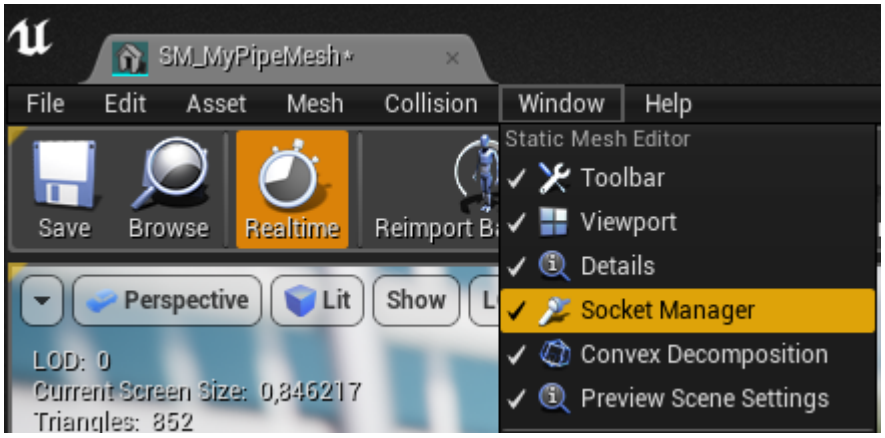
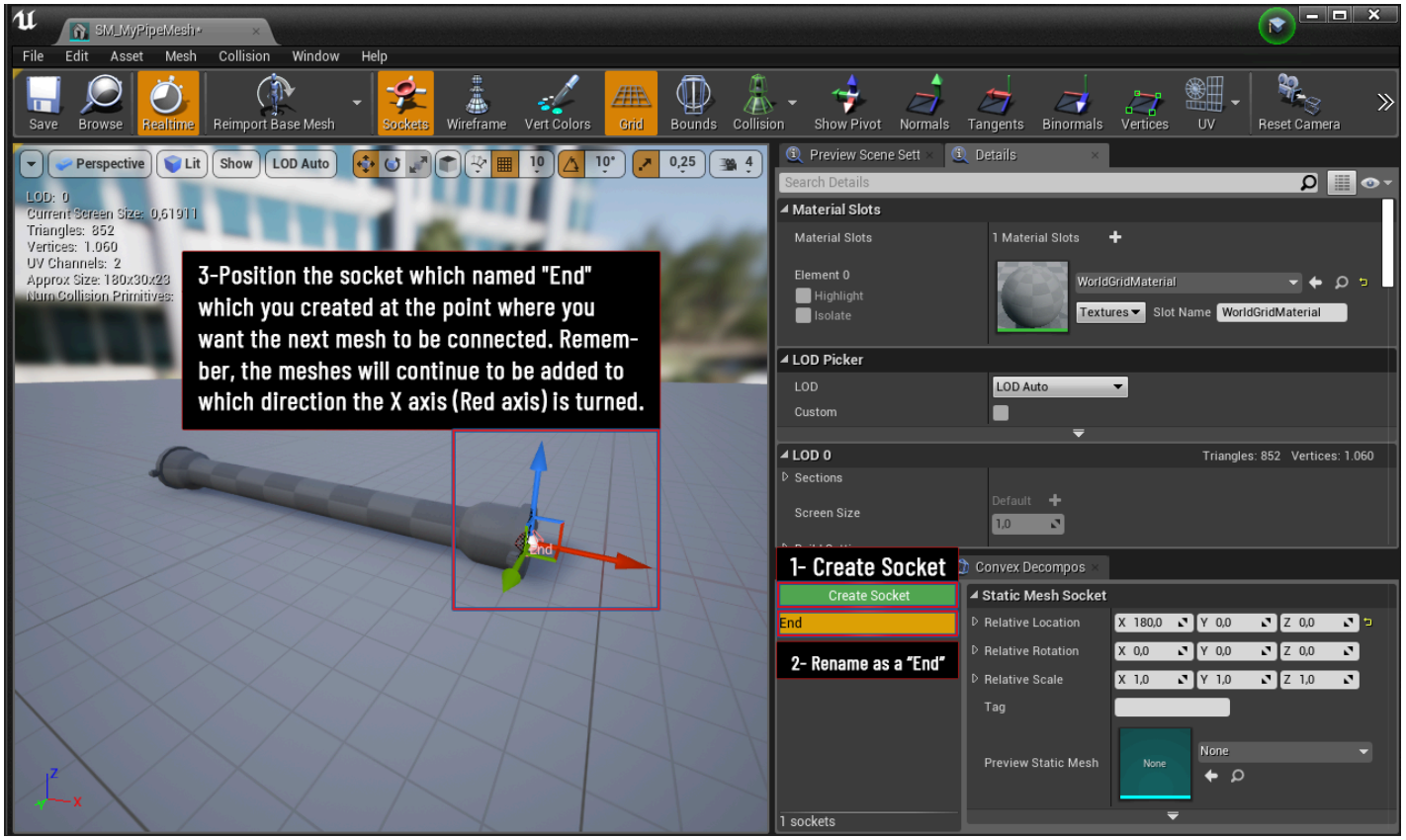
Mesh Setup

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.

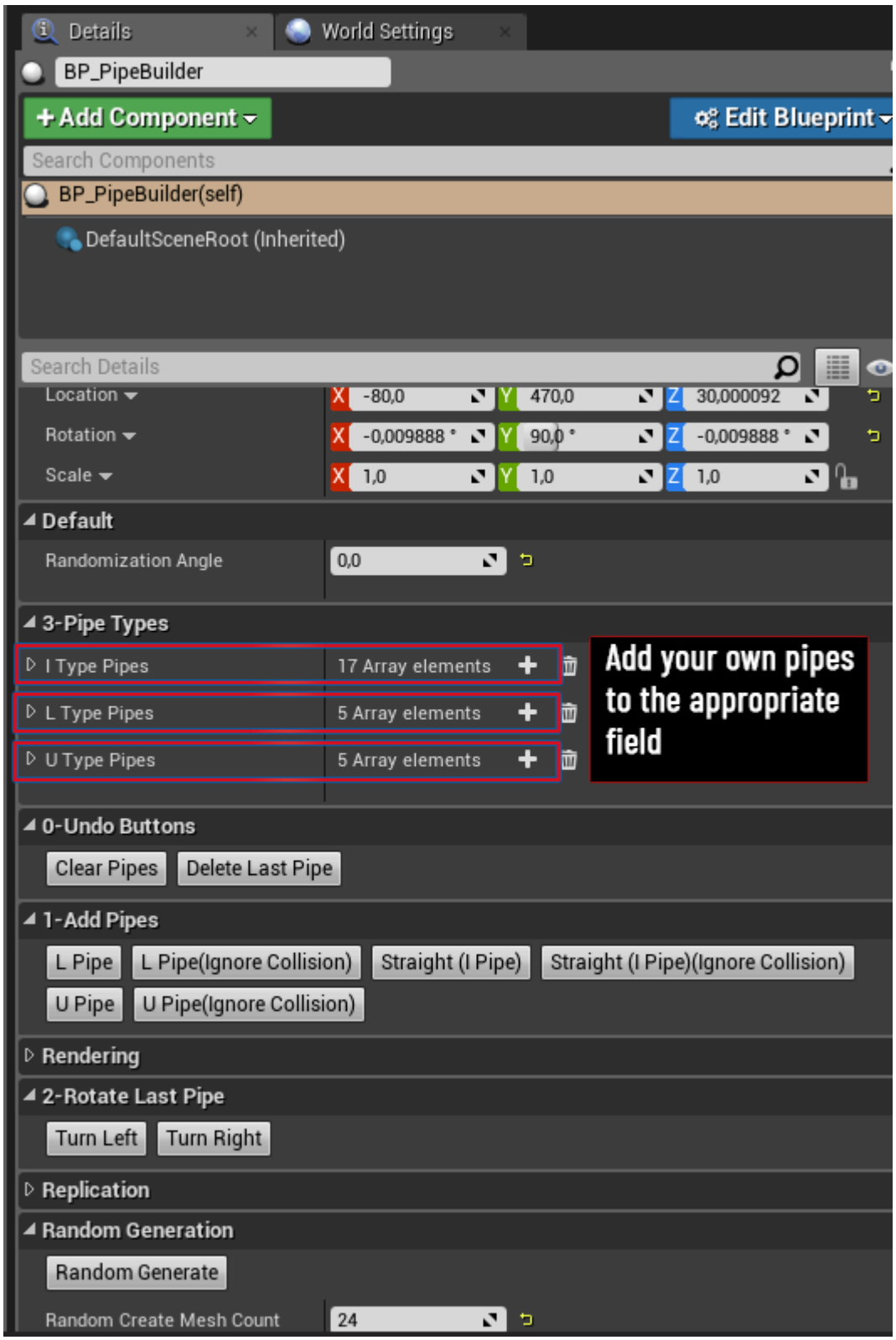
1-



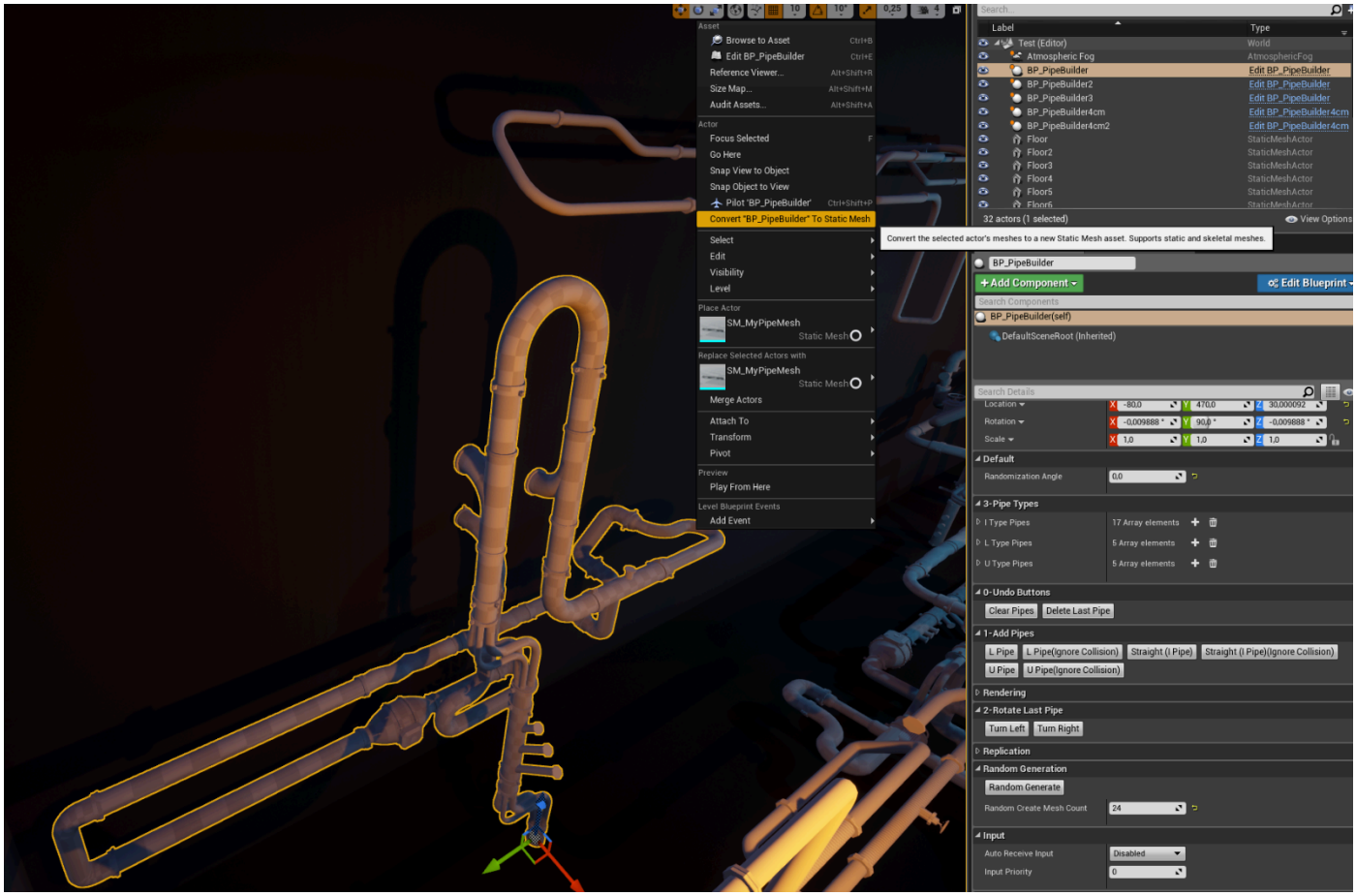
2-



3-


Details
World Settings
BP_PipeBuilder
+ Add Component
Edit Blueprint
Search Components
BP_PipeBuilder(self)
DefaultSceneRoot (Inherited)
Search Details
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
Add your own pipes to the appropriate field
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
2-Rotate Last Pipe
Turn Left
Turn Right
Replication
Random Generation
Random Generate
Random Create Mesh Count
24

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.