

EDGE INDICATOR

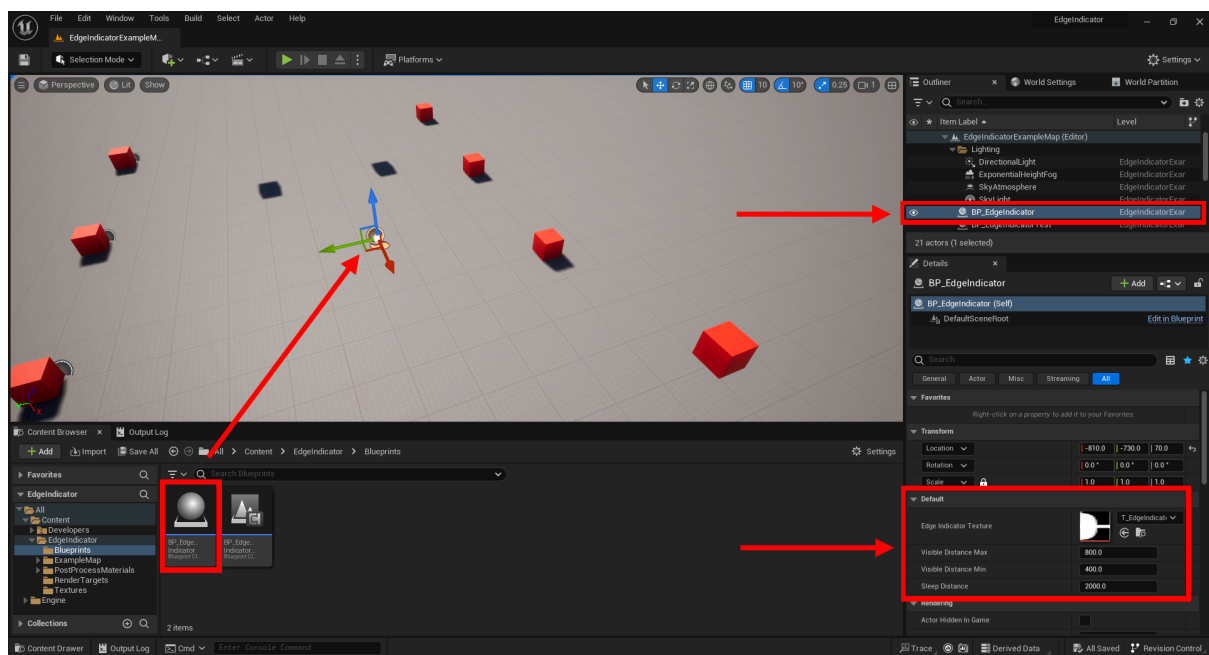
Description

This set of Blueprints is designed for indicating objects outside the player's field of view. Indicators are displayed as illuminated zones along the edges of the screen. Ideal for marking enemies in Stealth or Horror games. These Blueprints are easy to use and configure.

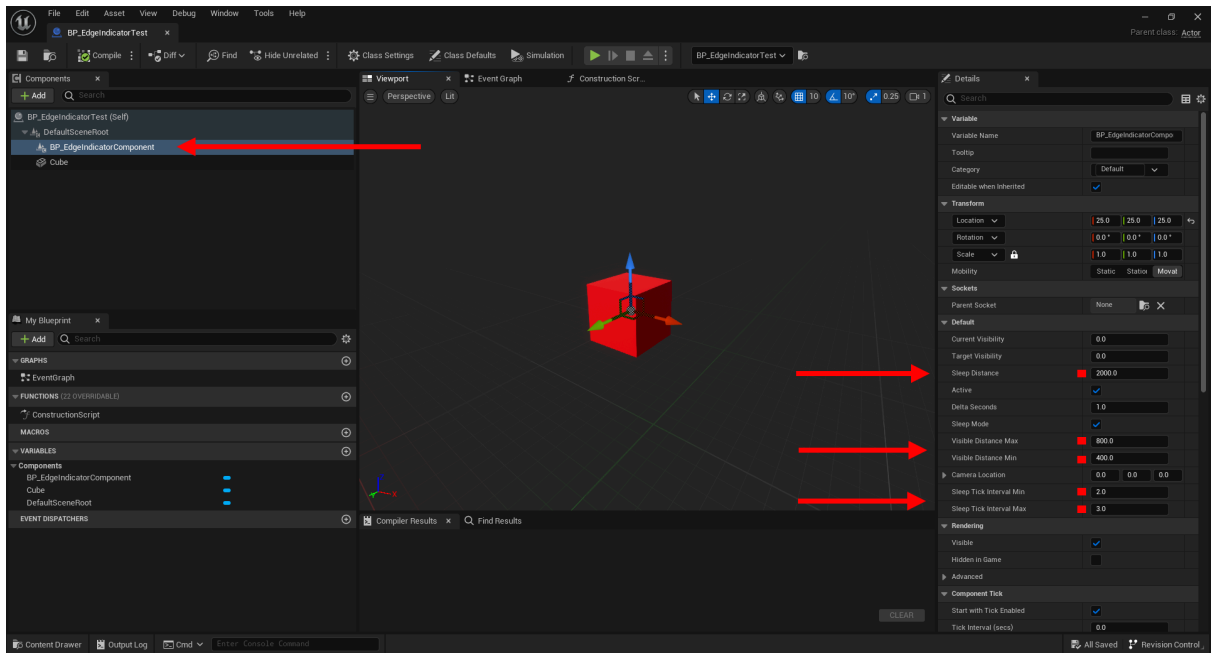
How to Use

To integrate this set of Blueprints into your project, follow these steps:

1. **Adding BP_EdgeIndicator to Your Level:**
 - Add BP_EdgeIndicator to your level.
 - Set the appropriate parameters.

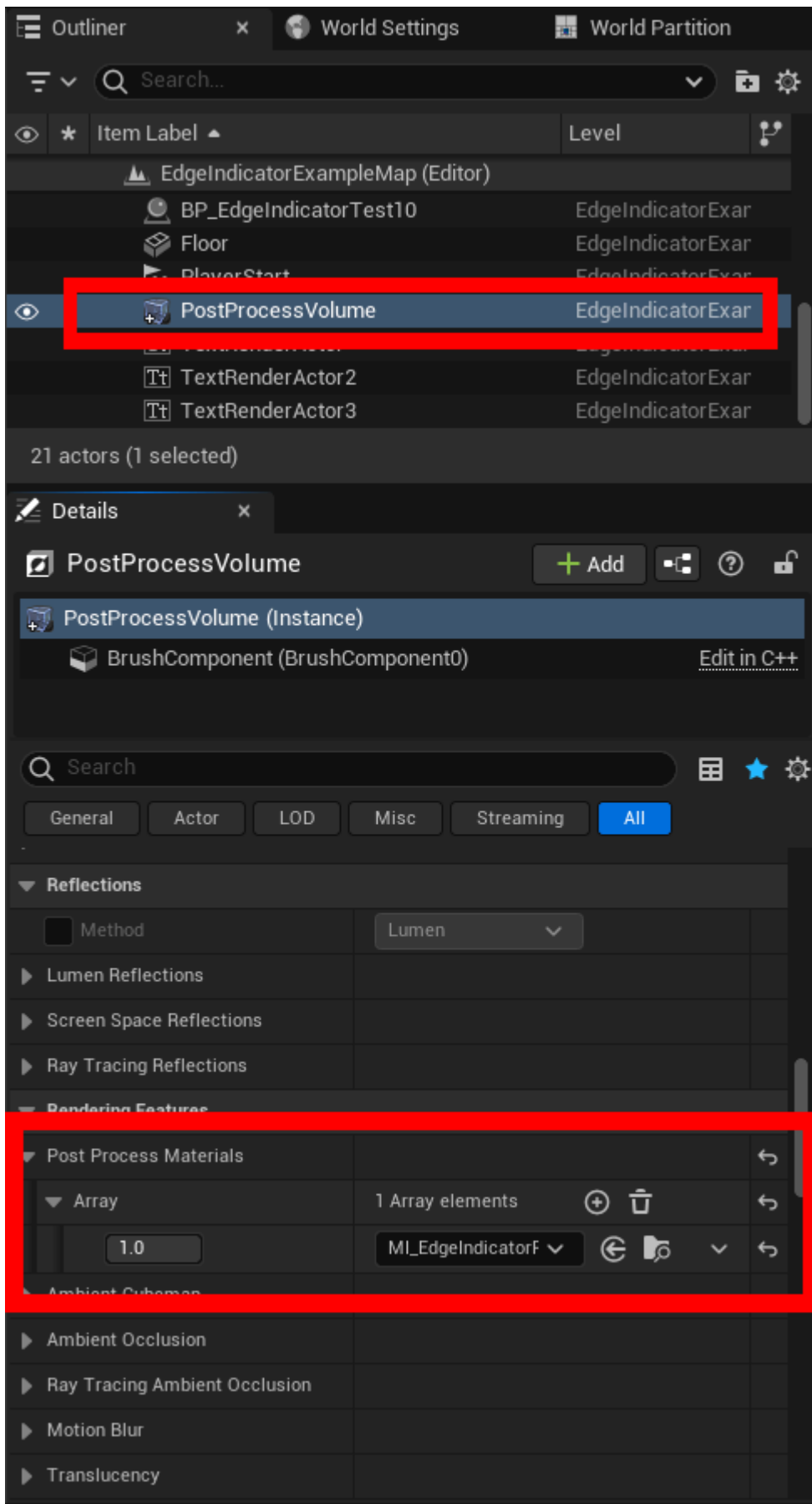


2. **Adding BP_EdgeIndicatorComponent:**
 - Add BP_EdgeIndicatorComponent to your Blueprints/Actors.
 - Position it to be centered.



3. Integrating MI_EdgeIndicatorPP Material:

- Add the MI_EdgeIndicatorPP material to your Post Process Volume.



4. Launch and Test:

- Run the level and test the functionality of the indicators.

Configurable Parameters

BP_EdgeIndicator

- **Minimum and Maximum Distance:** Indicator intensity is zero at maximum distance and 1 at minimum distance.
- **Sleep Distance:** The distance at which components enter sleep mode.
- **Texture for Rendering Component.**

BP_EdgeIndicatorComponent

- **SleepTik Interval (Minimum and Maximum):** When entering sleep mode, the component sets a random tick interval between the minimum and maximum, preventing multiple components from ticking in the same frame.
- **Minimum and Maximum Distance:** The distance at which components enter sleep mode.

These parameters can be overridden at runtime for each component.