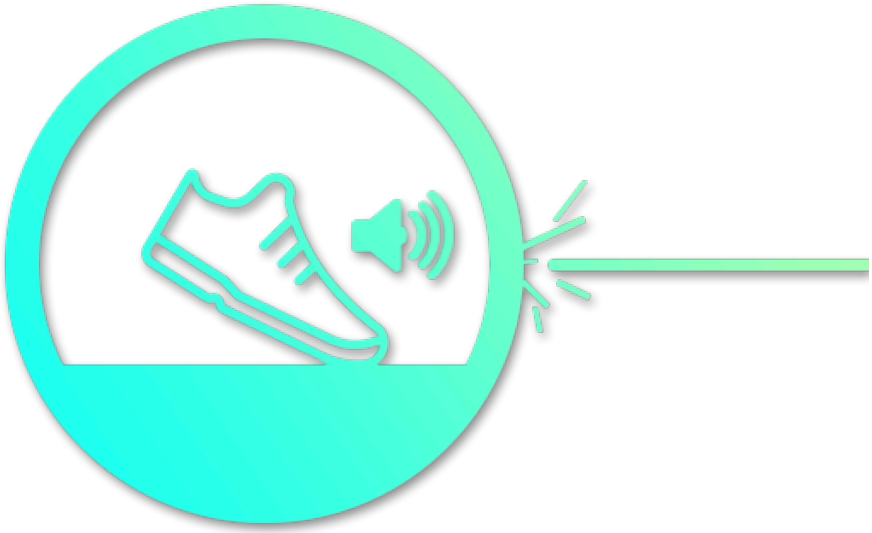
Welcome to



Physical Detector

Unreal Engine asset

A detailed guide for those who have not worked much in Unreal Engine.

Autor MrKuBu

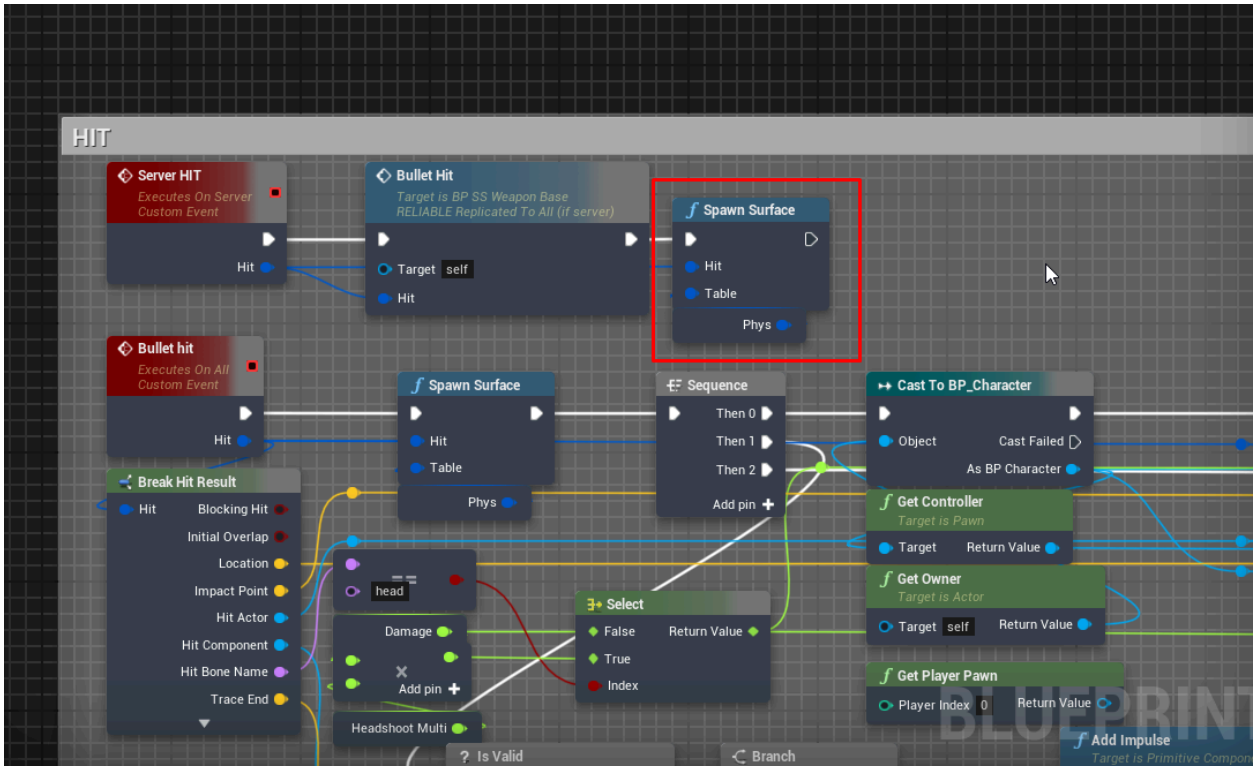
Support:Discord

© Awesomium Team LLC

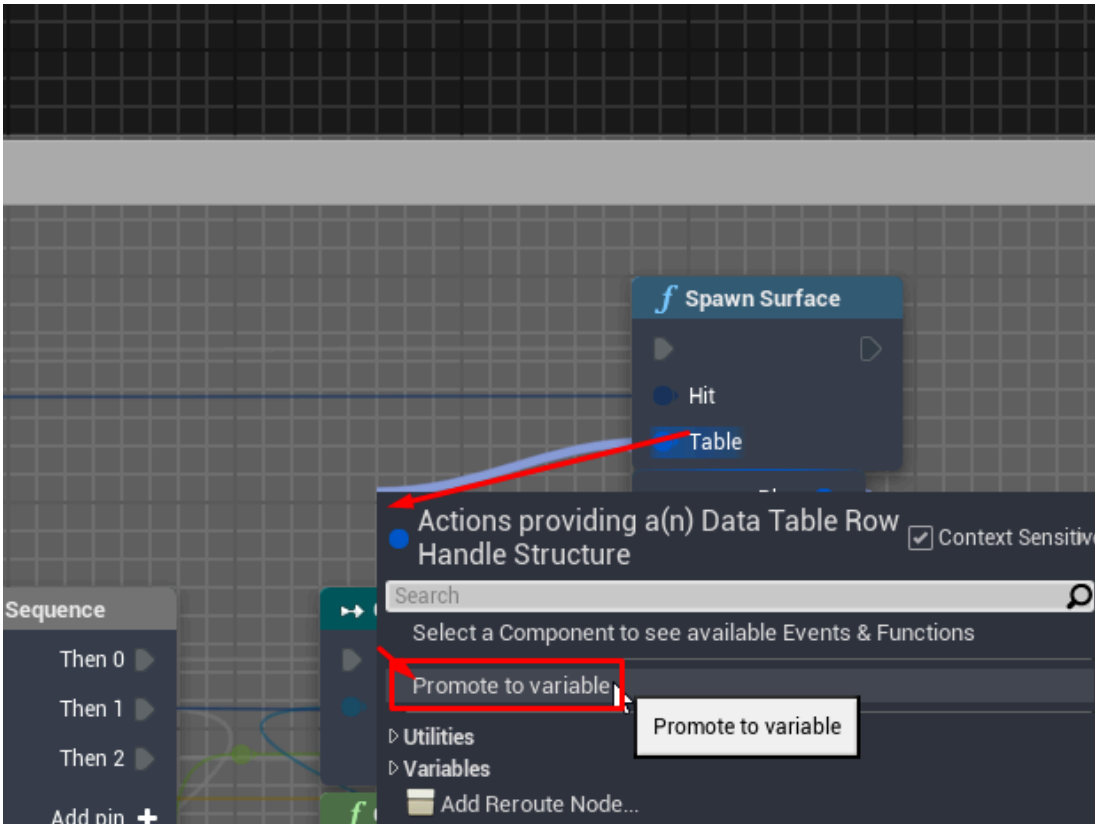
1. Add in your weapon HIT

Open your weapon or function shooting and Call **Spawn Surface**.

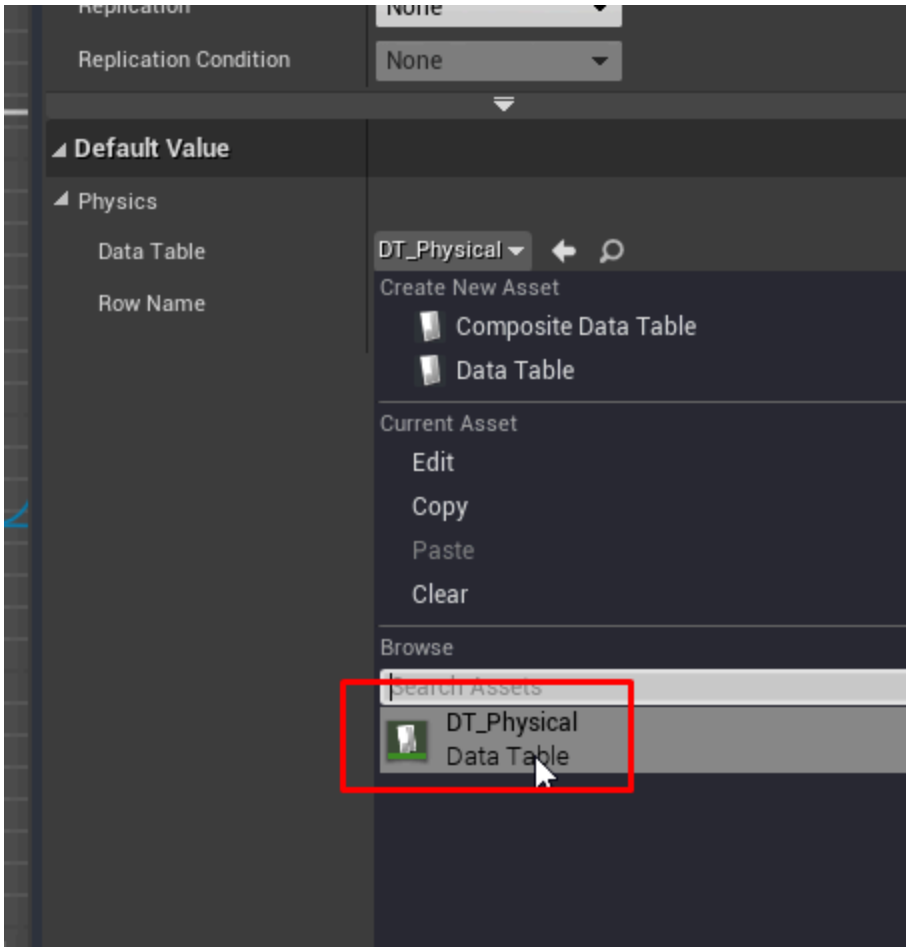
Example:



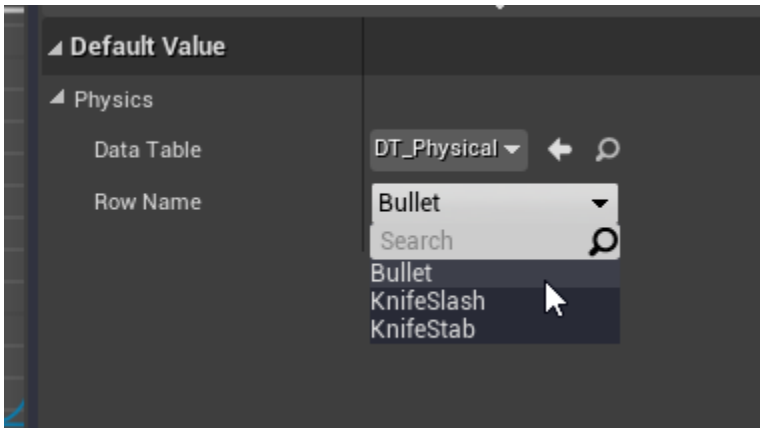
Promote to variable on node **Table**



Next select this table



and HIT damage type

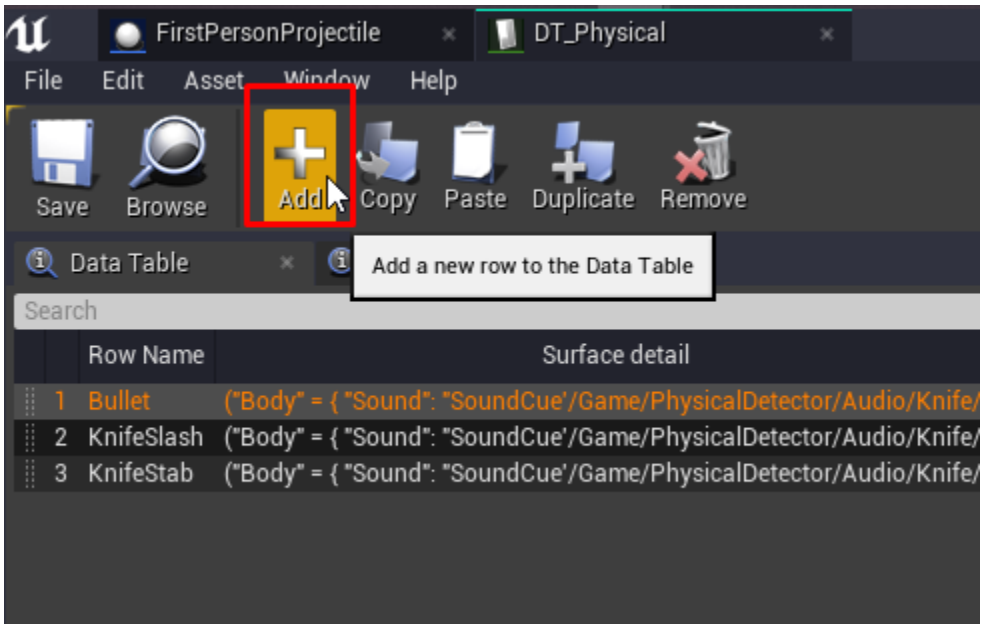


Now we will make a damage type and you can choose your type right here.

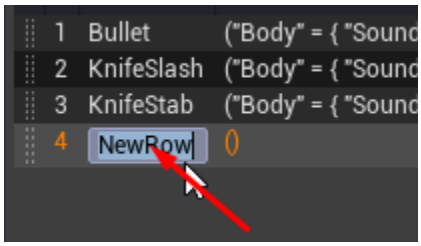
2. Add Type damage

Go to **PhysicalDetector/Blueprints/Data/Impacts/DT_Physical** and open it.

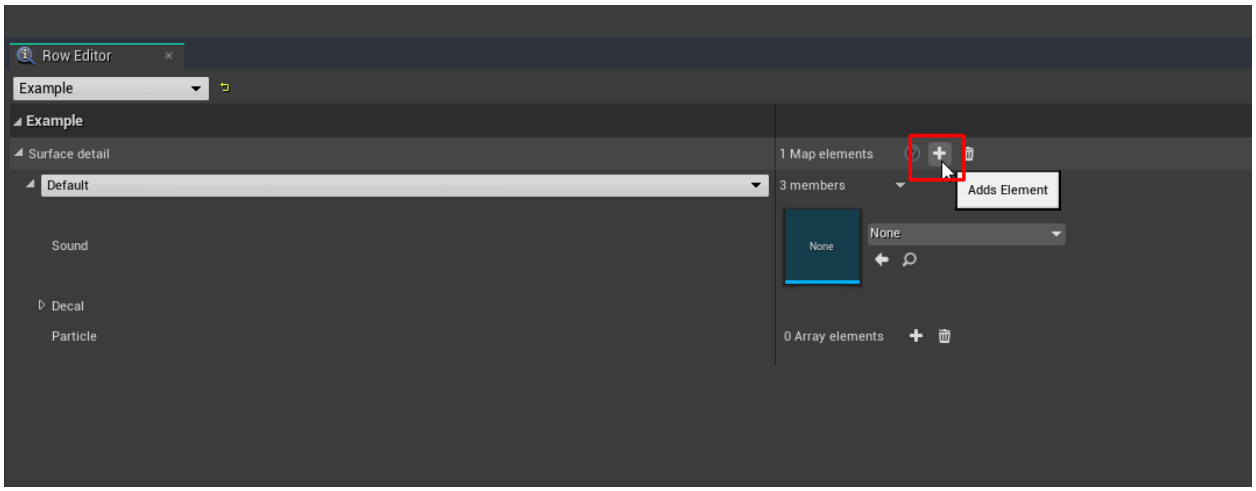
Press Add.



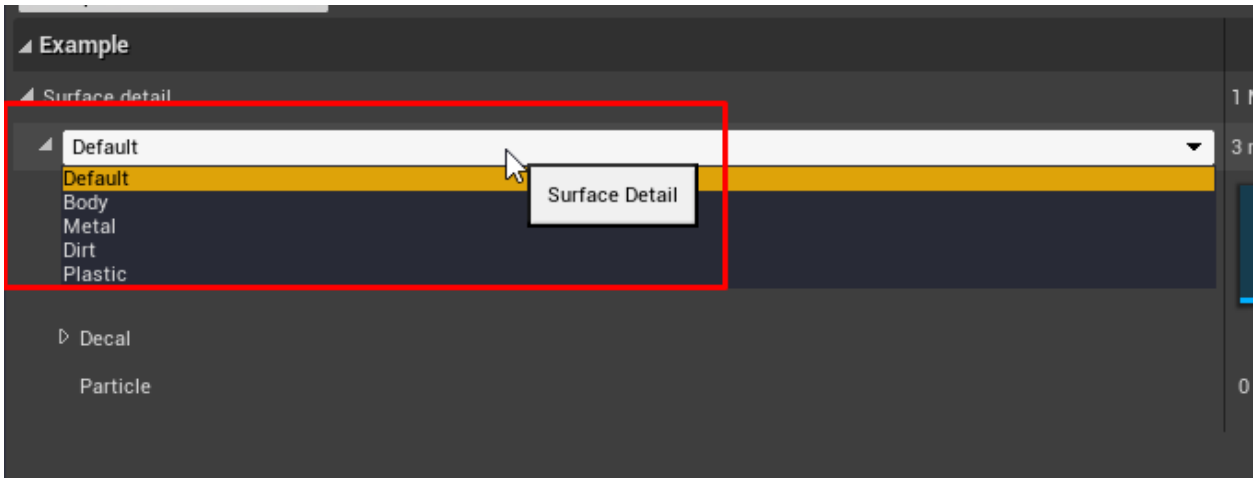
Double tap and give your name.



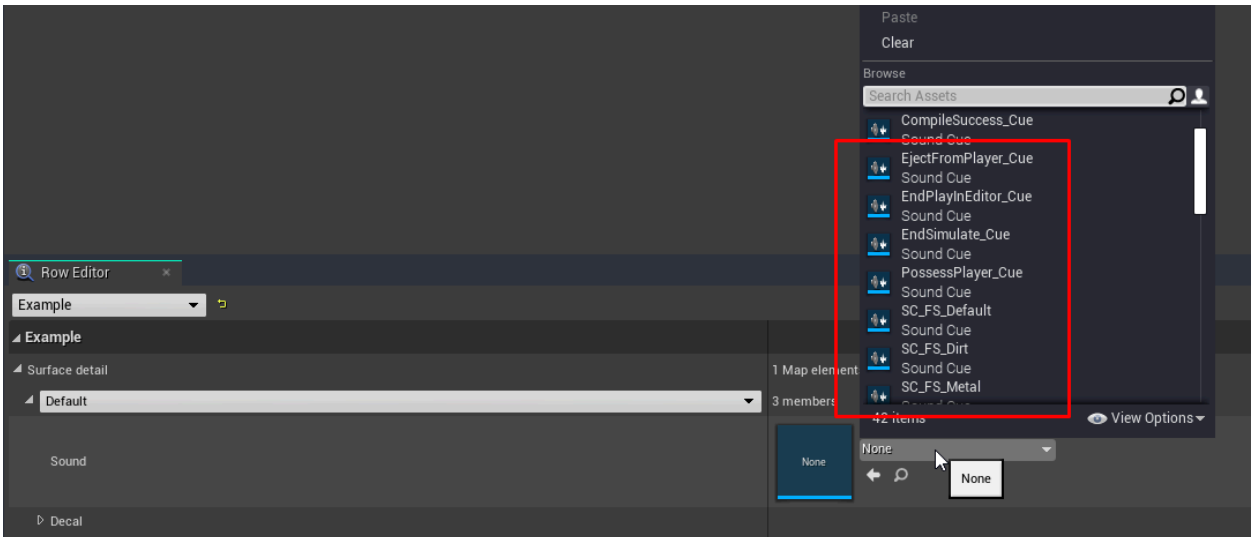
Next we will add the physical material. Here you will need to add several if you are using different surfaces. For example, metal, grass, dirt, plastic and so on. In **point 3** we will look at how to add physical materials, but for now let's look at how to use the standard ones that I added for you.



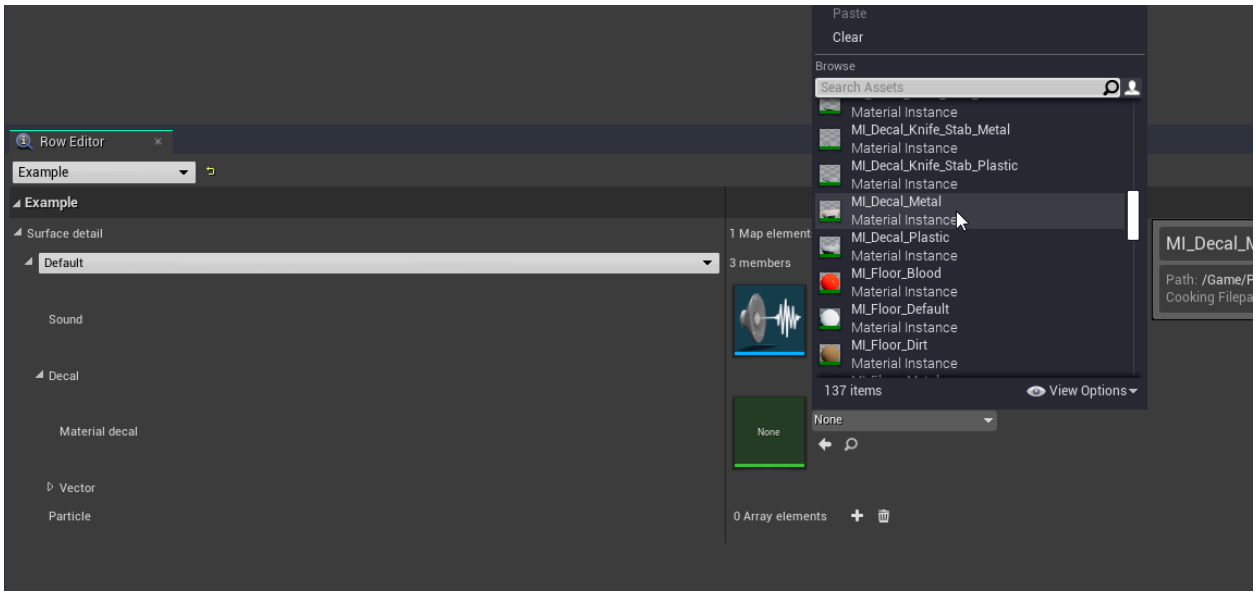
Select Physical material



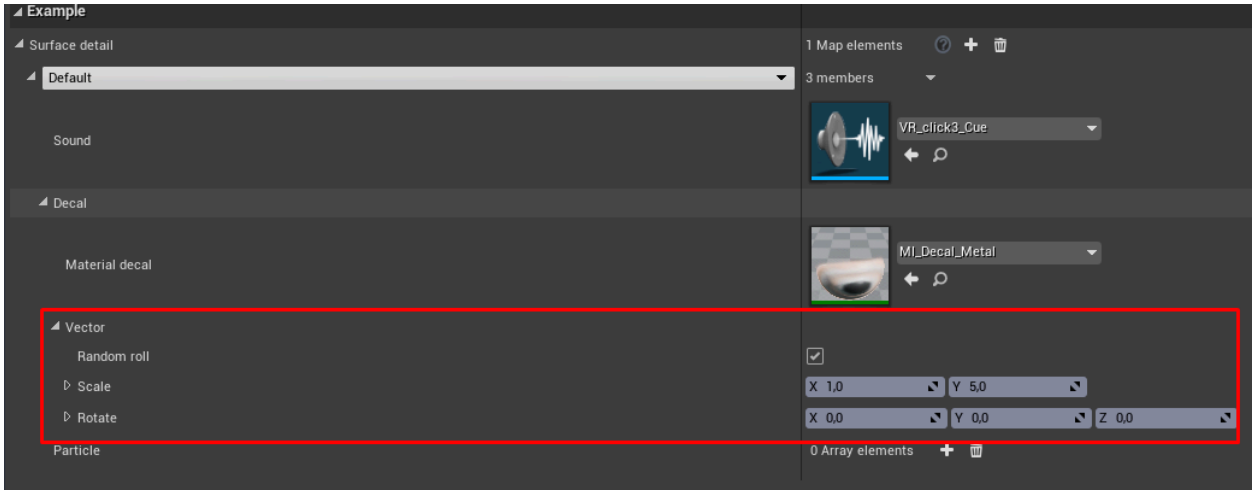
Add sound cue on HIT surface (In sound can use random or other settings).



Next, add decal HIT (Use for attach on hit)

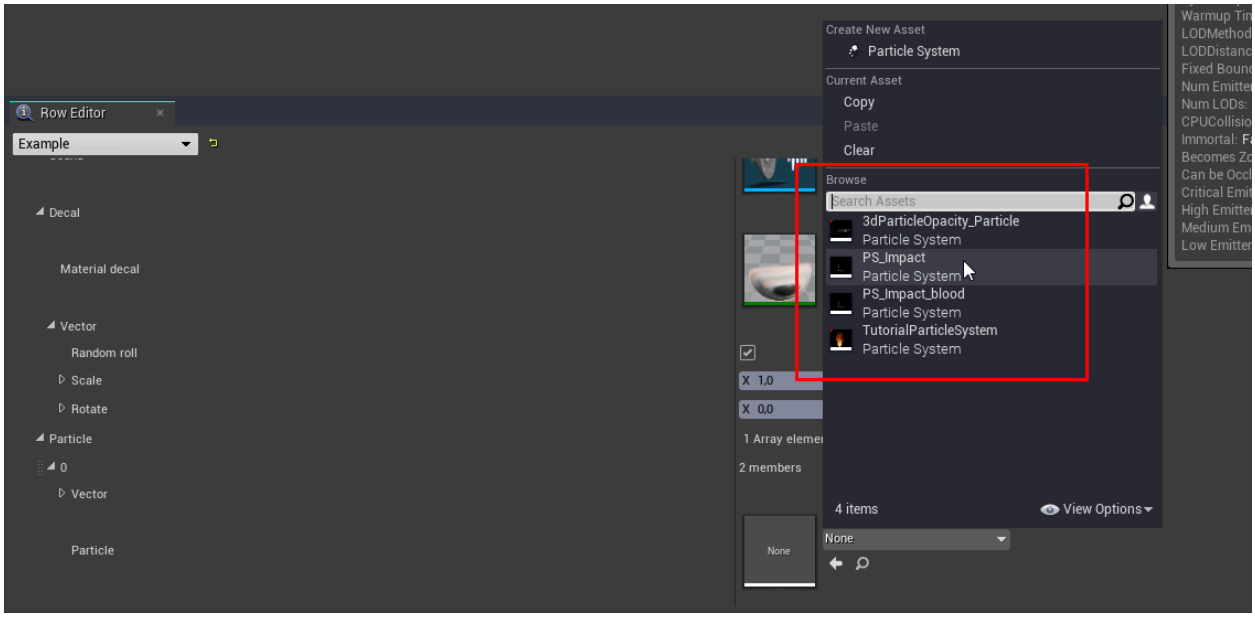


And set setting (Random roll - Randomize rotate decal; Scale Set scale [Random Min-max]; and Rotate - Rotate decal [if poor rotate material])



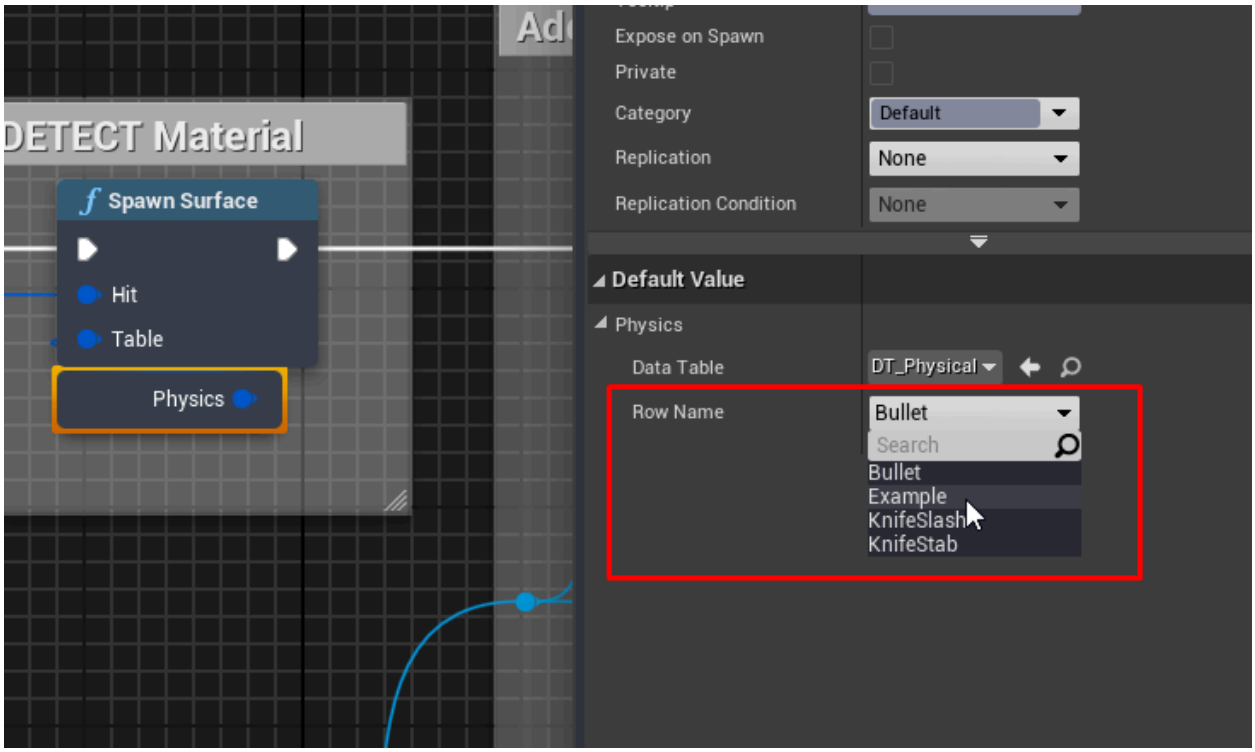
Next, add particle (You can combinate particles)

Select your particle on hit.



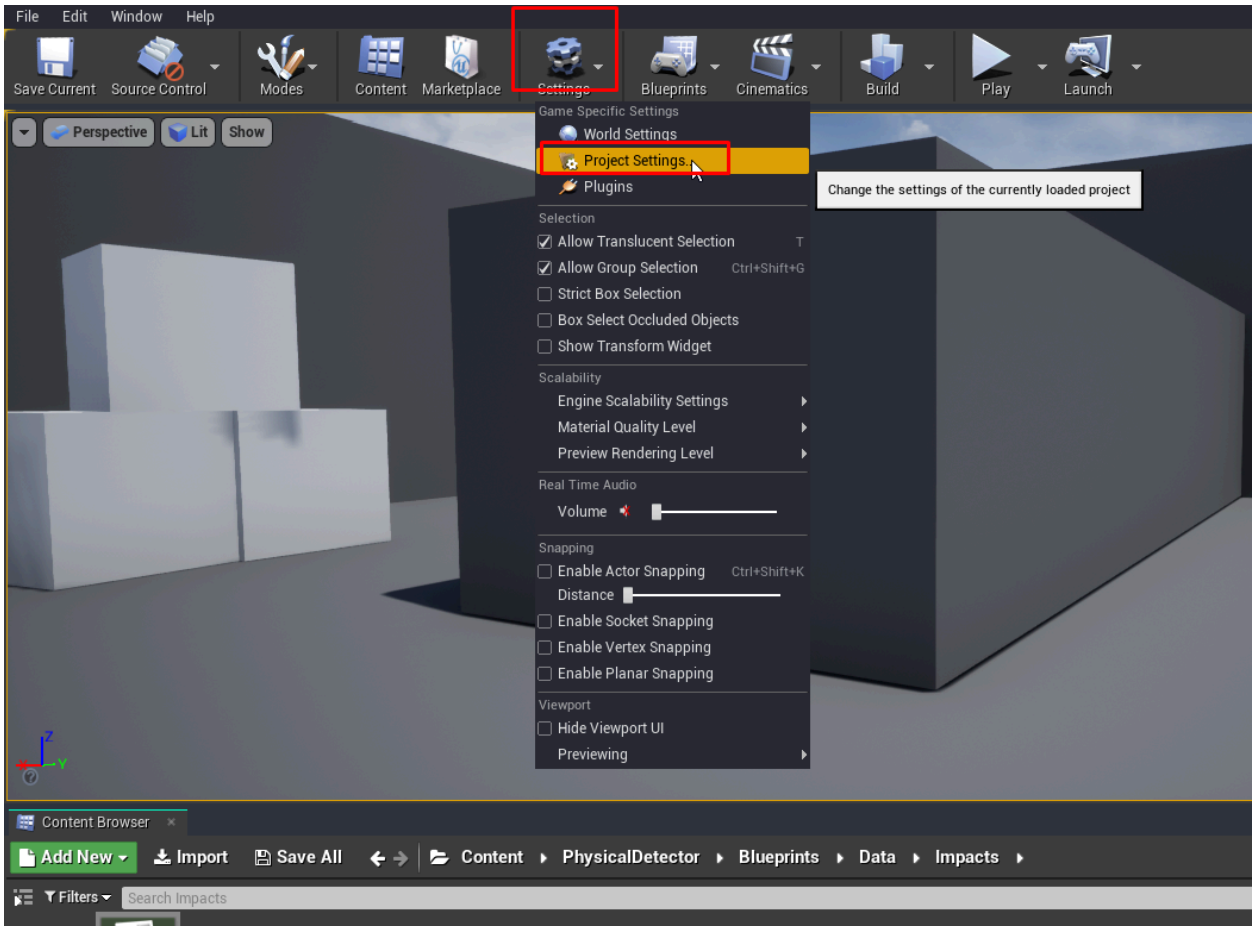
Done.

Select your new HIT in your weapon.

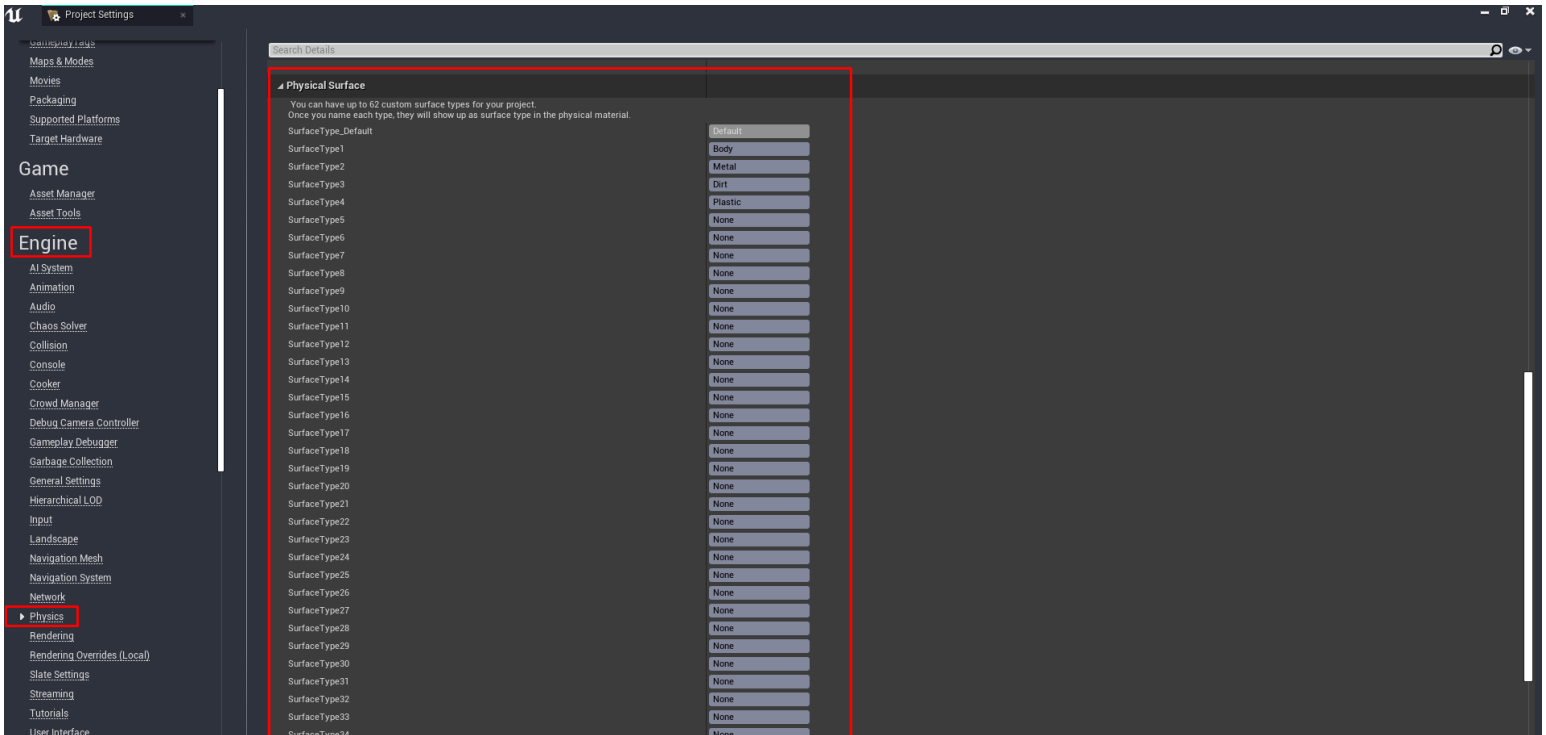


3. Add Custom physics material

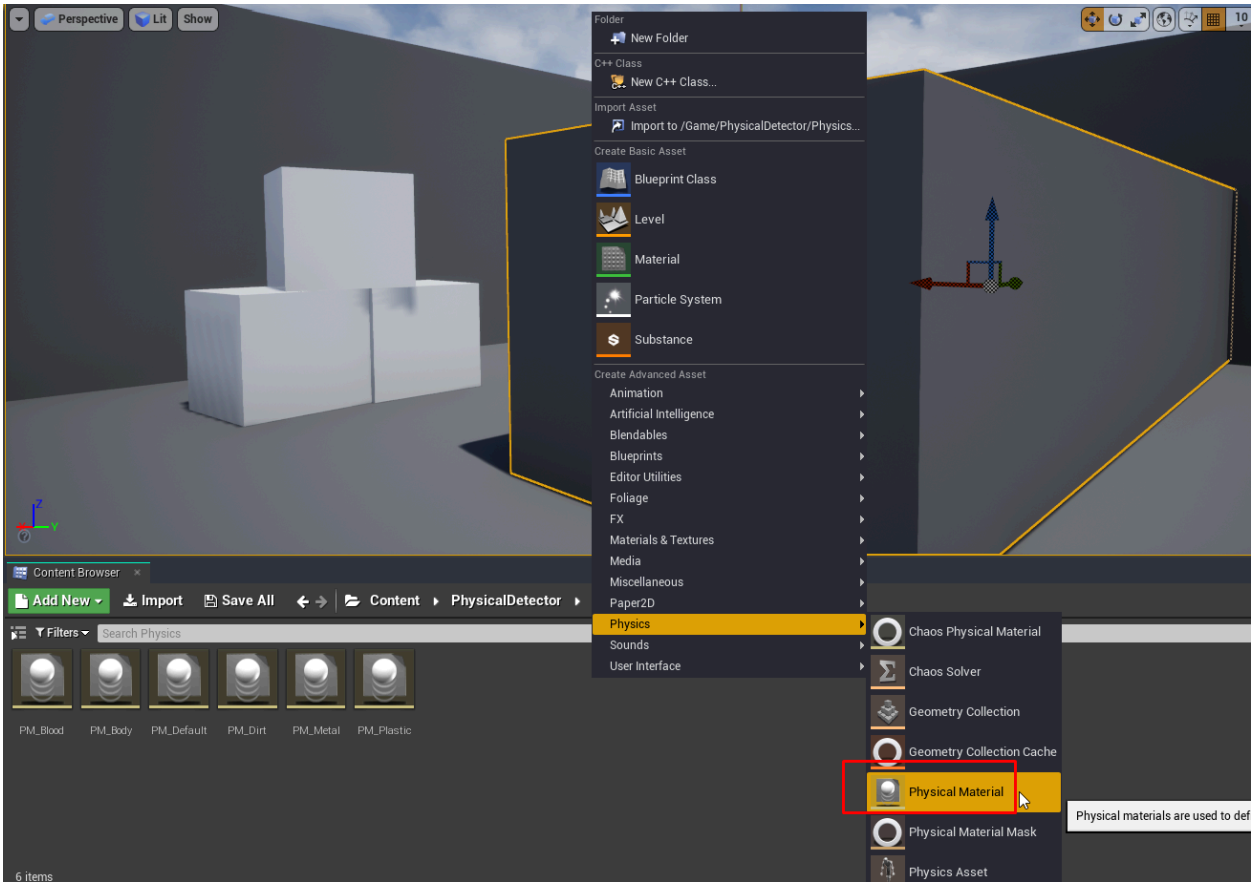
Open project settings.



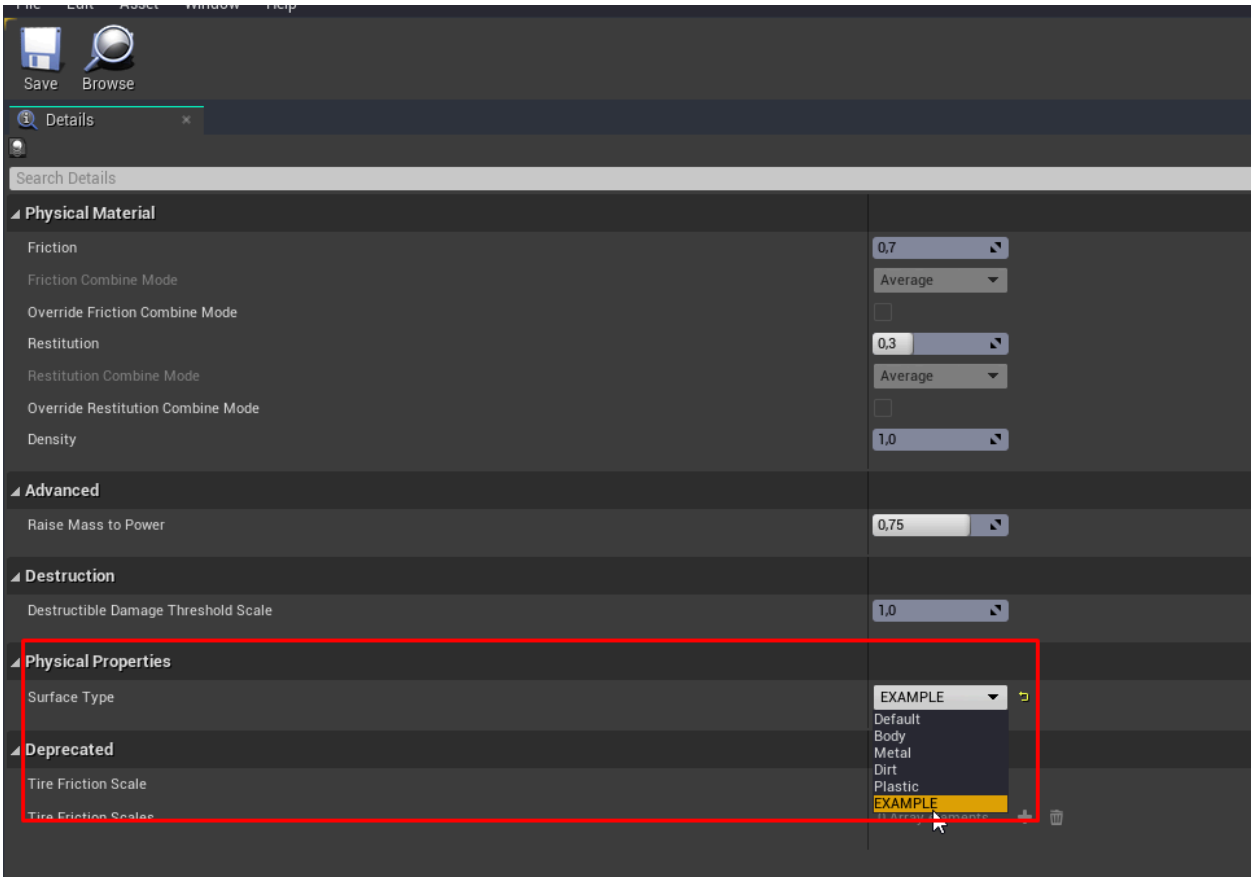
Find Physics tab and add it name Surface type



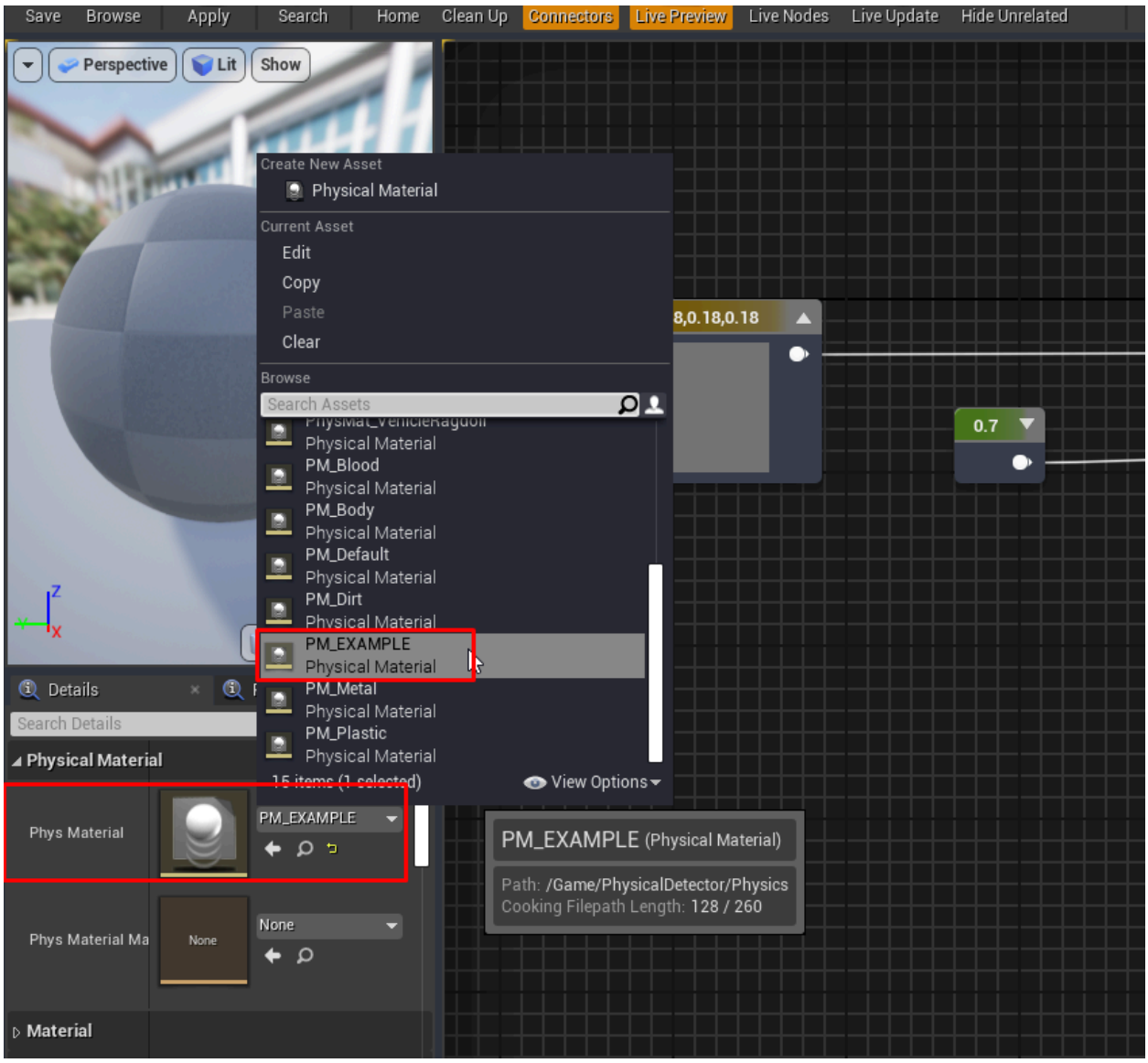
Next, create physics material.



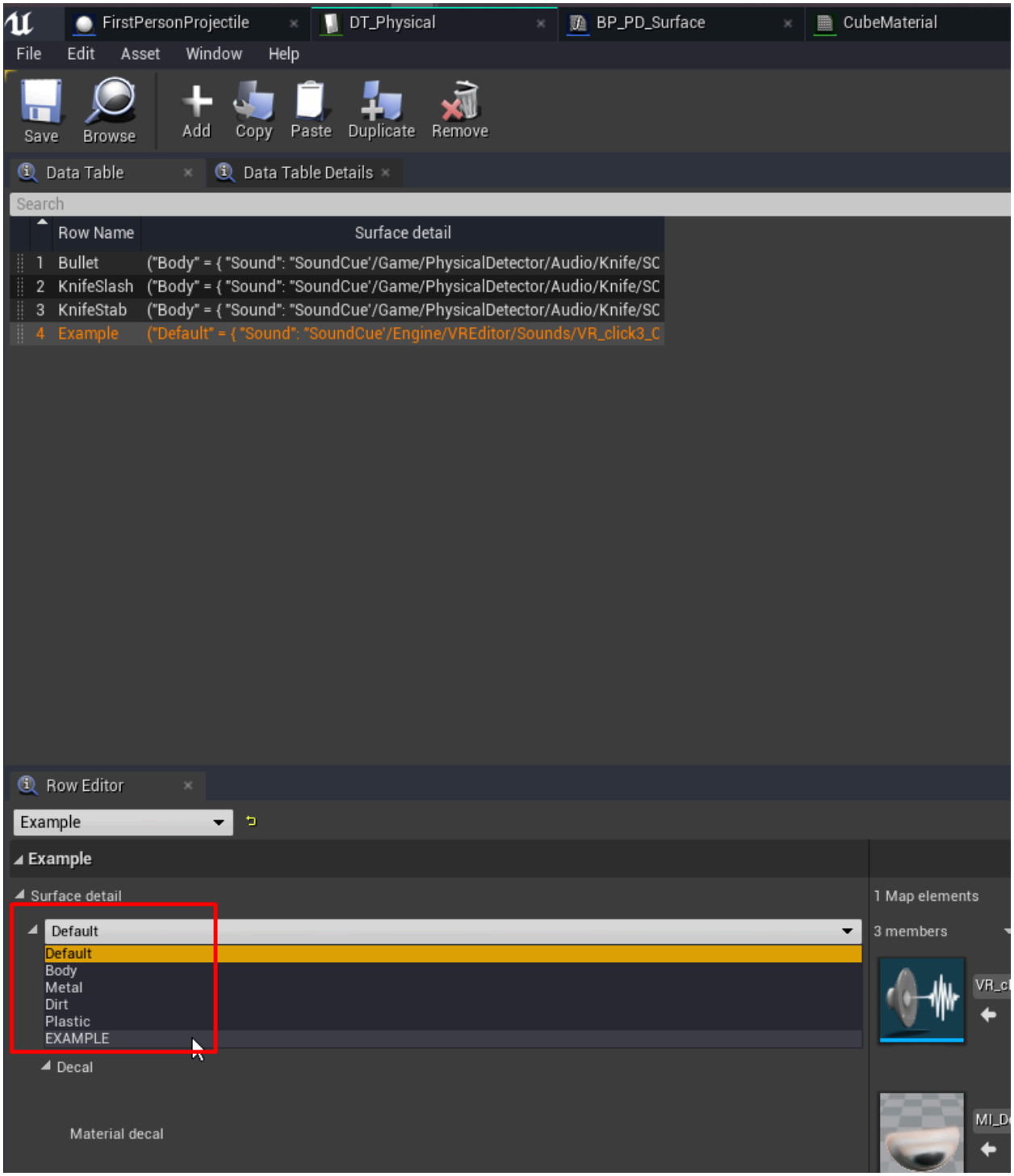
And set it your name



Next, open material and set new physics



And can find new physics material in Table


FirstPersonProjectile
DT_Physical
BP_PD_Surface
CubeMaterial
File
Edit
Asset
Window
Help
Save
Browse
Add
Copy
Paste
Duplicate
Remove
Data Table
Data Table Details
Search
Row Name
Surface detail
1 Bullet ("Body" = { "Sound": "SoundCue'/Game/PhysicalDetector/Audio/Knife/SC
2 KnifeSlash ("Body" = { "Sound": "SoundCue'/Game/PhysicalDetector/Audio/Knife/SC
3 KnifeStab ("Body" = { "Sound": "SoundCue'/Game/PhysicalDetector/Audio/Knife/SC
4 Example ("Default" = { "Sound": "SoundCue'/Engine/VREditor/Sounds/VR_click3_C
Row Editor
Example
Example
Surface detail
Default
Default
Body
Metal
Dirt
Plastic
EXAMPLE
Decal
Material decal
1 Map elements
3 members

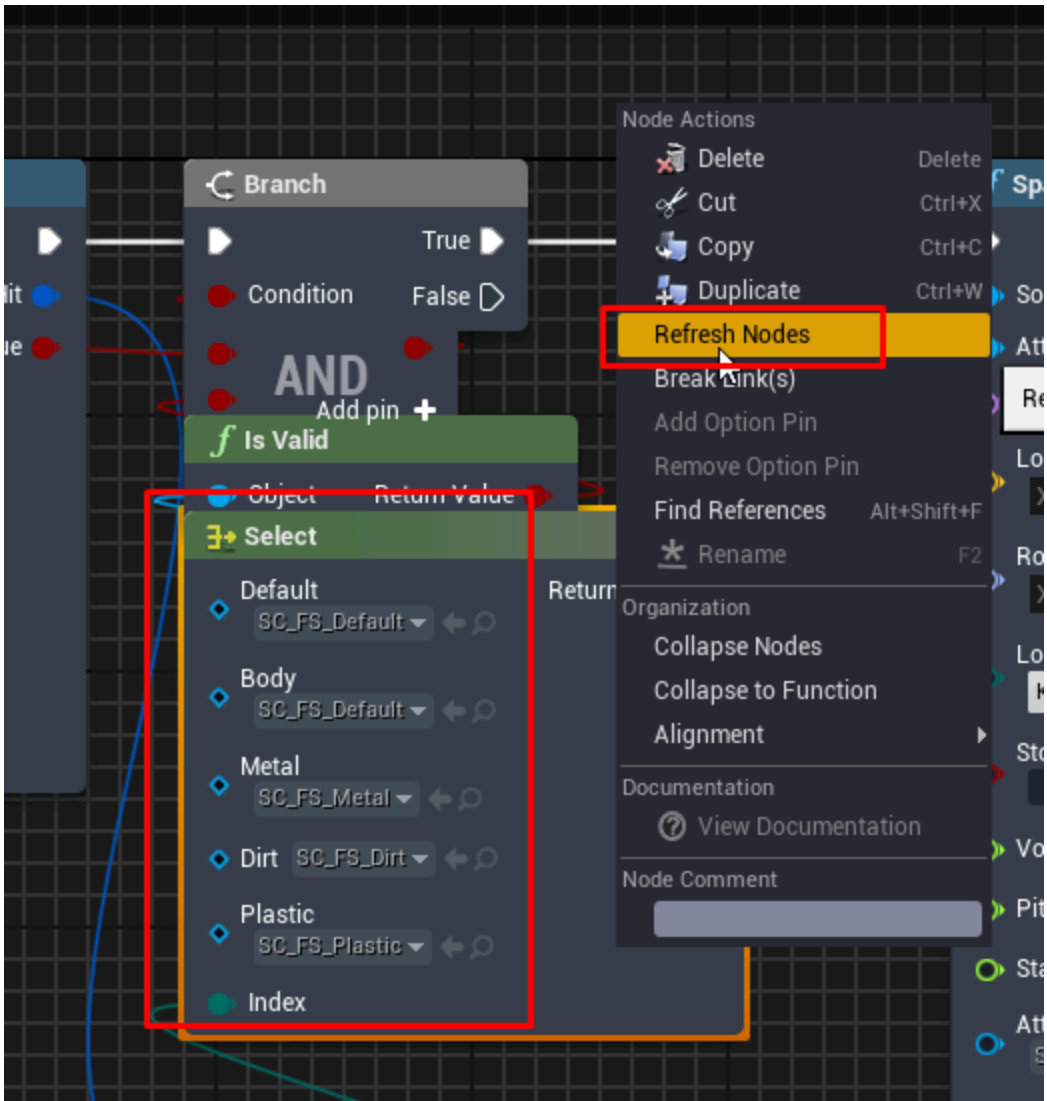
4. Add footsteps automatic

Open your animation. And add notify: ***BP_PD_Footstep***

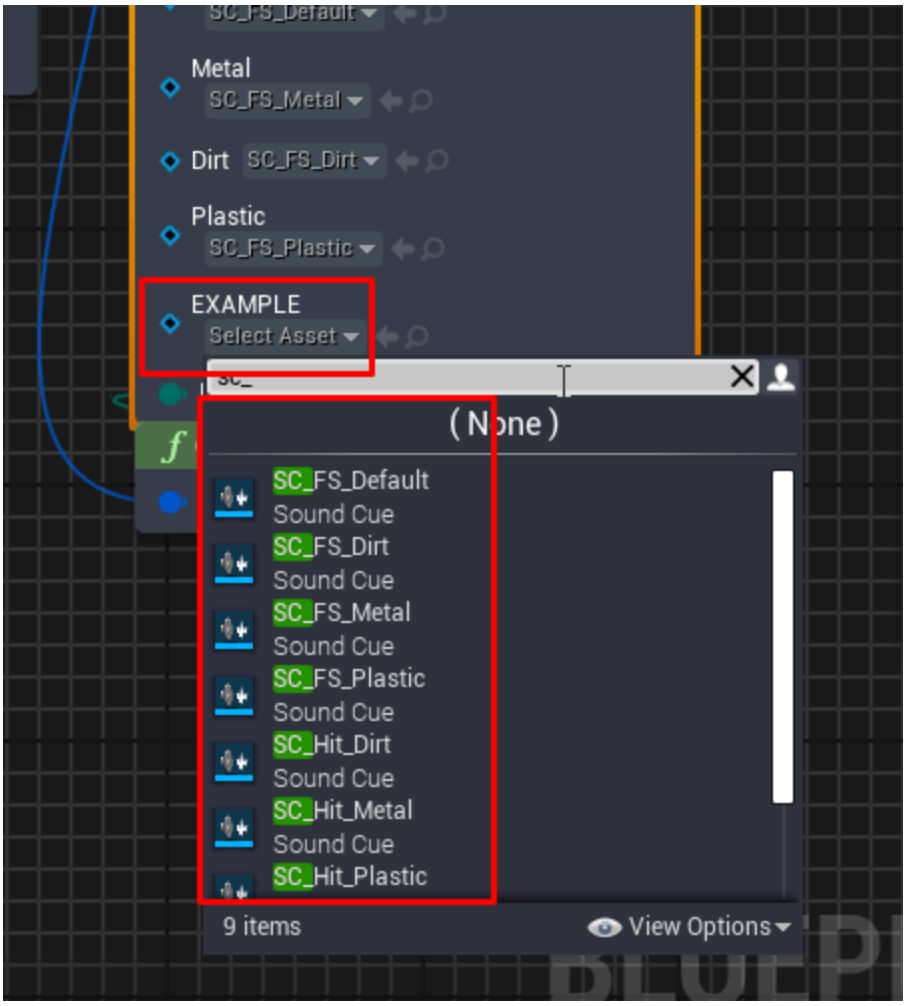
If you created new sounds and material, you need to add sound in the function table.

Go to ***PhysicalDetector/Blueprints/BP_PD_Footstep*** and open it.

Find this select and Refresh



And can see your new physics name. And add new sound cue for your physics asset



Done.

Thank you for reading, if there are text flaws or questions, then write to me, I'm always ready to listen to you and help, as well as improve the projects!

Author: MrKuBu
Support: Discord
Awesomium Team LLC