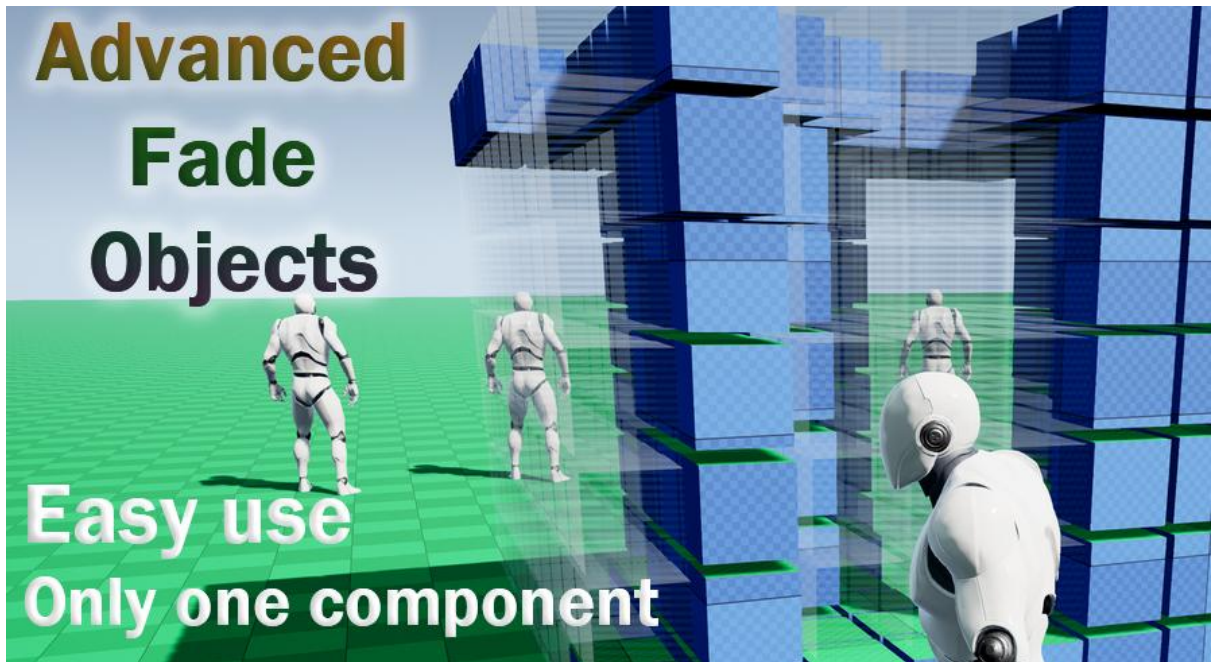


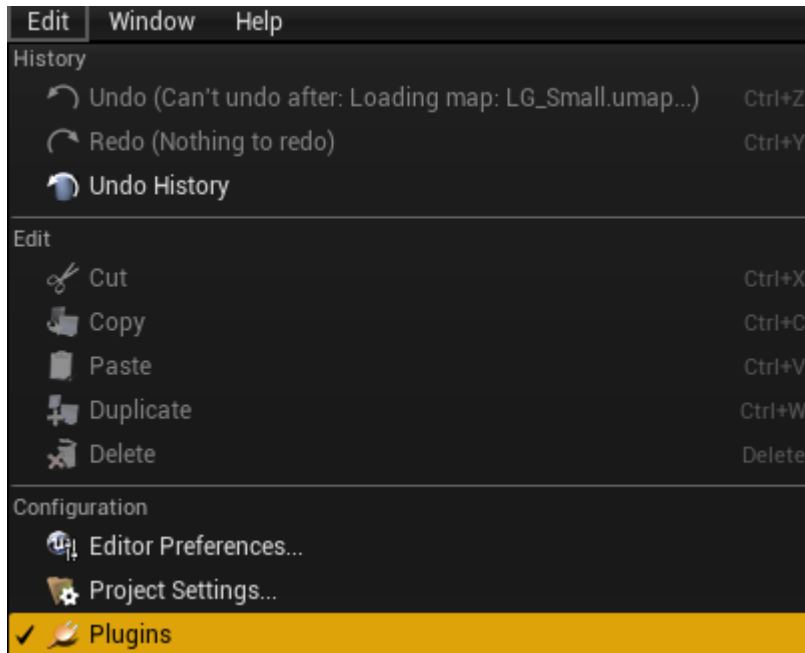
Advanced Fade Objects



This system uses just one component and one material to make objects transparent between the character and the camera. Objects can be of any complexity and with any number of materials. All code is written in C ++ for performance.

Setup

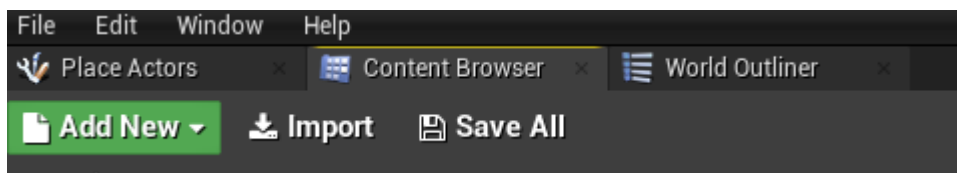
1. Install plugin from Epic Store Launcher
2. Open your project
3. In the Edit menu, select Plugins.



4. Find and enable the Plugin AdvancedFadeObjects



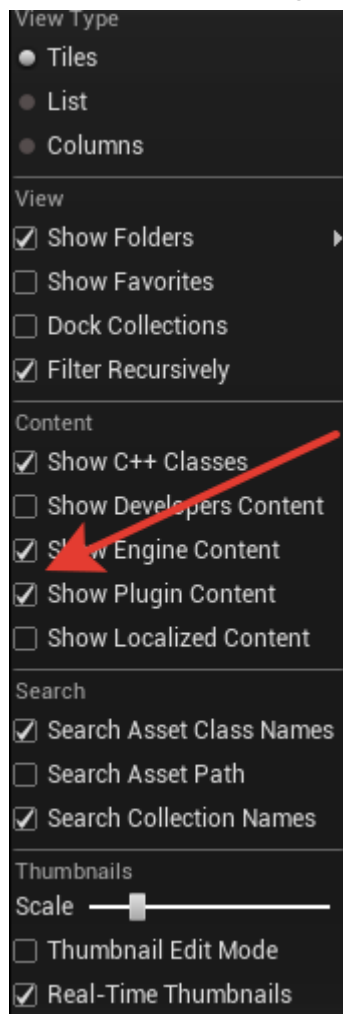
5. Select "Content Browser"



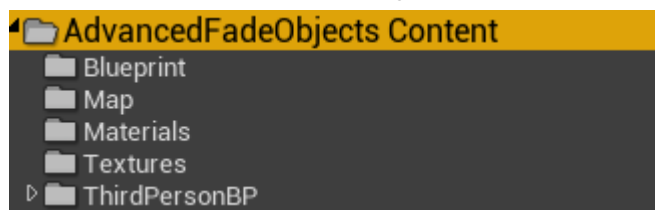
6. Select "View Options"



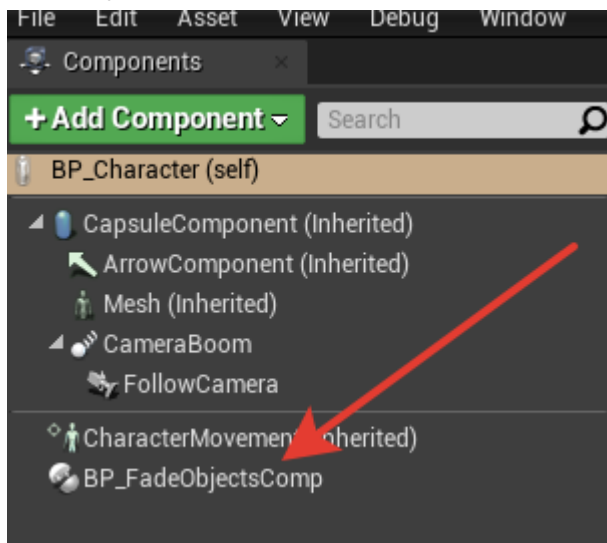
7. Select “Show Plugin Content” and “Show Engine Content”



8. Go to “AdvancedFadeObjects Content\Blueprint”



9. Open your character and add BP_FadeObjectsComp



10. Select BP_FadeObjectsComp and chose the parameters you



need.

Fade Material - You can select static mesh for the flock system.

Enable - Activate fade system.

Add Object Interval - How quickly objects will be added for processing.

Calc Fade Interval - How fast objects will be processed.

Work Distance - At what distance objects will be processed.

Near Camera Radius - At what radius near the camera objects will be processed.

Player Class - Your character class.

Object Types - Specify the collision of objects to be processed.

Actor Ignore - Which actors should be ignored..

Fade Rate - Transparency adding speed.

Capsule Half Height - Capsule size for checking objects between the camera and your character.

Capsule Radius - Capsule size for checking objects between the camera and your character.

Near Object Fade - How strongly objects should be seen.

Far Object Fade - How strongly objects should be seen.

Immediately Fade - The power of instant transparency.

All objects that need to be hidden must have collision enabled.

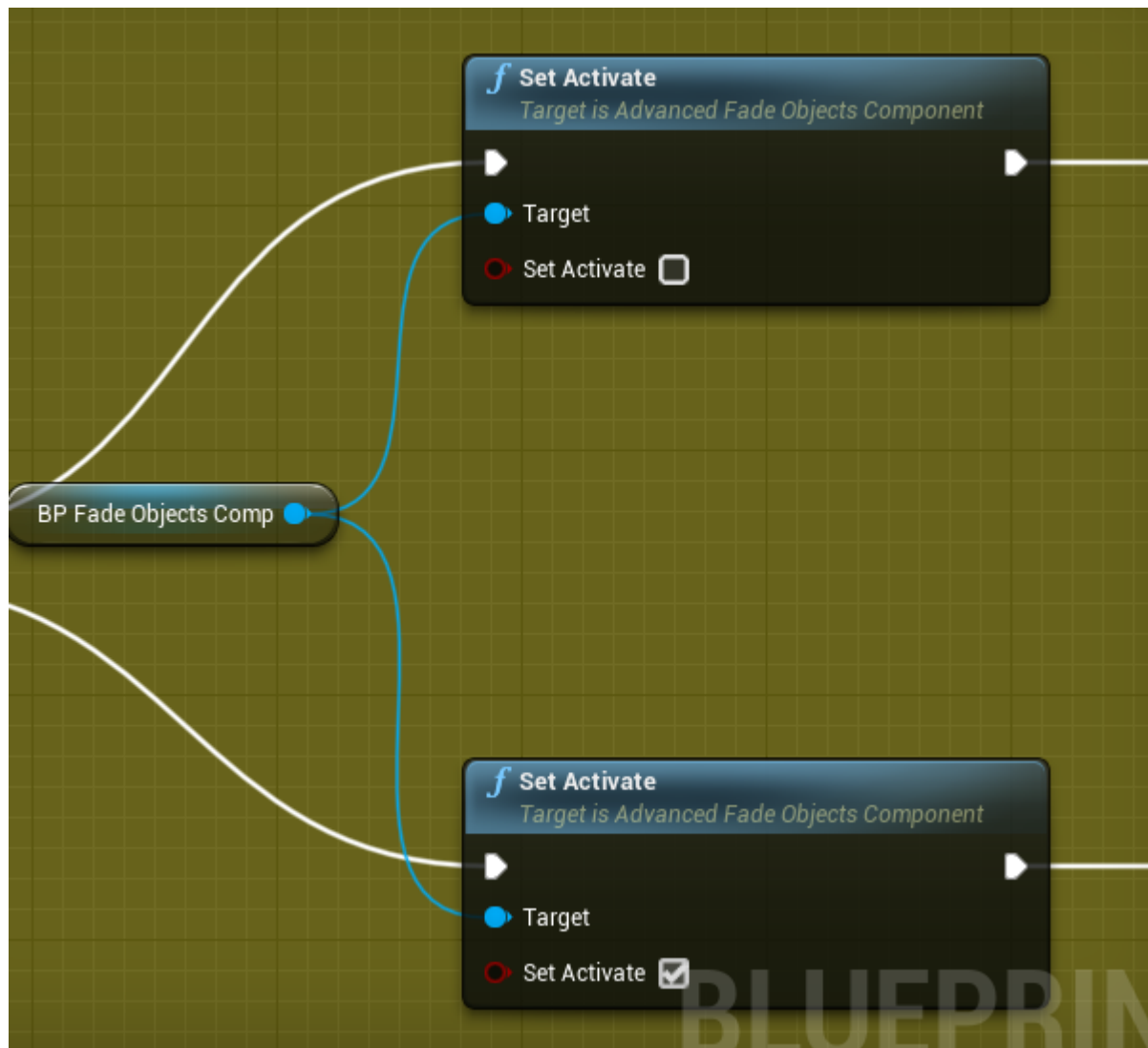
Update 1.0.3 for UE 4.26.

+Added installation of instance material.

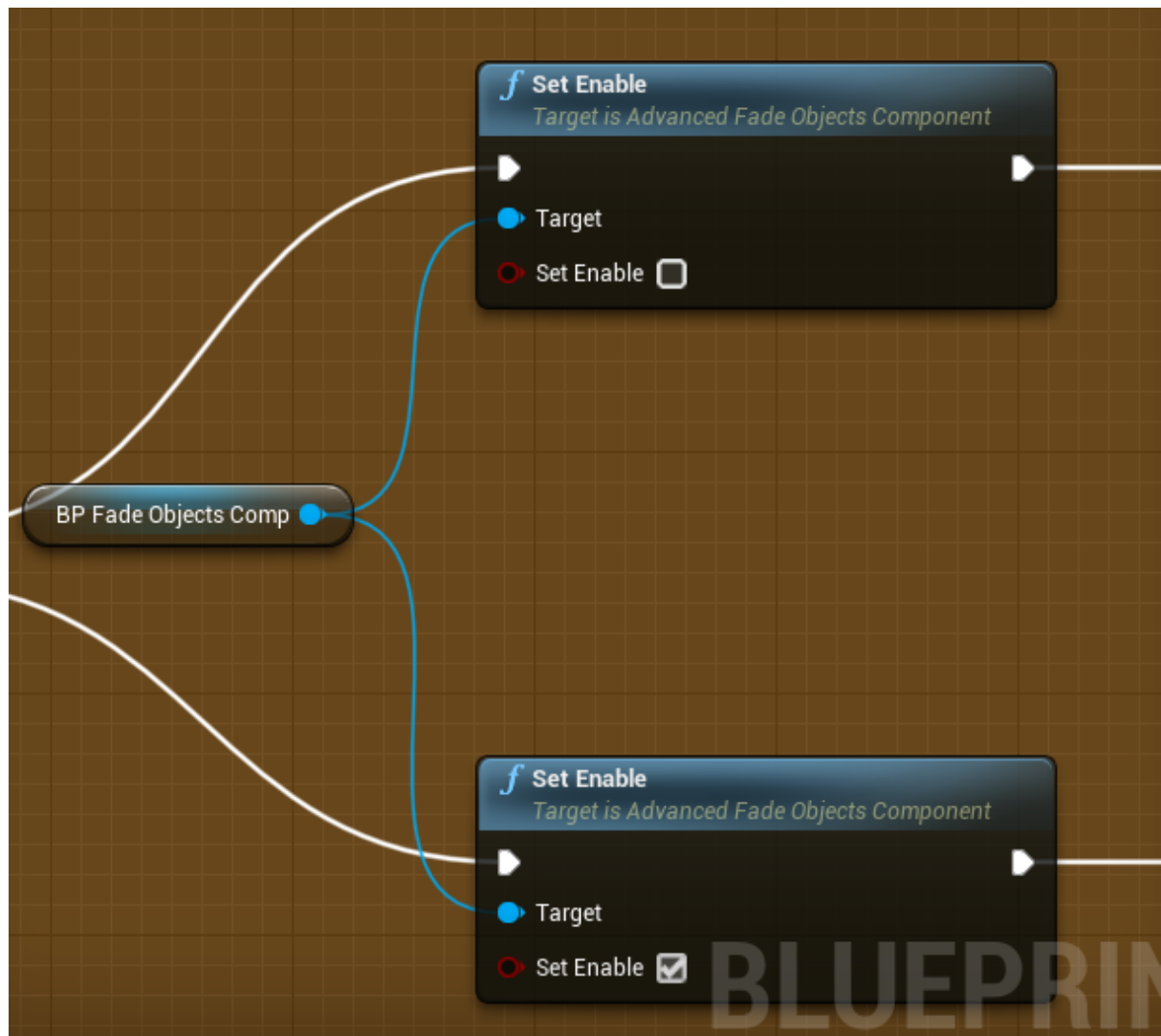
+Added the ability to pause the Fade Objects system in runtime.

+Added the ability to turn disable/enable the Fade Objects in runtime.

Call this function for pause/unpause Fade Objects.



Call this function to enable/disable Fade Objects.



Update 1.0.5 for UE 4.26.

- + Change variable ignoreActors to BlueprintReadWrite.
- + Used Async Trace for best performance.

It is now much easier to manage exceptions for actors.

