IDS V1 to V2 Upgrade

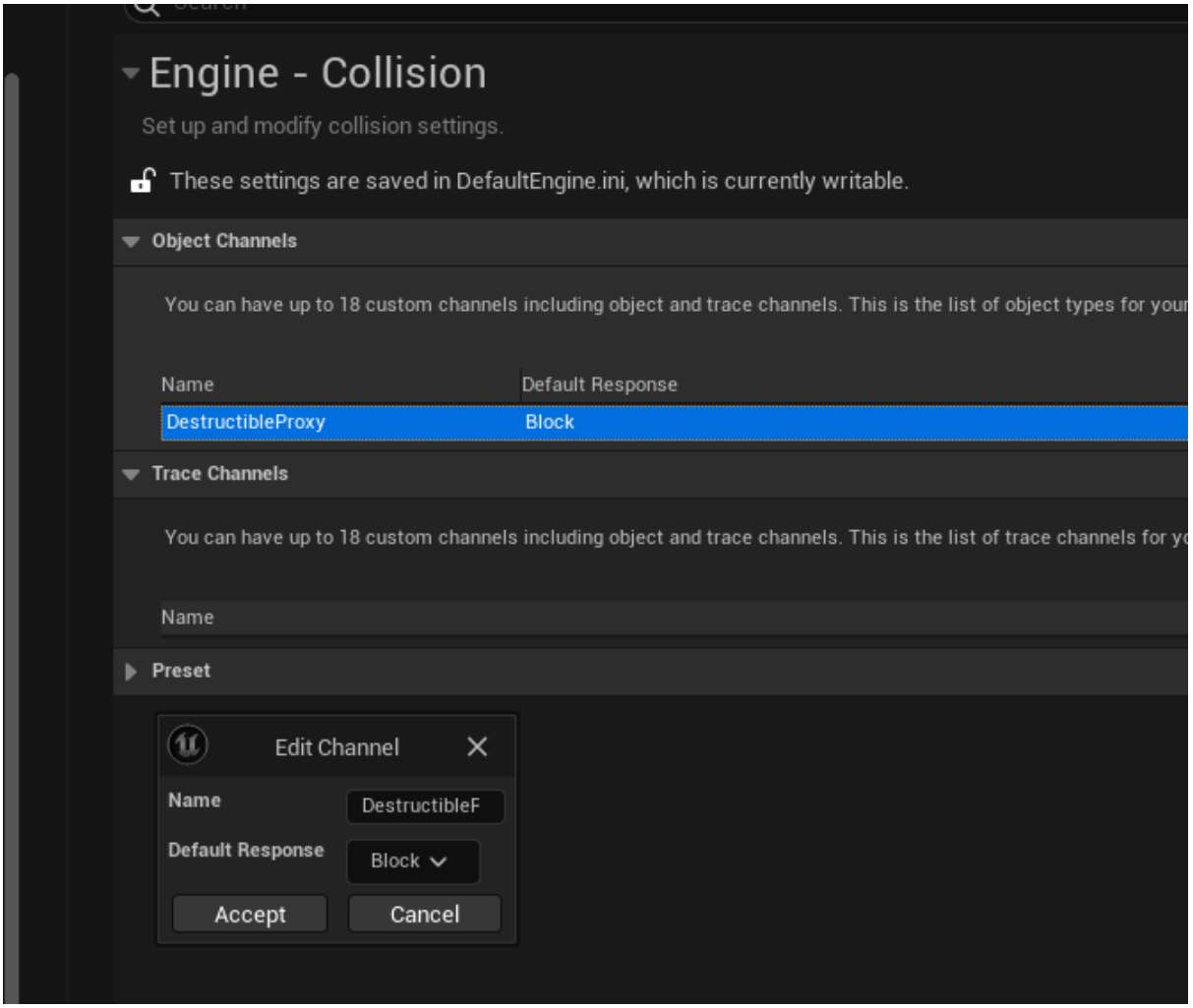
Core Redirects

Paste this in Config/DefaultEngine.ini.

```
[CoreRedirects]
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.DamageableFoliageISMC",NewName="/Script/InstanceDamageSystem.IDSDamageableISMC")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageCoreInterface",NewName="/Script/InstanceDamageSystem.IDSDestructibleInterface")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageRepHelperInterface ",NewName="/Script/InstanceDamageSystem.IDSReplicationInterface")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageReplication",NewName="/Script/InstanceDamageSystem.IDSReplicationProxyComponent")
+EnumRedirects=(OldName="/Script/InstanceDamageSystem.EDestructibleRemovalHandling",NewName="/Script/InstanceDamageSystem.EIDSDestructibleRemovalHandling")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.IDSDamageSetup",NewName="/Script/InstanceDamageSystem.IDSDamageInfo")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.IDSSetupInfo",NewName="/Script/InstanceDamageSystem.IDSDamageInfo")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageSettings",NewName="/Script/InstanceDamageSystem.IDSDeveloperSettings")
+EnumRedirects=(OldName="/Script/InstanceDamageSystem.EInstanceVisibilityInstigatorType",NewName="/Script/InstanceDamageSystem.EIDSInstanceVisibilityInstigatorType")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.InstanceID",NewName="/Script/InstanceDamageSystem.IDSProxyInstance")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.HiddenInstancesInfo",NewName="/Script/InstanceDamageSystem.IDSHiddenInstancesInfo")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageSubsystem",NewName="/Script/InstanceDamageSystem.IDSSubsystem")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.InstanceDamageStatics",NewName="/Script/InstanceDamageSystem.IDSFunctionLibrary")
+ClassRedirects=(OldName="/Script/InstanceDamageSystem.IDS_CoreInterface",NewName="/Script/InstanceDamageSystem.IDSDestructibleInterface")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.IDS_SavedHiddenInstances",NewName="/Script/InstanceDamageSystem.IDSSavedHiddenInstancesContainer")
+StructRedirects=(OldName="/Script/InstanceDamageSystem.IDS_HiddenInstances",NewName="/Script/InstanceDamageSystem.IDSHiddenInstancesContainer")
```

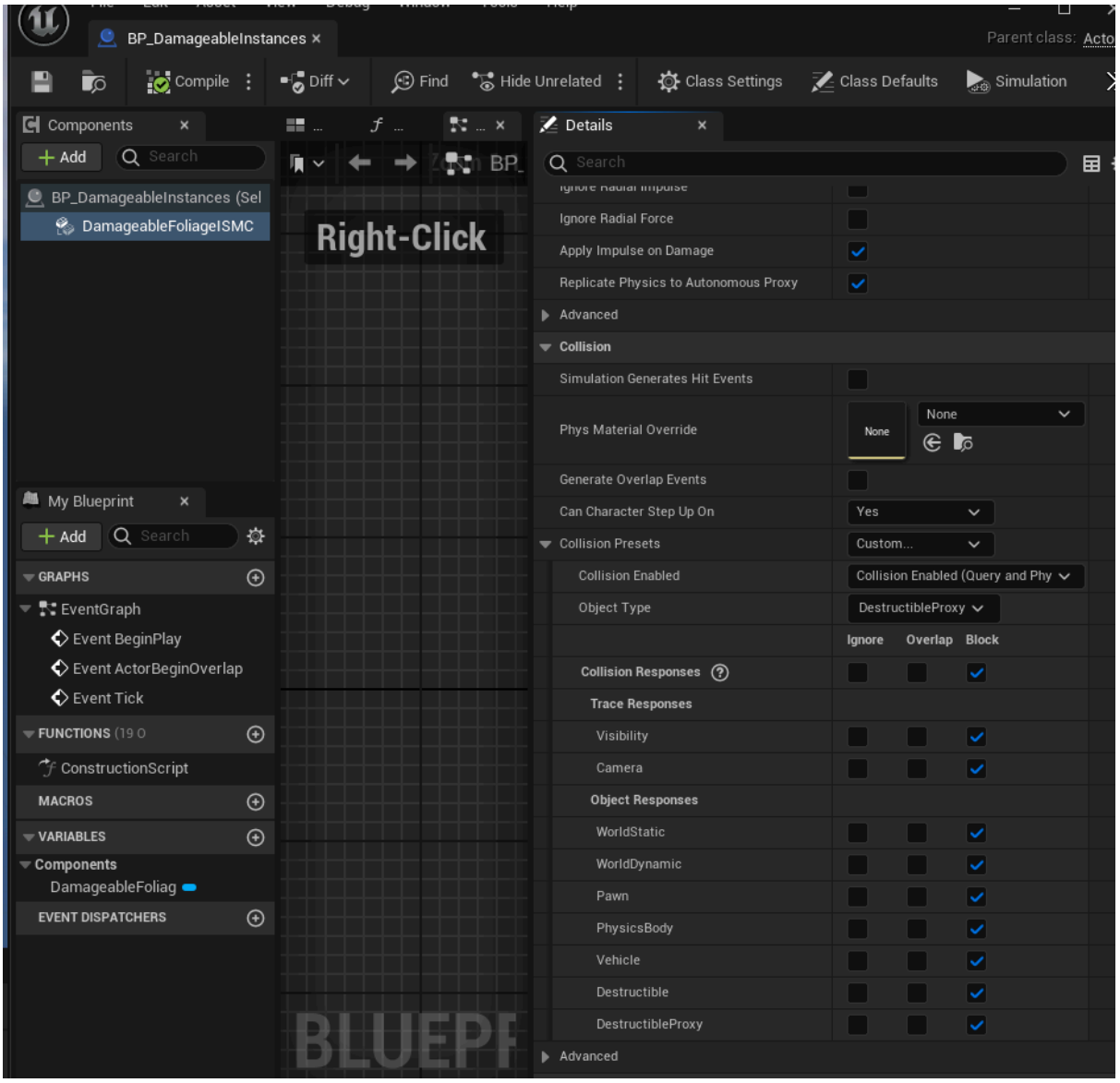
Collision Channel

Add ‘**DestructibleProxy**’ collision channel. Set default response to **Block**.



Update ISMCs

Set ISMCs collision object type to the new channel '**DestructibleProxy**'. Responses can be set back to block all.



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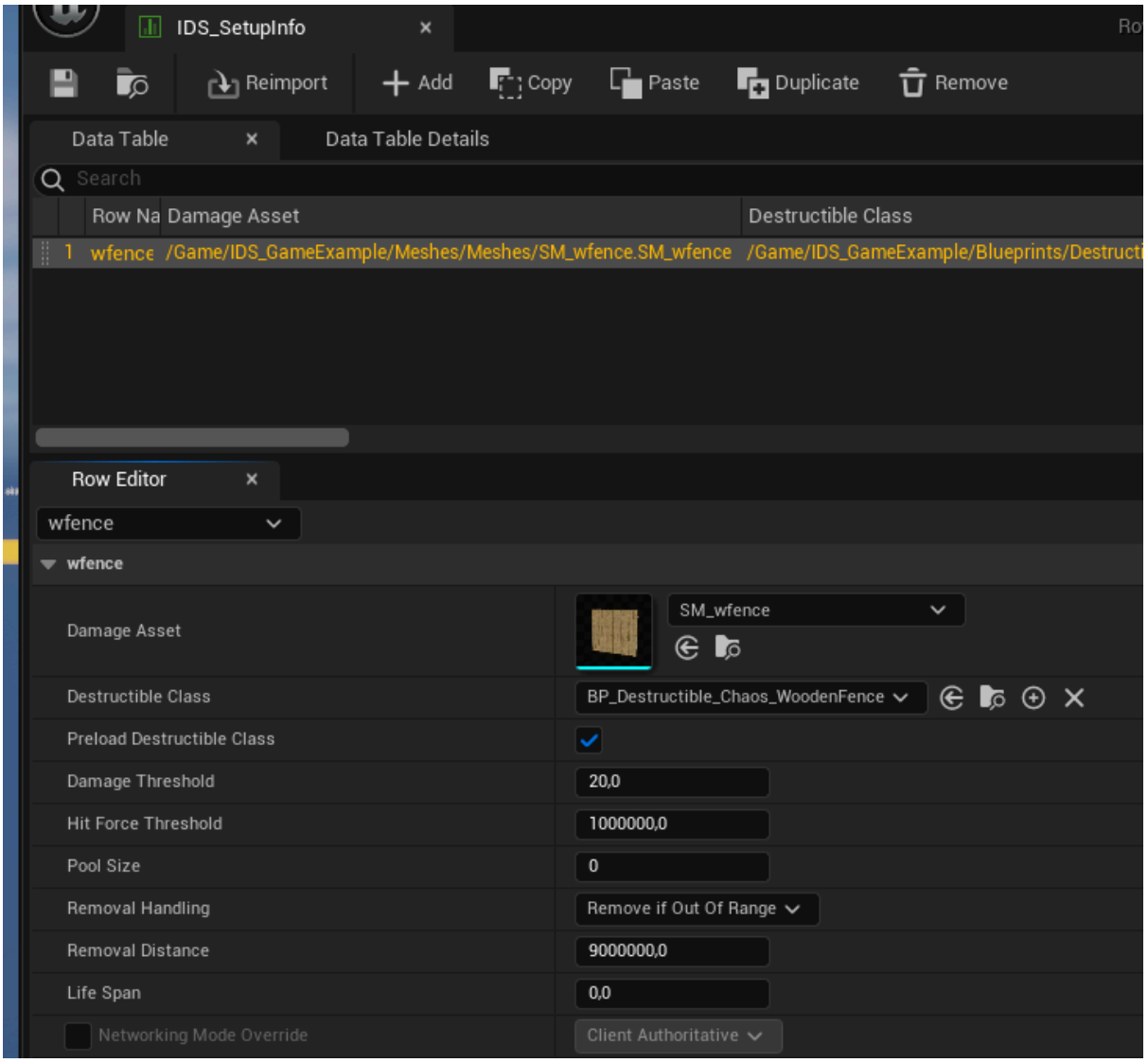
Update Damage Info table

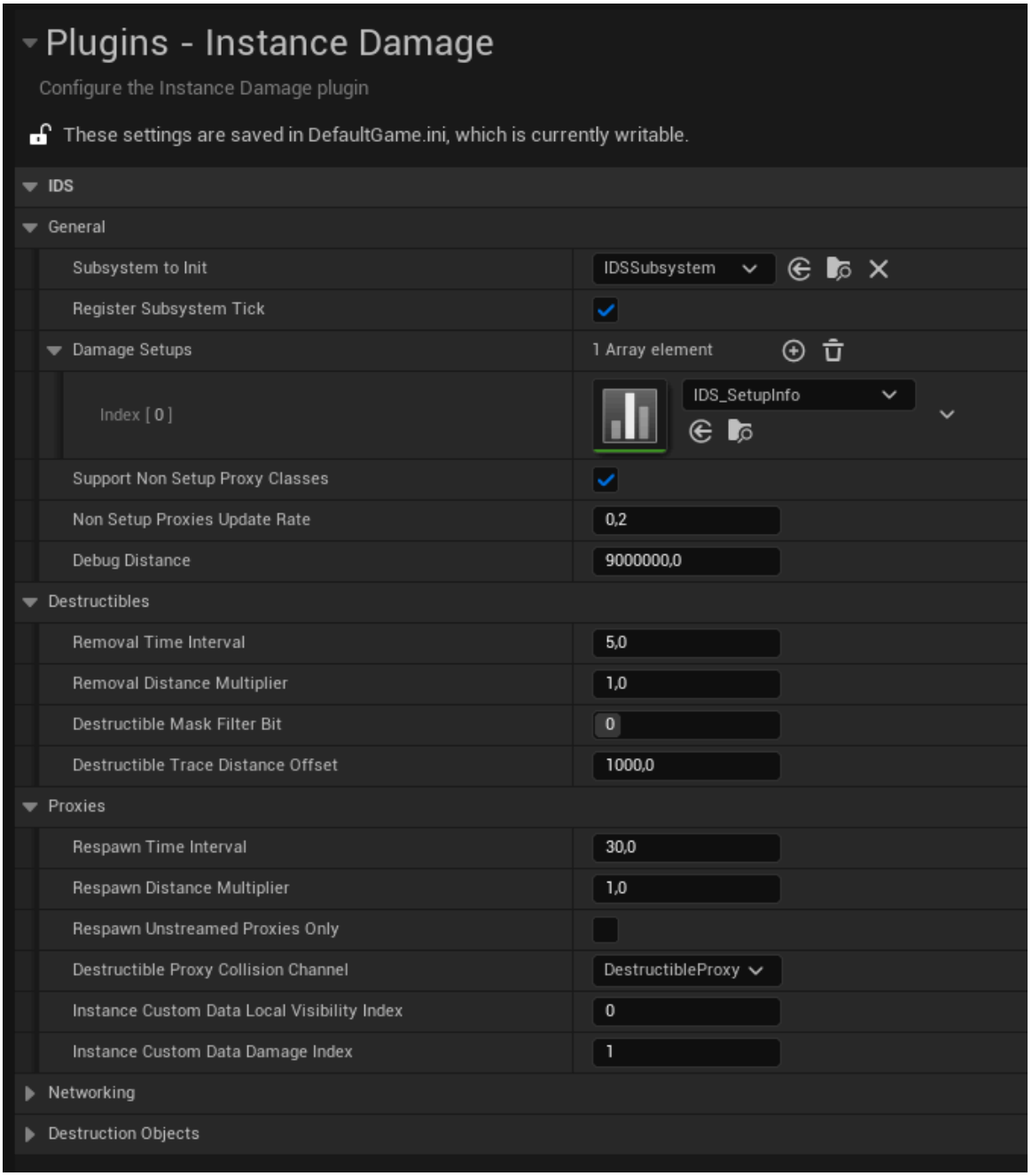
Check and update the damage info data table as variables got renamed and most likely got cleared.



Update Project Settings

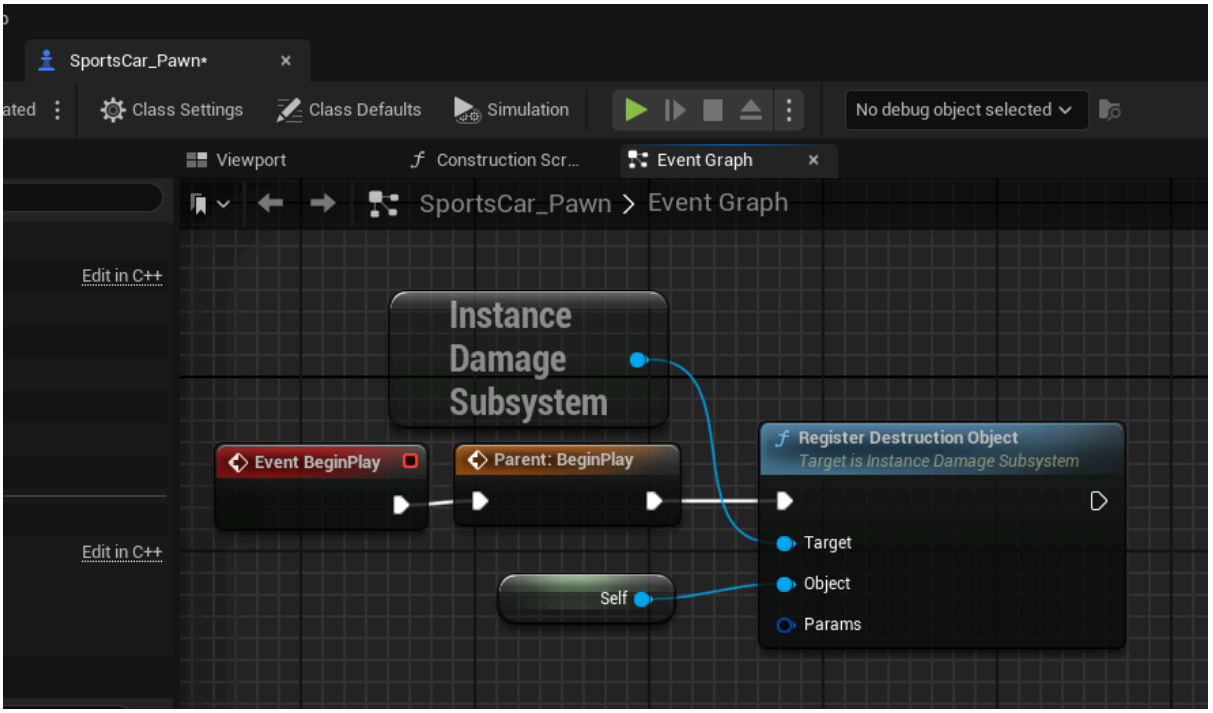
Set the data table reference in the plugin settings and also set default values for the following variables:

- Debug Distance: 9000000.0
- Removal Time Interval: 5
- Removal Distance Multiplier: 1
- Respawn Time Interval: 30
- Respawn Distance Multiplier: 1



Register Destruction Objects

Register your destruction objects (objects that can cause destruction like vehicles)



BP Errors

The system has been remade almost from scratch so all BP logic created with the old version will have to be revisited.