

Major Update 1

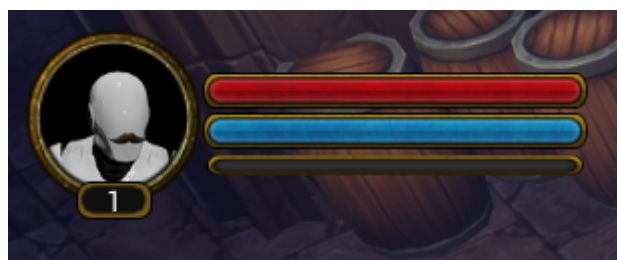
August Update

Minor Update Changelog: [Link](#)

Added

Companion System

- Permanent AI that fights with you on your side, can levelup, wear Items, spendable stats and a Skill tree!



(Banner Frame widget: Hp, Sp, Exp, Level)

Summoner/Minion System:

- Temporary AI with premade stats and skills that fight with you until they die.
(Useful for Summoner/Necromancer classes)

Pet System:

- Unlock Pets from Pet Cubes(droppable)
Pets can have Stat bonuses and autoloot specific ItemTypes.



Expanded the Interact System

- Renamed the **ItemGroundTooltip** to **WorldTooltip** and improved it (GetWorldTooltipInfo)
- Added a Screen Tooltip ("Press [E]" | "Too far away" etc.) (GetScreenTooltipInfo) (Only used for TPS, disabled by default for Top-Down)
- Tooltip Text, Color, Visibility can be changed on the fly (Runtime)
- Distance check
- Added a NPC dummy example to show how the interact system can be used in the example map
- Top-Down character now moves to the item until it reached the minimum distance before picking it up(Same as with Treasure boxes)

General

- Added **DefaultClassOverride** in **BPC_RPGSystem** to override the default class(exposed)
- Added **'IsTwoHanded'**(Pure) to **BPC_RPGSystem**
- Added **'InventoryTryAddItem'**(Pure) to **BPC_RPGSystem**
- Added **'IsAnyWidgetVisible'** to the Hud Class
- Added **FormationType** for Slaves and Companions (Default, Forward, Behind, Center)
- Added **OnHPChanged**, **OnSPChanged**, **OnMovementSpeedChanged** dispatcher in **BPC_RPGSystem**
- Added **HP** and **SP regeneration** Stat bonus with functions
- Added **AttackRangeOverwriteAI**, **UseDelayAI** to **DT_Skill**(mainly used for Companion), however you can still use the **"UseDelay"** and **"TargetRange"** in the Enemy Skill List to override these values(Default and Minion AI only).
- Added a new collision object type **"Tooltip"**
- Added **LookAt** to look at Skill location if SelectLocation is set to true or to look at Mouse location for Top-Down (Optional, can be disabled)
- Added a bunch of useful functions such as **'GetNearestActor'**, **'GetNearestActorOutHits'**, **'GetNearestInteractableActor'**, **'GetNearestInteractableActorOutHits'** in **BPL_RPGSystem**
- Added the ability in the Third-Person example to interact with objects via mouse if the UI is open
- Added a **MinDistance** to the interact
- Added **"SpawnMinion"** array to **DT_Skills** which will spawn the desired Minions on skill use

Improvements

Improved AI

- Movement Acceleration (more realistic)
- Reaction time between chasing and attacking
- Improved Accuracy when the player "hits and runs"

- Slaves now keep a minimum distance to their master
- Some Behavior Tree Task optimizations
- The AI sometimes stood still after their target died, it will now search for a new one instantly
- Slaves are now running back to the master if the distance is too big
- The Initialization of the AI
- The AI can now level up like a player
- Improved how the Death of AI was handled in Multiplayer
- Added **Equipment list** for AI in **DT_Monster** (List of items it should wear)
- Added **DamageType** and **AttackType** options to **DT_Monster** to override the Basic Attack (Physical/Magical | Melee/Ranged)
- Added '**DamageVariance**' to **DT_Monster** which randomizes the damage based on this value in percent.

General improvements

- Improved and cleaned up TargetCheck in the Skill System
- Improved TPS Character Camera, Mesh Setup, locomotion
- Improved the Interact Trace for TPS and Top-Down for more reliability

Fixes

- Fixed InventoryAddItem, the OnItemAdded dispatcher had the wrong ItemCount output
- Fixed health bar of Enemies being invisible on the client
- Fixed some Items not showing the Tooltip on ground at beginplay near PlayerStart
- Fixed Treasure crates not getting highlighted/Tooltip while holding ALT (Show all Items nearby)
- Fixed Third-Person having the wrong Input mode on beginplay
- Fixed Third-Person was using BasicAttackServer instead of BasicAttack (needed for client prediction) which fixes "CanWalkWhileCast" for clients too
- Fixed "LockMoveOnAttack" wasn't working as intended in the Top-Down Controller
- Fixed incorrect Location on AI spawn with Middle-Mouse in the TPS Example
- Fixed AI on client stuck in falling state
- Fixed Clients Inventory not updating after adding/removing a Gem
- Fixed Clients not receiving the Visual Equipment of other Players/AIs after a reconnect
- Fixed Clients sometimes not receiving the correct Stat Bonuses (It was *only* a visual bug)
- Fixed AIState not getting replicated which caused problems with the PlayerController
- Fixed being able to put the Shield into the MainWeapon EquipmentSlot via swapping
- Fixed that StackCountdownOrder stopped the status effect after 2 stacks
- Fixed Projectiles colliding with the TooltipRange and/or PickupRange Sphere Collision Component (Added a new collision object type: Tooltip)

- Fixed Damage in the SkillTooltip not displaying the MaxDamage
- Fixed SkillLocation not getting updated after casting (if "SelectLocation" wasn't used)
- Fixed Client prediction for Projectile Homing
- Fixed Client movement replication when having extreme high movement speed
- Fixed Casting bar not working correctly on the client
- Fixed ItemCount in the Inventory not getting correctly updated on the client
- Fixed InventoryRemoveItem being able to remove more items than needed and not updating the client's inventory (which could've lead to wrong informations in the craftingUI)
- Fixed receiving the crafting reward even if the inventory was full, it will now be dropped to the ground
- Fixed Crafting rewards not being able to have more than 1 amount for non-stackable items

AI

- Fixed AI sometimes moved to (0,0,0) location after their target got killed by something else
- Fixed AI AnimationState not changing when items are equipped
- Fixed AI stats not changing after a Level up
- Fixed AI ignored ForceDisableMovement
- Fixed passive skills could be selected as the next skill to use for AI.

Functions moved/renamed:

- Moved from **WBP_ItemTooltip** to **BPC_RPGSystem** since it uses function from it anyway and to be reusable in other widgets:
 - **GetStatBonus** renamed to **CreateStatBonusText**
 - **GetElementBonus** renamed to **CreateElementBonusText**
 - **GetAttackBonus** renamed to **CreateAttackBonusText**
- Moved **GetStatBonusDescription** and **GetAttackBonusDescription** from **WBP_ItemToolTip** to **BPL_RPGSystem** and renamed them to **CreateStatBonusDescription** and **CreateAttackBonusDescription**.
 - (**WBP_ItemTooltip** > **GetStatBonus** got changed)
- Moved Stat Configuration from **WBP_StatusInfoUI** to **BPL_RPGSystem**
 - > **GetSettings** (Global Settings)

NOTE:

The In-Editor tutorials got removed from the assets and are only available in our discord for download, that way we can update them without bothering Epic Games.