

Turret start-up documentation

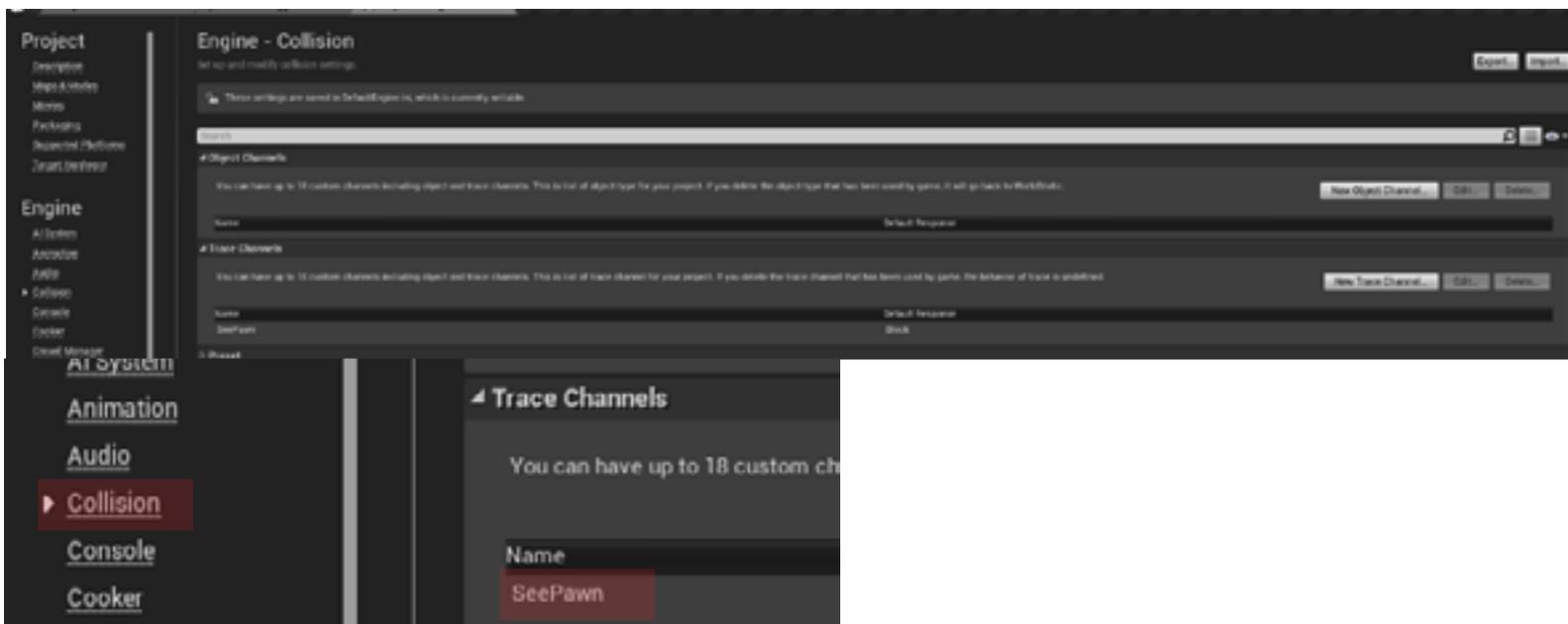


The Turret Blueprints give you a wide range of options to give your player a difficult time surviving your game. The Turrets meshes are easily changed and replaced by your own. The Projectile does not actually harm the player but the initial setup allow a developer to easily create a deadly version of the Projectile. The Turrets them self have no damage system so they are for as now, indestructible.

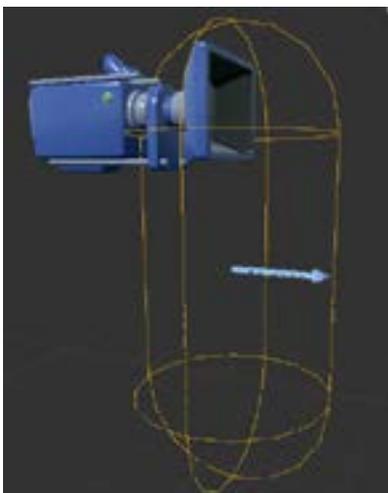
Intial Project setup

To make the turret and its laser triggers work you must help it distingue you as player from the surrounding. It must be able to see if a player is hiding or not and if its not a other Physics object that triggers the laser. To do this you must add a custom Trace Channel in the collision settings of your Prtoject settings.(see image)

I named it SeePawn, but feel free to select your own name.



Now give your pawn, being it 3rd or 1st persone view, the following collision settings. I choose the capsule as trace object. but feel free to choose your own.



Turret Basic Settings

Turret Basic has a simple AI. It starts to attack the player when in range



Turret settings

- Projectile: you may choose any projectile class you want.
- RotSpeed: the rotation speed of the Turret. 5=slow /200=instant
- Fire Rate: the speed with which the turret fires. 1 = slow / 0.1=fast
- Attack Range: from which point the turret starts to fire at you. 1000=10m radius
- Barrel Length: The bigger the Turret the Lager the barrel. If the turret shoots to high or to low adjust the barrel length. +0= big cannons/ -0= small guns
- Min Look Angle: How low the turret can look down. Must be negative value
- Max Look Angle: how high the turret can look up. Must be a positive value
- Construction Visuals: Shows a Red dome to indicate the Attack Range.

Trigger settings

- Use Trigger: turret responds to appropriate linked trigger
- Use Retrigger: Turret response to appropriate re trigger. Use Trigger must also be activated.
- Tag Basic: To connect the Turret to a Trigger give both the same Tag name. Can be any string.

Turret Laser Settings

The Laser Turret uses a idle motion to scan its environment. If its laser sees the Player it start firing



Turret settings

-Projectile: you may choose any projectile class you want.

-Max Laser Length: how far the Laser can reach and see the player

-Fire Rate: the speed with which the turret fires. 1 = slow / 0.1=fast

-Idle Rot Arc: the Laser Turret uses a Idle motion to scan for the player. Between 0 and 180 degrees.

-Barrel Length: The bigger the Turret the Lager the barrel. If the turret shoots to high or to low adjust the barrel length. +0= big cannons/ -0= small guns

-Min Look Angle: How low the turret can look down. Must be negative value

-Max Look Angle: how high the turret can look up. Must be a positive value

Trigger settings

-Use Trigger: turret responds to appropriate linked trigger

-Use Retrigger: Turret response to appropriate re trigger. Use Trigger must also be activated.

-Tag Basic: To connect the Turret to a Trigger give both the same Tag name. Can be any string.

Turret Ranged Settings

The Ranged Turret works like the basic turret but it detects obstructions and stops to fire if so.



Turret settings

-Projectile: you may choose any projectile class you want.

-RotSpeed: the rotation speed of the Turret.
5=slow /200=instant

-Fire Rate: the speed with which the turret fires. 1 = slow /
0.1=fast

-Attack Range: from which point the turret starts to fire at
you. 1000=10m radius

-Barrel Length: The bigger the Turret the Larger the barrel. If
the turret shoots to high or to low adjust the barrel length.
+0= big cannons/ -0= small guns

-Min Look Angle: How low the turret can look down. Must be
negative value

-Max Look Angle: how high the turret can look up. Must be a
positive value

-Construction Visuals: Shows a Red dome to indicate the
Attack Range.

Trigger settings

-Use Trigger: turret responds to appropriate linked trigger

-Use Retrigger: Turret response to appropriate re trigger. Use
Trigger must also be activated.

-Tag Basic: To connect the Turret to a Trigger give both the
same Tag name. Can be any string.

Turret Trigger Settings

The Turret Trigger is able to activate a inactive turret

Trigger settings

-Tag Trigger: connects the trigger with the Turrets or Turrets with the same Tag.

-Laser Color: the color of the Laserbeam

-Max Laser length: how far the Laser can reach and see the player



Turret ReTrigger Settings

The Turret Trigger is able to activate a inactive turret.
After a set tim it resets it self to be retriggered

Trigger settings

-Tag Trigger: connects the trigger with the Turrets or Turrets with the same Tag.

-Laser Color Active: the color of the Laserbeam when the trigger is activated

-Laser Color Inactive: the color of the Laserbeam when its inactive/un-triggered

-Reset Trigger Delay: the time in seconds for when the trigger is deactivated.

-Max Laser length: how far the Laser can reach and see the player

