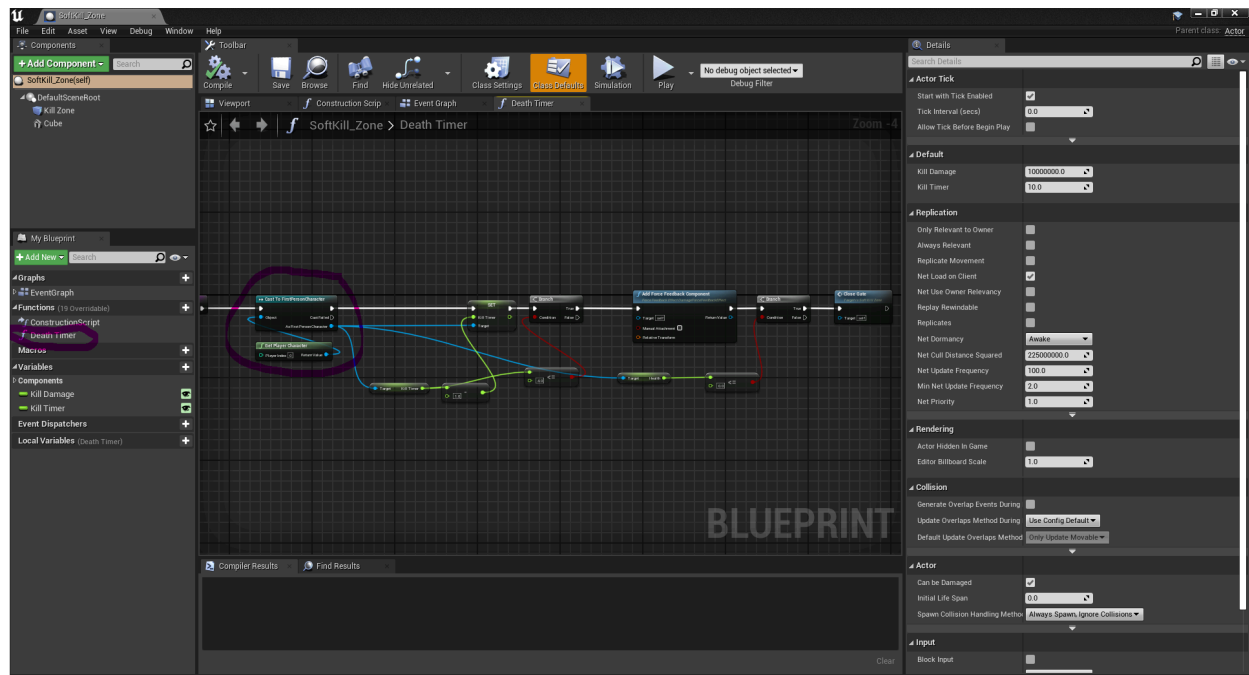
Overview

SafeZones+ provides the basic tools to blockout areas of Out Of Bounds, In Bound, Gravity, Player Movements, Sounds, GravPads, Teleporters, etc. This tool will help new or even

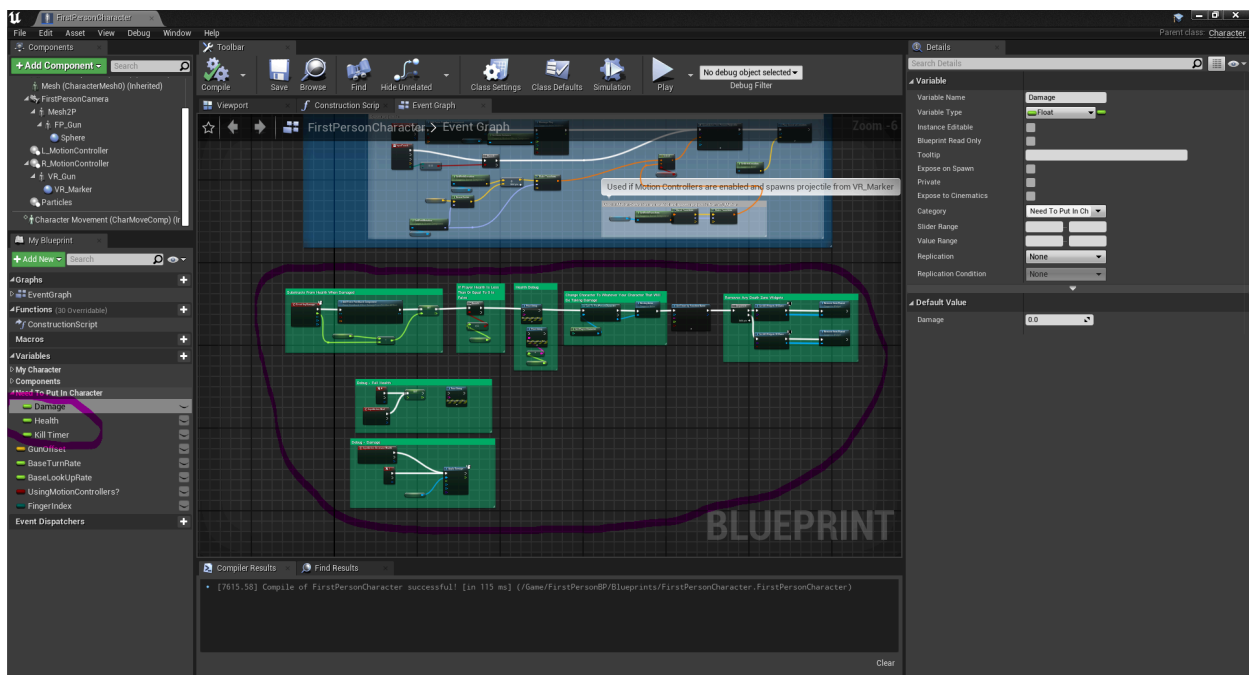
Important Info!!!



Change all "Cast To FirstPersonCharacter" to whatever your main character that you want to damage, heal, etc.

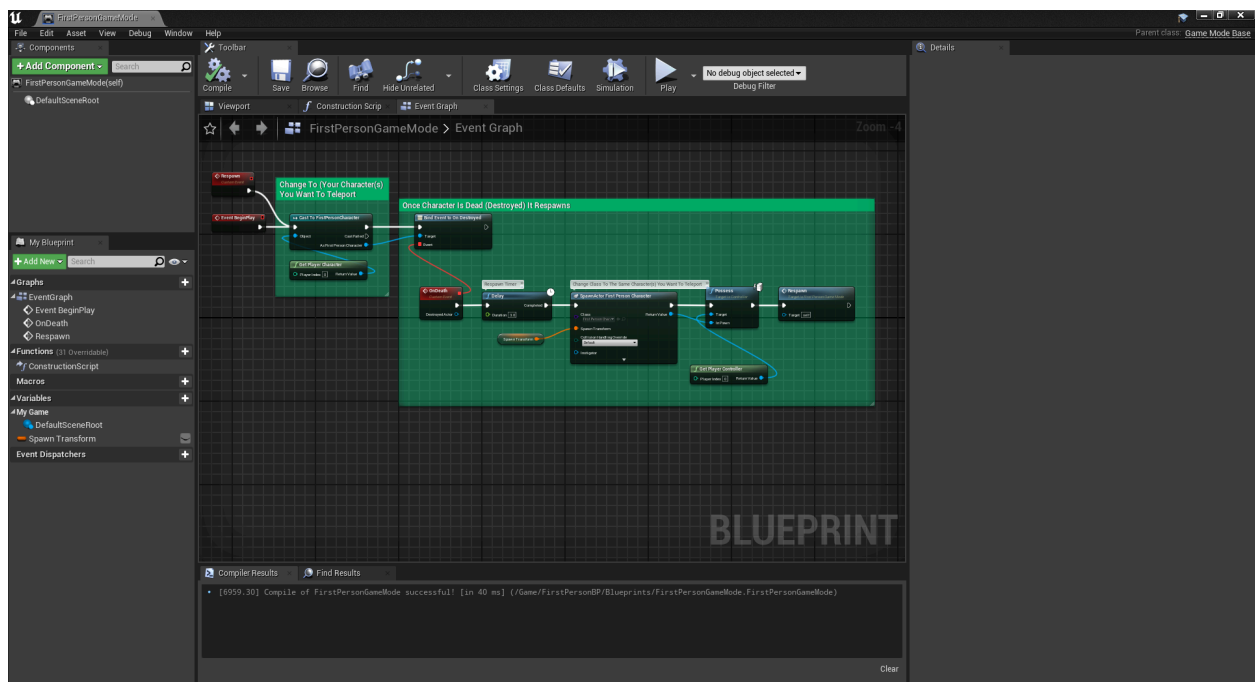
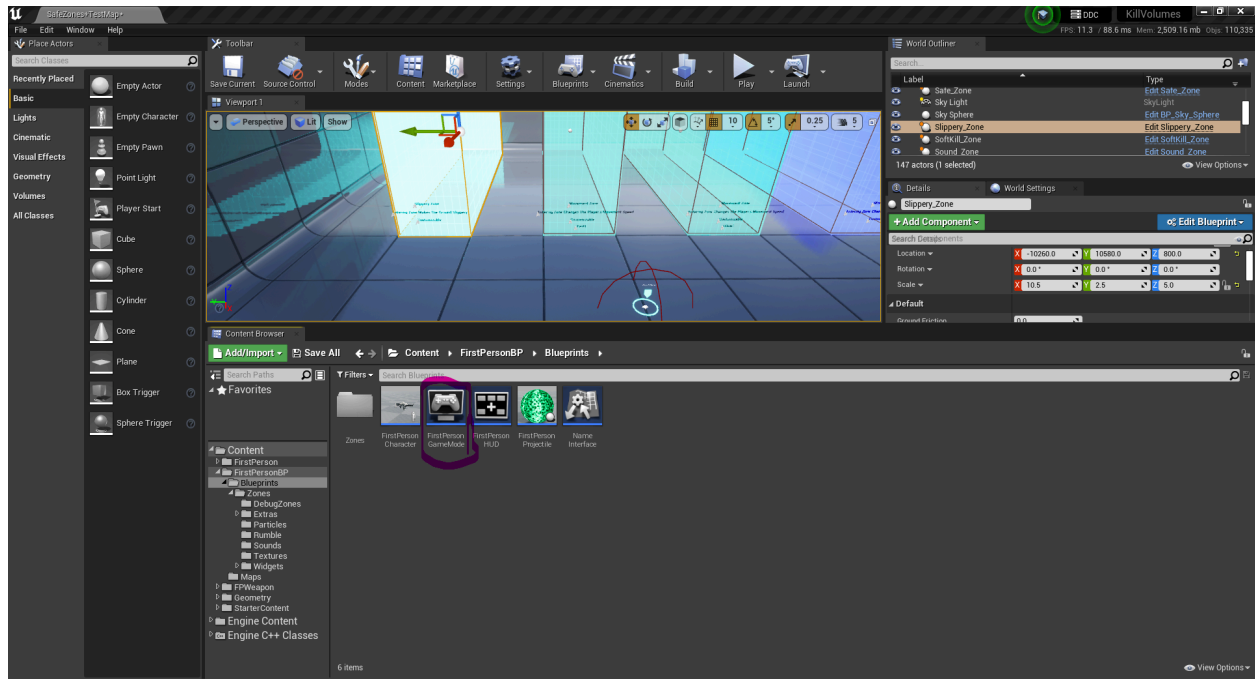


Make sure to change the “cast to” in “Death Timer” in all zones to make sure the timers work.



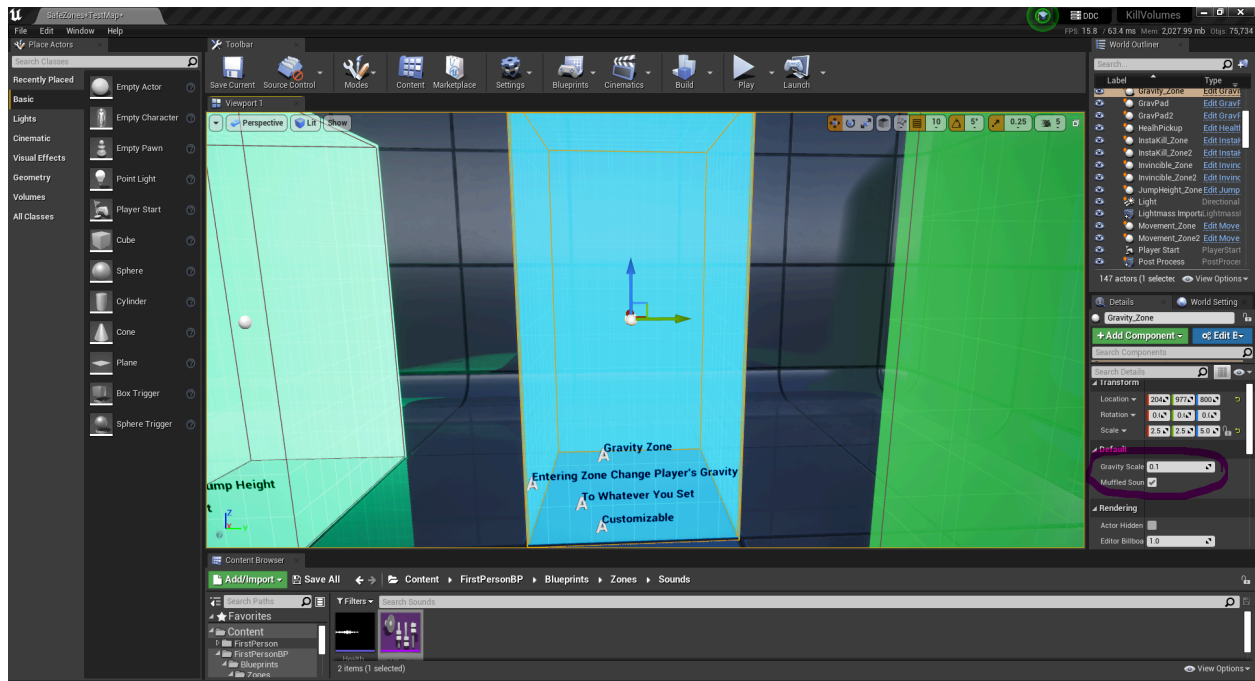
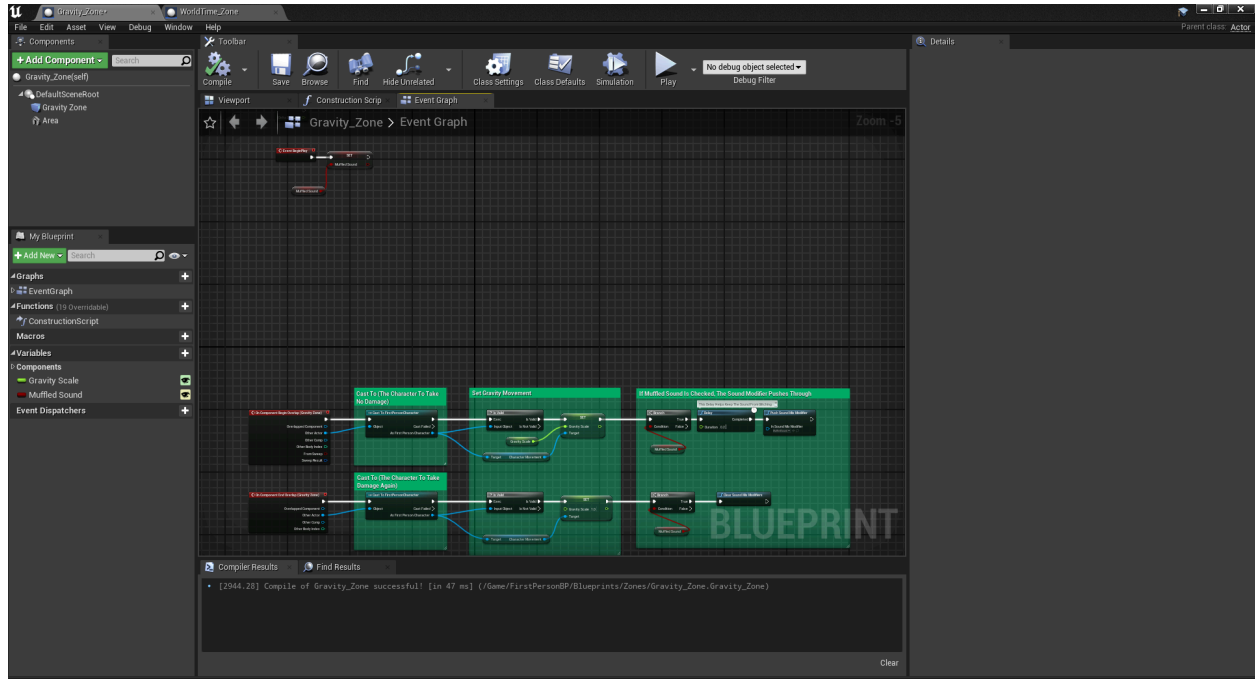
If you have changed characters, make sure to add all of these to your character blueprint.

GameMode Info



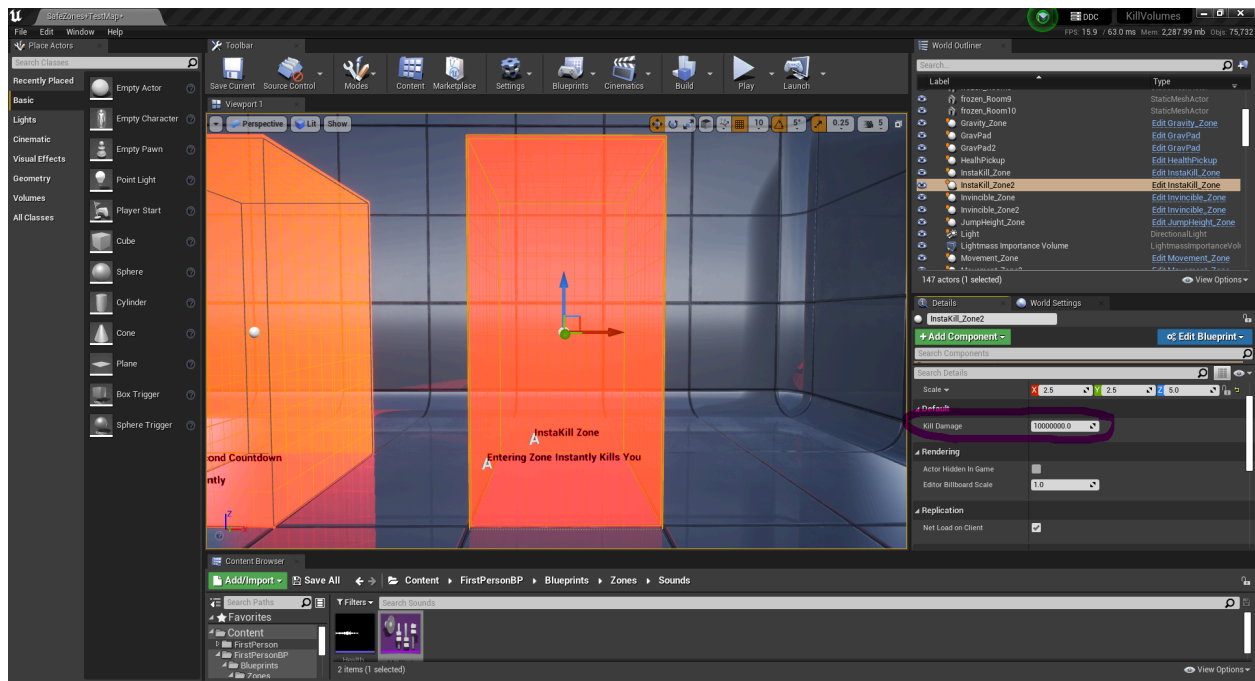
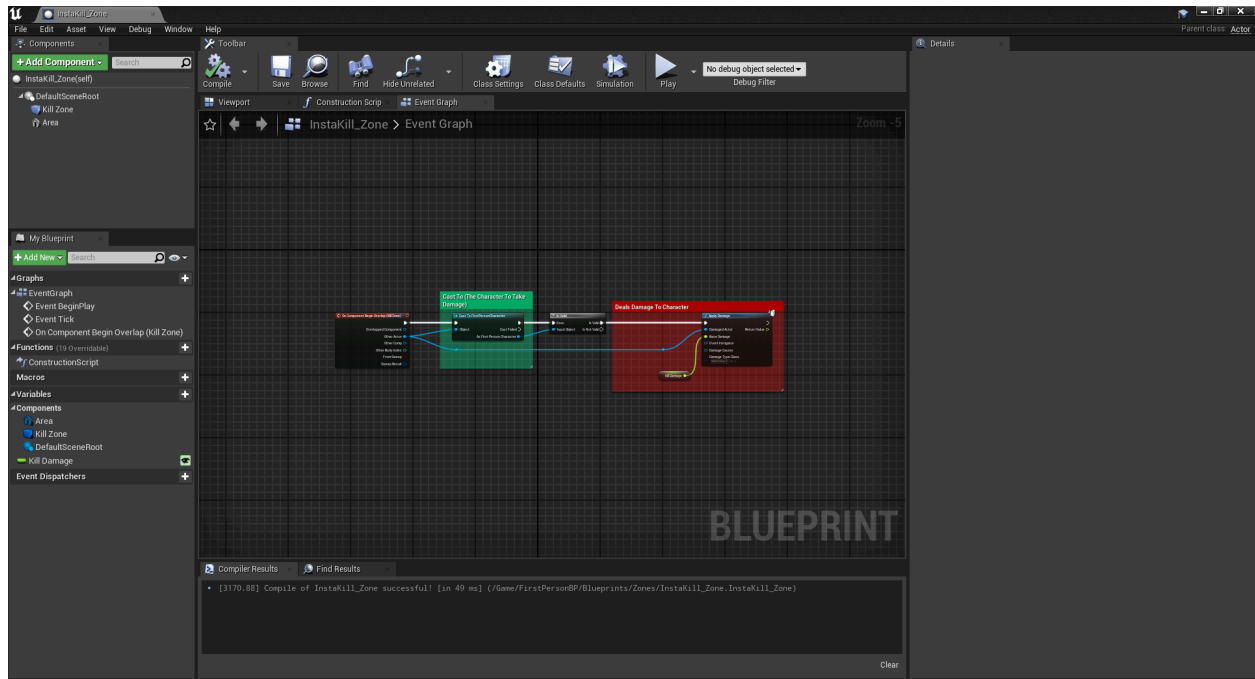
Make sure to go to FirstPerson Gamemode blueprint and copy and paste the code into your character gamemode blueprint.

Gravity Zone

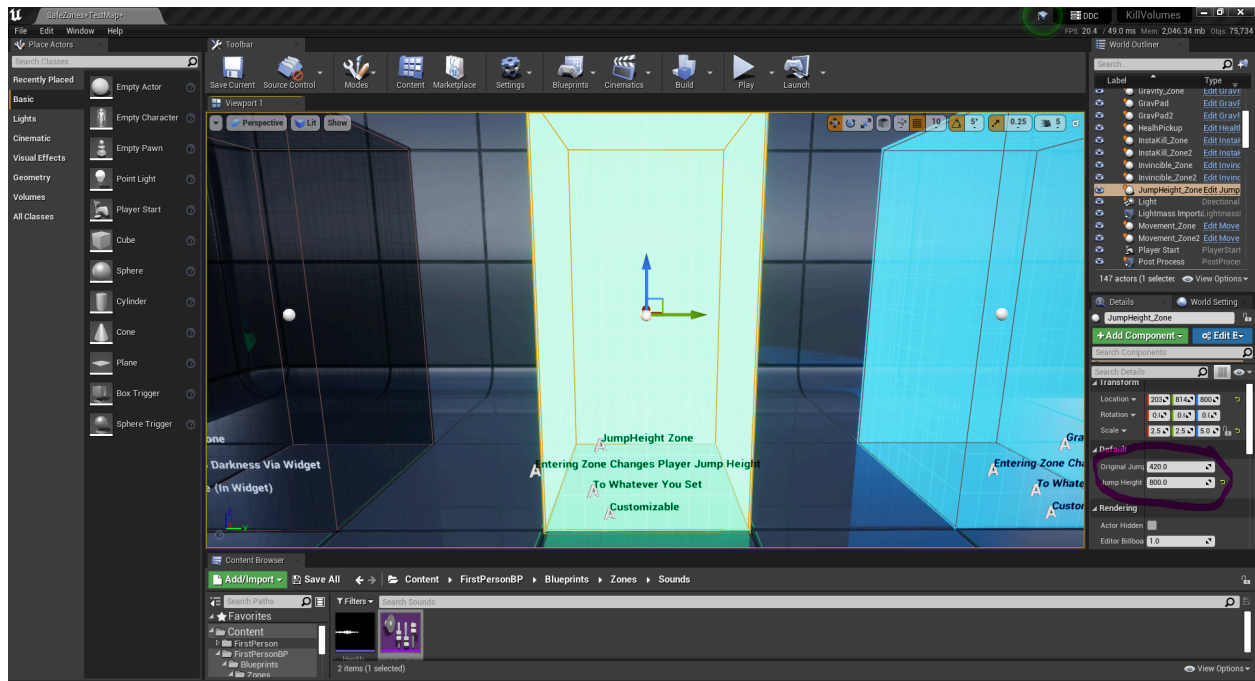
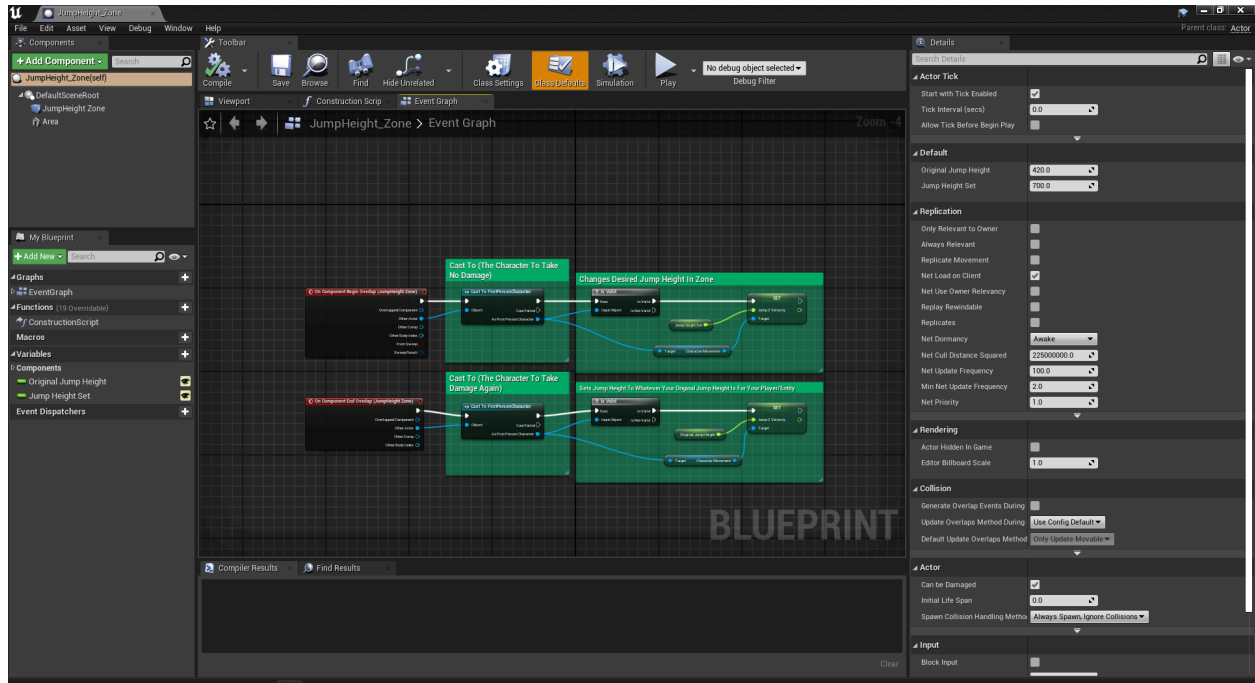


To Customize Any Zone That Is Customizable, Click The Zone And Go To Default Tab As You See Here In The Second Image. NOTE: Muffled Sound Effect Is Only For UE4.

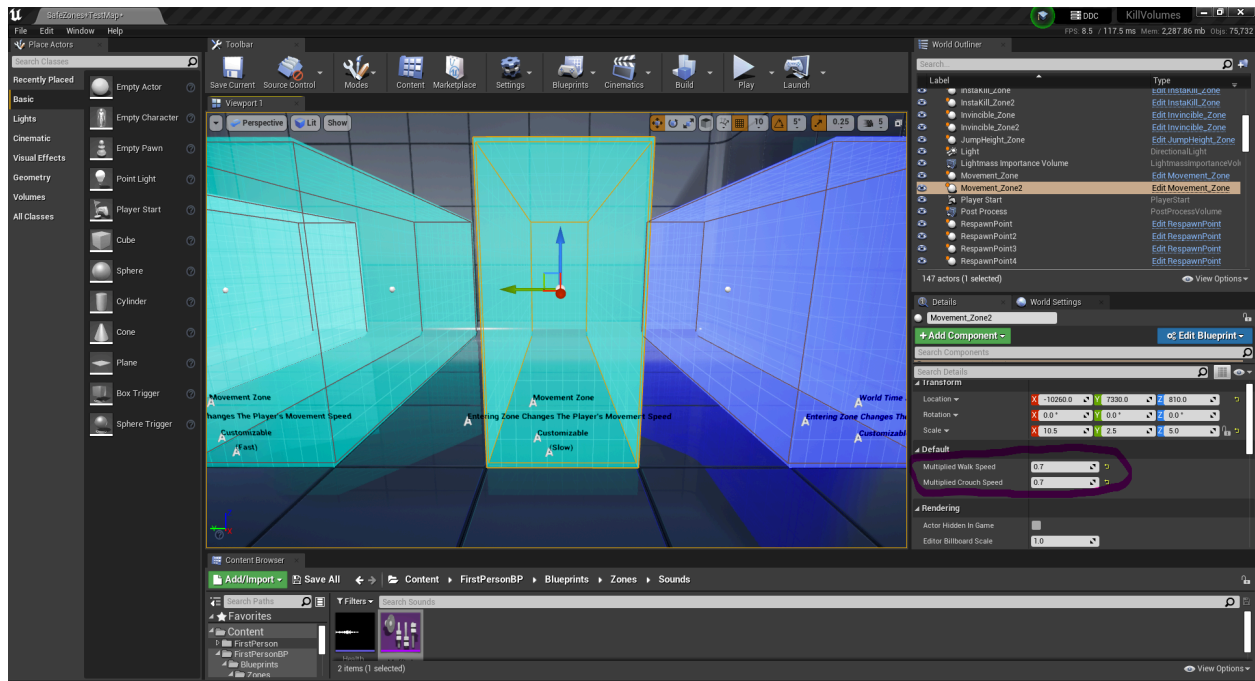
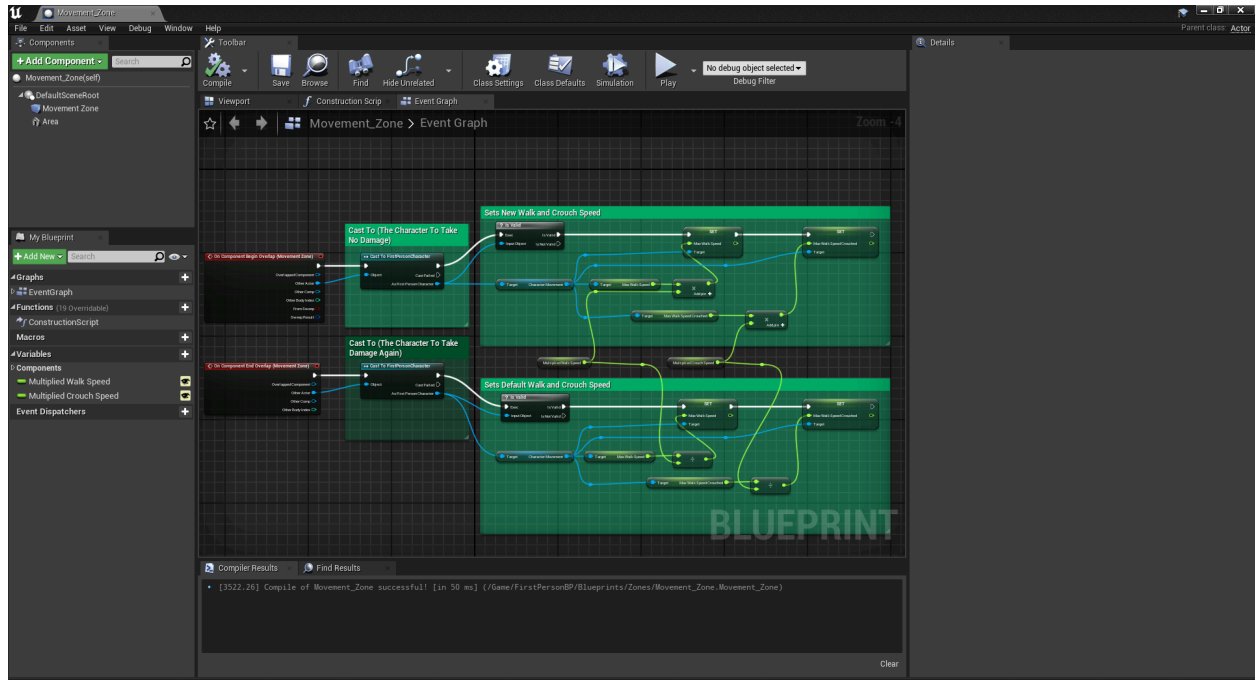
Instakill Zone



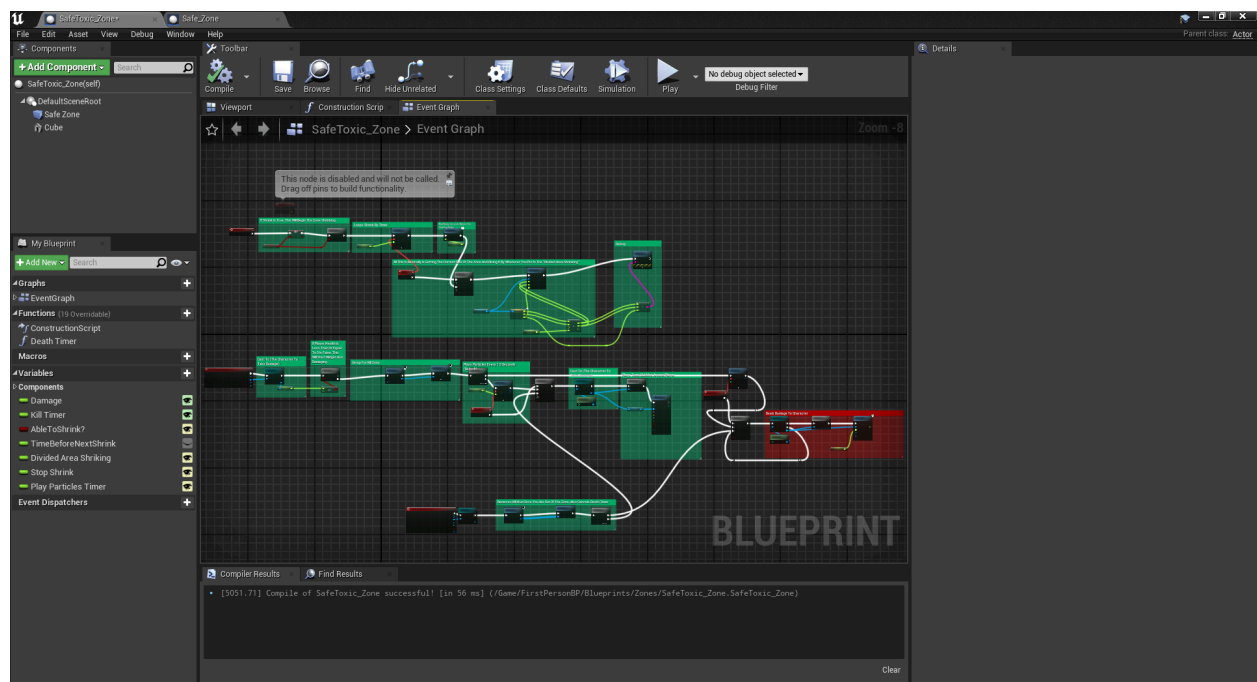
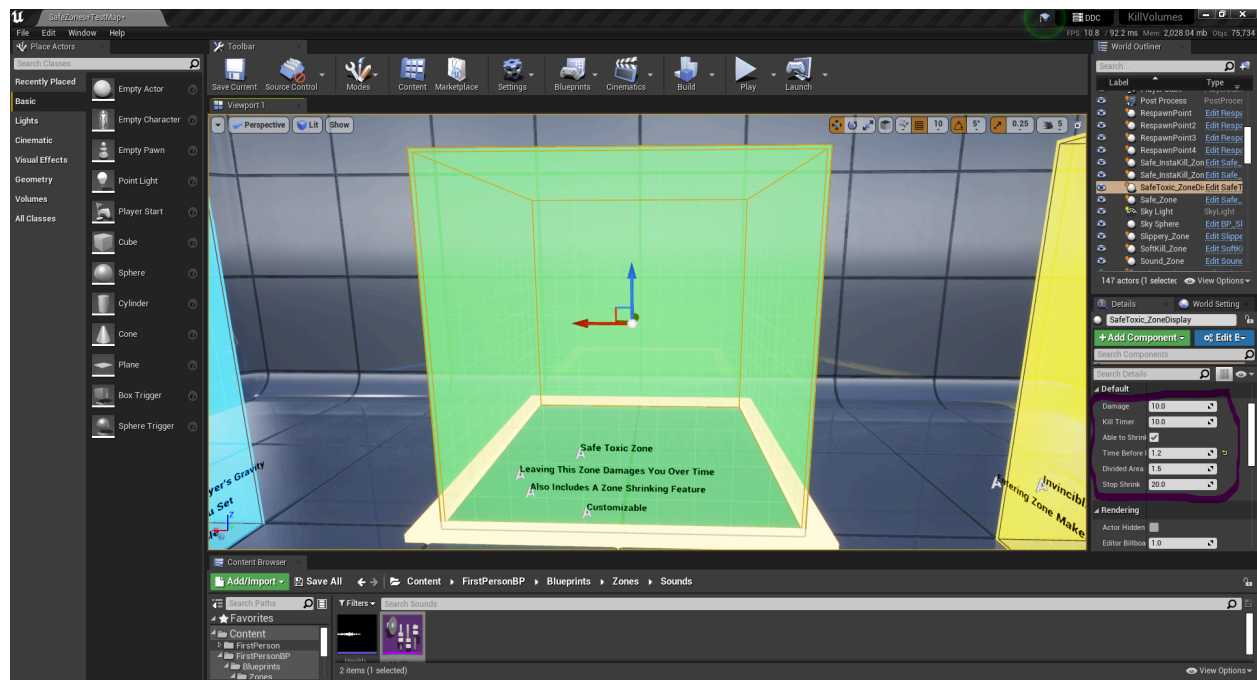
Jump Height Zone



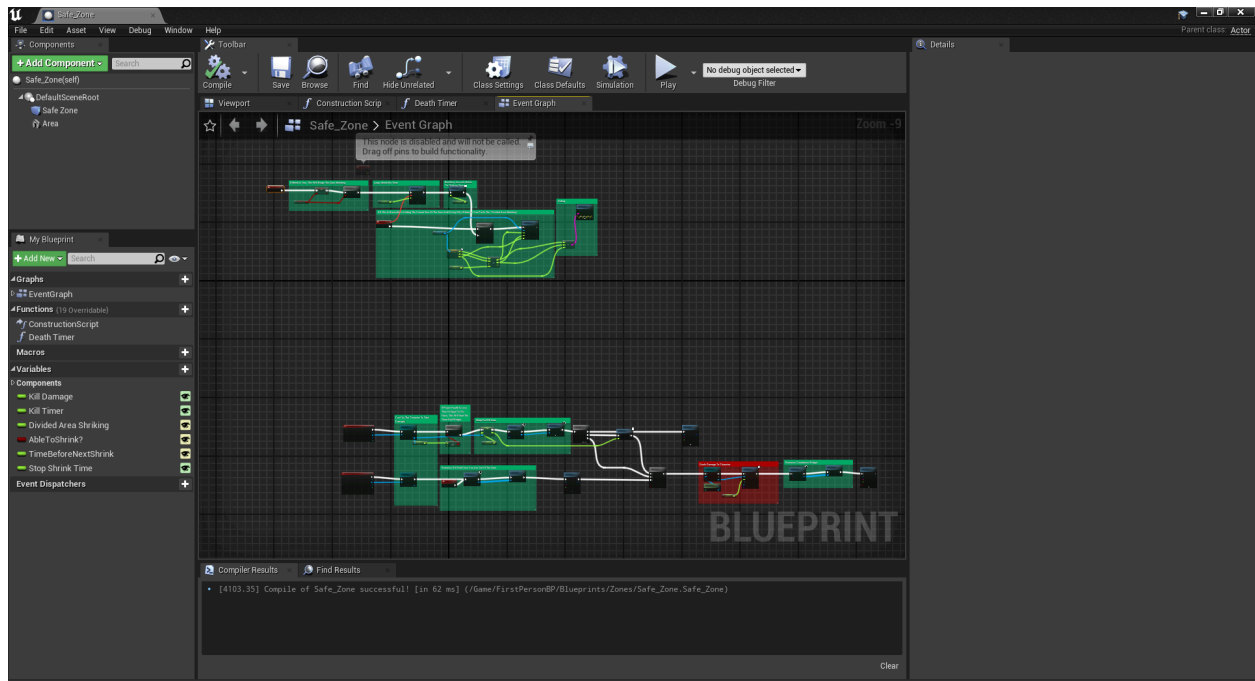
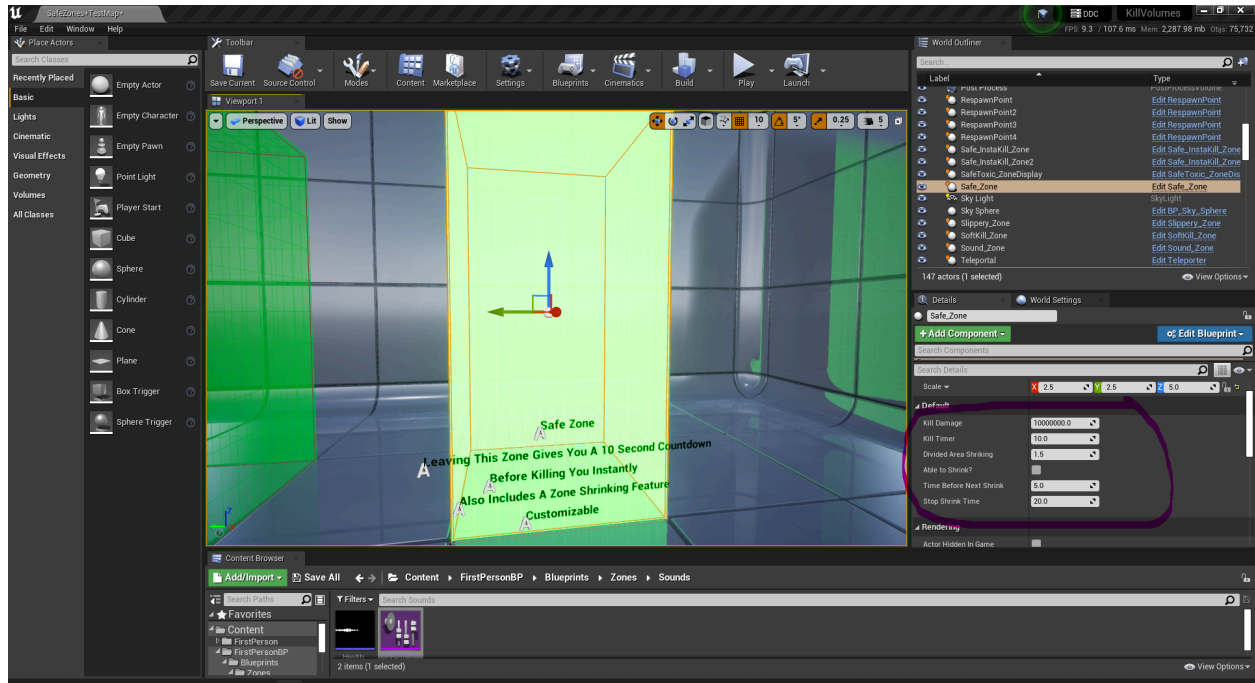
Movement Zone



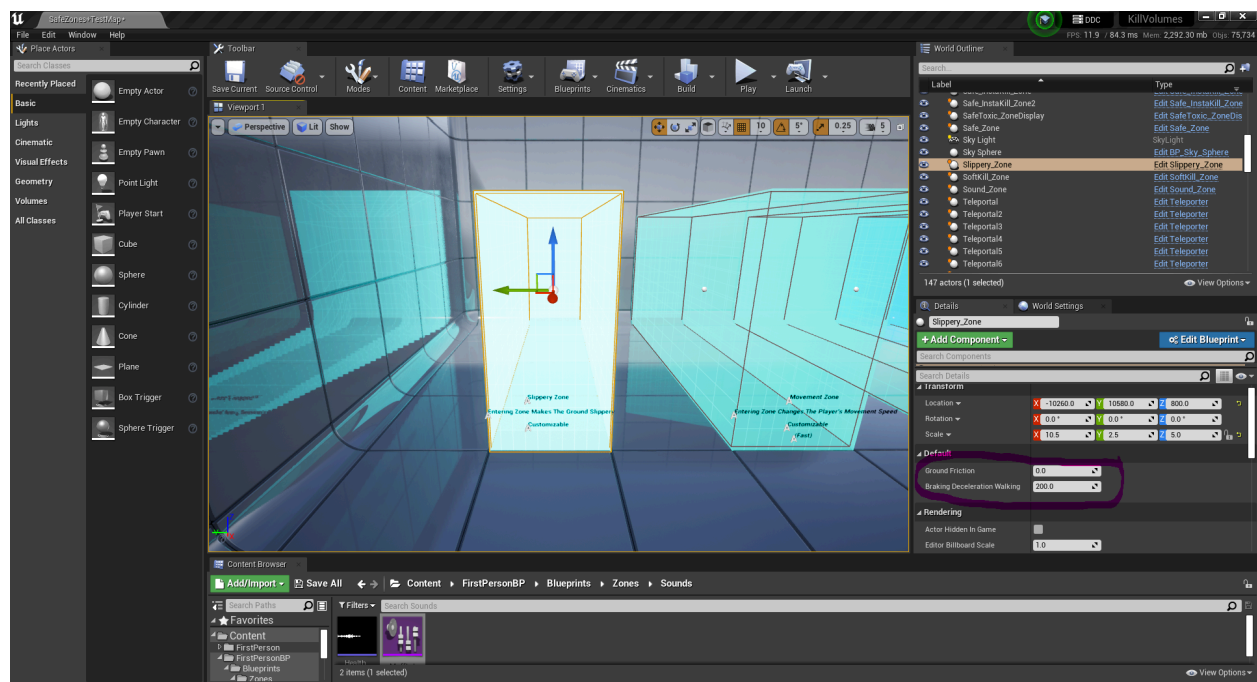
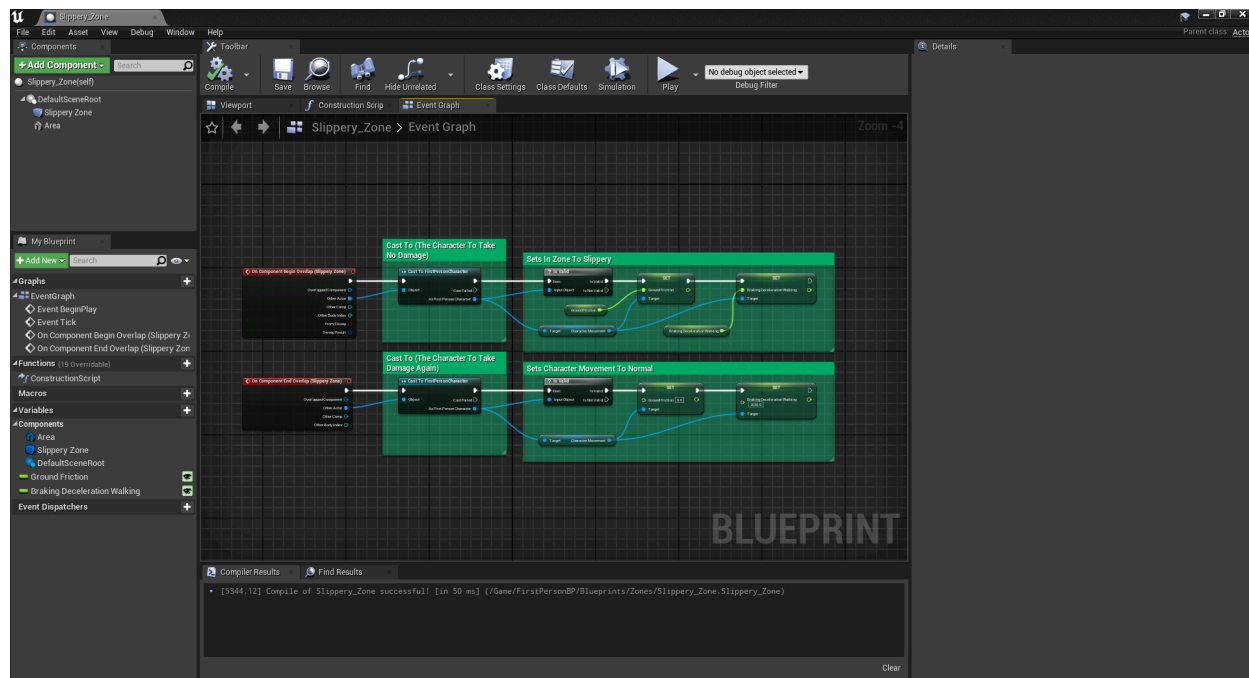
Safe Toxic Zone



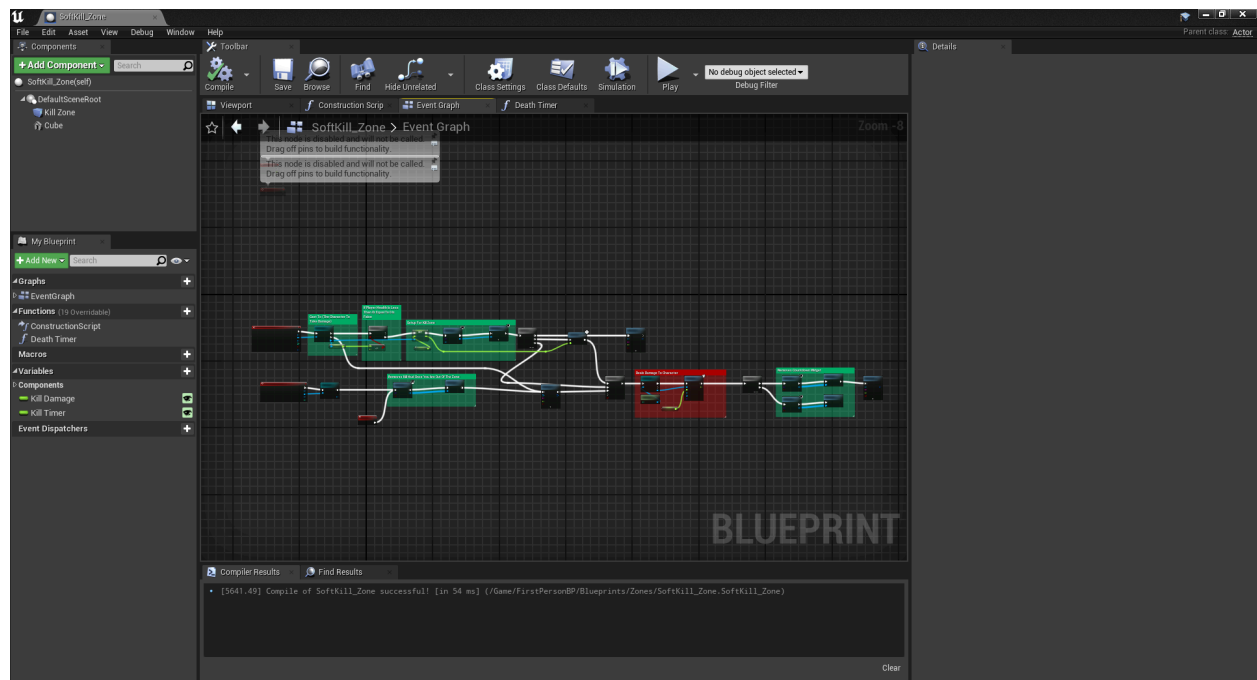
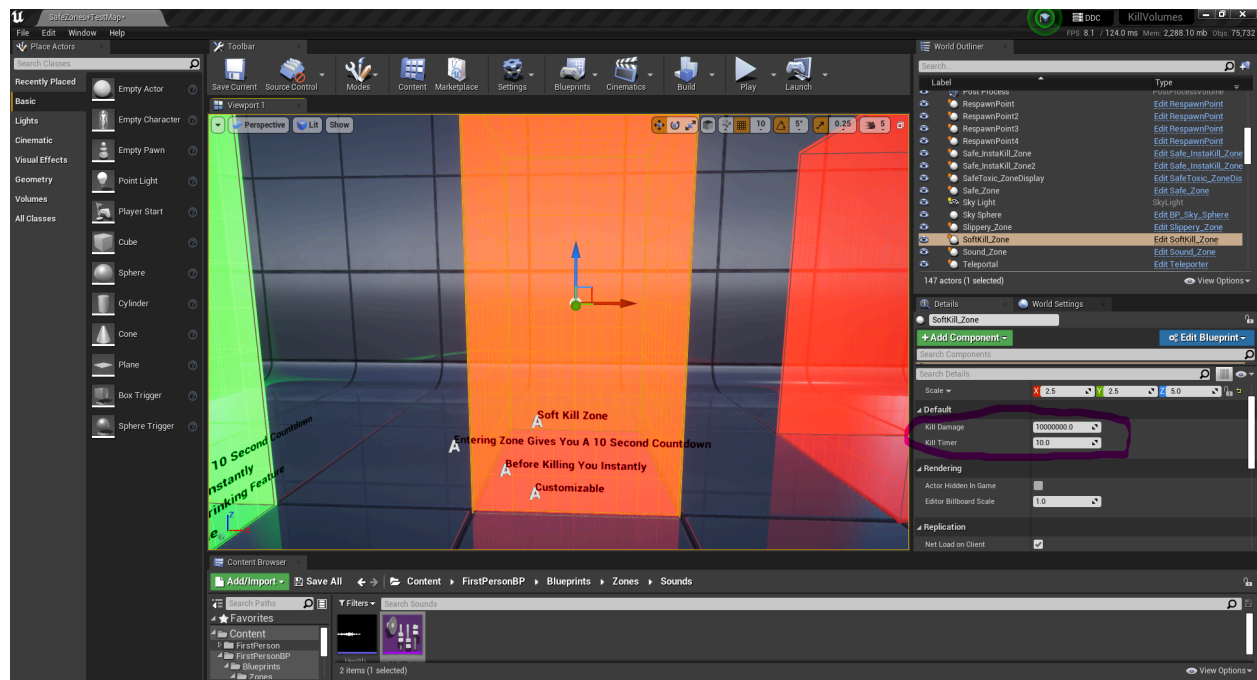
Safe Zone



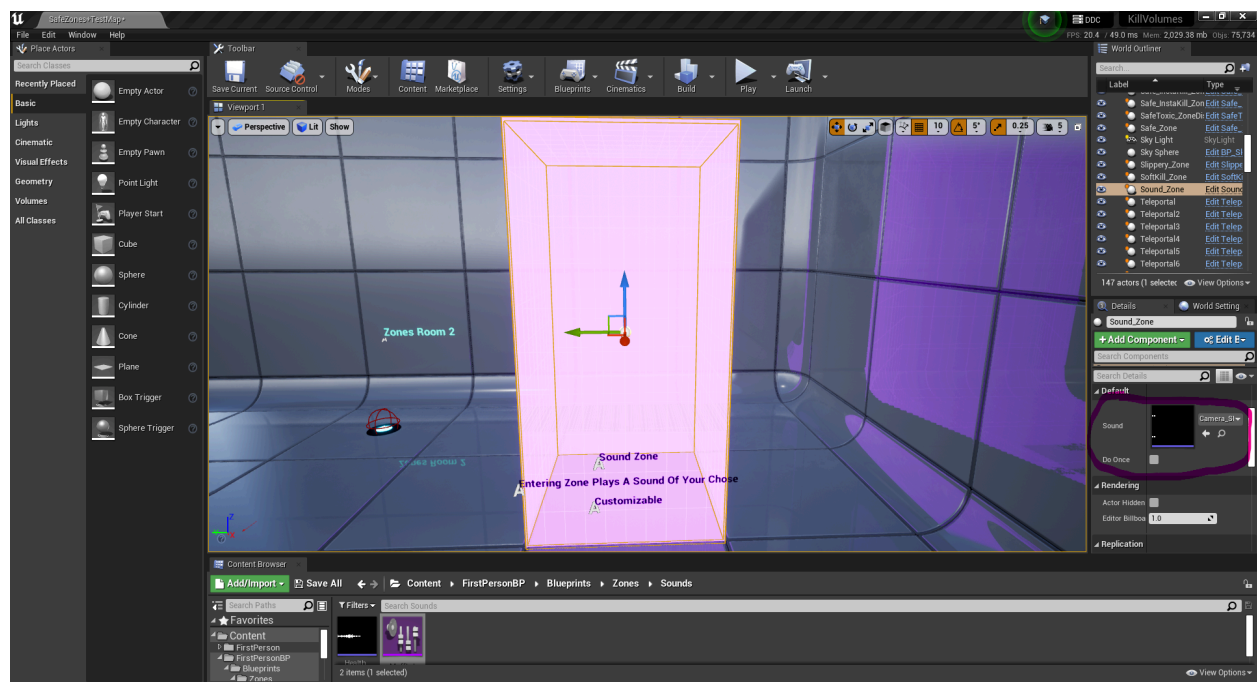
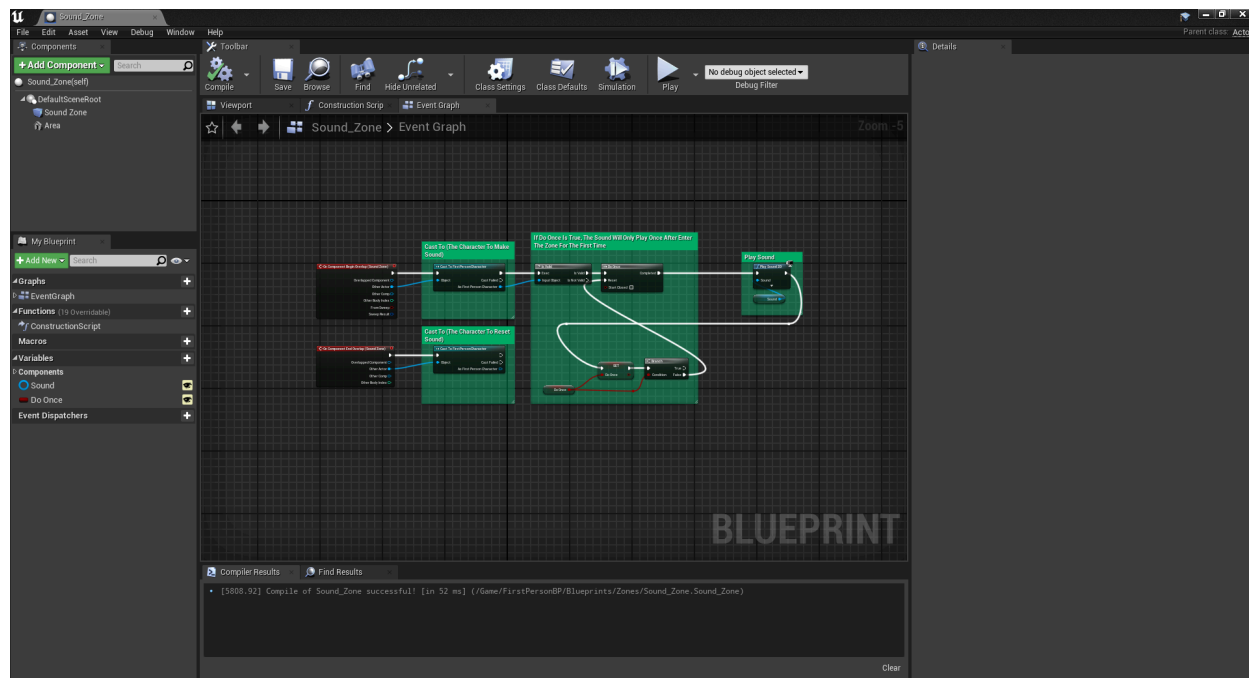
Slippery Zone



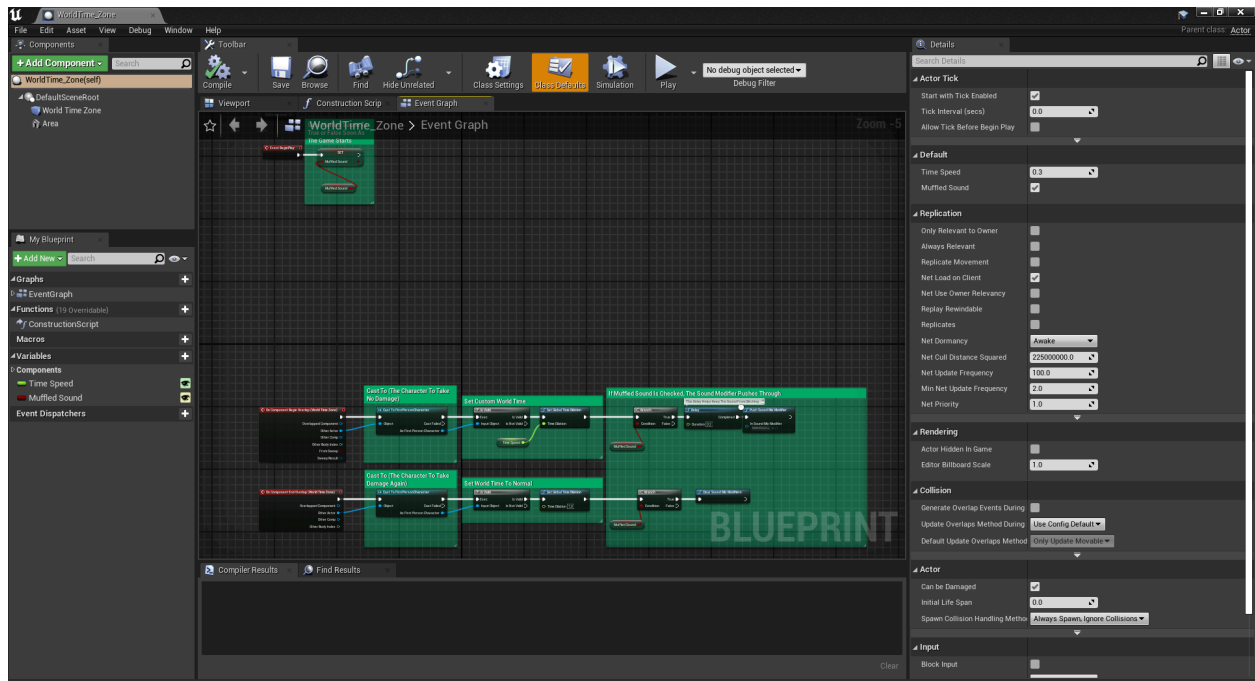
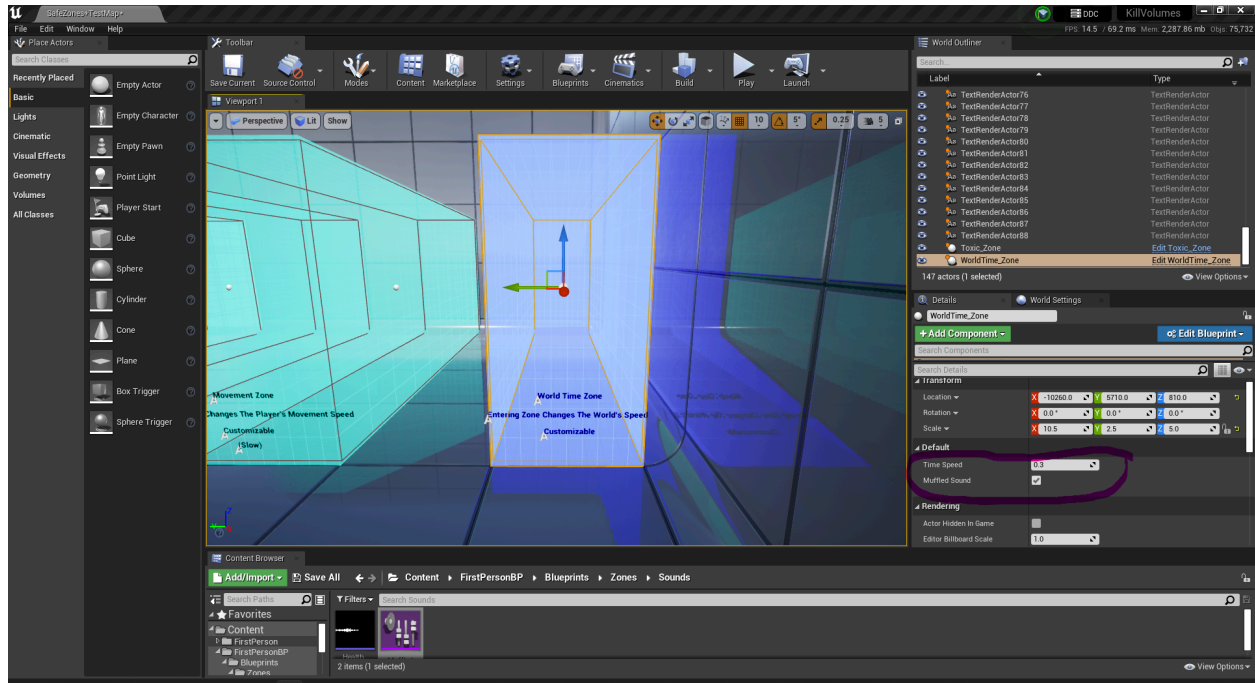
Soft Kill Zone



Sound Zone

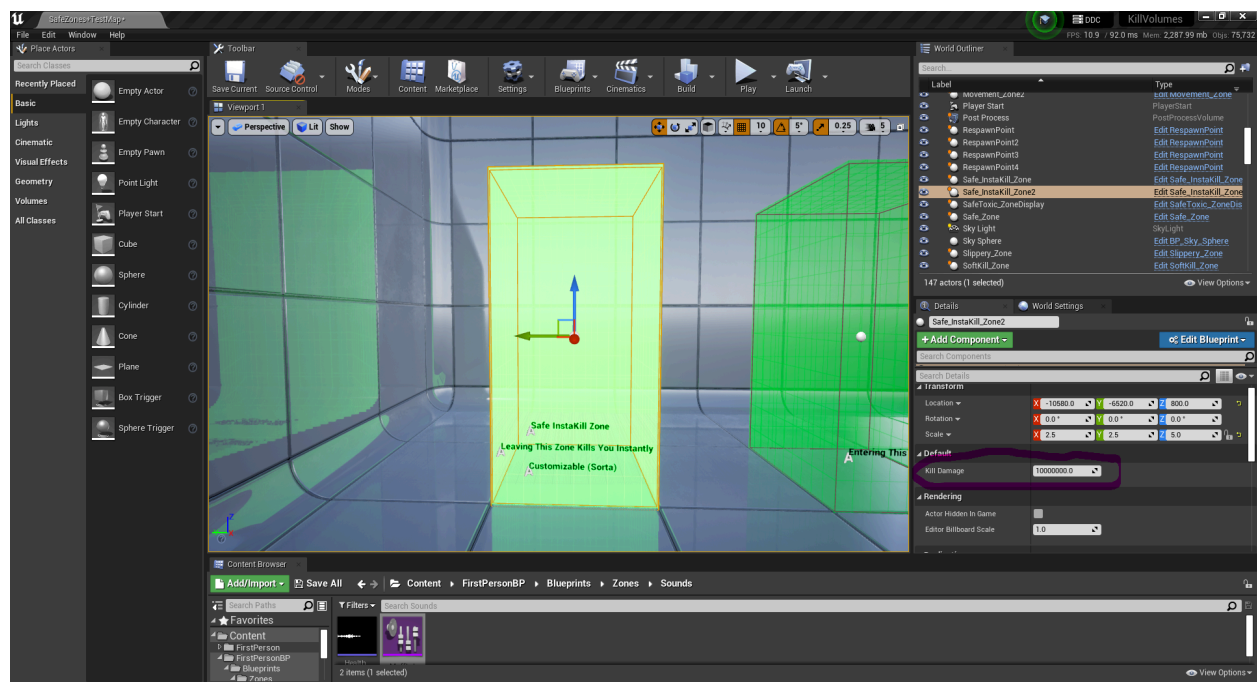
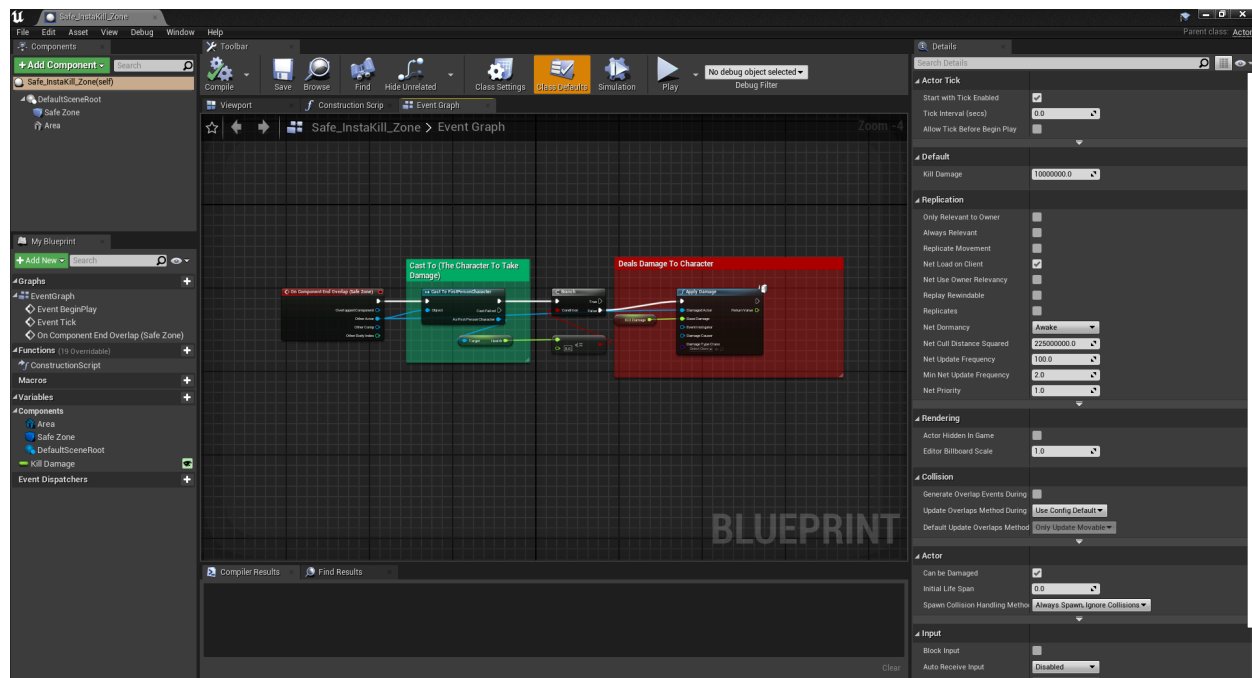


World Time Zone

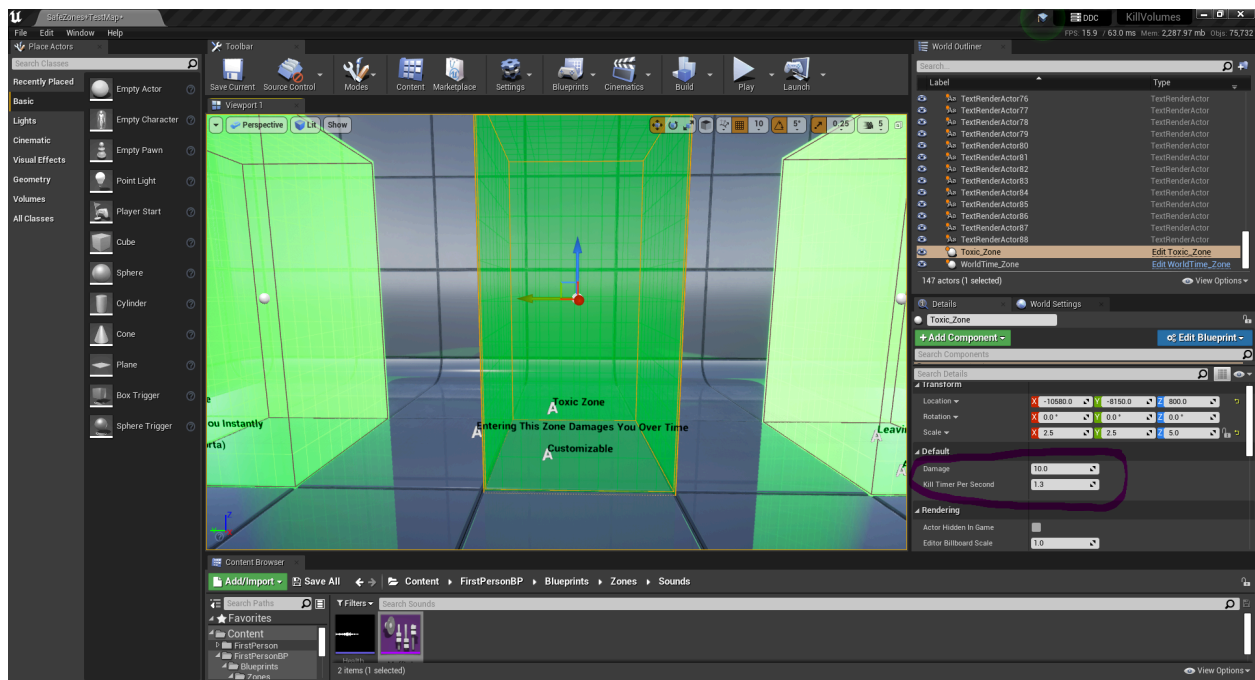
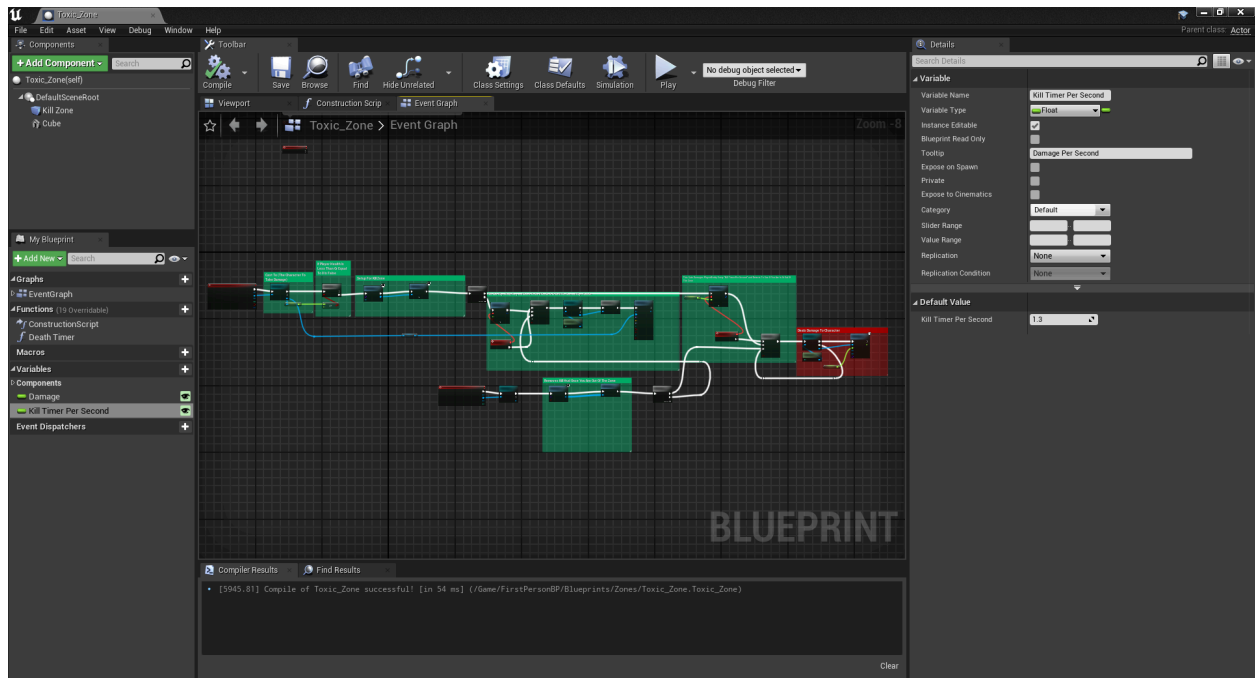


NOTE: Muffled Sound Effect Is Only For UE4.

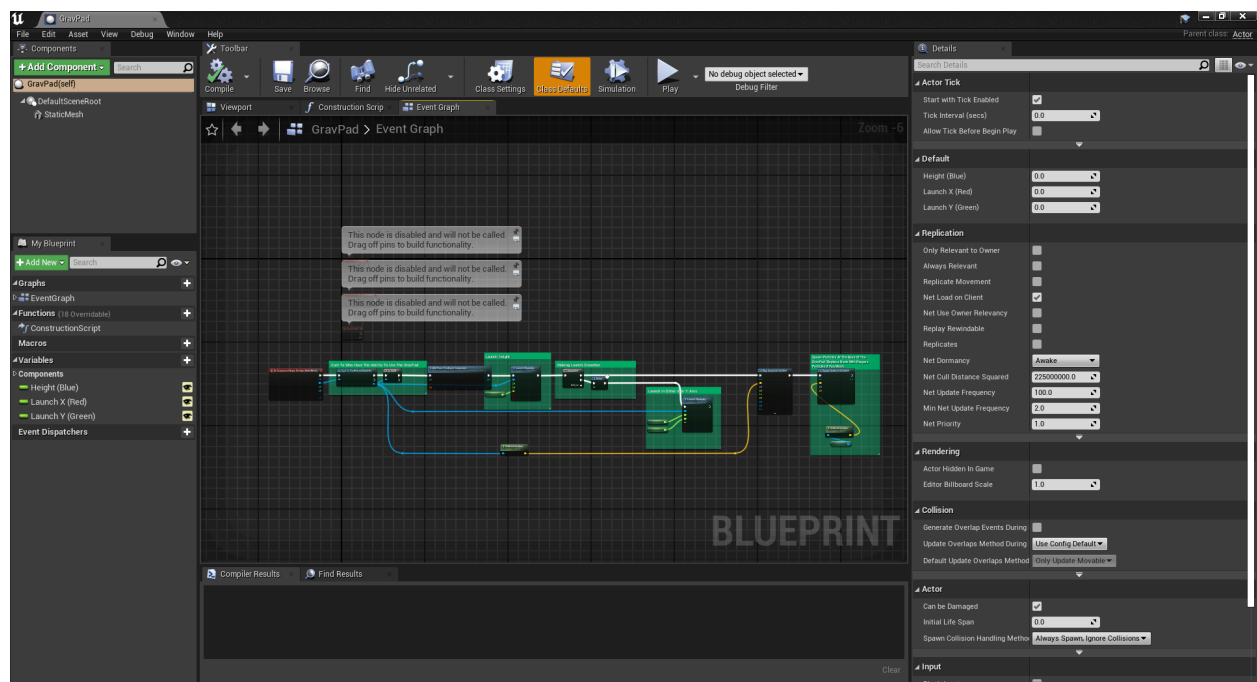
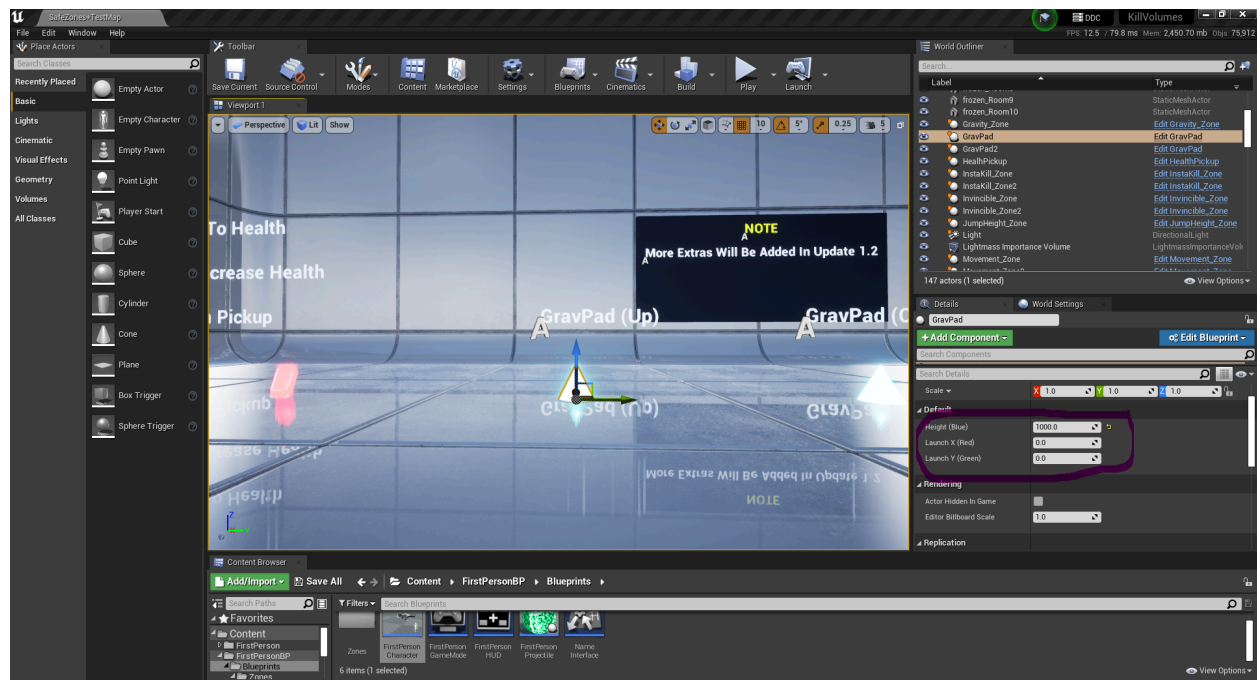
Safe InstaKill Zone



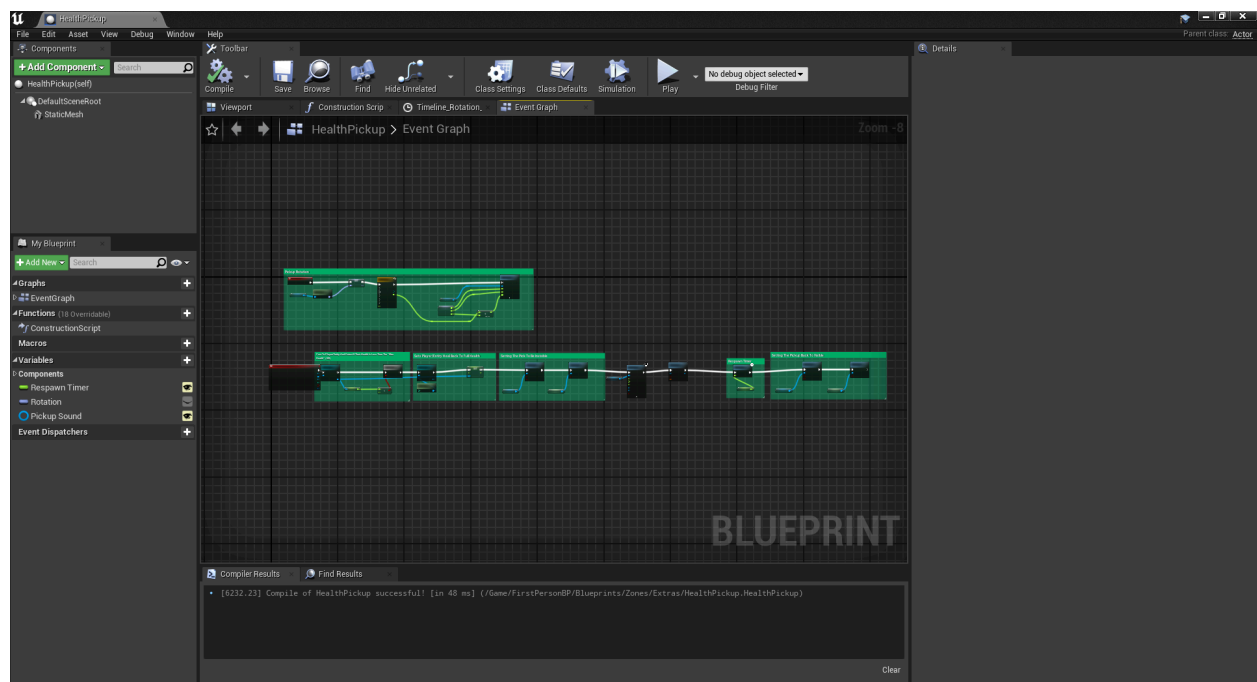
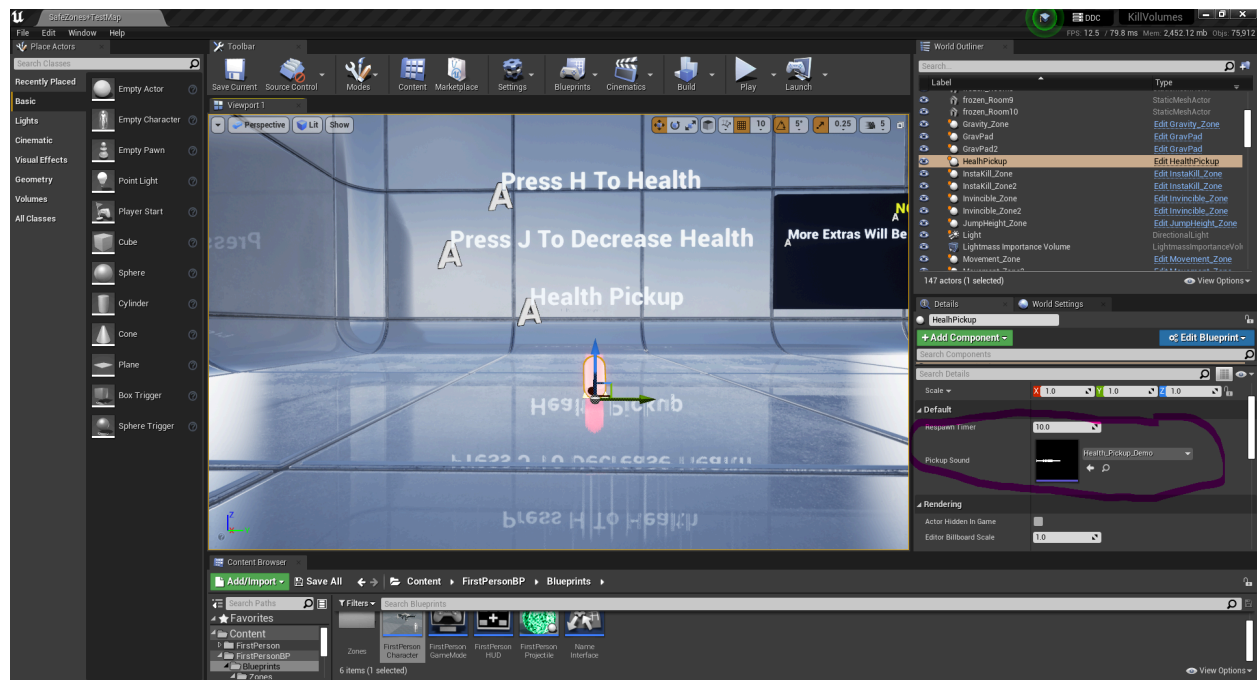
Toxic Zone



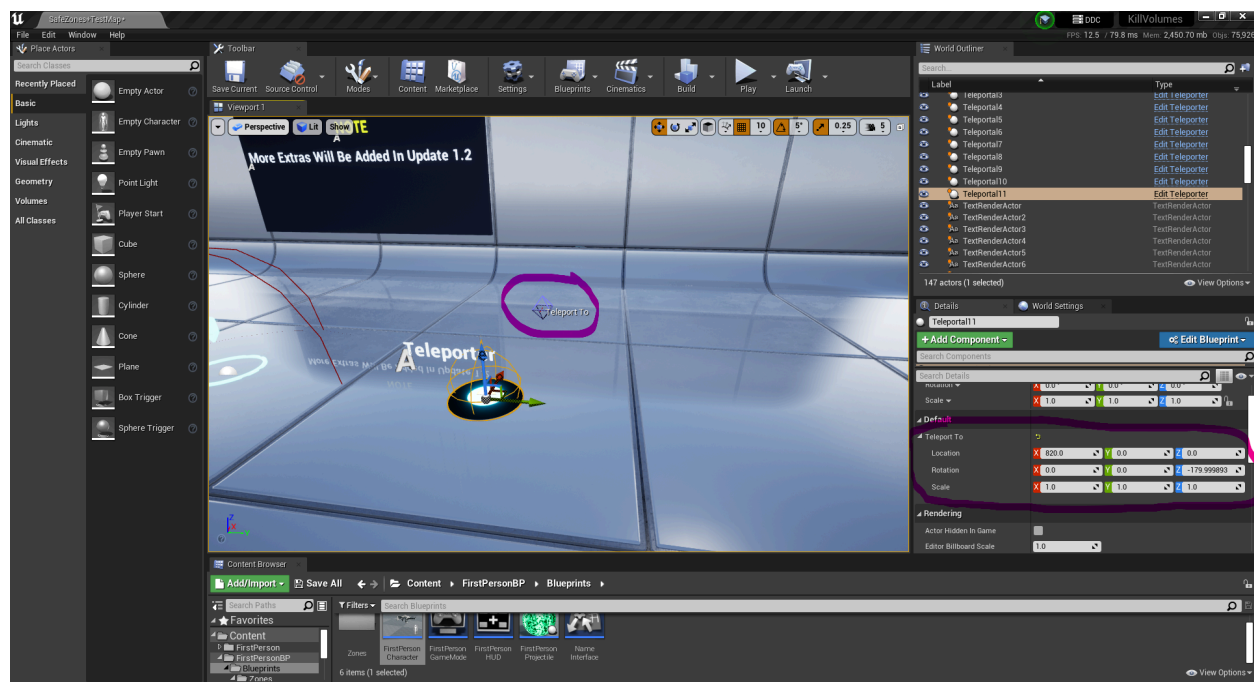
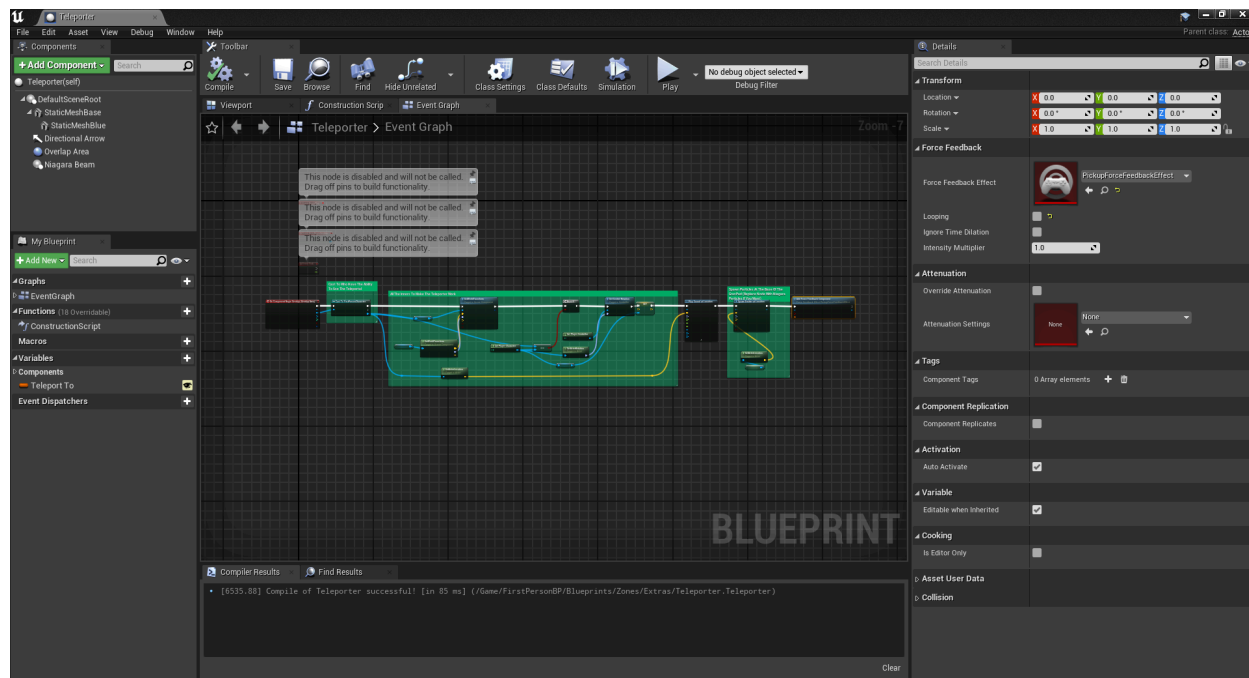
GravPad



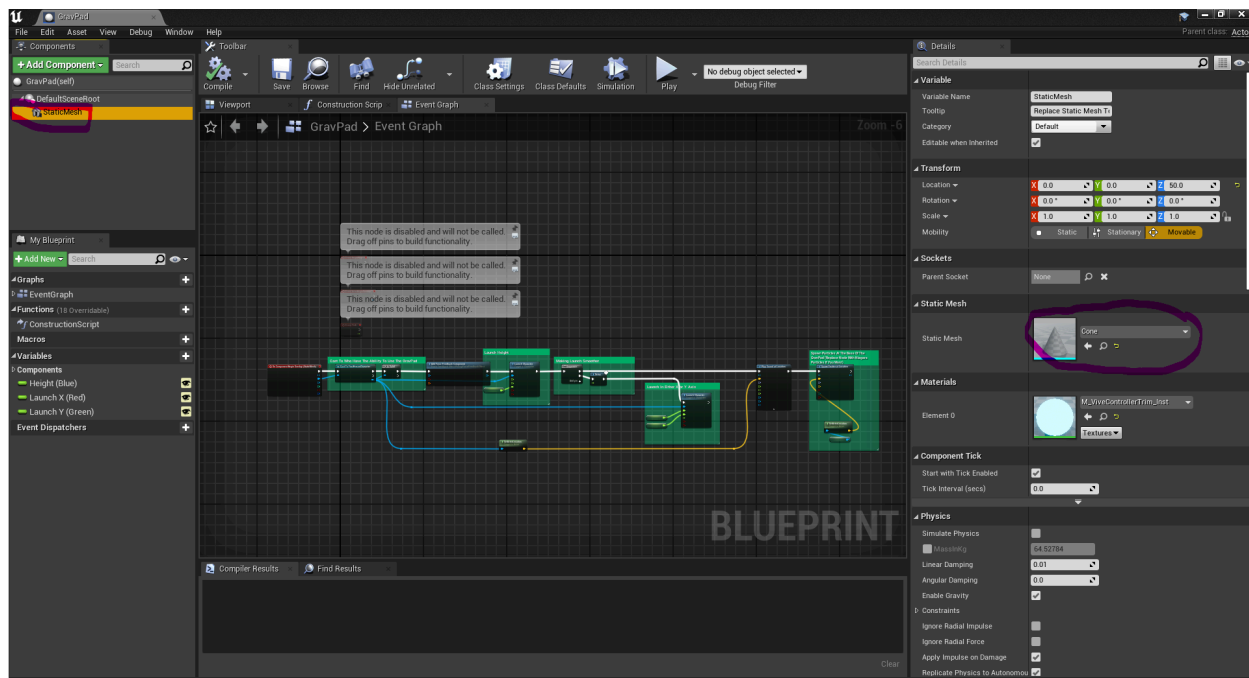
Health Pickup



Teleporter



Changing StaticMesh



What Do These Zones Do?

Gravity Zone -

Change Players Gravity To Your Set Preference, Along With The Option To Muffle The Sounds Around You.

InstaKill Zone -

Kills The Player Immediately After Enter The Zone.

Jump Height Zone -

Change Players Jump Height To Your Set Preference.

Movement Zone -

Change Players Max Walk Speed and Crouch Speed To Your Set Preference.

Safe Toxic Zone -

Upon Leaving This Zone, The Player Will Start Taking Damage.

Safe Zone -

Upon Leaving This Zone, The Player Has 10s To Return To The Zone Before They Die.

Slippery Zone -

Once In The Zone, The Ground Becomes Slippery. You Can Customize It Further.

Soft Kill Zone-

Upon Entering This Zone, The Player Has 10s To Leave Before They Die.

Sound Zone -

Allows You To Have A Zone To Play A Sound, You Also Have The Option To Set It To Play One Time Once Its Been Activate Or Turn It Off So You Can Activate It Multiple Times.



World Time Zone -

This Zone Slows Or Speeds Up The World Around The Player, Along With The Option To Muffle The Sounds Around You.

Safe InstaKill Zone -

Upon Leaving This Zone, The Player Will Immediately Die.

Toxic Zone -

Upon Entering This Zone, The Player Will Start Taking Damage.

Invincibility Zone -

Upon Entering This Zone, The Player Can't Take Any Damage Whatsoever.

Blind Zone -

Upon Entering This Zone, The Player Can't See That Well And Needs To Leave The Zone.

What Are The Extras?

GravPad -

Allows The Player To Launch In Any Direction.

Health Pickup -

Allows The Player To Replenish Their Health Back.

Health Bar -

Give The Player A Basic Health Bar To See How Much Health They Have.

Teleporter -

The Teleporter Give The Option To Teleport Anywhere You Place The "Teleport To" Variable.