

IDS V1 to V2 Upgrade

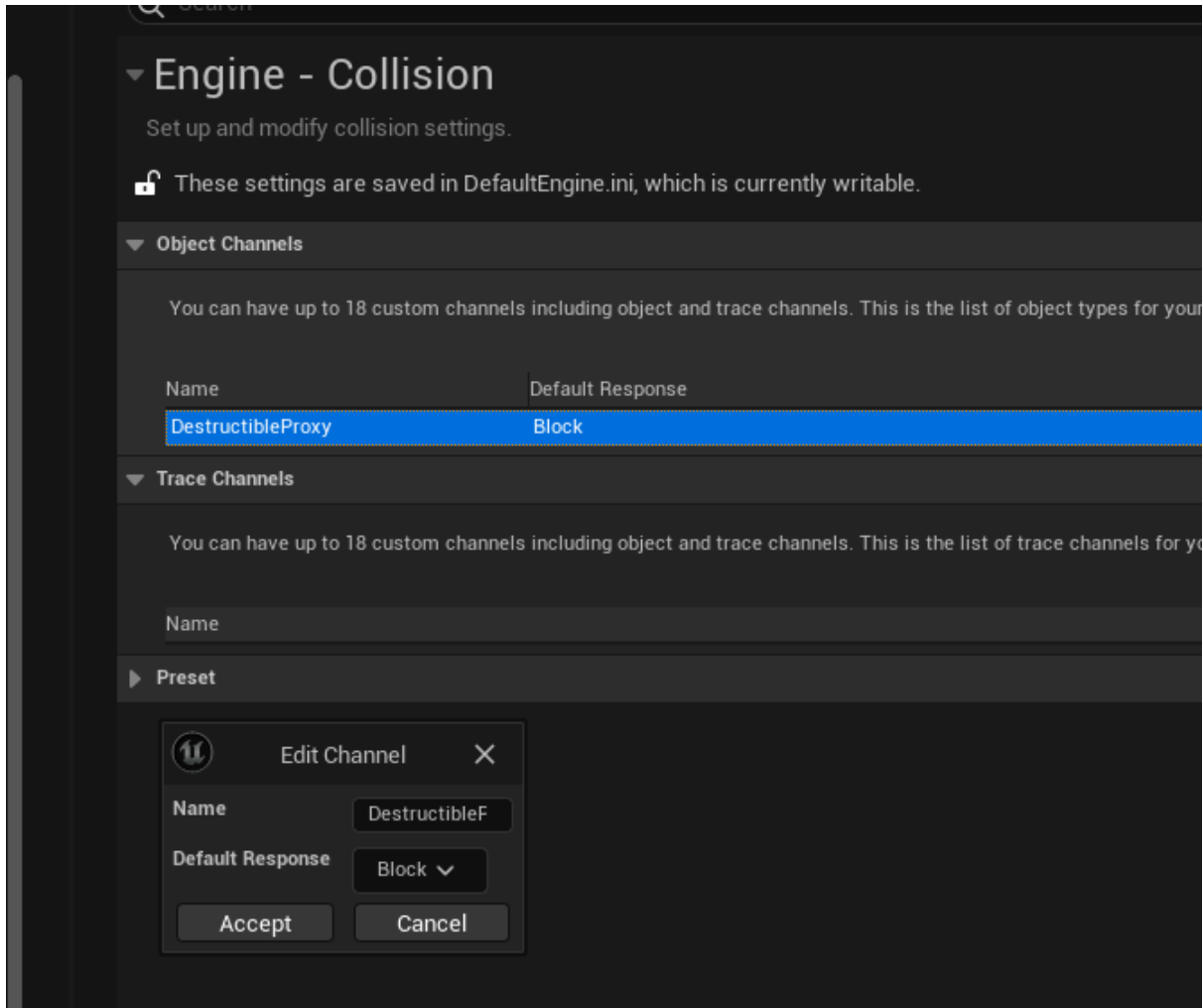
Core Redirects

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")
```

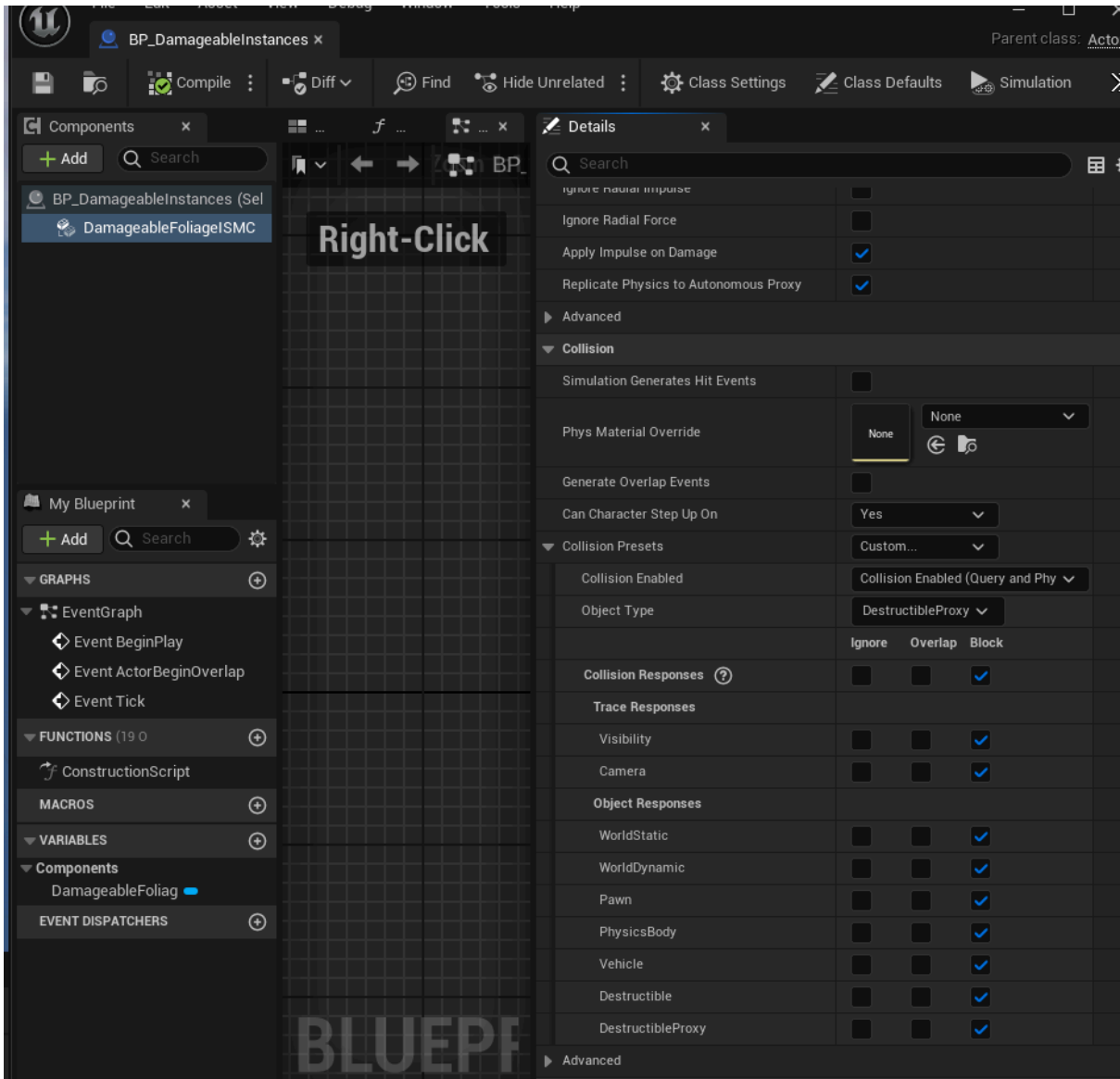
Collision Channel

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.



Update Damage Info table

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

The screenshot shows the Unreal Engine Data Table editor for the 'IDS_SetupInfo' table. The table contains one row named 'wfence'. The 'Damage Asset' column is set to 'SM_wfence' and the 'Destructible Class' column is set to 'BP_Destructible_Chaos_WoodenFence'. The 'Row Editor' is open for the 'wfence' row, displaying the following configuration:

Property	Value
Damage Asset	SM_wfence
Destructible Class	BP_Destructible_Chaos_WoodenFence
Preload Destructible Class	<input checked="" type="checkbox"/>
Damage Threshold	20,0
Hit Force Threshold	1000000,0
Pool Size	0
Removal Handling	Remove if Out Of Range
Removal Distance	9000000,0
Life Span	0,0
Networking Mode Override	Client Authoritative

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

Plugins - Instance Damage
Configure the Instance Damage plugin

These settings are saved in DefaultGame.ini, which is currently writable.

IDS

General

Subsystem to Init: IDSSubsystem

Register Subsystem Tick:

Damage Setups (1 Array element)

Index [0]	IDS_SetupInfo
Support Non Setup Proxy Classes	<input checked="" type="checkbox"/>
Non Setup Proxies Update Rate	0,2
Debug Distance	9000000,0

Destructibles

Removal Time Interval	5,0
Removal Distance Multiplier	1,0
Destructible Mask Filter Bit	0
Destructible Trace Distance Offset	1000,0

Proxies

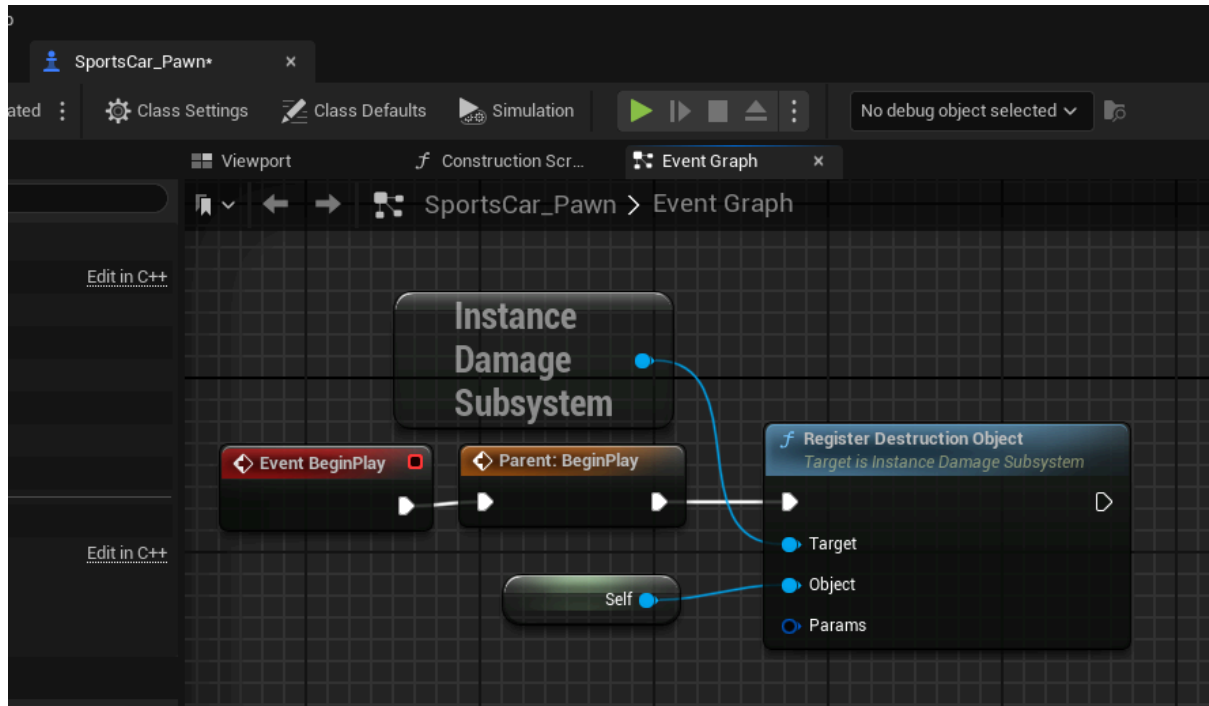
Respawn Time Interval	30,0
Respawn Distance Multiplier	1,0
Respawn Unstreamed Proxies Only	<input type="checkbox"/>
Destructible Proxy Collision Channel	DestructibleProxy
Instance Custom Data Local Visibility Index	0
Instance Custom Data Damage Index	1

Networking

Destruction Objects

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.