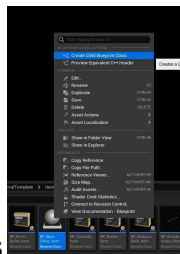




Method to Add New Items

All > Content > AdvancedMultiplayerSurvivalTemplate > Items >

1 Add Items of "Others" Type: Right-click on “BP_Base_Other_Item” and select



Create Child Blueprint class. Rename the newly created child blueprint, for example: “BP_MagnumBullet_Item”. Open this blueprint and set the appropriate static mesh. Set the variables in the “Package Slot Info” structure

Package Slot Info	
ID	None
Quantity	1
ClassReference	None
Durability	100.0

, Set the ID to "MagnumBullet," Quantity to 1, ClassReference to (BP_MagnumBullet_Item), and Durability to 100.

Open the “Item_DataTable” and add a new row. Set the Row Name to the ID of the newly created item (MagnumBullet). Fill in the details for the “Base Item Info”.

2 Add Items of "Materials" Type: Right-click on “BP_Base_Material_Item” and select Create Child Blueprint Class. Follow the same steps as for adding "Others" type items.

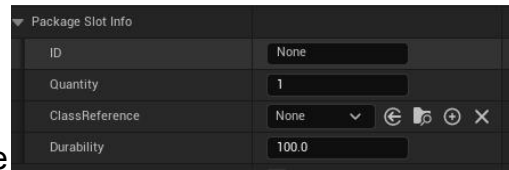
3 Add Items of "Consumables" Type: Right-click on “BP_Base_Consumable_Item” and select Create Child Blueprint Class. Follow the same steps as for adding "Others" type items, but make sure to fill in the details for “Consumable Info” in the “Item_DataTable” as well.

4 Add Items of "Armors" Type: Right-click on “BP_Base_Armor_Item” and select Create Child Blueprint Class. Follow the same steps as for adding "Others" type items, but make sure to fill in the details for “Armor Info” in the “Item_DataTable” as well.

5 Add Items of "Weapons" Type:

① Add Melee: Take adding a “Machete” as an example. Right-click on “BP_Base_Melee_Item” and select Create Child Blueprint Class. Rename it to

“BP_Machete_Item”. Open this blueprint and set the appropriate static mesh. Set the

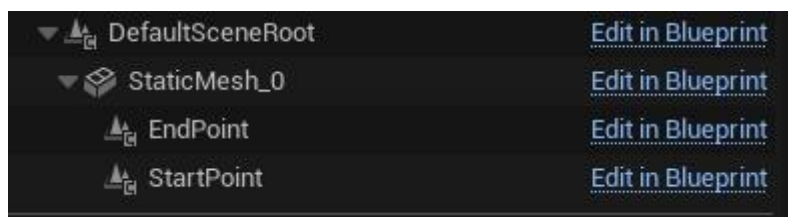


variables in the “Package Slot Info” structure

Set the ID to "Machete," Quantity to “1”, ClassReference to “BP_Machete_Item”, and Durability to “100”.

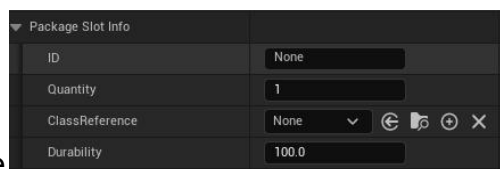
Open the file location: All > Content > AdvancedMultiplayerSurvivalTemplate >

Actors > WeaponActors > Melee > Select the blueprint "BP_Axe_Equipped," make a copy, and rename it to "BP_Machete_Equipped." Set the static mesh and adjust the positions of the "EndPoint" and "StartPoint" components.



。 Their function is to serve

as the starting and ending points for Trace when attacking. Set the variables in the



“Package Slot Info” structure

, Set the ID to

"Machete" and Quantity to 1. **Set the ClassReference to “BP_Machete_Item”. Here,**

you are setting a reference to the item, not to the blueprint itself. Set the Durability to

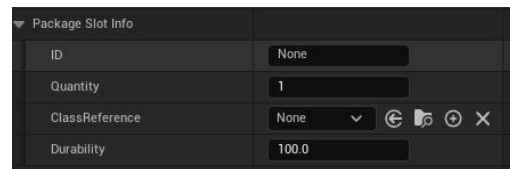
100. Open the “Item_DataTable” and add a new row. Set the Row Name to

"Machete." Fill in the details for “Base Item_Info”, “Melee_Info”, and “Weapon_Info”.

In Weapon_Info, set the EquippedActor to the “BP_Machete_Equipped” you just created.

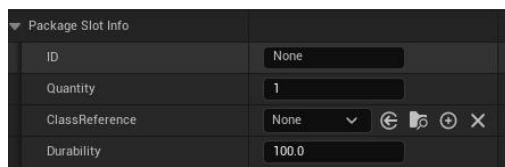
② Add Gun: Take adding an “M4A1” as an example. Right-click on “BP_Base_Gun_Item” and select Create Child Blueprint Class. Rename it to “BP_M4A1_Item”. Open this blueprint and set the appropriate skeletal mesh. Set the

variables in the “Package Slot Info” structure.



Set the ID to "M4A1," Quantity to 1, ClassReference to “BP_M4A1_Item”, and Durability to 100.

Open the file location: All > Content > AdvancedMultiplayerSurvivalTemplate > Actors > WeaponActors > Gun > Select the blueprint "BP_KA47_Equipped" and make a copy, renaming it to "BP_M4A1_Equipped." Set the skeletal mesh and configure the variables in the Package Slot Info structure.

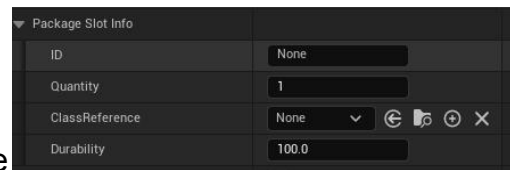


, Set the ID to "M4A1" and Quantity to 1. Set the ClassReference to “BP_M4A1_Item”. Here, you are setting a reference to the item, not to the blueprint itself. Set the variables for Magazine Capacity and Fire Mode.

Open the “Item_DataTable” and add a new row. Set the Row Name to "M4A1." Fill in the details for “Base Item_Info”, “Weapon_Info”, and “Gun_Info”. In Weapon_Info, set the EquippedActor to the “BP_M4A1_Equipped” you just created.

③ Add Bow: Take adding a “ShortBow” as an example. Right-click on “BP_Base_Bow_Item” and select Create Child Blueprint Class. Rename it to

“BP_ShortBow_Item”. Open this blueprint and set the appropriate skeletal mesh. Set

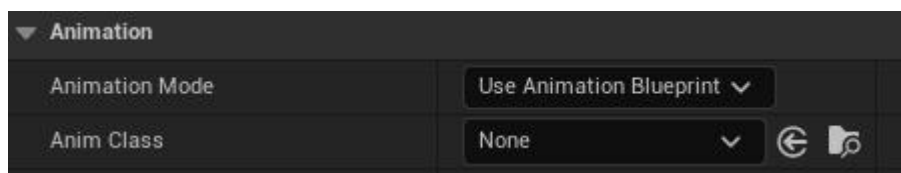


the variables in the “Package Slot Info” structure

, Set the ID to "ShortBow," Quantity to 1, ClassReference to BP_ShortBow_Item, and Durability to 100.

Open the file location: All > Content > AdvancedMultiplayerSurvivalTemplate >

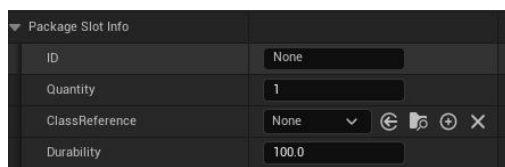
Actors > WeaponActors > Bow > Select the blueprint "BP_SimpleBow_Equipped" and make a copy, renaming it to "BP_ShortBow_Equipped." Set the skeletal mesh and configure the Anim Class



.You need to create

your own Animation Blueprint. For the specific method, refer to "ABP_SimpleBow."

After that, set the variables in the “Package Slot Info” structure.



, Set the ID to "ShortBow" and Quantity to 1. **Set**

the ClassReference to “BP_ShortBow_Item”. Here, you are setting a reference to the

item, not to the blueprint itself.Open the “Item_DataTable” and add a new row. Set

the Row Name to "ShortBow." Fill in the details for “Base Item_Info”, “Weapon_Info”,

and “Bow_Info”. In Weapon_Info, set the EquippedActor to the

“BP_ShortBow_Equipped” you just created.

Set the player's skeletal mesh

All > Content > AdvancedMultiplayerSurvivalTemplate > BP > Character > Human >

Open the blueprint “BP_Player”. Set the skeletal meshes for “mesh (head)”, “UpperBody”, “Foot”, and “LowerBody” to the corresponding character meshes.

All > Content > AdvancedMultiplayerSurvivalTemplate > ActorComponents > Open the blueprint “Inventory_Component”. Set the variables “DefaultLowerBodyMesh”, “DefaultFootMesh”, and “DefaultUpperBodyMesh” to the corresponding character meshes.

Set the dropped loot

All > Content > AdvancedMultiplayerSurvivalTemplate > BP > Character > Zombie >

Open the blueprint “BP_Zombie_01”. Check that the variable ID is set to “Zombie_01.”

All > Content > AdvancedMultiplayerSurvivalTemplate > Data > DataTables >

Open the “LootItems_DataTable”. Find the row with the Row Name “Zombie_01.”

The structure in the “LootItems” array contains the possible dropped loot. You can modify, add, or delete items as needed.

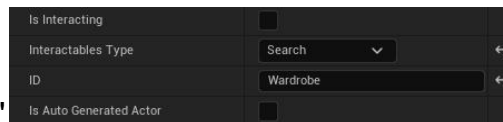
Similarly, open the blueprint “BP_BirdNest” located at All > Content >

AdvancedMultiplayerSurvivalTemplate > Actors > InteractiveActors >

LootContainerActors.”BP_Box”, ”BP_Drawer”, ”BP_OrdnanceBox”. Check its

variables ID. In the "LootItems_DataTable", find the corresponding ID. You can also modify the loot that it drops.

If you need to add a new LootContainerActor, such as "Wardrobe", right-click on "BP_Base_LootContainer" and select Create Child Blueprint Class. Rename it to "BP_Wardrobe". Open this blueprint, set the appropriate static mesh, and set the



variable ID to "Wardrobe." .Open the "LootItems_DataTable" and add a new row. Set the Row Name to "Wardrobe." In the "LootItems" array, set the possible dropped items. Set the variable "Money (Cent)" to the maximum amount that can be dropped.

Set the craftable items

All > Content > AdvancedMultiplayerSurvivalTemplate > Actors > InteractiveActors > CraftingFacilityActors >Open the blueprints "BP_AncientLoom", "BP_Campfire", "BP_Furnace", and "BP_Workbench". Check their variable IDs.

All > Content > AdvancedMultiplayerSurvivalTemplate > Data > DataTables > Open the "CraftableItems_DataTable" and find the corresponding row. Modify, add, or delete variables in the "CraftableItems_Info" array. The Item structure represents the crafted item, and the "CraftingMaterials" array contains the items and quantities required to craft that item.

If you need to create a new “CraftingFacilityActor”, such as an oven, right-click on “BP_BaseCraftingFacility” and select Create Child Blueprint Class. Rename this blueprint to “BP_oven” and set the static mesh. Modify the variable ID to "oven."

Next, open the “CraftableItems_DataTable”, add a new row, and set the Row Name to "oven." Then, in the “CraftableItems_Info” array, add the items that can be crafted and the required materials for crafting them.

Set the items sold by the merchant

All > Content > AdvancedMultiplayerSurvivalTemplate > BP > Character > Human >
Open the blueprint “BP_Merchant” and check the variable ID. In the “MerchantItems_DataTable”, find the row with the same Row Name as the ID. In the “Items array”, set the items that the merchant will sell and configure the Money variable.

Create a mini map

Open the top view of the level. Place "BP_SceneCapture2D" into the level, then drag it to the middle position of the top view and set the Z-axis to 5000.

> All >Game>AdvancedMultiplayerSurvivalTemplate>Texture, Find "T_MiniMapRenderTarget2D".

Adjust the orth width of BP_SceneCapture2D to scale the texture of "T_MiniMapRenderTarget2D" to 100%.

Right-click on "T_MiniMapRenderTarget2D" and create a static texture. Open "MI_MiniMap" and set the Map to the created static texture.

Open "Widget_HUD" and set the variable "Capture Ortho Width/2" to half of the "Ortho Width" of "BP_SceneCapture2D".

After completing these operations, delete "BP_SceneCapture2D" from the scene.