NPC Manager System Change Log

This document tracks the changes in NPCM since its initial release.

Unreal Engine 5.1+

Release 1.2.2 (Current)

- NPCs now use a Default Profile if none is found
- Added ability to specify whether NPCs spawned from a POI are forced to use the POI as their first Task or follow their Profiles
- Improved the NPC Spawner by adding a list of Profiles that can be randomly assigned to spawned NPCs
- Fixed several bugs related to interrupting (interacting) with NPCs
- Fixed a bug where an NPC using a Path would not trigger the Task timer correctly
- Fixed an issue where Profiles with very low percent chance for a Task would trigger an infinite loop (added safeguards)

Updated Files

- BP_NPC
- BTT_NPC_FollowNearbyPath
- Comp_NPC_Controller
- BP_NPC_POI_Base
- BP_NPC_Spawner
- Struct_NPC_POI_NPCs
- Struct_NPCSPawn
- [NEW] BP_Profile_Default