
Weapon Data Table : BP_SurvivalHorrorCharacter

There is also weapon data table in gamesettings folder, this weapon table name will be your character's name. Open this table and make your weapon. Default weapon table name is BP_SurvivalHorrorCharacter. If you make child character of BP_SurvivalHorrorCharacter and play just one time, weapon data table for this new character will be created automatically.

Recipe : DT_Recipe

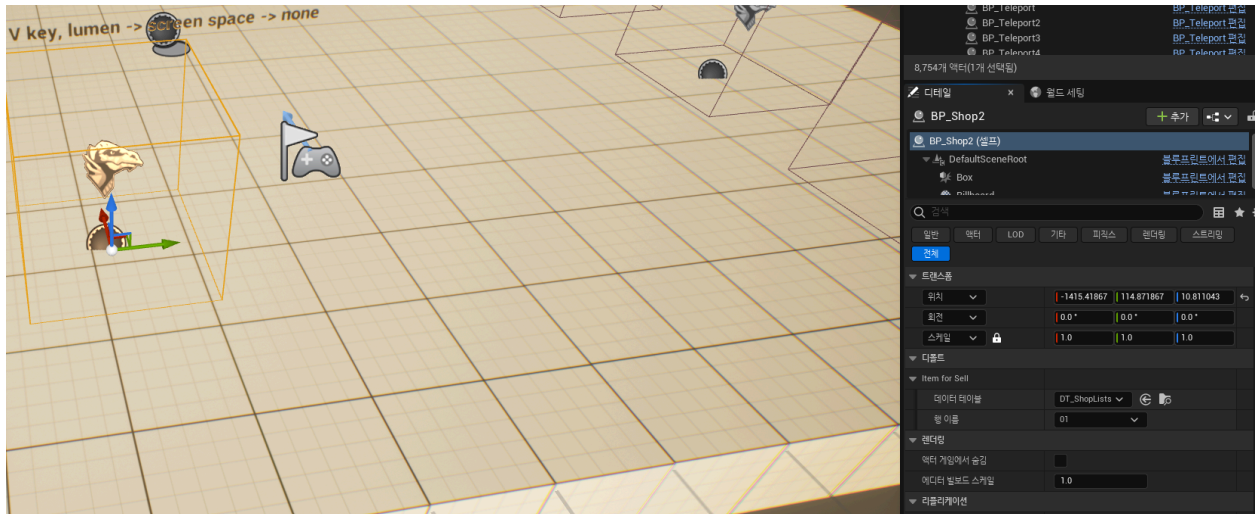
When you add item in item data table, you can select in recipe. you can choose product item from item data table and can select ingredient count and kind. There is no limitation of ingredient kinds. In theory, more than 100 types of materials are possible, but it is meaningless.

Recipe List : DT_RecipeLists

Used to create selectable options in bench actors(BP_Craft) for grafting. You can select craft list from recipe. so you should make recipe first.

Shop List : DT_ShopLists

This is for shop actor(BP_Shop/blueprints folder). After make shop list data table, place BP_Shop actor to you scene, you can find variable for selecting shop list.



Widget Text : DT_RichTextStyleSet

Most text of widget is made by rich text, so you can change this text property.

1	Default	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
2	Skin	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
3	Red	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
4	Black	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
5	Gray	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
6	Blue	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
7	Black80	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
8	White	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
9	White10	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
10	Red10	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
11	Red24	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
12	Description	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
13	Skin15	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
14	White15	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
15	Skin24	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
16	blue10	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
17	Skin12	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
18	Nred10	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
19	Green12	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
20	White12	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
21	Skin18	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
22	Dollar12	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
23	red8	{ "Font": { "FontObject": "Font'/Engine/EngineFonts/Roboto.Roboto", "Fo
