

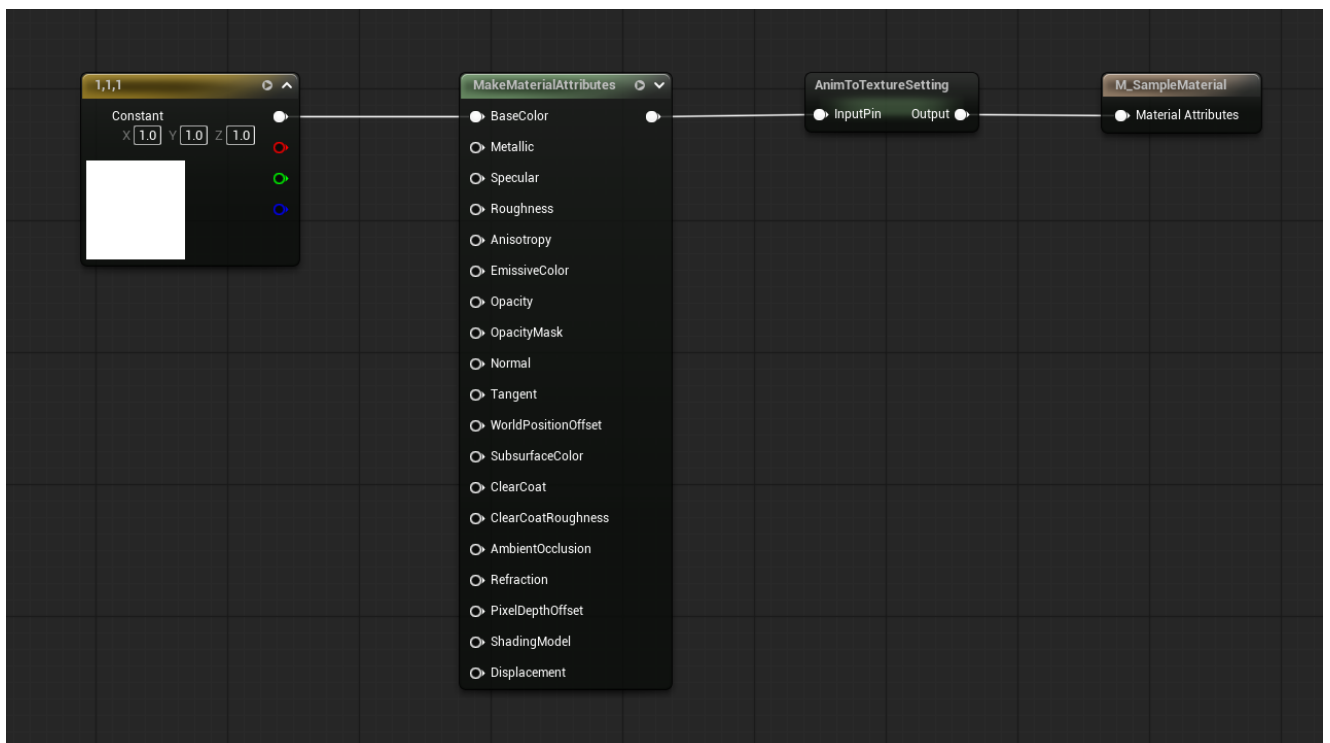
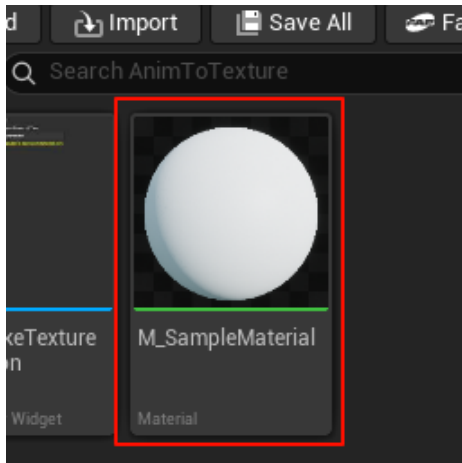
EasyCrowds

Description

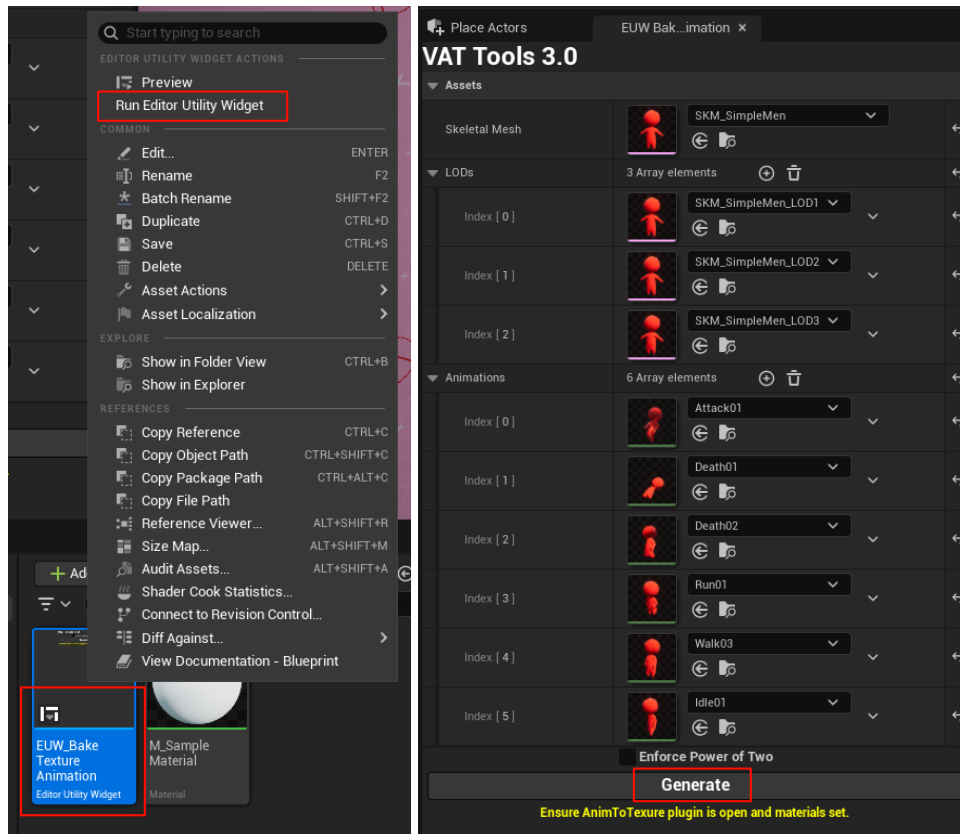
- It requires Mesh Distance Fields to be enabled for many features to work.
- It requires enabling the "AnimToTexture" plugin to generate Texture Animation.
- It requires enabling the "ImpostorBaker" plugin to generate LODs for longer distances.

Quick Start

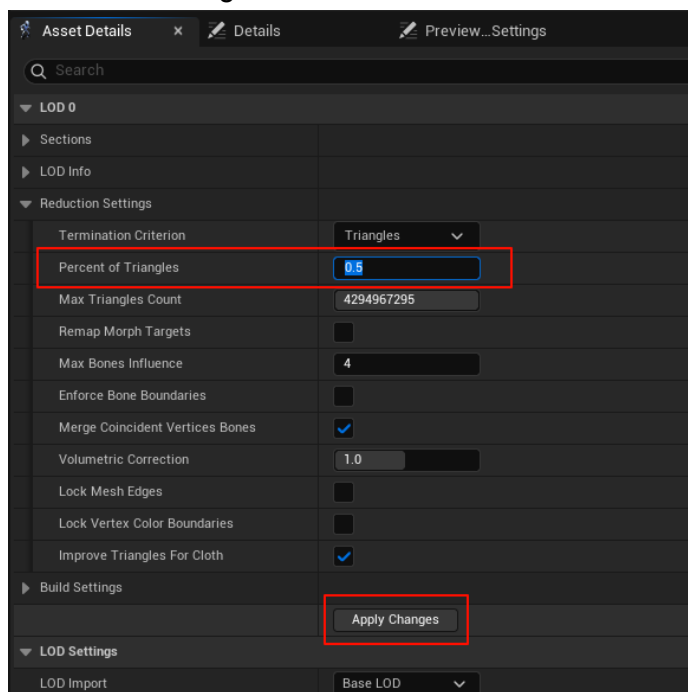
1. Modify the material of the skeletal mesh according to the sample material.



2. Run the VAT editor utility to generate the DataAsset file.

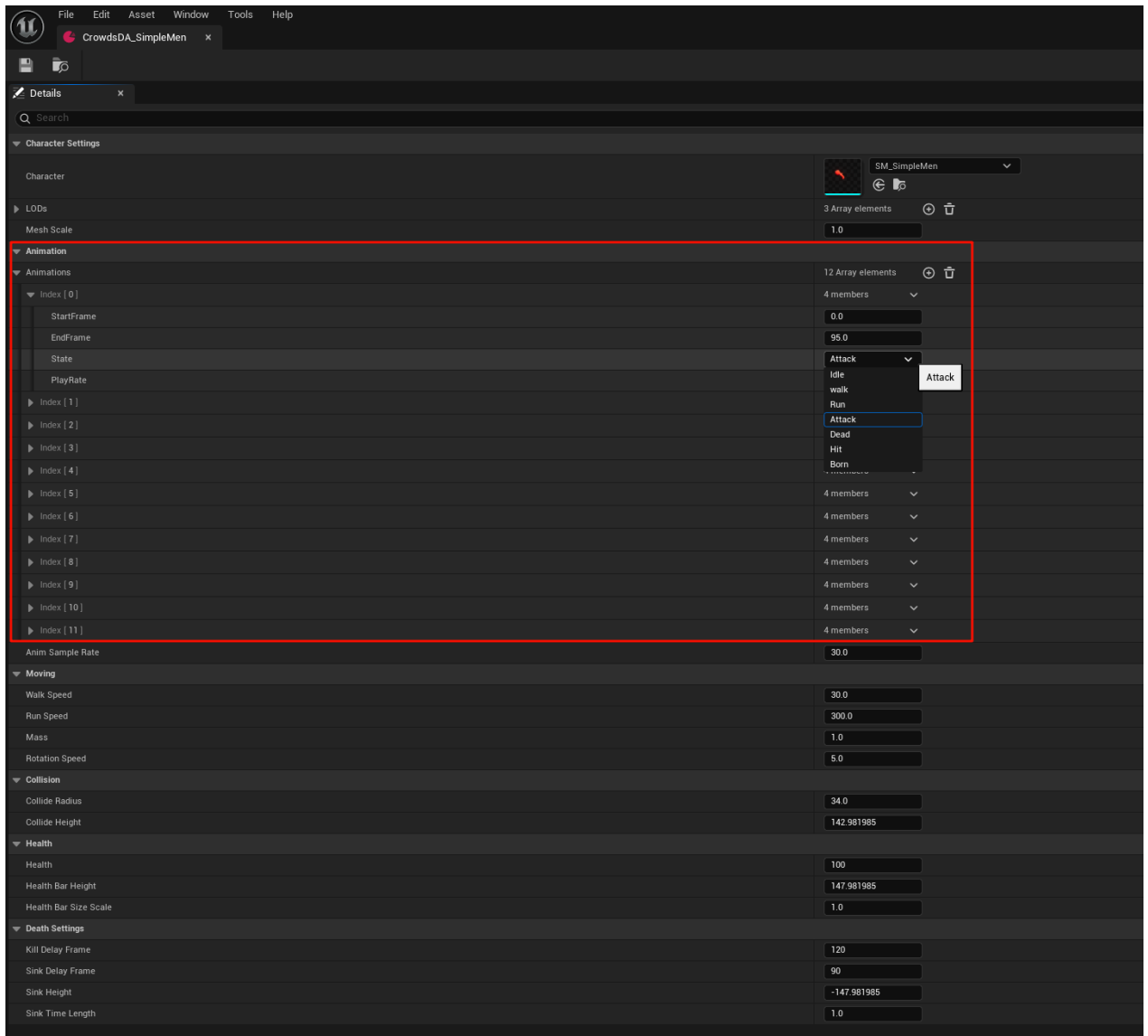
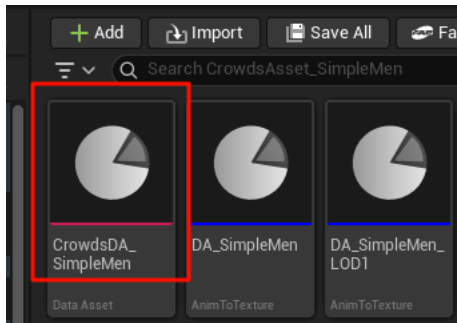


You can copy the skeletal mesh, and then obtain different levels of LOD by setting the Reduction Setting of the mesh.

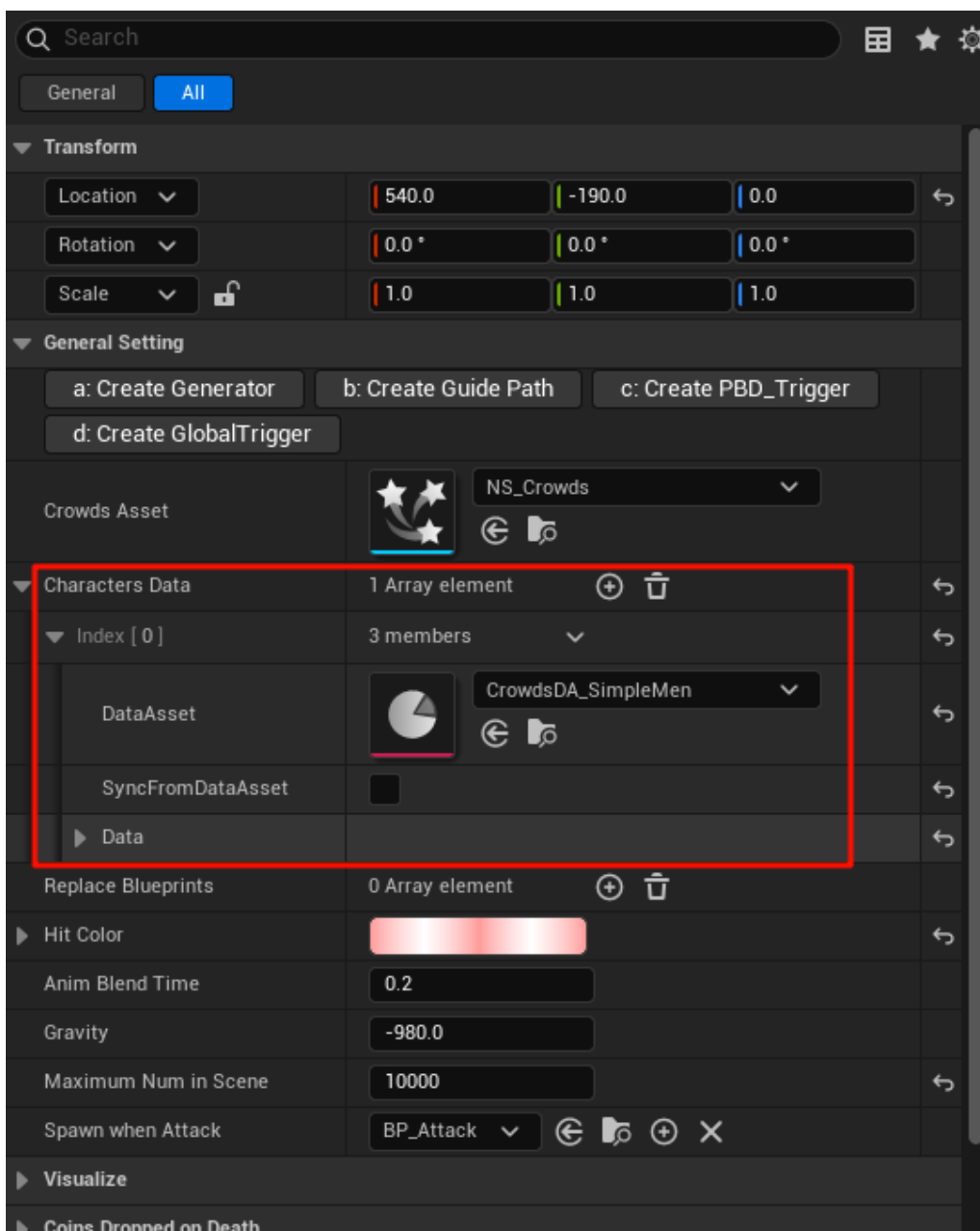
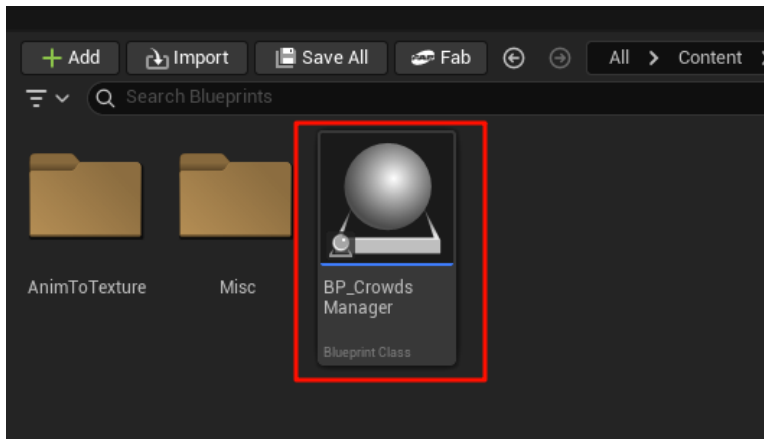


The current preset supports a maximum of five levels of LOD.
You can even use the "ImpostorBaker" plugin to generate the last level of LOD.

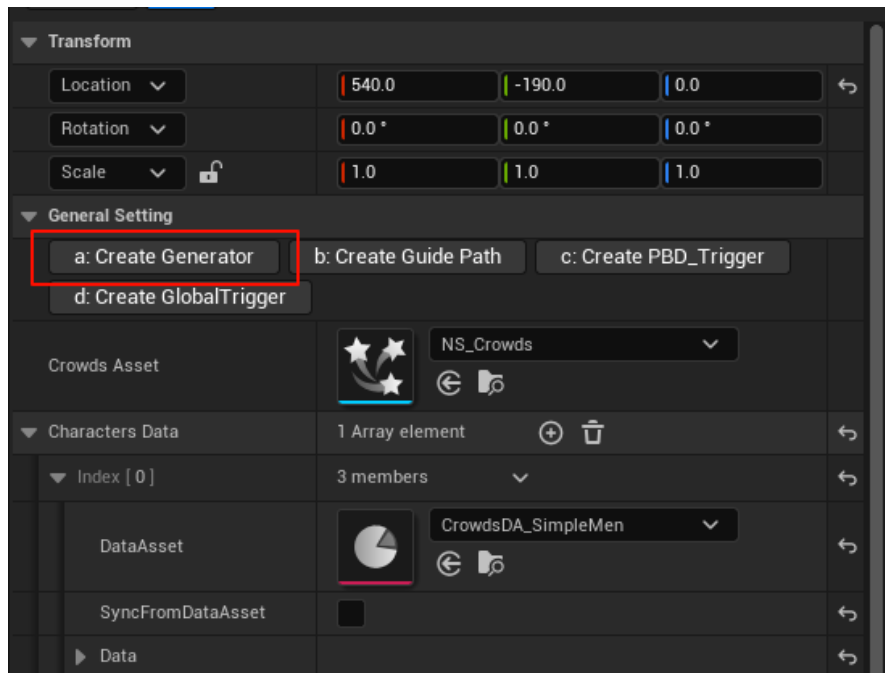
3. Open the DataAsset file and check whether the animations and tags match correctly.
(By default, matching is done based on keywords in the animation names.)



4. Place CrowdsManager in the scene and add the DataAsset file to CharacterData.
(Note that after each modification to the data in the DataAsset file, you need to recheck 'SyncFromDataAsset' to refresh the data to the Manager.)



5. Create the generator.



CrowdsGenerator

Used to control the position, state, movement target, etc., where the character is generated.

PBDTrigger

The PBD_Trigger only takes effect on the grid it is located in and the grids surrounding it. But it is more cost - effective.

GlobalTrigger

GlobalTrigger can produce effects in any location and range. However, a large quantity is not good for performance.

Guide Path

When the character moves onto the path, it prioritizes moving in the direction of the path.

The path is mapped onto a 2D RenderTarget, so paths must not overlap. For overlapping parts, the one with a higher position takes precedence.

PBD Setting

Both the self-collision function and the detection interaction function of the current character rely on the PBD grid, so this is very important.

You can enable the visualization function of the PBD grid in Visualize of CrowdsManager.

For example, when the game is running, if the number of particles contained in a single grid reaches the upper limit, the PBD grid will turn red. At this point, it is necessary to appropriately adjust and increase the capacity limit of the grid, or increase the number of grids.

The PBD settings should be modified according to actual needs to achieve a balance between performance and effectiveness.