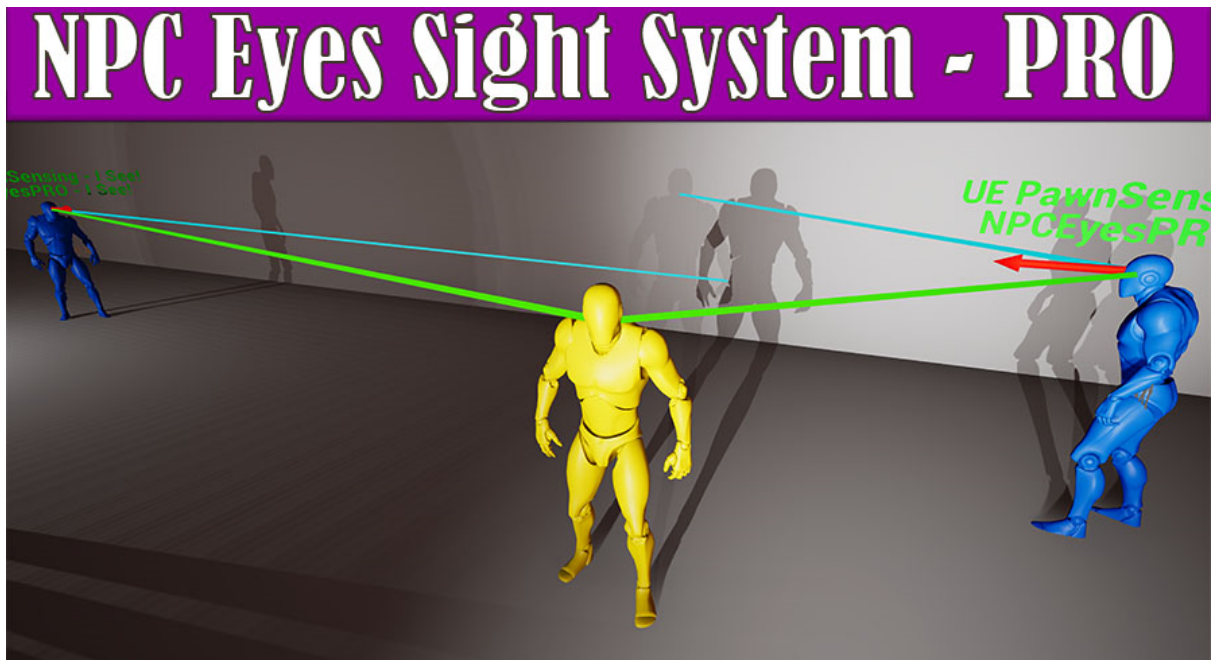


NPC Eyes Sight System - PRO

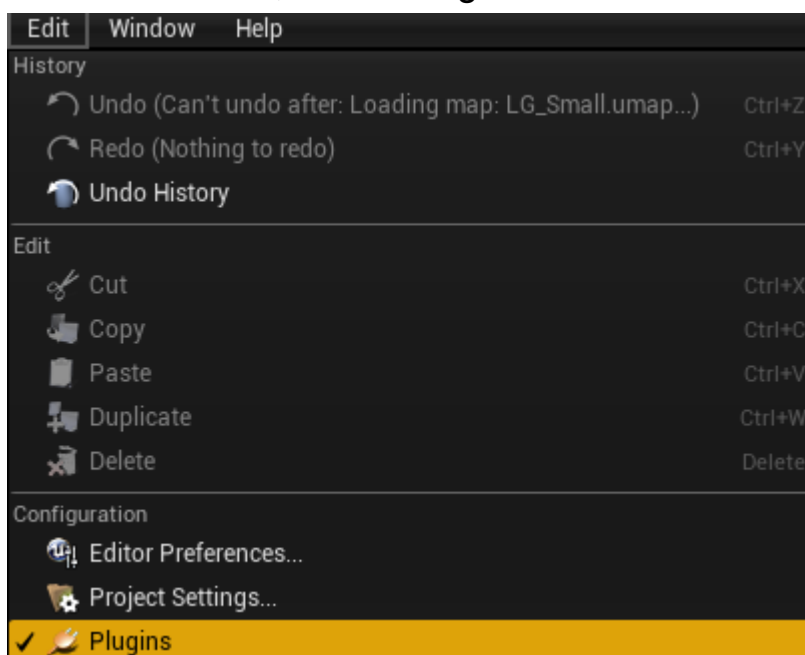


This system uses points on the actor's skeletal mesh to pinpoint the actor. For example, the entire character can be behind a wall but part of his hand will look out from around the corner, then the NPC Eyes System will find him. This system works very realistically and will always find a character where PawnSensing can't handle it. You can add as many points as you want anywhere for your project's needs. If an NPC turns its head, this system also follows its gaze. You can adjust the range and viewing angle. All code is written in C++ and works in the background thread for the best performance.

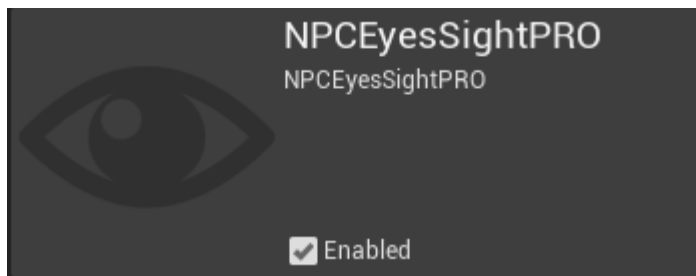
In the PRO version, NPCs can now see the shadow of their opponents. For shadows, any points on the skeletal mesh are still used. Now in the PRO version, you can enable the option and NPCs will be able to see the target only if it is currently illuminated by a color source. This also works for all points on the skeletal mesh. Everything is very easy to use. You can assign a different reaction if the NPC sees a shadow or your character.

Setup

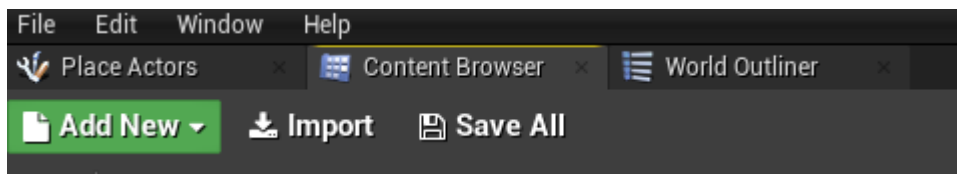
1. Install plugin from Epic Store Launcher
2. Open your project
3. In the Edit menu, select Plugins.



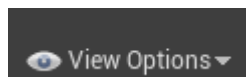
4. Find and enable the Plugin NPCEyesSightPRO



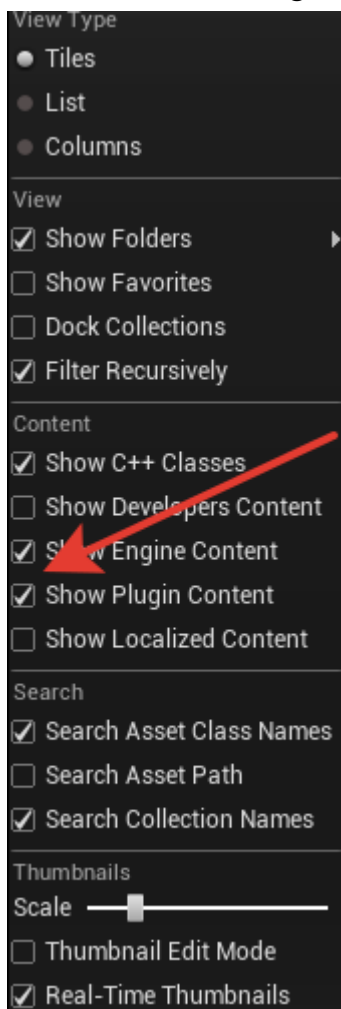
5. Select "Content Browser"



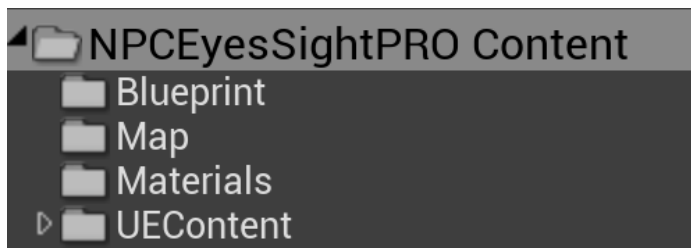
6. Select "View Options"



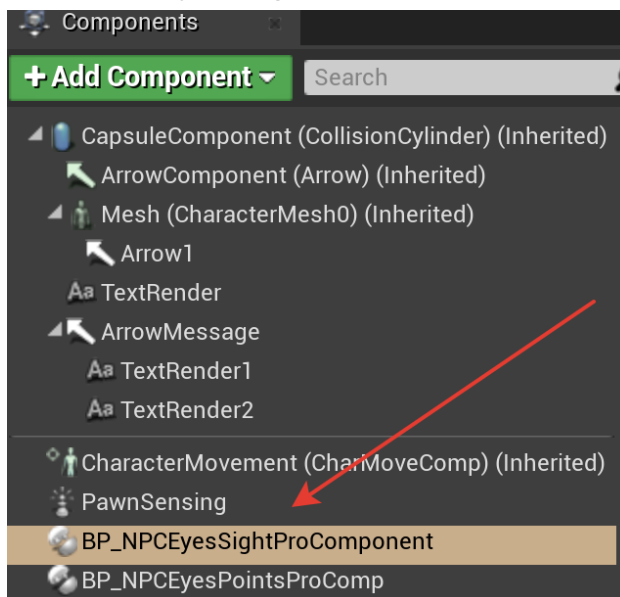
7. Select "Show Plugin Content" and "Show Engine Content"



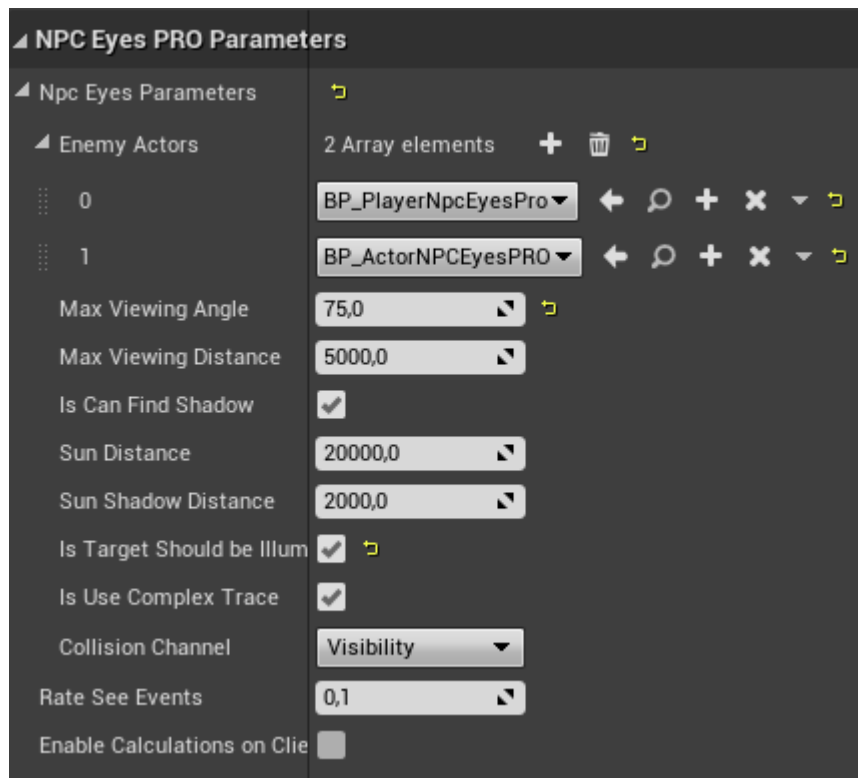
8. Go to “NPCEyesSightPro Content\Blueprint”



9. Open your NPC character and add BP_NPCEyesSightProComponent



10. Select BP_NPCEyesSightProComponent and choose the parameters you need.



Enemy Actors - Add class enemy characters for this NPC.

Max Viewing Angle - Viewing angle.

Max Viewing Distance - Work distance.

Is Can Find Shadow - NPC will be able to react to the shadow of the enemy.

Sun Distance - Distance to direct light.

Sun Shadow Distance - The maximum distance of the shadow from direct light.

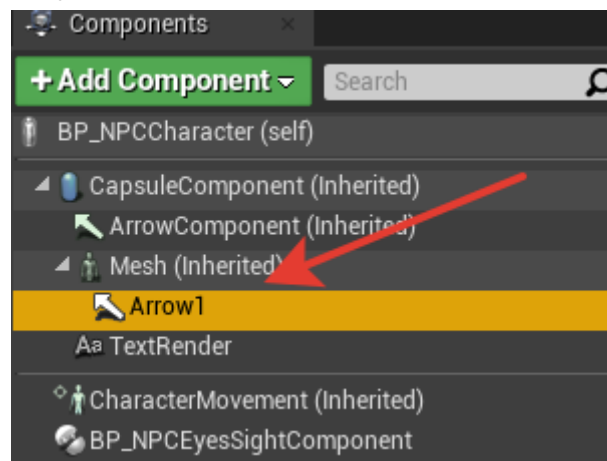
Is Target Should Be illuminated - Reacts only if the target is illuminated by a light source.

Is Use Complex Trace - used complex for line trace.

Collision Channel - You can select the channel used for Trace. Be sure to block this channel on your Skeletal Mesh.

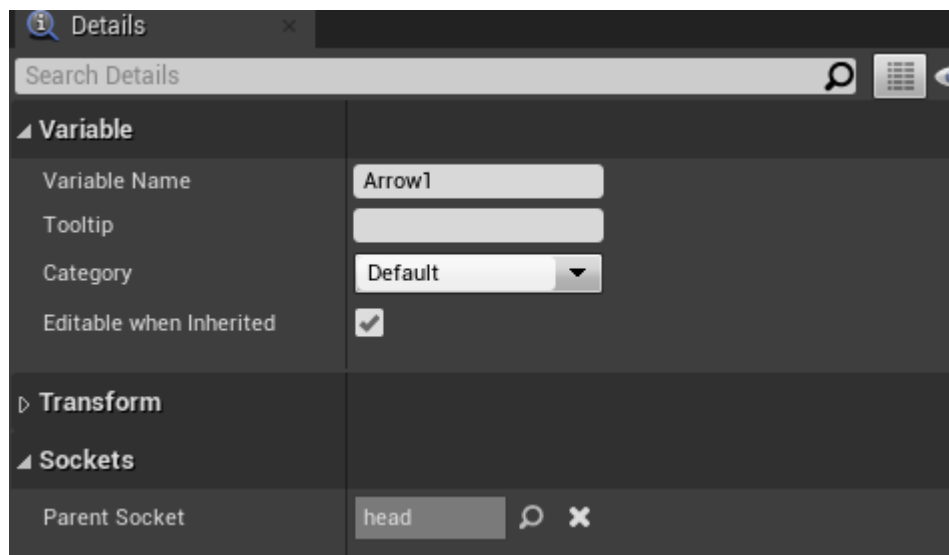
Rate See Events - Set the update rate you need.

11. Open your NPC character and add the Arrow component to

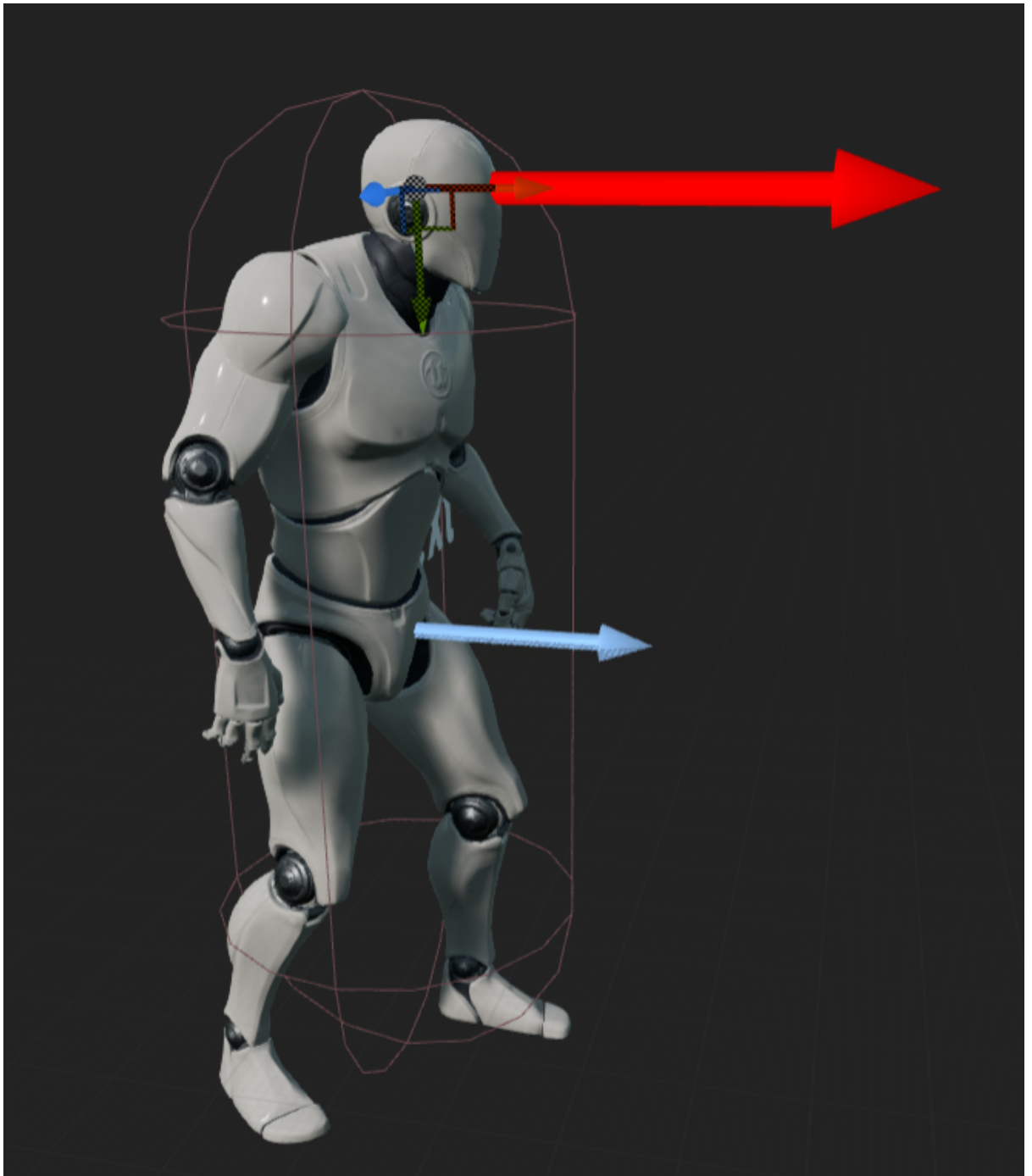


Mesh.

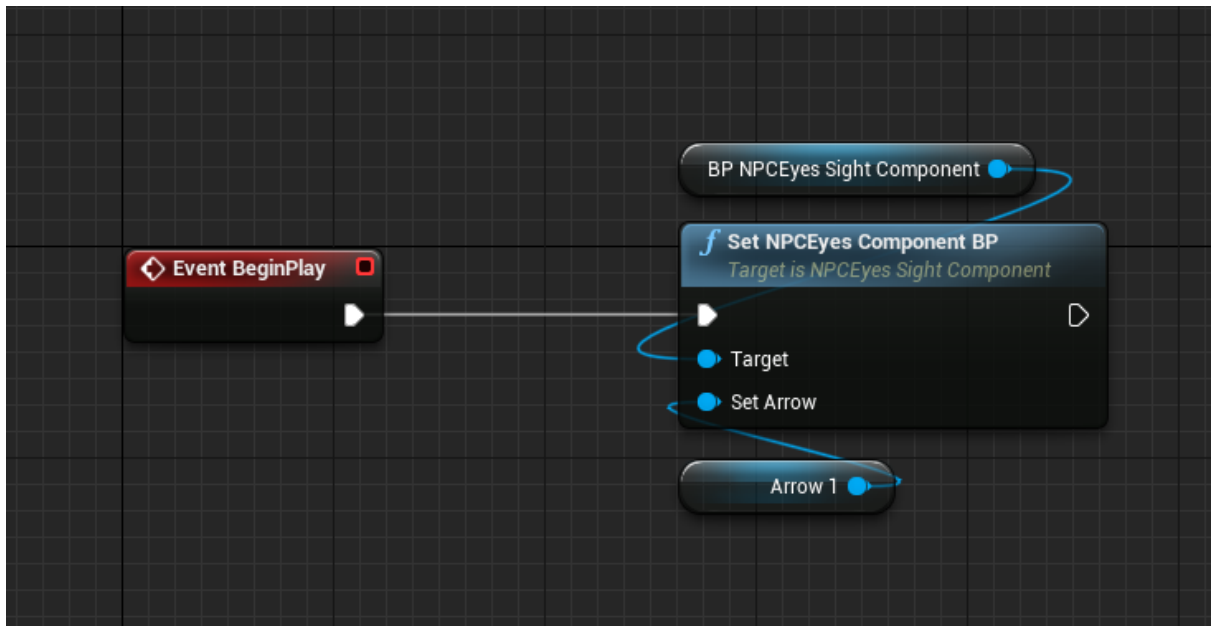
12. In the details panel set Parent Socket "head" for Arrow component.



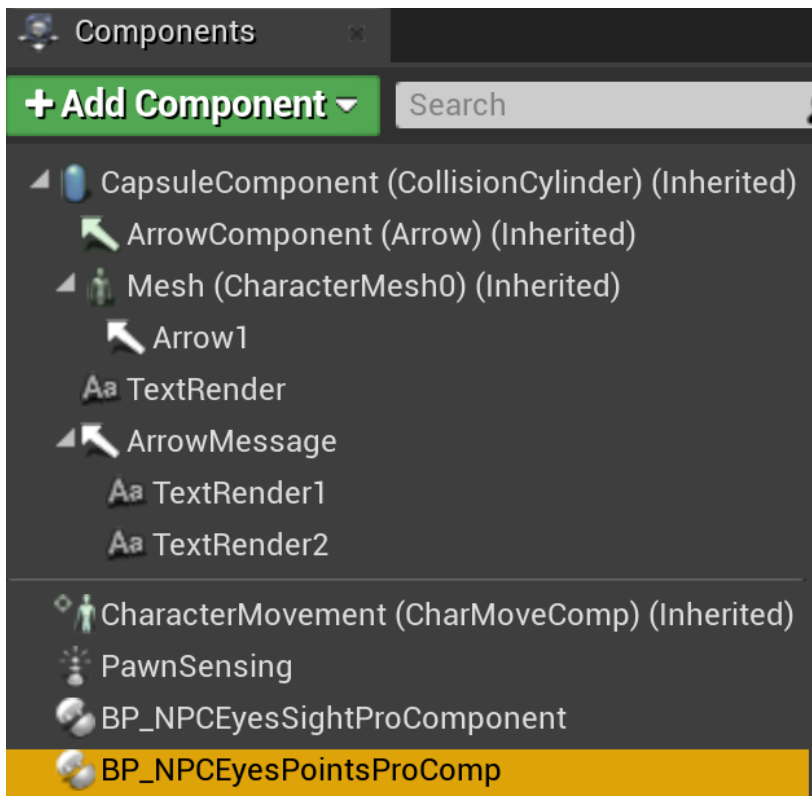
13. Rotate the arrow component towards your NPC view



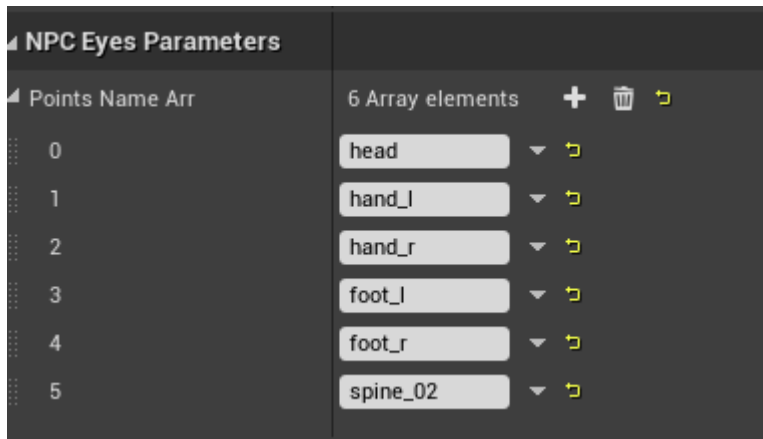
14. In NPC blueprint add this code



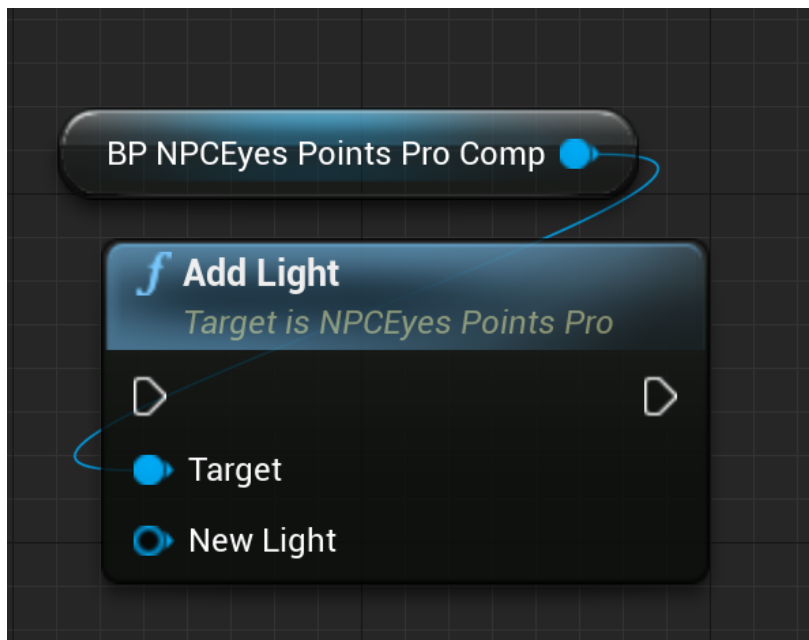
15. Open enemy character for your NPC and add BP_NPCEyesPointsProComp



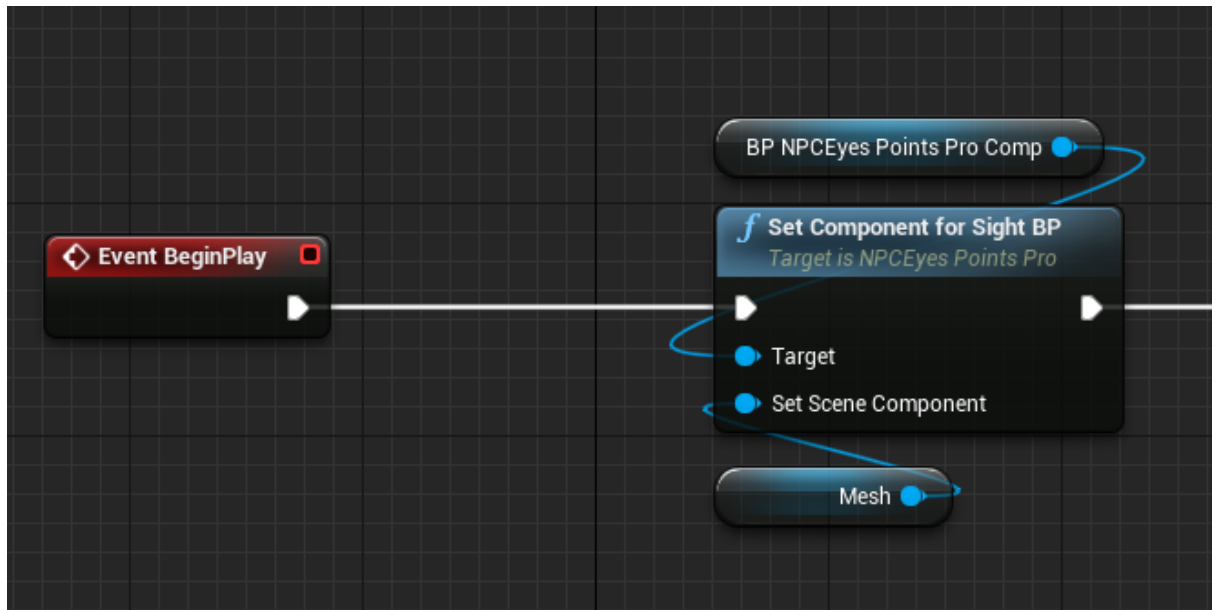
16. Select BP_NPCEyesPointsProComp and choose the parameters you need.



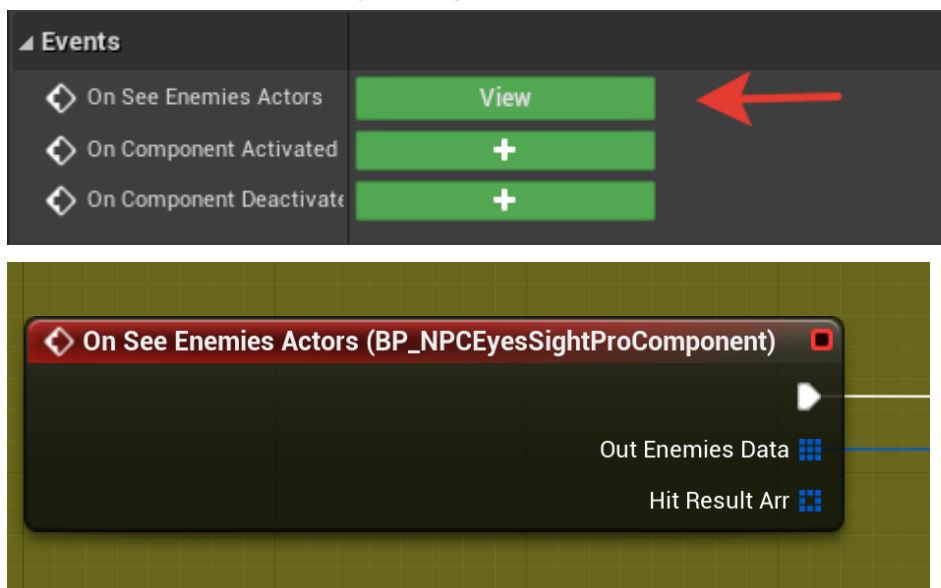
17. Add all sockets in skeletal mesh to find it.
18. Add light sources for your character to calculate shadows



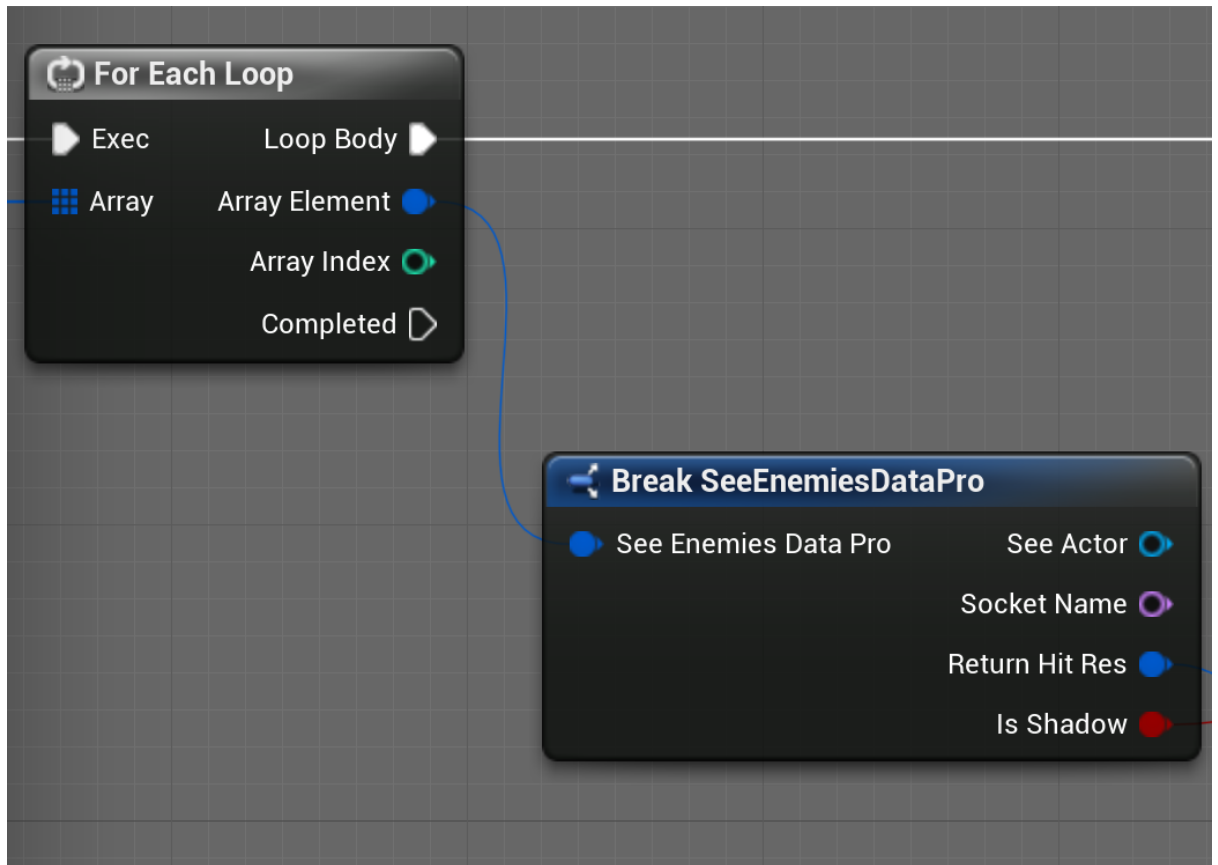
19. In enemy, blueprint adds this code.



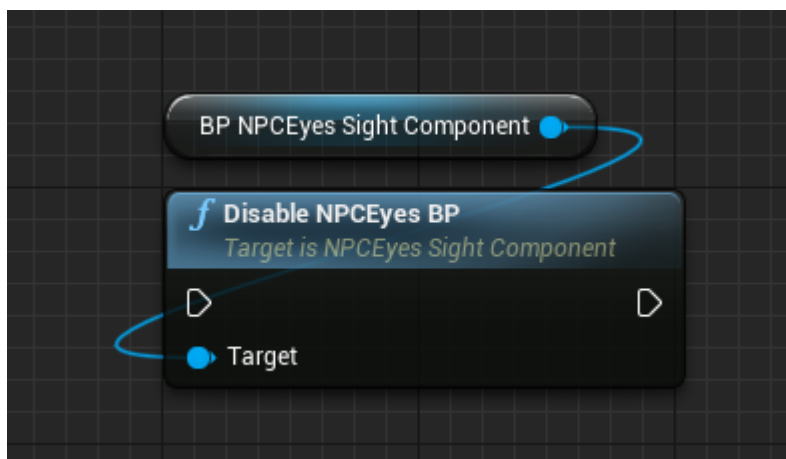
20. In NPC BP_NPCEyesSightProComponent add event



This event will report all characters seen.



21. For disable component use



To play on the demo map “**NPCEyesProDemo**”, you must configure the character control buttons. These are the standard buttons for the Third Person Template. You can download file [DefaultInput.ini](#) and put to “**Your_Project\Config**”

It's all over! Now everything is set up and working!