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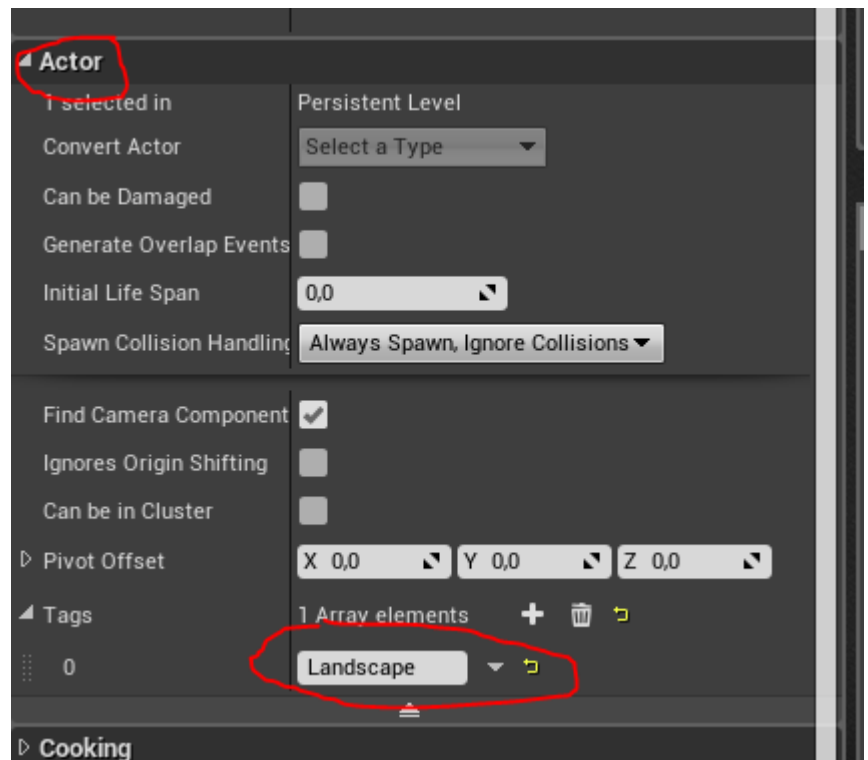
Adding New Plants

The easiest way is shown in the video.

<https://www.youtube.com/watch?v=bmLZJo5wUQE>

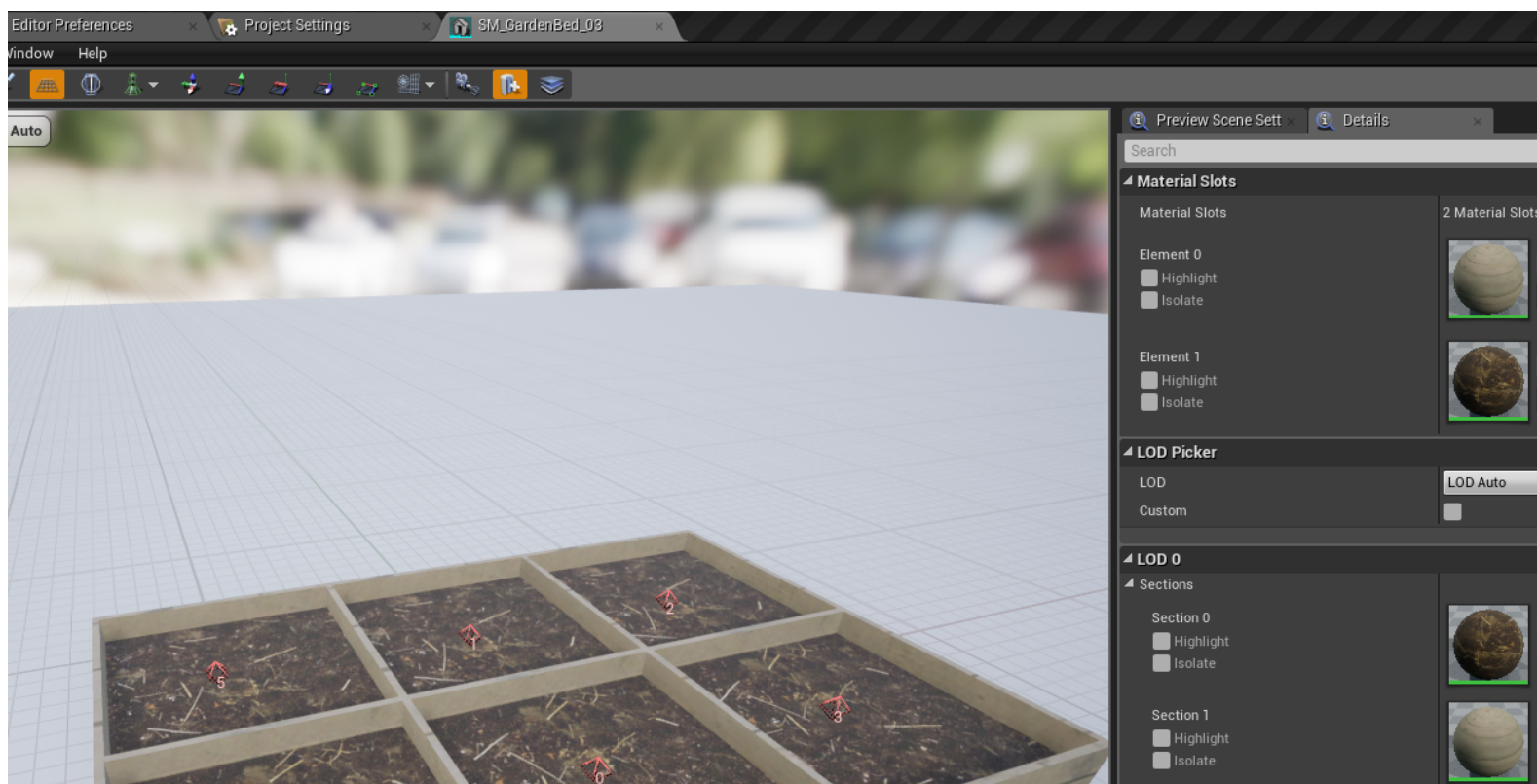
Landscape preparation

On all actors where it is possible to plant plants, there should be a landscape tag.



Adding Plant Beds

Add sockets with the names 0,1,2, etc. To your beds. in places where plants should grow.



In the DT_Items specify the type GardenBed, And in the DT_Plants Give any name. BUT the RowName in DT_Plants should be the same as the Name in DT_Items. Also in DT_Plants specify the type of beds (SmallGardenBed or GardenBed) using bool values.

SmallGardenBed	Small Garden Bed	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000
GardenBed	Garden Bed	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000
GardenBed6x	Garden Bed 6x	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000
GardenBedHigh	Garden Bed High	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000
Water	Watering can	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000
Fertilizer	Simple fertilizer	0.100000	1.000000	10.000000	5.000000	0.200000	0.300000	1.000000	1.500000	0.500000	10.0000

Row Editor

+

×

GardenBed

WaterUsage

WaterMax

DryOutMax

DecayMax

ScaleMin

ScaleMax

FertilizerMultiplier

FertilizerPerTick

FertilizerMax

CanBePlantOnLandscape

CanBePlantOnSmallGardenBed

CanBePlantOnGardenBed

Perennial

SMPlant

1,0

10,0

5,0

0,2

0,3

1,0

1,5

0,5

10,0

☐

☐

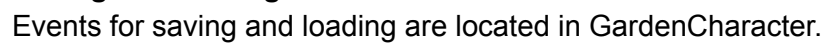
☒

☐

1 Array elements

+

Tick Interval is best left at 1 second.



Items added for the test. Most likely you will want to delete them.

The WB_Inventory contains the logic for adding all items from DT_Items at the start of the game

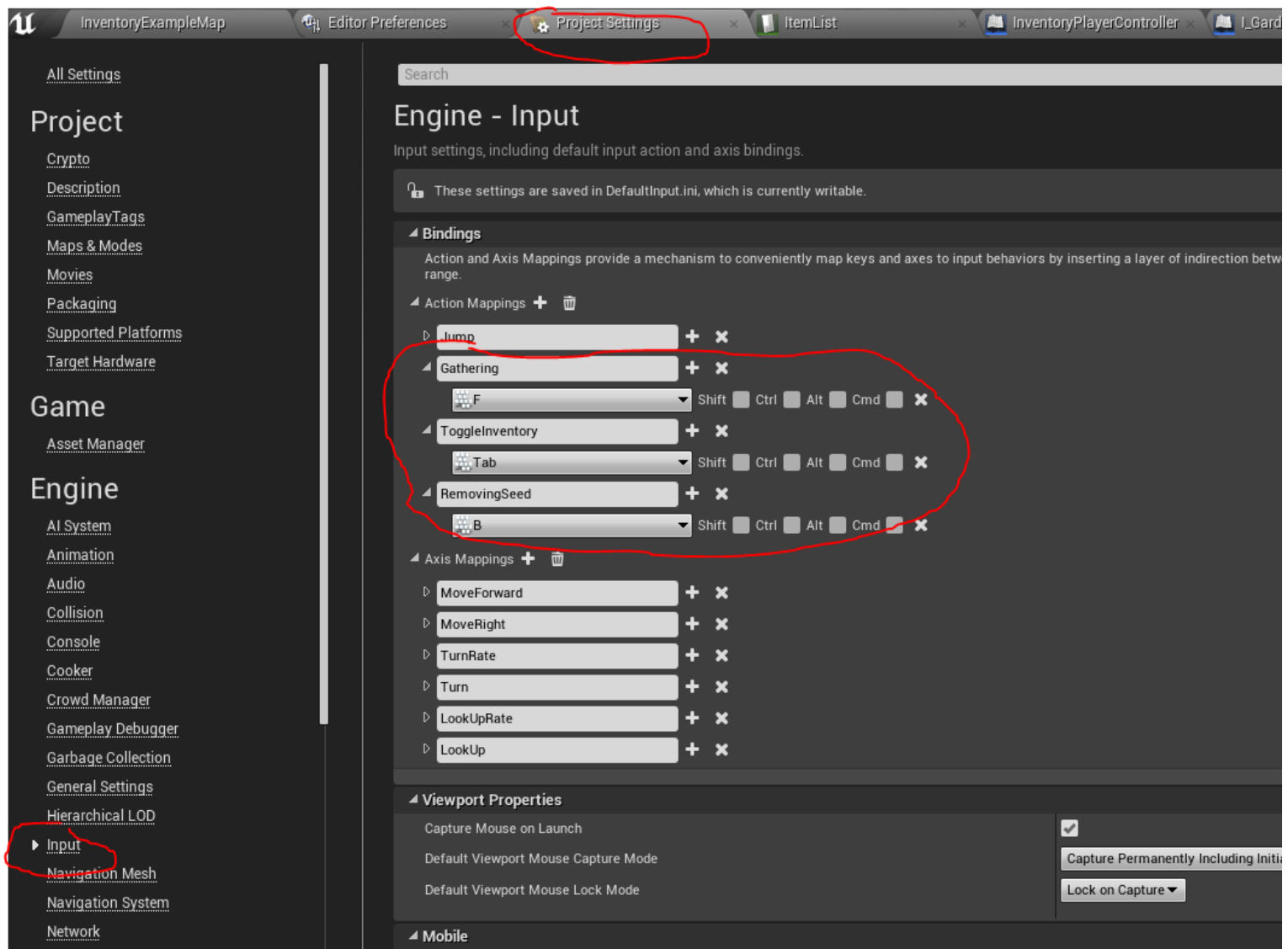
In GardenCharacter, in blocks Fertilizer and Water, there are events on keys 1-5 that allow you to quickly check the growth of plants.

Integration with third-party inventory systems

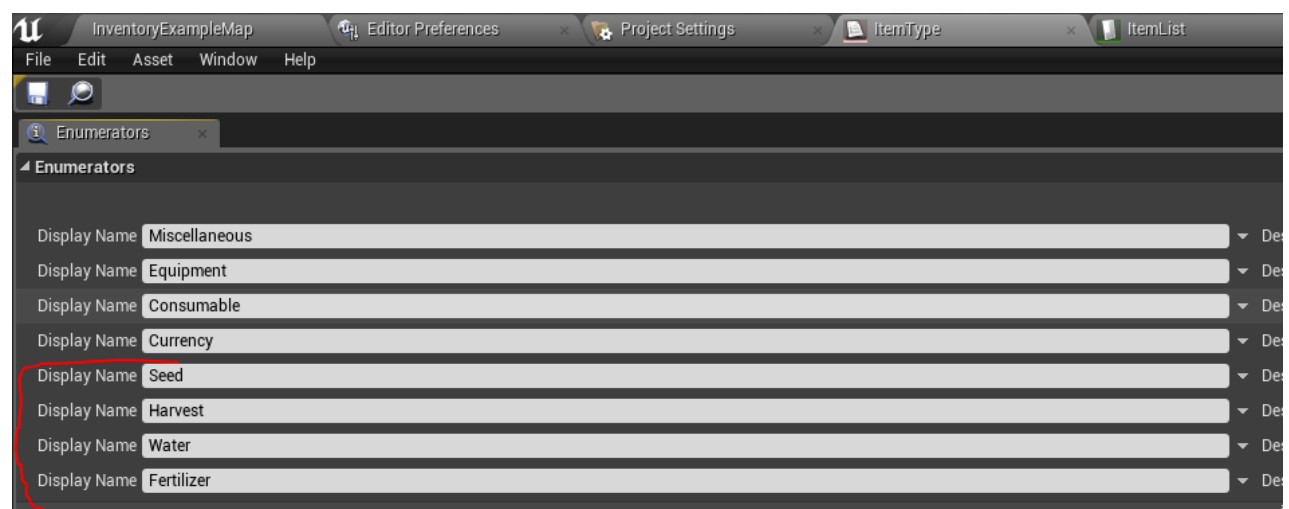
Attention, work in multiplayer in third-party inventories is not guaranteed or tested, because they are individual for each type of inventory

Let's look at an example ActionRPGInventorySystem

Transfer Input Action

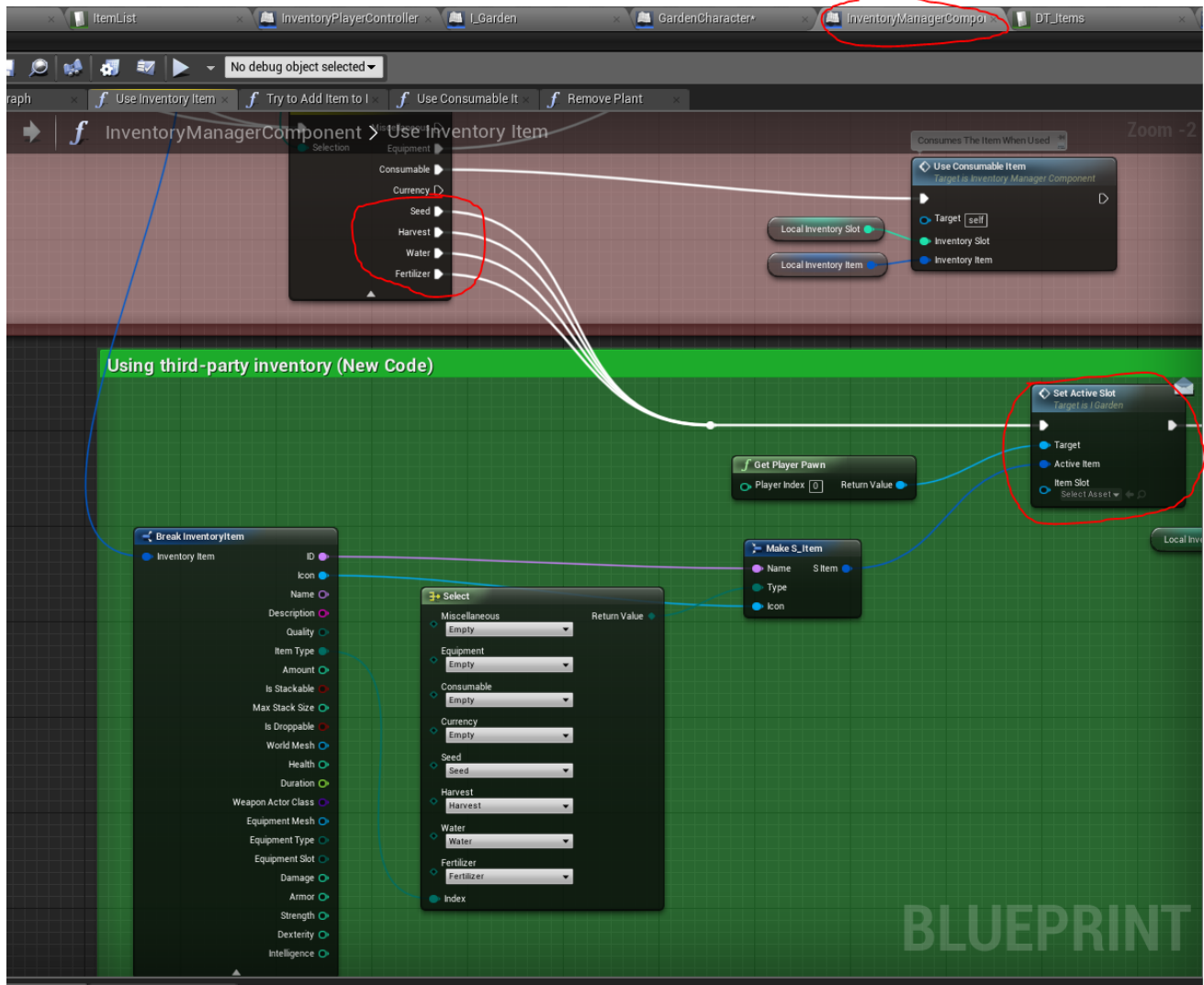


Find where item types are set and add the missing

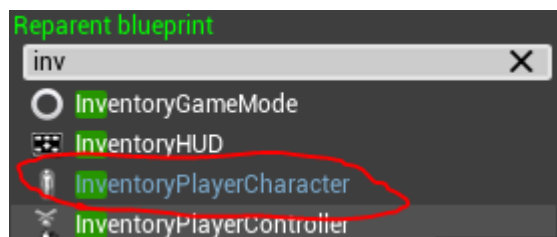
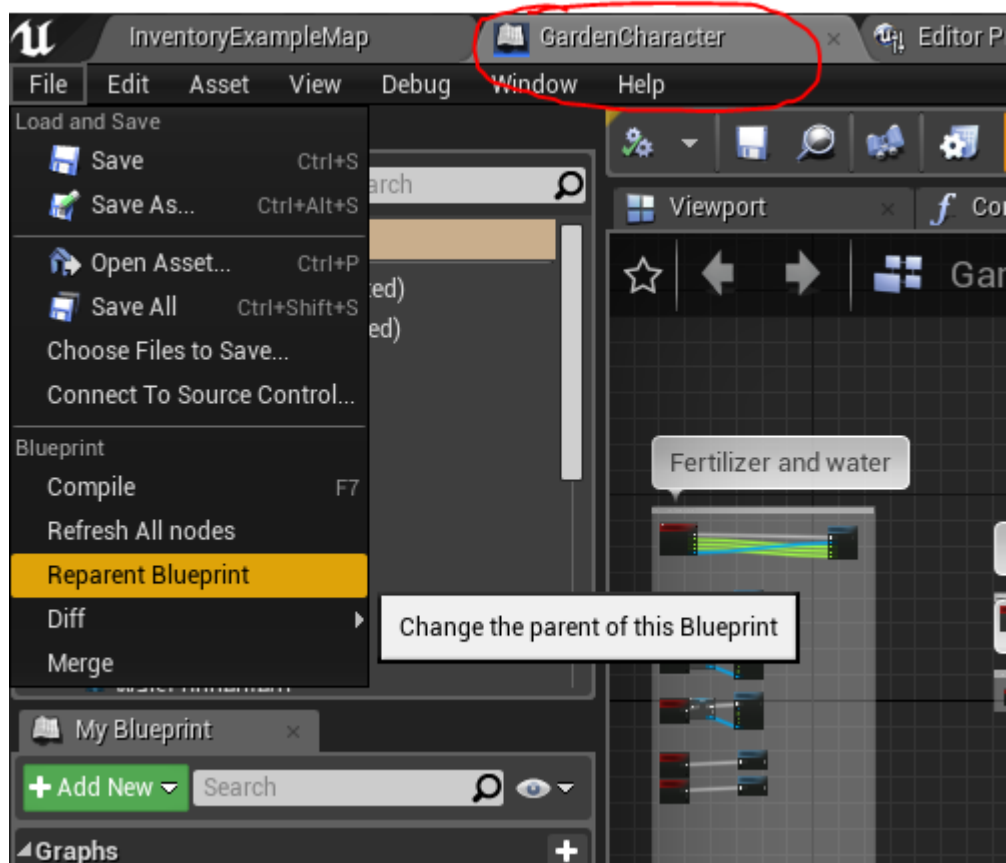


In the function where an item from the inventory is used for new item types, add the “Set Active Item” interface call and connect, as shown in the screenshot.

Make a reparent of your character (GardenCharacter) on the main character from the ActionRPGInventorySystem.



[Click to enlarge](#)



Add items to use in the ItemList of your inventory..

Data Table

Search

	ID	Icon	Name	
Equip_Leather_Pouches	Equip_Leather_Pouches	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Equi	Leather Pouches	
Equip_Leather_Ring	Equip_Leather_Ring	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Equi	Leather Ring	
Equip_Spiked_Ring	Equip_Spiked_Ring	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Equi	Spiked Ring	
Weapon_Simple_Axe	Weapon_Simple_Axe	Texture2D'/Game/InventorySystem/Items/Weapons/Icon/T_ICON_Weapo	Simple Axe	
Weapon_Bone_Dagger	Weapon_Bone_Dagger	Texture2D'/Game/InventorySystem/Items/Weapons/Icon/T_ICON_Weapo	Bone Dagger	
Weapon_Bone_Sword	Weapon_Bone_Sword	Texture2D'/Game/InventorySystem/Items/Weapons/Icon/T_ICON_Weapo	Bone Sword	
Armor_Leather_Hood	Armor_Leather_Hood	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Leather Hood	
Armor_Leather_Helmet	Armor_Leather_Helmet	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Leather Helmet	
Armor_Leather_Boots	Armor_Leather_Boots	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Leather Boots	
Armor_Bladed_Shoulder	Armor_Bladed_Shoulder	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Bladed Shoulder Piece	
Armor_Cardboard_Helmet	Armor_Cardboard_Helmet	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Cardboard Helmet	
Armor_Cardboard_Chest	Armor_Cardboard_Chest	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Cardboard Chest	
Armor_Cardboard_Gloves	Armor_Cardboard_Gloves	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Cardboard Gloves	
Armor_Cardboard_Legs	Armor_Cardboard_Legs	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Cardboard Legs	
Armor_Cardboard_Boots	Armor_Cardboard_Boots	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Arm	Cardboard Boots	
Shield_Wood_Planks	Shield_Wood_Planks	Texture2D'/Game/InventorySystem/Items/Weapons/Icon/T_ICON_Shield_	Wood Planks	Lash enoug
Misc_Human_Skull	Misc_Human_Skull	Texture2D'/Game/InventorySystem/Items/Miscellaneous/Icons/T_ICON_M	Human Skull	Screams an
Equip_Bone_Amulet	Equip_Bone_Amulet	Texture2D'/Game/InventorySystem/Items/Equipment/Icons/T_ICON_Equi	Amulet of Bone	A great dea
Currency_Gold	Currency_Gold	Texture2D'/Game/InventorySystem/Items/Miscellaneous/Icons/T_ICON_C	Gold	
Weapon_Rifle_Assault	Weapon_Rifle_Assault	Texture2D'/Game/InventorySystem/Items/Weapons/Icon/T_ICON_Weapo	Assault Rifle	Unlike anyt
Apple	Apple	Texture2D'/Game/Garden/Textures/Interface/Seeds/T_Apple.T_Apple'	Apple	
Water	Water	Texture2D'/Game/Garden/Textures/Interface/T_WateringCan.T_Watering	WaterCan	

Row Editor

+ x Apple

Row Value

ID

Icon

Name

Description

Quality

ItemType

Amount

IsStackable

Apple

T_Apple

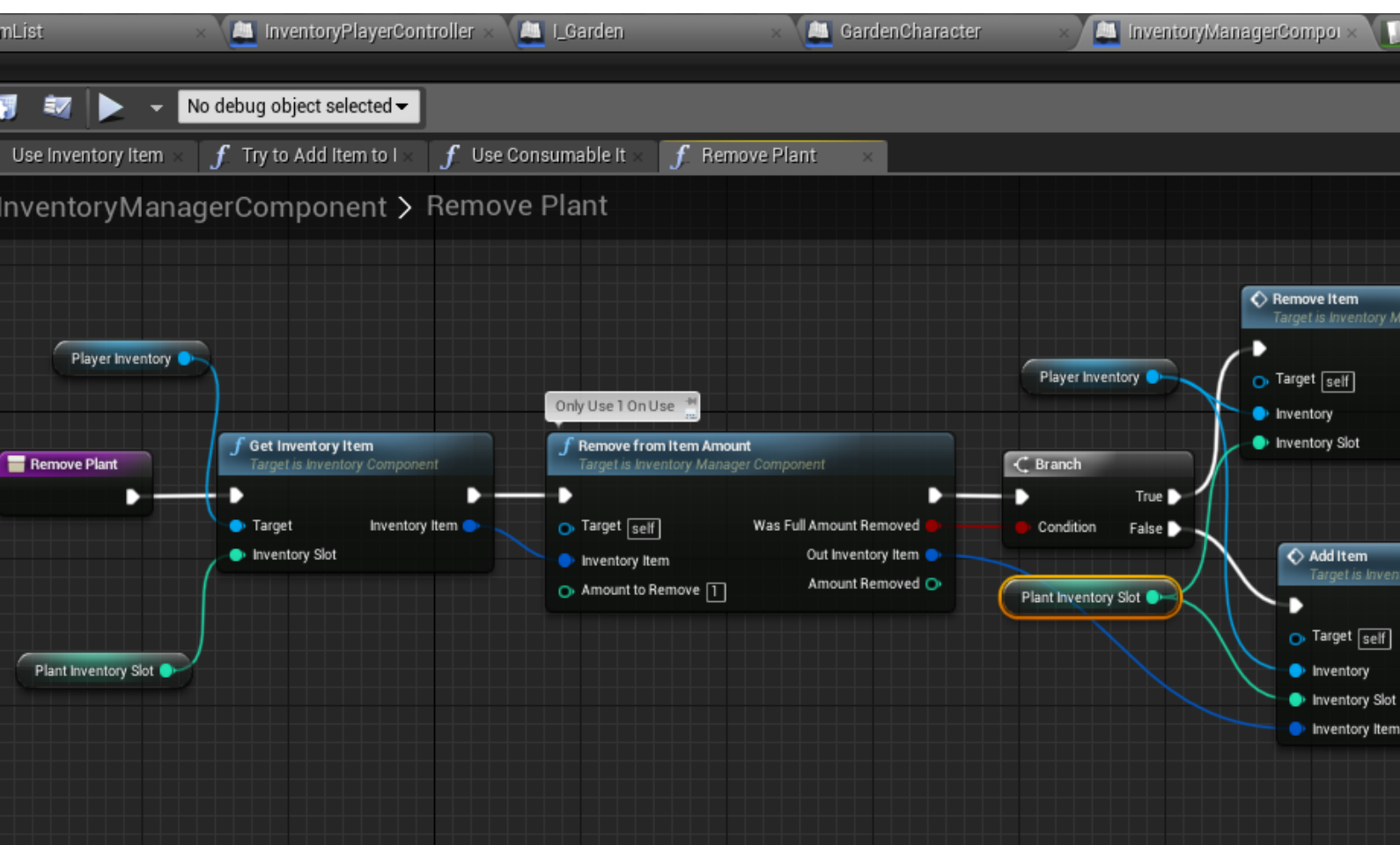
Apple

Common

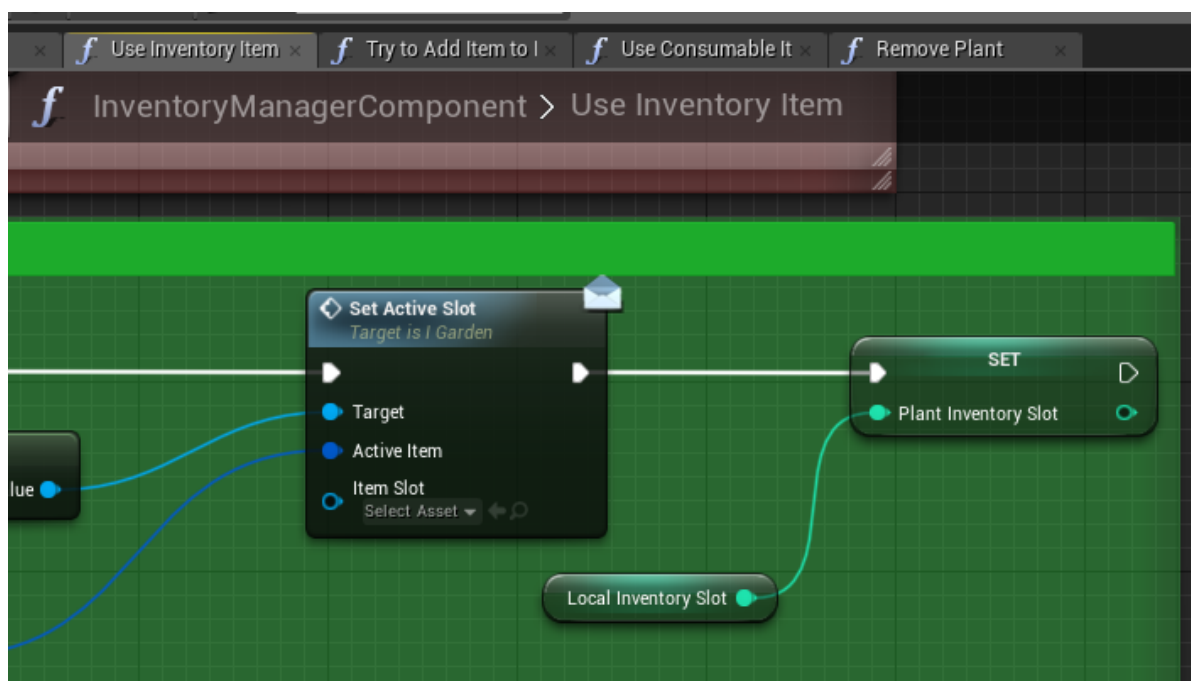
Seed

1

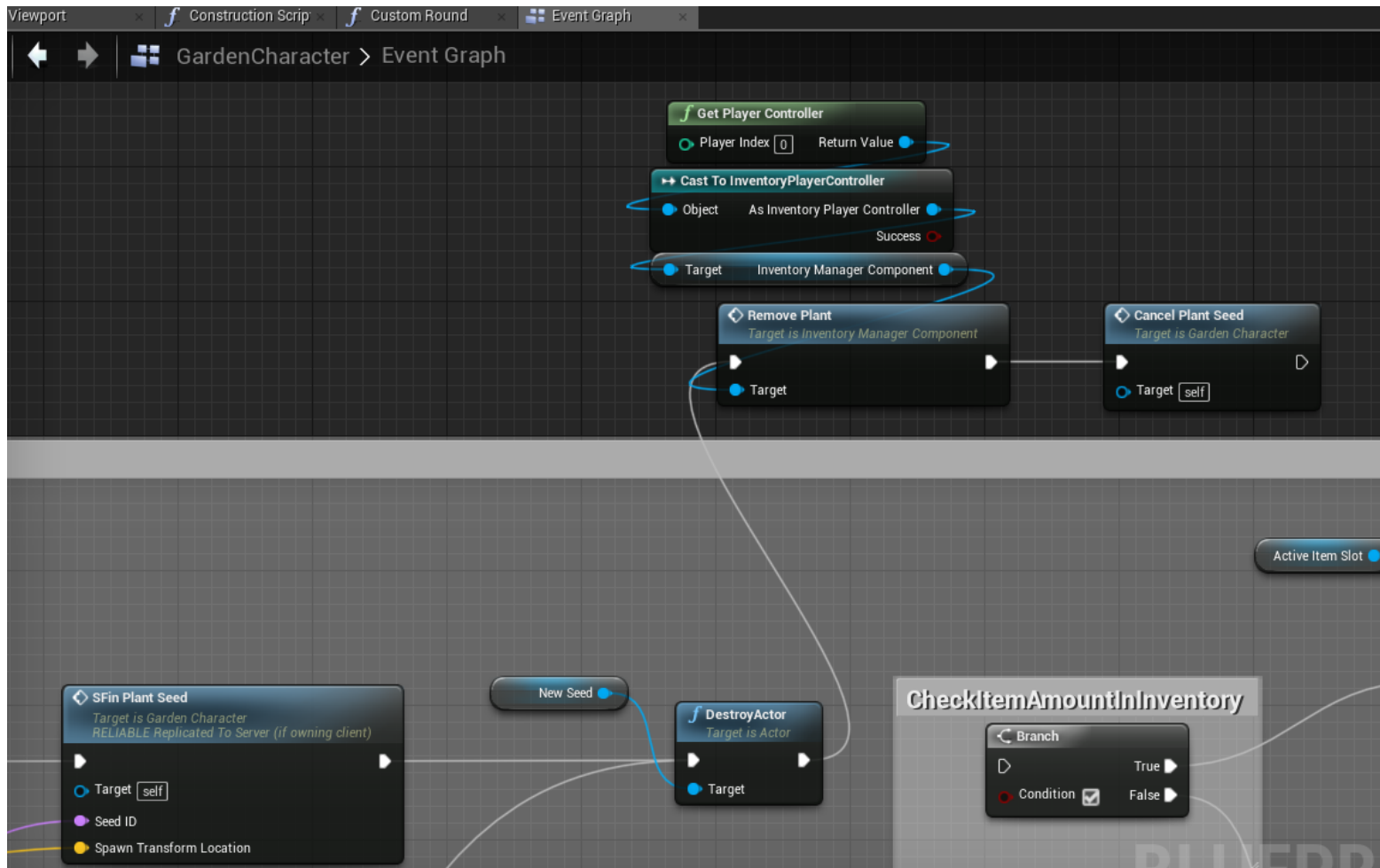
To remove used seeds in ActionRPGInventorySystem it is better to make your own function (RemovePlant). Repeat what you see in the screenshot. The PlantInventorySlot variable must be global.



Return to UseInventoryItem and assign the LocalInventorySlot variable to PlantInventorySlot

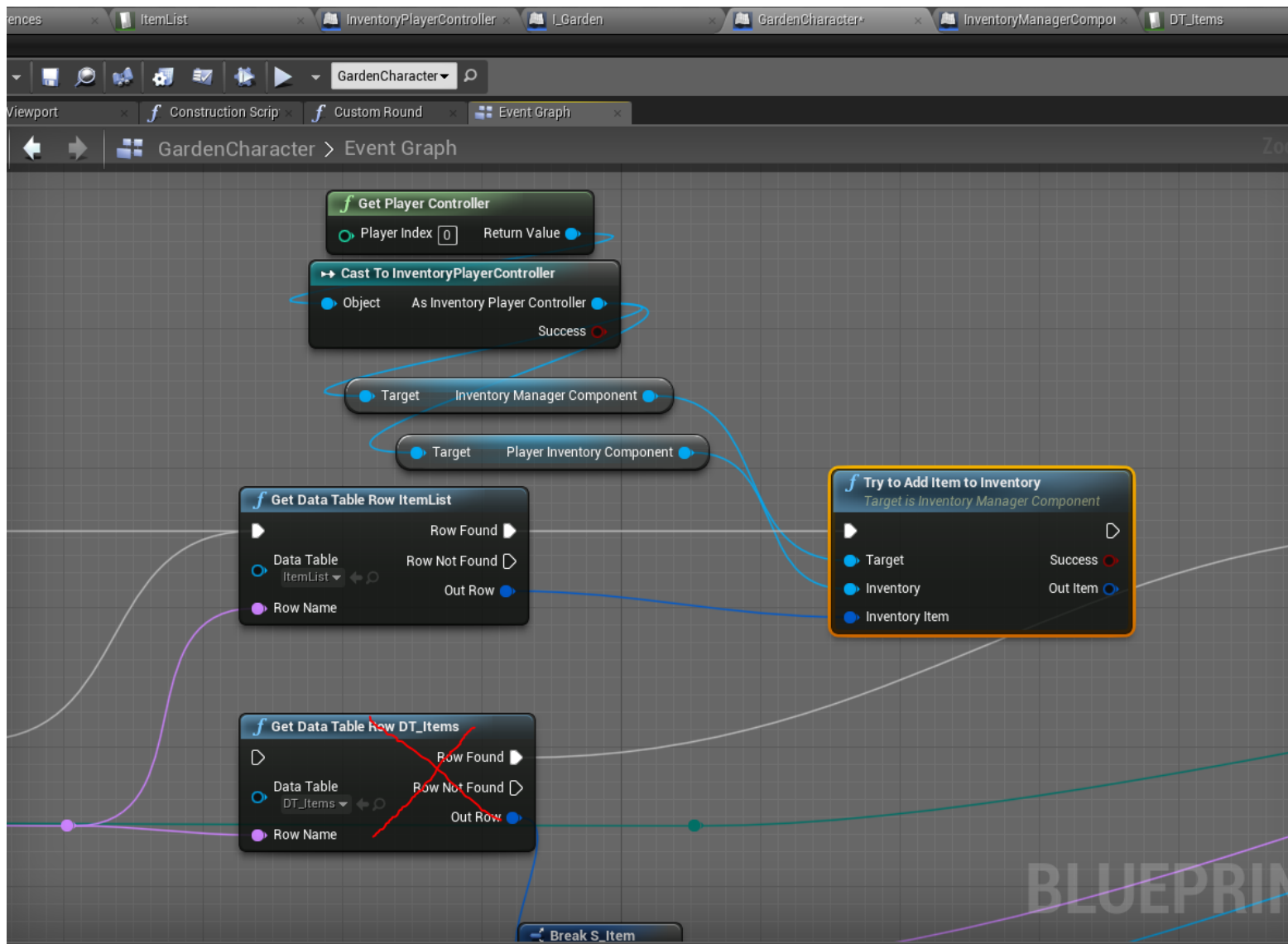


In the GardenCharacter, in the PlantSeed block, connect the new function in the Seed branch (you can also connect it in other branches where you need to delete the item after use).



Adding items after harvest done in the SReplicateGatherAndRemoveSeed block in GardenCharacter

ActionRPGInventorySystem has a TryToAddItemToInventory function.
You no longer need to use DT_Items, now the ItemList is main database.



These are the basic things for integrating an asset into another inventory. You can continue the integration yourself, for example, configure item stacks or a tooltip. These settings are very individual for each type of inventory.

Contacts

zegilot@gmail.com. Discord: <https://discord.gg/f6Ev3S9bSR>

Patch note

July 9th, 2020.

- Added replication of watering can, fertilizer bag and particles.
- Fixed a bug due to which the second character sometimes did not appear when testing the multiplayer.

July 13th, 2020.

- Incorrect operation of the widget with information on clients when playing a network game.
- Mismatch of the visual part of watering on the client and server.
- If you select a watering can 2 times in a row, then the watering can disappears on the client -fixed

You can fix it yourself by following the steps from the video:

<https://www.youtube.com/watch?v=wF5hvxRIGog>

<https://www.youtube.com/watch?v=t8cPod83hLA>

September, 2020.

- Added full gamepad support
- Fixed bug with meshes of watering can and fertilizer in multiplayer
- Several small changes in the inventory. I tried not to touch all the main elements.

July 11th, 2021

- Added the ability to delete beds
- You can rotate objects during construction
- Fixed a bug due to which it was possible to build an infinite number of beds

August 20, 2021

- Fixed a bug due to which it was impossible to use tools with a closed inventory (the bug appeared with the last update).

The changes are shown in the screenshot:

