

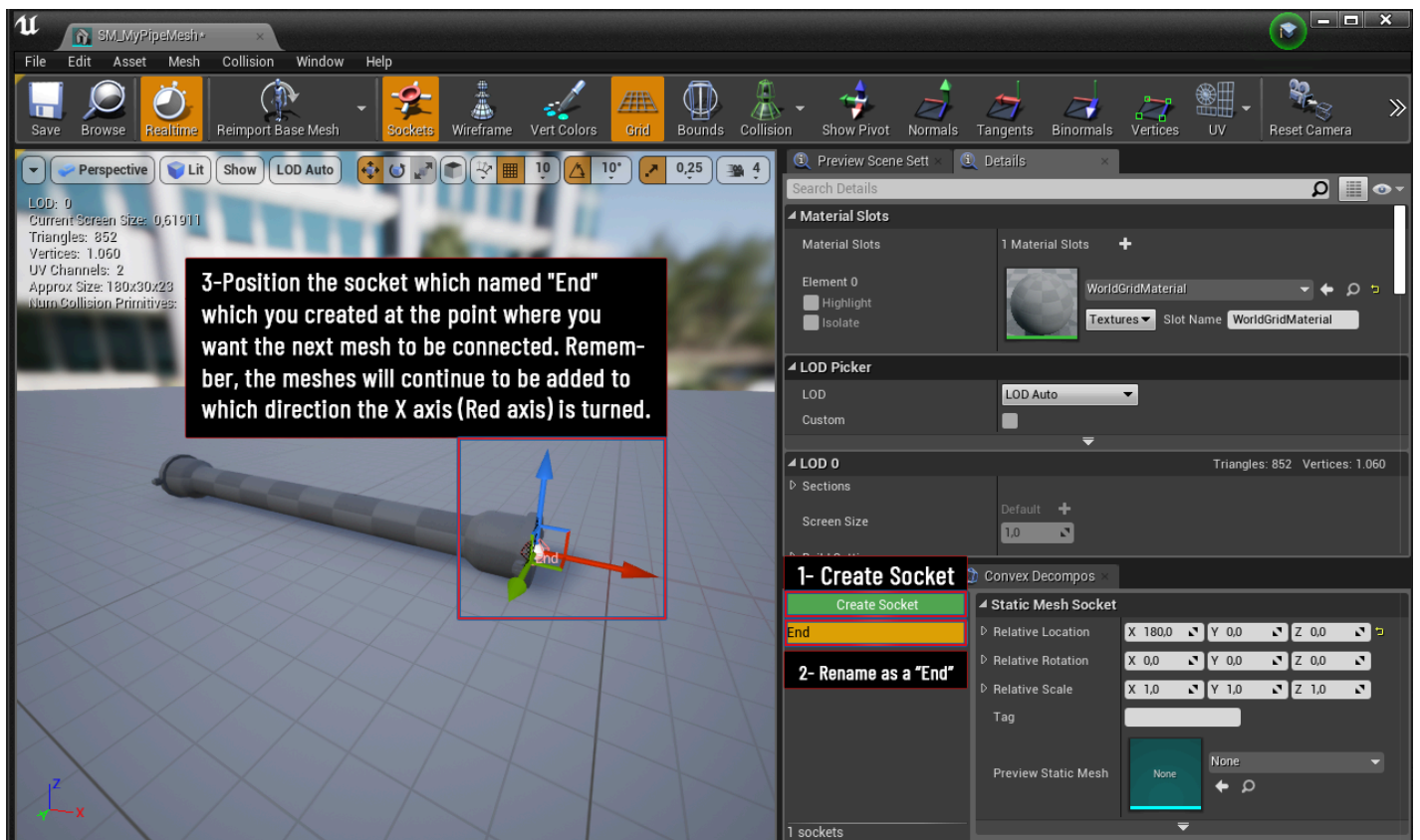
## Mesh Setup

Pipe meshes in blueprints use a socket system to interlock. Therefore, you must create sockets named "End" for the next mesh to be articulated correctly.

1-



2-

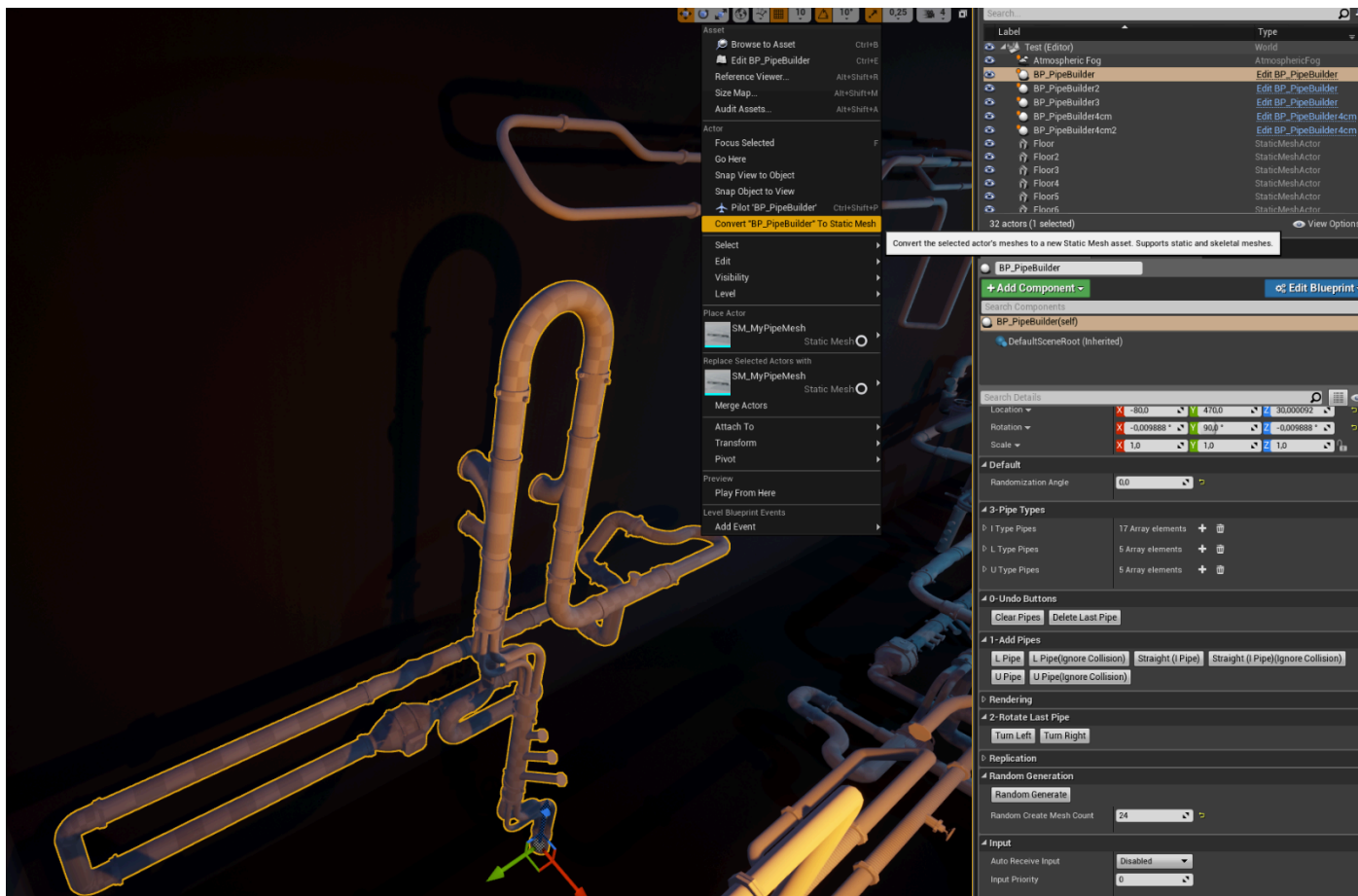


The screenshot shows the Unreal Engine Details panel for a Blueprint named **BP\_PipeBuilder**. The panel is organized into several sections:

- Location:** X: -80,0; Y: 470,0; Z: 30,000092
- Rotation:** X: -0,009888 °; Y: 90,0 °; Z: -0,009888 °
- Scale:** X: 1,0; Y: 1,0; Z: 1,0
- Default:** Randomization Angle: 0,0
- 3-Pipe Types:**
  - I Type Pipes: 17 Array elements
  - L Type Pipes: 5 Array elements
  - U Type Pipes: 5 Array elements
- 0-Undo Buttons:** Clear Pipes, Delete Last Pipe
- 1-Add Pipes:** L Pipe, L Pipe(Ignore Collision), Straight (I Pipe), Straight (I Pipe)(Ignore Collision), U Pipe, U Pipe(Ignore Collision)
- Rendering:** (Expanded)
- 2-Rotate Last Pipe:** Turn Left, Turn Right
- Replication:** (Expanded)
- Random Generation:** Random Generate
- Random Create Mesh Count:** 24

A red box highlights the **3-Pipe Types** section, and a callout box with the text **Add your own pipes to the appropriate field** points to it.

## Converting the Completed Pipe System to Mesh



After completing the Pipe Generation process, right click and select "Convert to static mesh" and save it to location where you want. Afterward add the mesh which you saved before.

Unless you do this, the system which you created will not become permanent.