Counter Attack System Version 1.0



What is a Counter Attack System?

Counter attack system is a component that helps save your time to create a multi direction counter system (front, back, left and right) in your project. 100% Blueprint and Multiplayer Support. Using only one component, it is very easy to use for all kinds of projects.

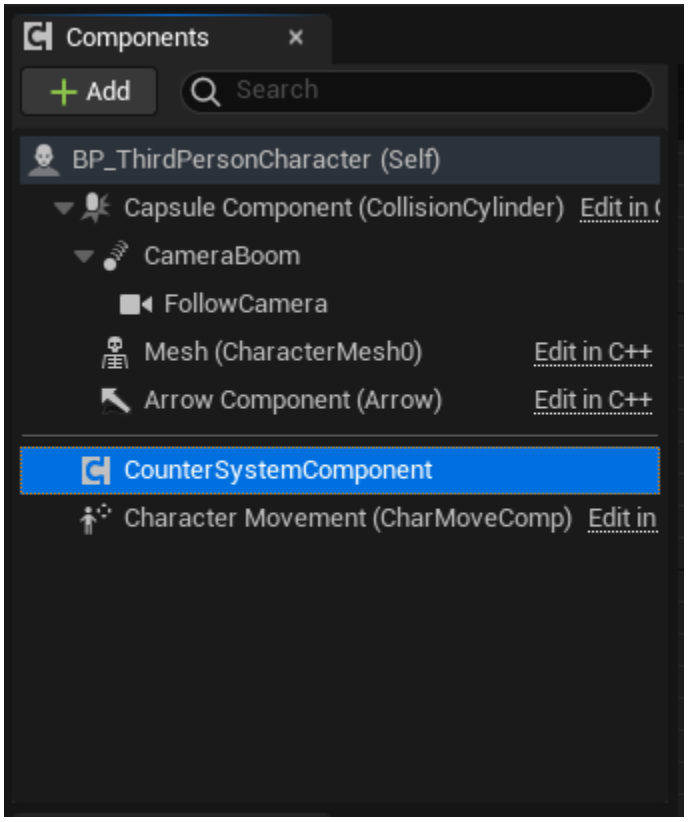
All counter settings are in one DataTable. You can use as many counter animations as you want in every direction. In addition to the direction of the counter animation, it can also be differentiated based on the type of attack from the Counter time notification. The system has Enemy AI that can attack and rotate to player. Each AI attack has a notification widget timing for the player counter.

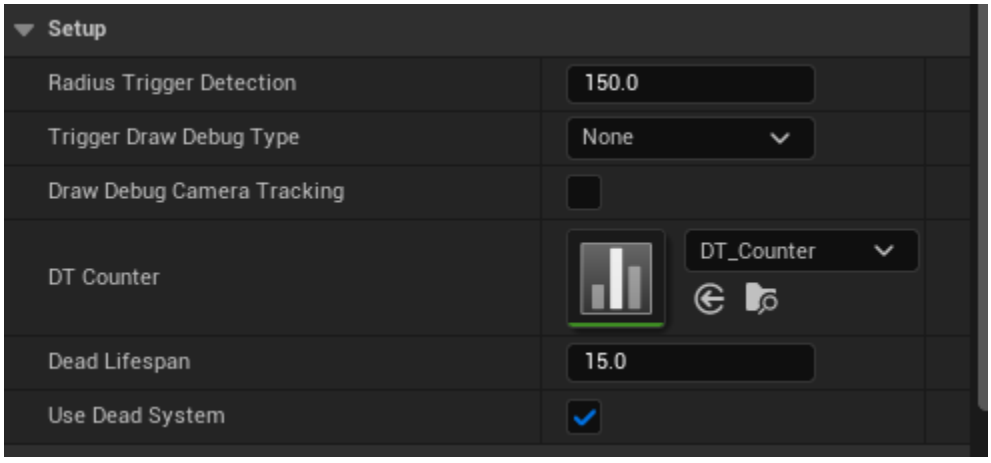
The goal of the product is to help you create a counter attack to AI quickly and simply. You just need to set up your counter animation in DataTable based on the direction you choose and let the system do the work.

Join **Discord** channel and get verified to access the support.

Getting Started

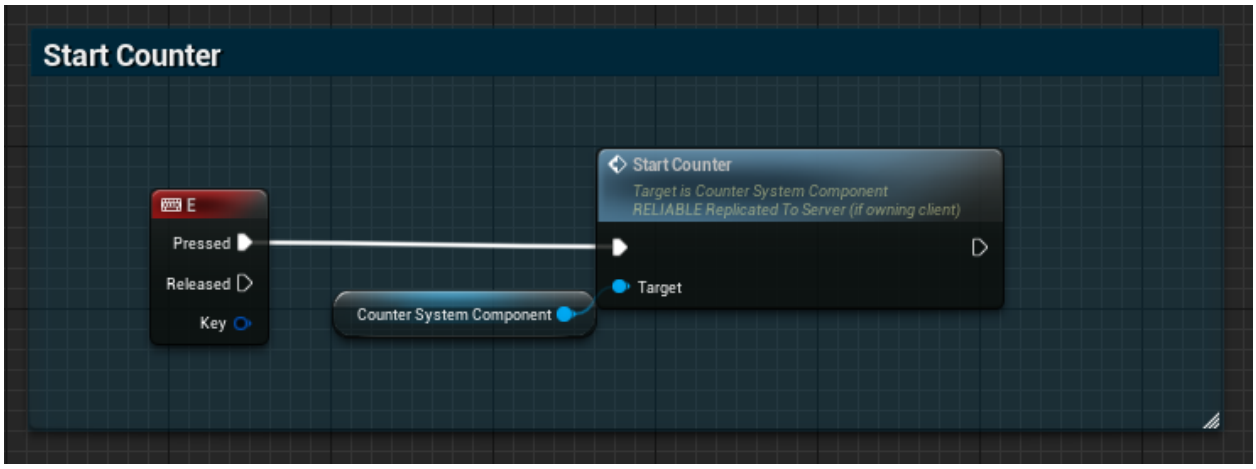
Component





- **Radius Trigger Detection:** Range distance to detect target counter.
- **Trigger Draw Debug Type:** The debug of trace detection.
- **Draw Debug Camera Tracking:** Draw debug camera tracking on cinematic.
- **DT Counter:** Data table that is used for the counter system.
- **Dead Lifespan:** The duration of destroying an actor when in dead.
- **Use Dead System:** If you have your own death system just untick this.

Start Counter

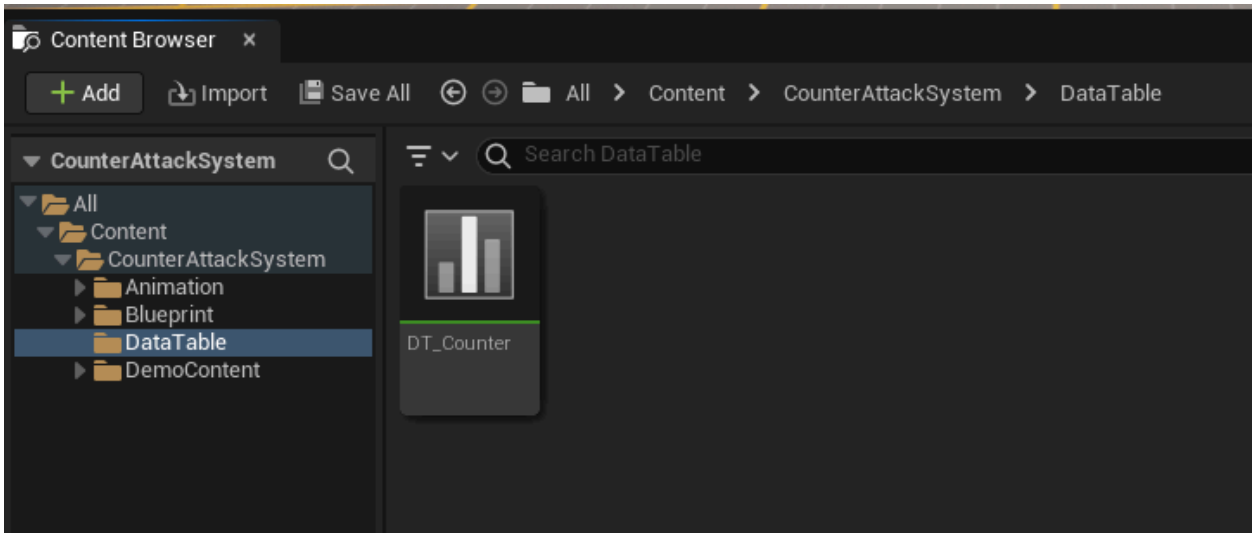


This is how to call a **Start Counter** inside a character blueprint. The call can only be activated where there is a notification counter when the enemy is attacking.

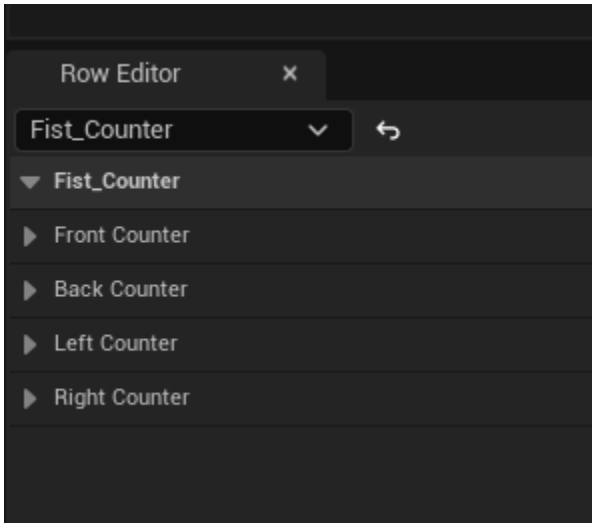


Data Table

Most settings are inside DT_Counter.

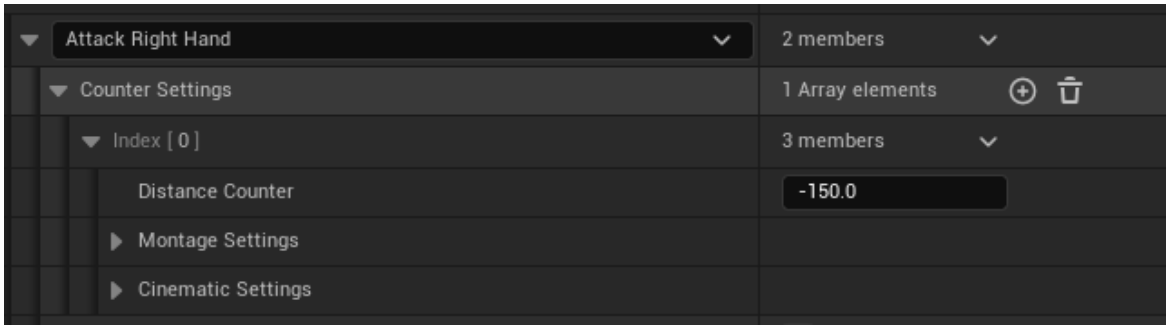


Inside the Fist_Counter row there are 4 directions that you can choose. All directions have various settings.

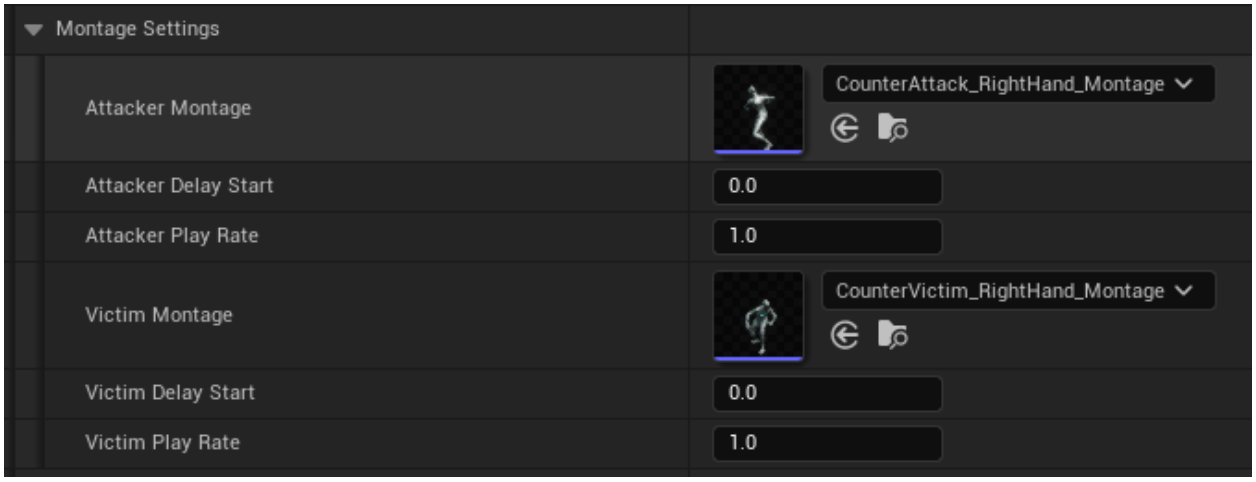




- **Counter Type:** You can use different type counters based on counter attack type. The attack type information will be obtained from the notification counter.
- **Distance Counter:** The distance to move the victim to get the correct location for the counter. Play around with this variable to get a perfect sync position.



- **Montage Settings:**



  - Attacker Montage: Attacker animation montage.
  - Attacker Delay Start: The delay before attacker animation starts.
  - Attacker Play Rate: The attacker animation play rate.
  - Victim Montage: Victim animation montage.
  - Victim Delay Start: The delay before victim animation starts.
  - Victim Play Rate: The victim animation play rate.
- **Cinematic Settings:**

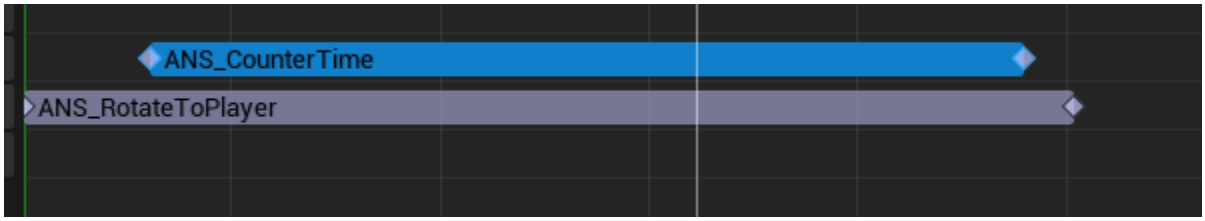


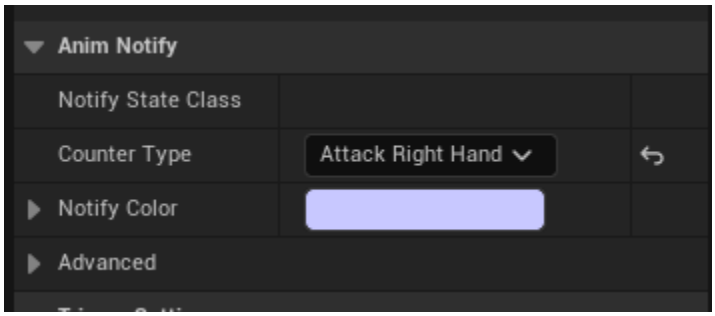
  - Use Cinematic Camera?: Turn on/off cinematic camera.
  - Cinematic Camera Actor: The actor selection for cinematic. This actor must have a Spring Arm inside.
  - Spring Arm Length: The length of Spring Arm.
  - Spring Arm Rotation: The rotation of Spring Arm.
  - Spring Arm Target Offset: The target offset of Spring Arm.
  - Use Camera Fade Switch Transition: Turn on/off fade transition.

- Camera Switch Blend Speed: The blend speed from default camera to cinematic camera.
- Hold time Counter: Give delay to execution. You can adjust the timing of execution when the cinematic camera is still blending.
- Delay Switch to Camera Default: You can adjust this to make the cinematic camera not immediately switch back to default.
- Camera Focus Tracking Target: Set camera focus to victim or attacker.
- Manual Focus Distance: The distance of camera cinematic focus. Play this variable if you got a blur camera in cinematic.

Notification

ANS_CounterTime is used inside enemy montage attacks. This provides the counter attack type to the player when making counter calls. You can change the counter type based on your Data Table.
ANS_RotateToPlayer used for rotate enemy to player when attacking.





Video Tutorials

How to add different Character Class

https://youtu.be/3_YEkoyX1X8

How to Create new AI

https://youtu.be/4XXG8niJR78

FAQ

➔ How integrated with AI Behavior System?

- ◆ If you own the AI Behavior System, please contact me on **Discord** and become a verified member so you can access the Integrated project.

➔ Why cinematic camera not working?

- ◆ Make sure the CAS_CinematicActor is set up correctly.

