

Dynamic Electric

We're constantly updating the documentation for the missing and any additional parts. If you have any additional questions or inquiries, please feel free to leave them through Discord, Q&A in Unreal Marketplace or e-mail.

SUPPORT & REQUESTS:

Discord: <https://discord.com/invite/7HRDUPg7Sn>

Email: corebgames@gmail.com

FOLLOW US EVERYWHERE:

Facebook: <https://www.facebook.com/Coreb-Games-104135205047796>

Twitter: <https://twitter.com/CorebGames>

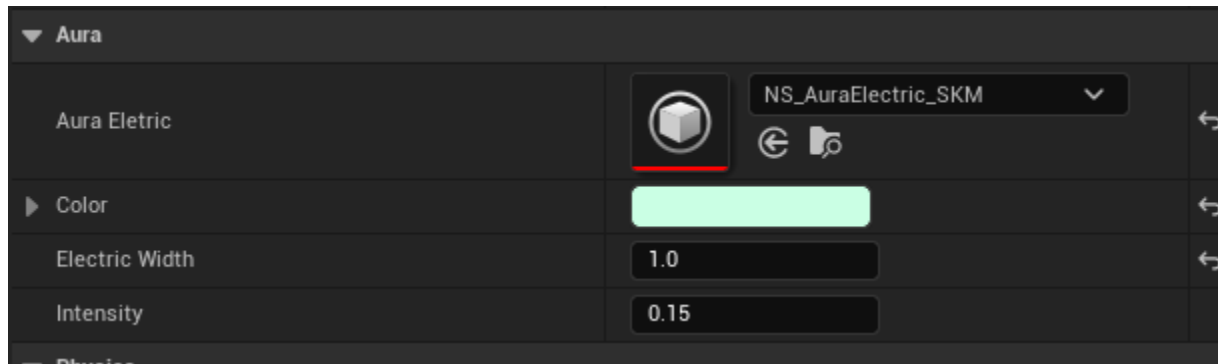
Instagram: https://www.instagram.com/corebgames_official/

1. How to Set Up	3
1) Skeletal Mesh	3
2) Static Mesh	3
3) Target	4
3-1) One Target	4
3-2) Interactive Target (Only Player Character)	4
3-3) Multi Target (Only Player Character)	6
4) Wall	7
2. Parameters	7
1) Character	7
2) Static Mesh	7
3) Target	7
3-1) One Target	7
3-2) Multi Target	7
4) Wall	7
3. Q&A	7

1. How to Set Up

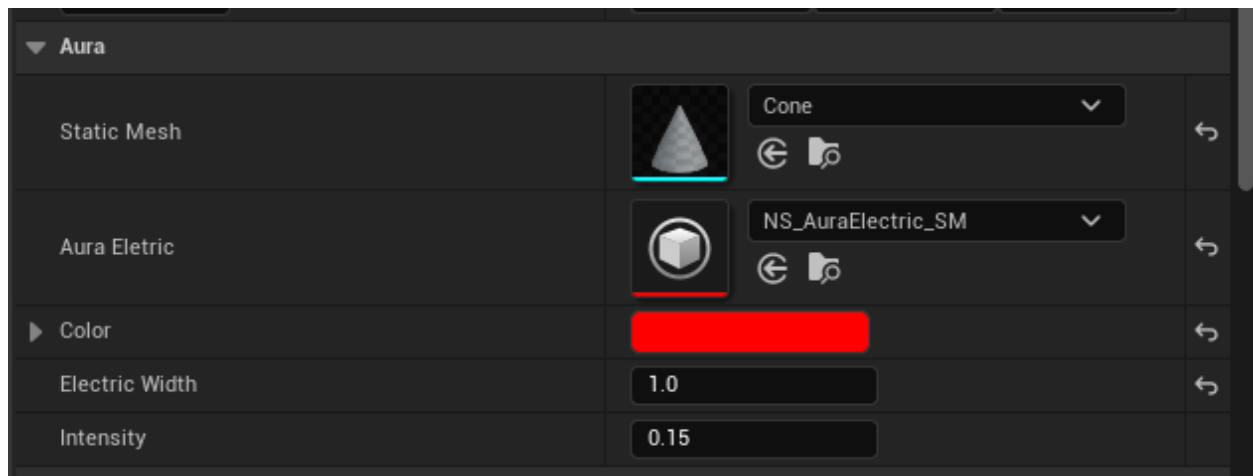
1) Skeletal Mesh

- BP_AuraLightning_SKM
 - Insert Niagara System 'NS_AuraElectric_SKM'



2) Static Mesh

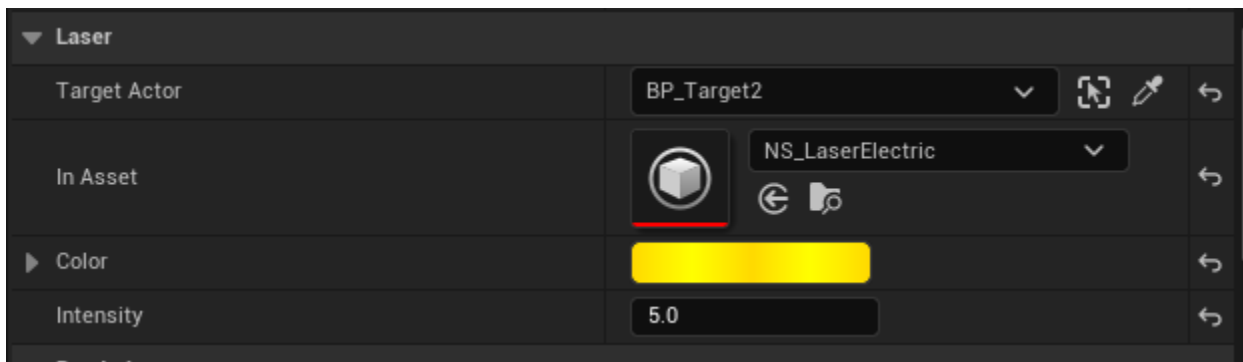
- BP_AuraElectric_SM
 - Insert Static Mesh
 - Insert Niagara System 'NS_AuraElectric_SM'



3) Target Lightning

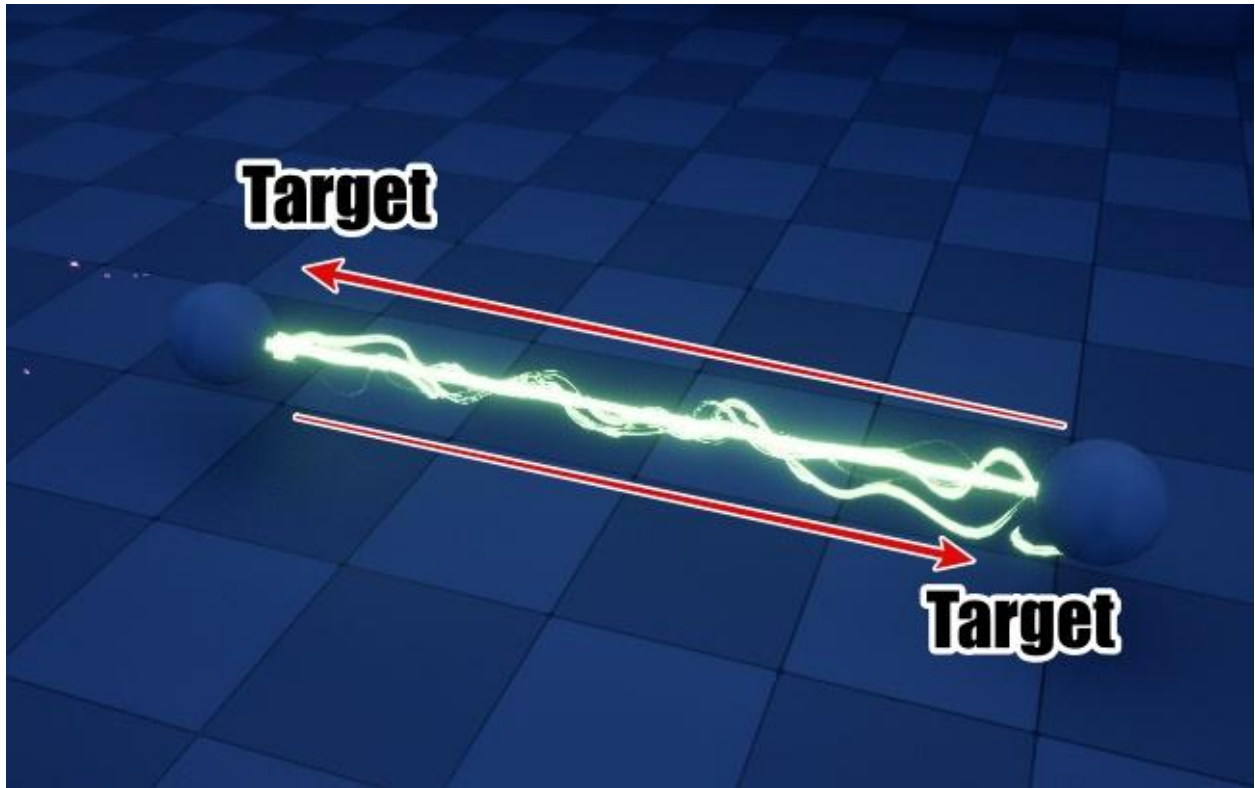
3-1) One Target

- Use 'BP_LaserElectric'
- Insert or choose Target Actor
- Insert Niagara System



3-2) Interactive Target

- Use 'BP_LaserElectricInteractive'
- Target each other
- Interactions can only be made with player characters.



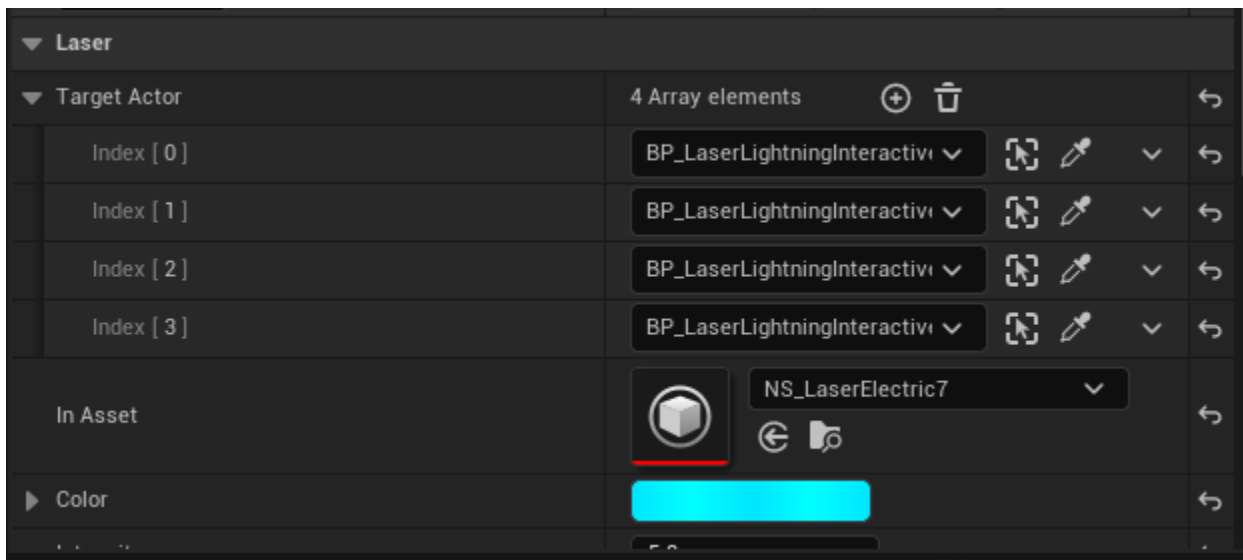
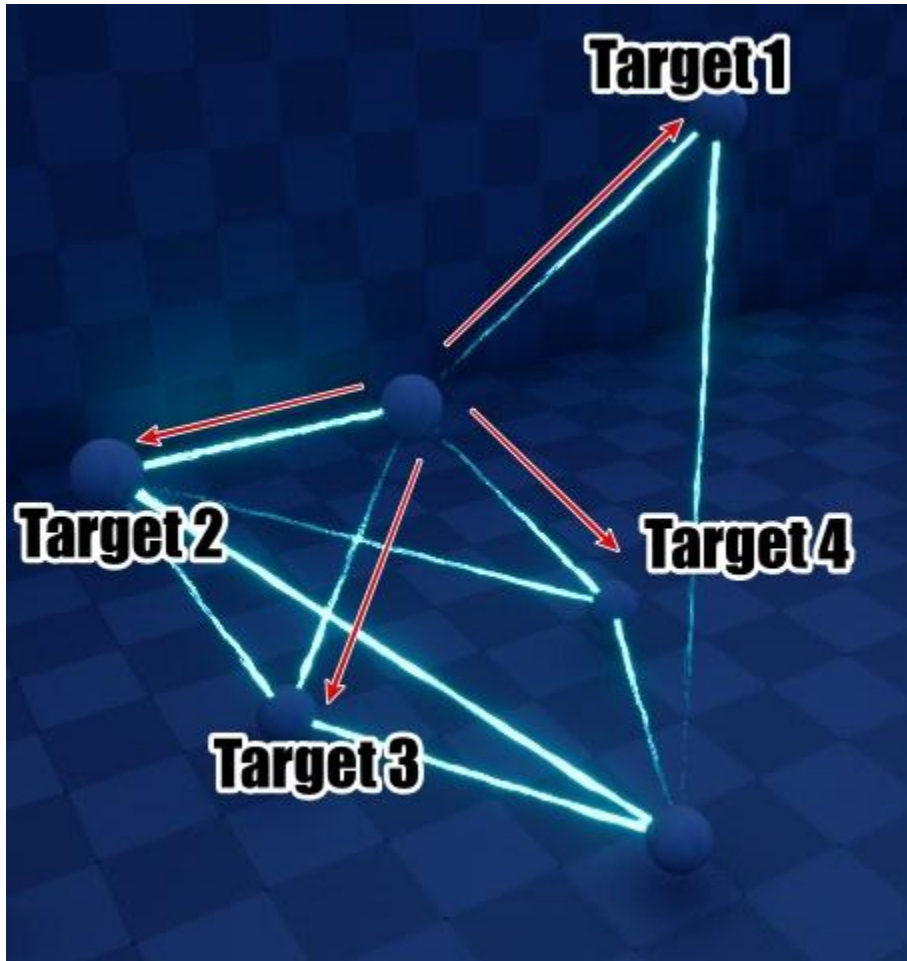
▼ Laser

Target Actor	BP_LaserLightningInteractive3	↕
In Asset	 NS_LaserElectric5	↕
▶ Color		↕
Intensity	2.0	↕
Flicker	1.0	↕

▼ Rendering

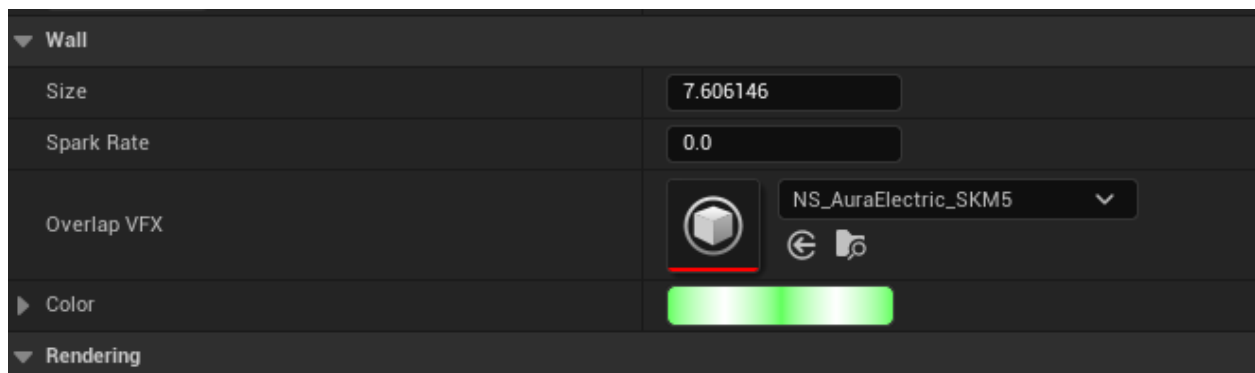
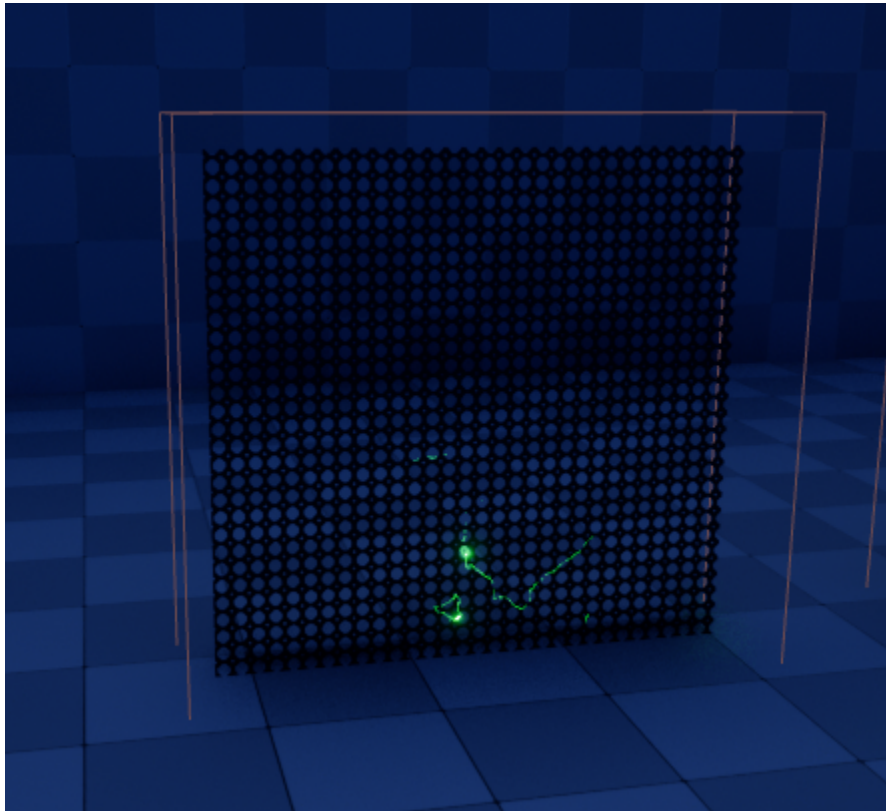
3-3) Multi Target

- Using 'BP_LaserElectricMultiInteractive'
- Interactions can only be made with player characters.



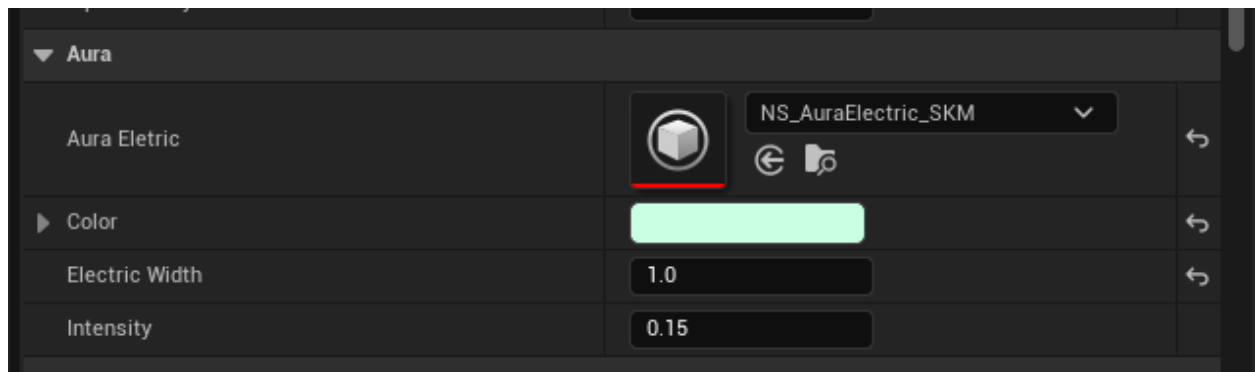
4) Wall

- Using 'BP_Chain_SKM' or 'BP_Chain_SM'
- Using Niagara Systems to Behave When Overlapped in Overlap VFX



2. Parameters

1) Skeletal Mesh



Electric Width Value



1



10

Intensity Value

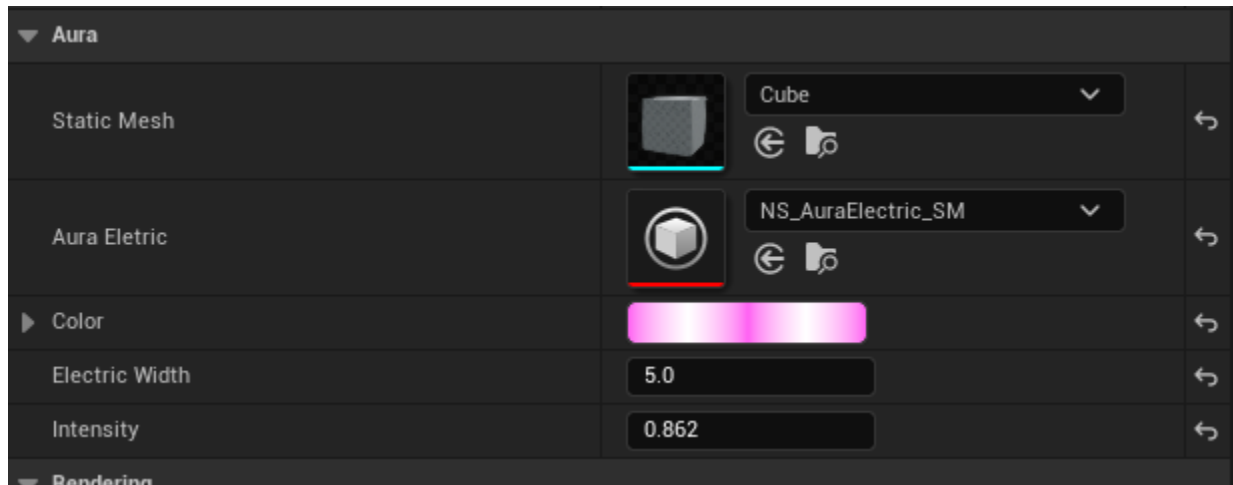


0.15



3

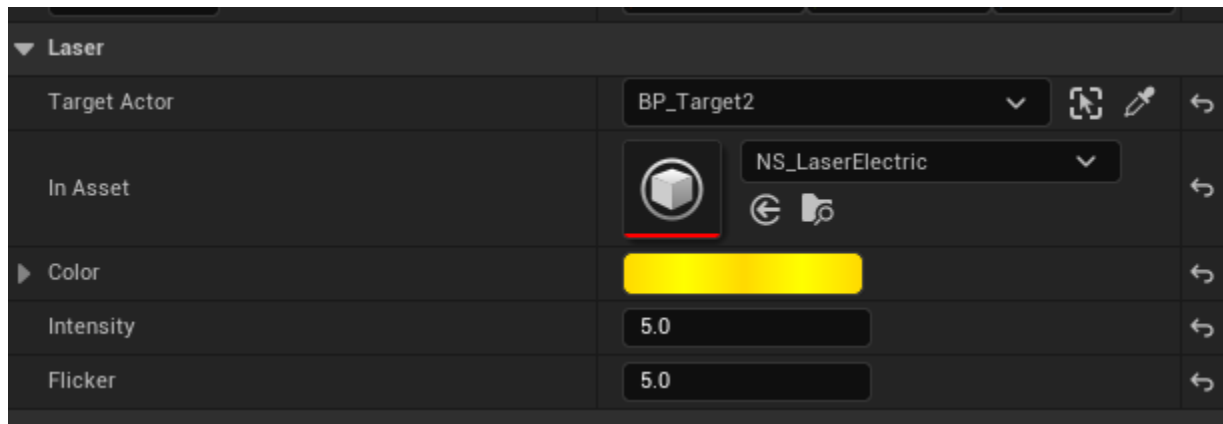
2) Static Mesh



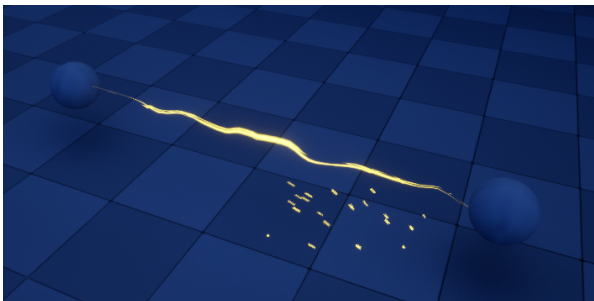
3) Target

3-1) One Target

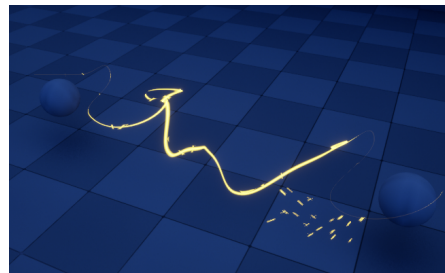
- The Flicker Value varies the amount of flicker.



Intensity Value



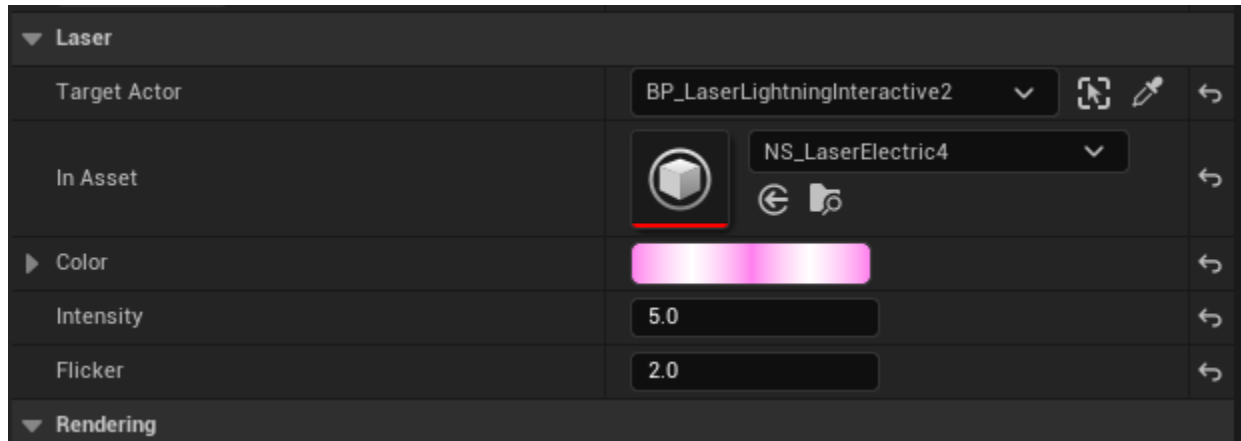
5



50

3-2) Interactive Target

- Same as One Target



Setting up targets



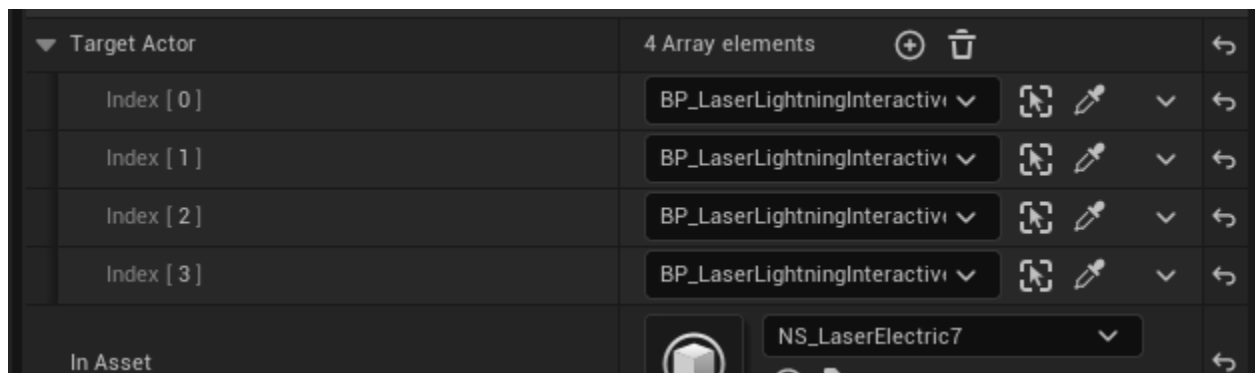
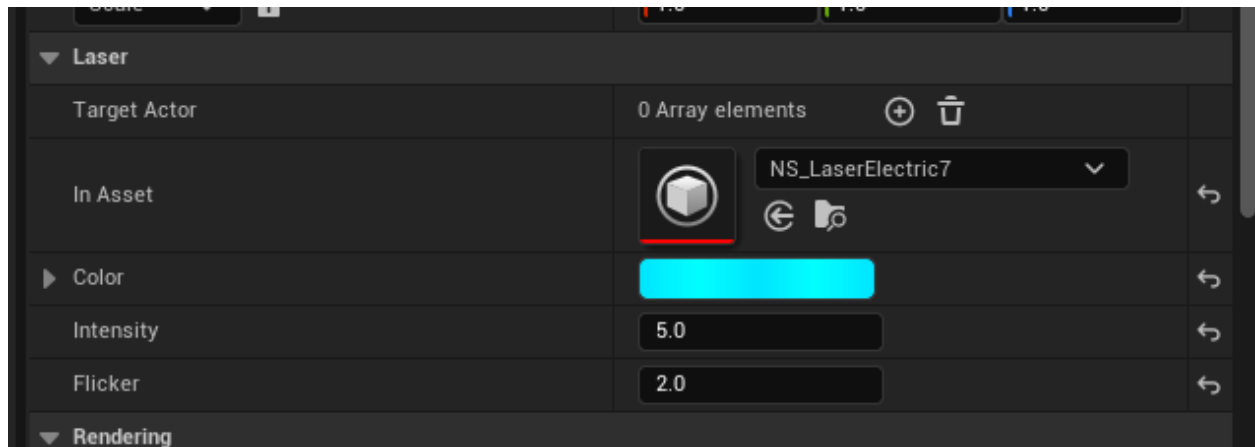
When you have only one target



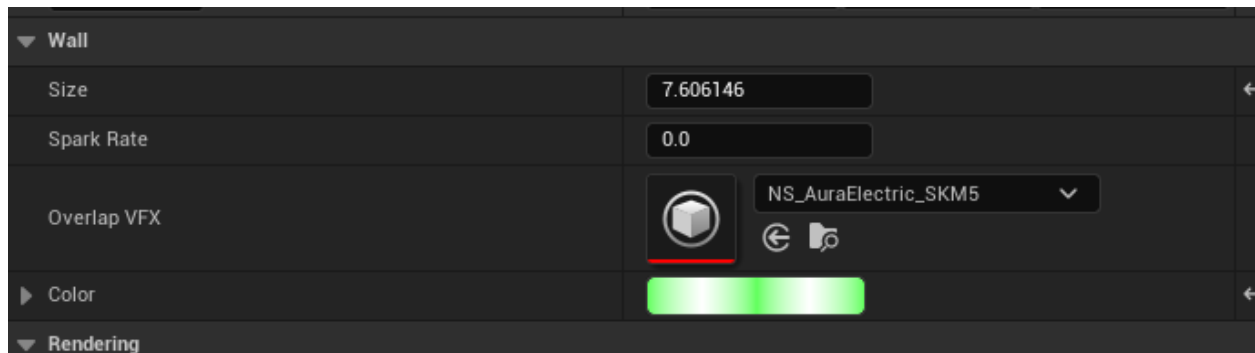
When you set the target to both

3-3) Multi Target

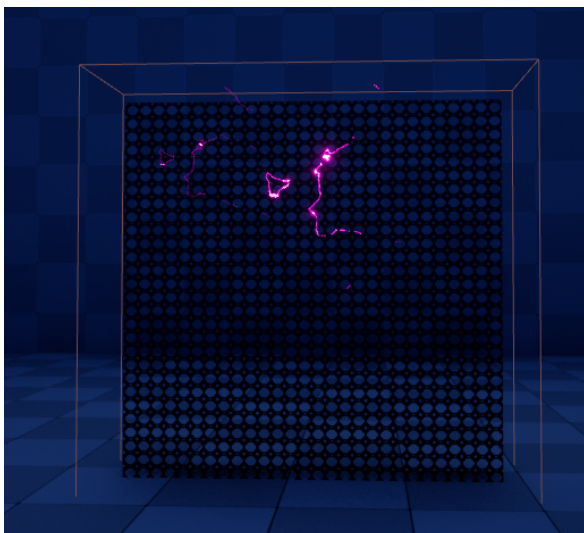
- Same method as 3-2



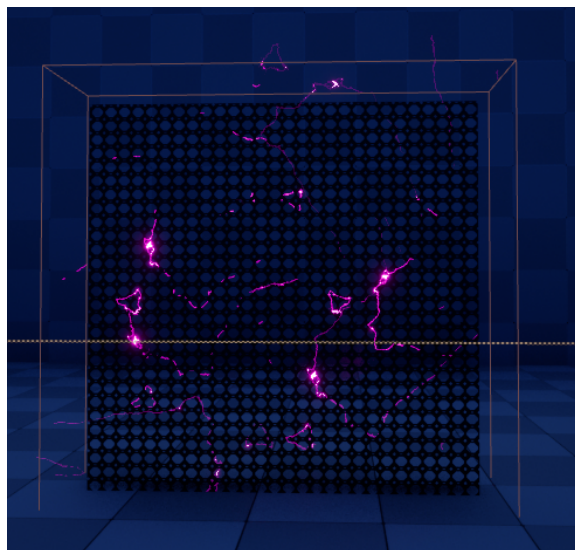
4) Wall



Spark Rate Value

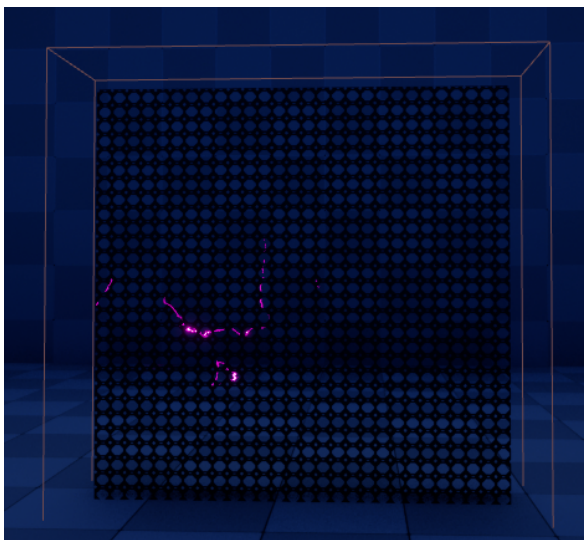


10.0

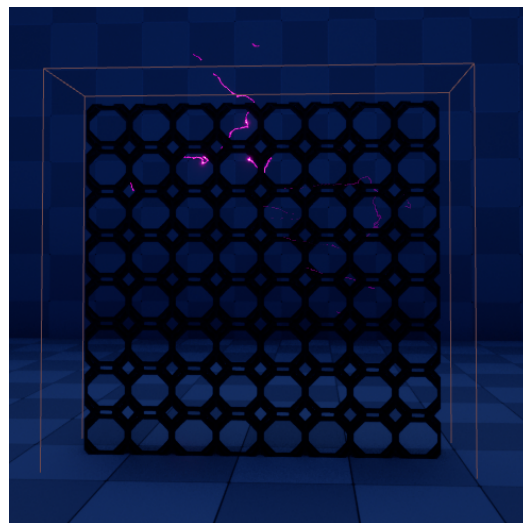


50.0

Size Value



7.0

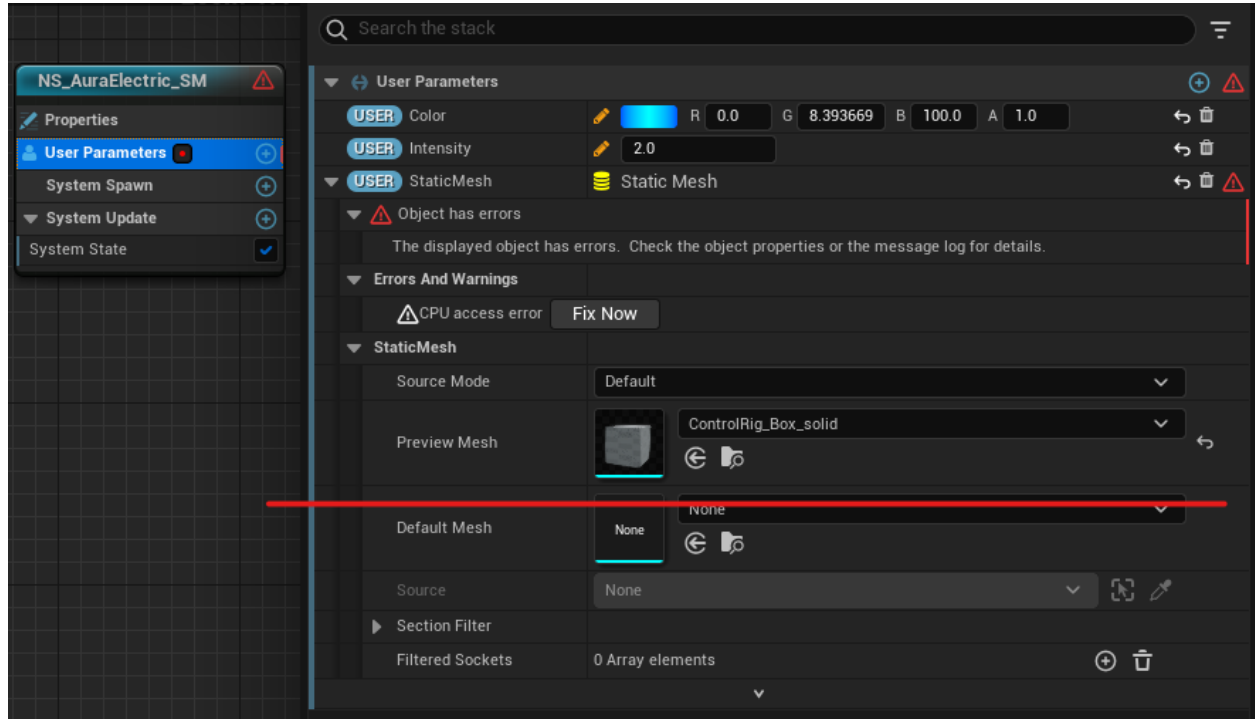


2.0

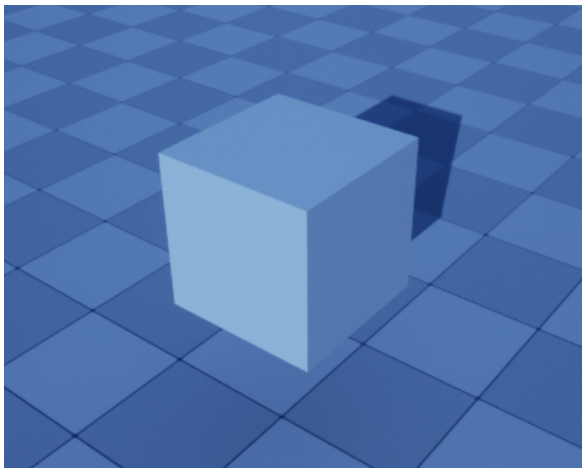
3.Troubles

1) When NS_AuraElectric_SM does not work

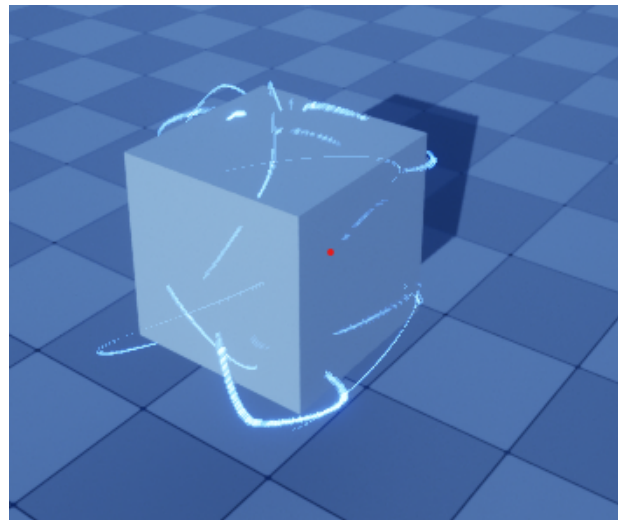
- Register the mesh in the Niagara system and use it after Fix Now.



Fix Now status



When you didn't do a Fix Now



When you did Fix Now