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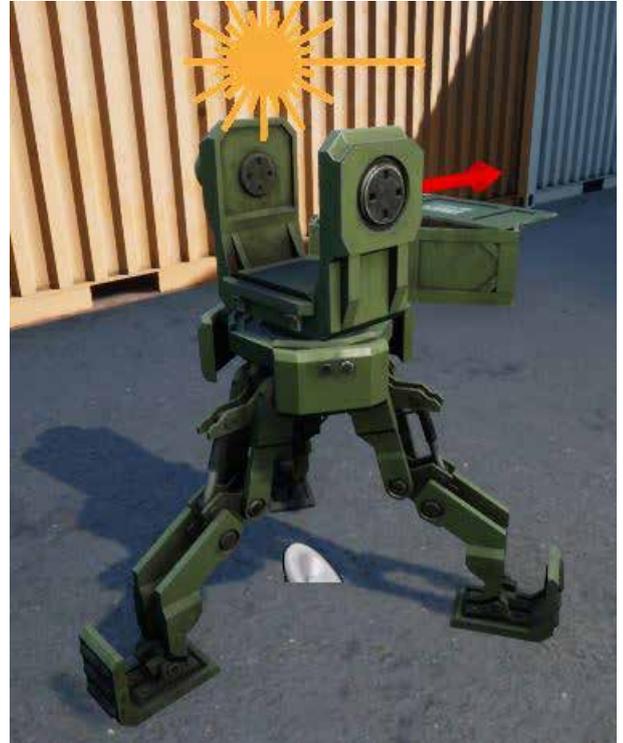
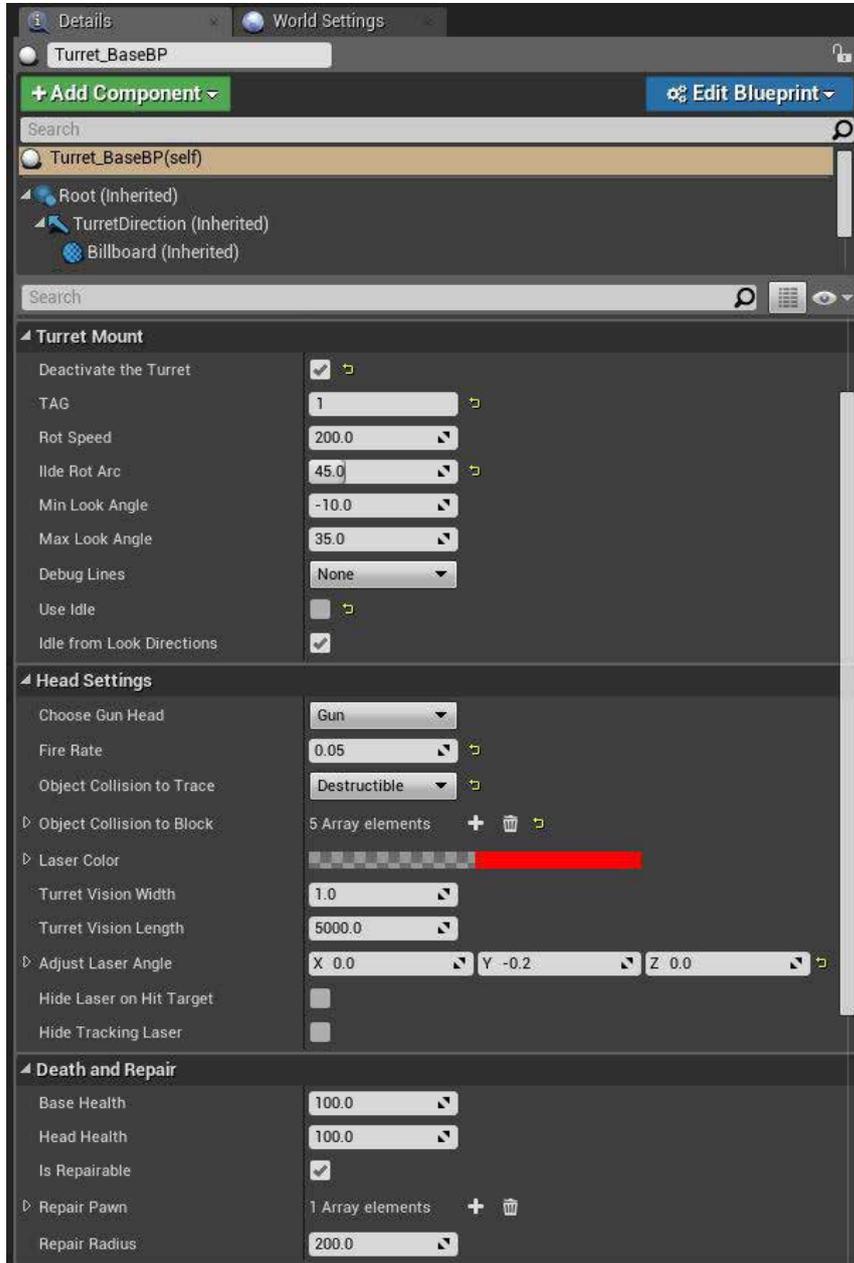
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The TurretBase

The Variable setting in the details pannel



The TurretBase

The Variable setting in the details pannel explained

Deactivate The Turret TAG	Deactivates the turret ingame. Can be reactivated with ControleUnitBP TAG Links a turret to a Control Unit by having the same name
RotSpeed	How Fast the Turret rotate while tracking its target
IdleRotArc	How wide The arc is of the Idle Animation
MinLookAngle	How low the turret is able to look
MaxLookAngle	How heigh the turret is able to look
DebugLines	can help you with adjustngt the Width of the TurretVision (Like a camera instead of a laser)
UseIdle	If the turret uses the Idle Animation or not
IdleFrom Look Direction	If the turret updates its Idle animation from its current looking angle
ChooseGunHead	Choose which turrethead the turret is using ingame (Like Flamer)
FireRate	How fast the Turret fires a Projectile (Gun) OR applies damage (Flamer/Laser)
Object collision to trace	Which type of Collision to trace as a target (Like Pawn or your own CollType)
ObjectCollision to block	Which collision types block its tracking
LaserColor	Color of the laser (DOES NOT REPLICATE)
TurretVisionWidth	how wide the lasers/turrets vision is. (Use Debug Lines to Setup)
TurretVisionLength	How Far the laser can track and see its target
Adjust Laser Angle	change the laser angle it turret Muzzle and laser down alignn
HidelLaserOnhitTarger	Hides the laser when it hits a trackable target
HideTracingLaser	Hides the laser al to gether (If the Turet uses like camera vision instead of laser)
BaseHealth	The Health of the Turret Base if it is destructible
HeadHealth	The Health of the Turret Headif it is destructible
Is repara-e-able	If the turret is reparable than the user can repair it with a input key (F)
RepairPawn	Which collision type may repair the Turret (Handy for Engeneer type characters)
Repair Radius	How close the pawn must be to be able to repair the turret

The TurretBase

The inputs locations within the Blueprint

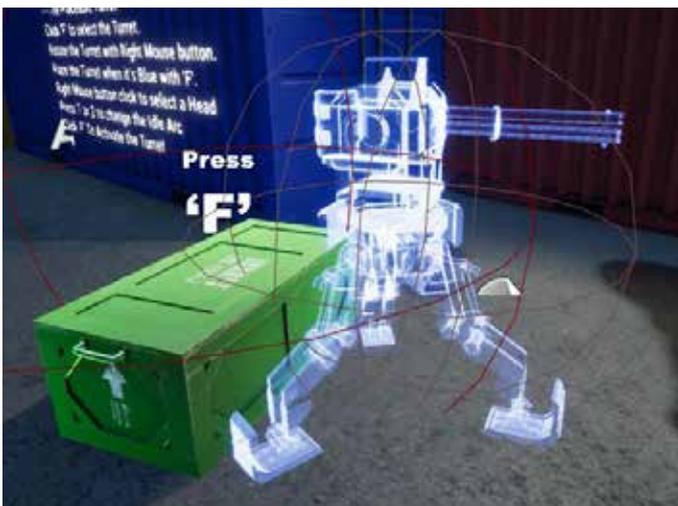
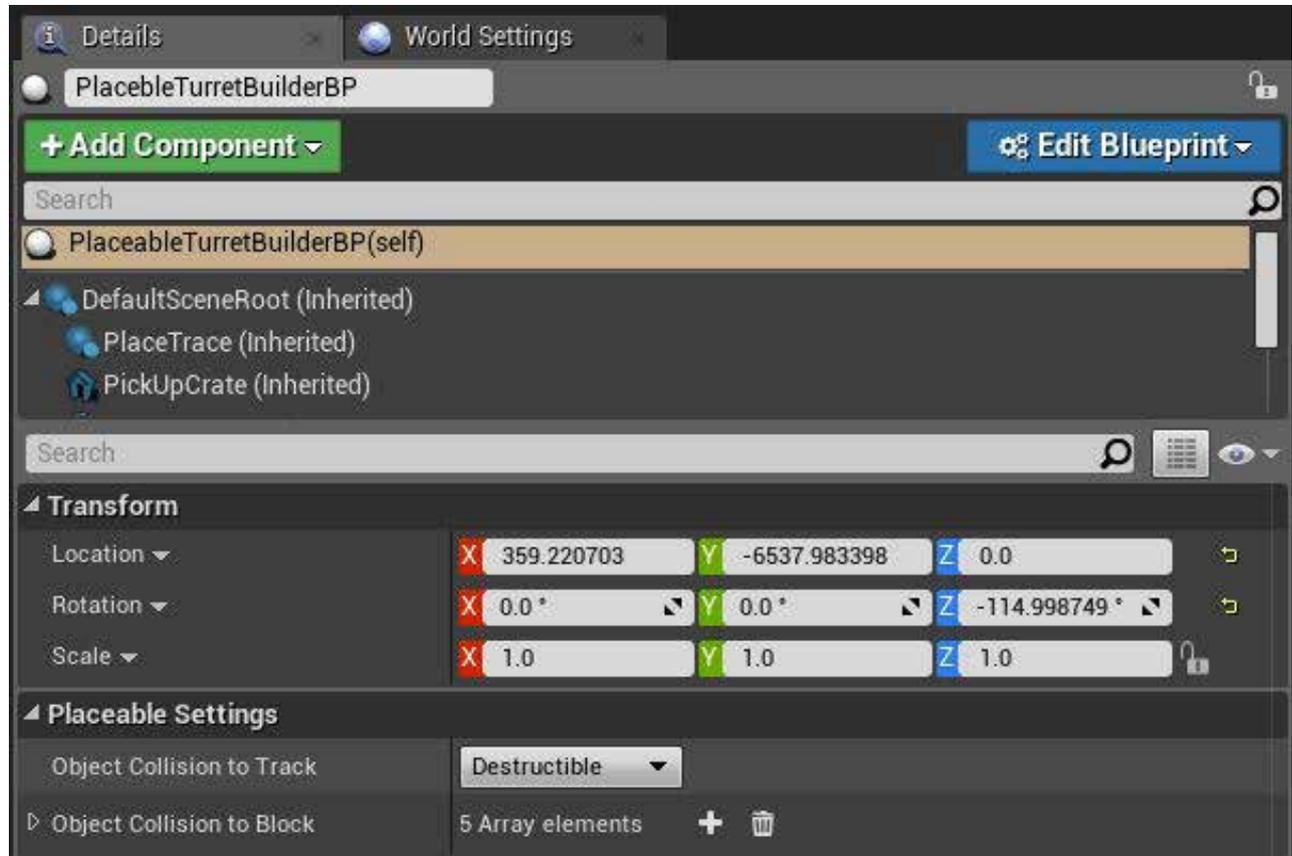


Explanation

The TB is a pre created Turret that can be placed anywhere in the world. Set up how it functions and what type of Head it has in the details pannel. The Turret can be destroyed and be repaired (F) but if the base is destroyed is over and the turrets is gone

The Placeable TurretBuilder

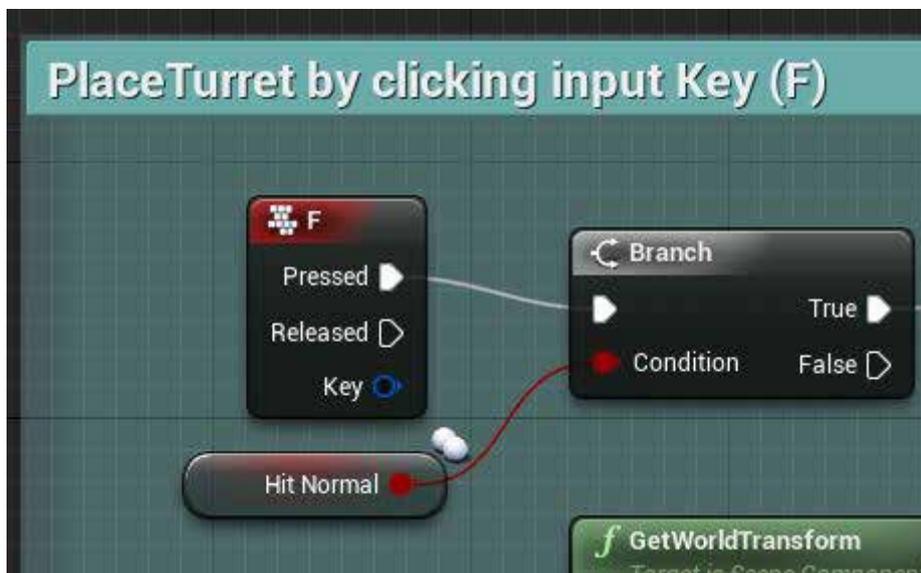
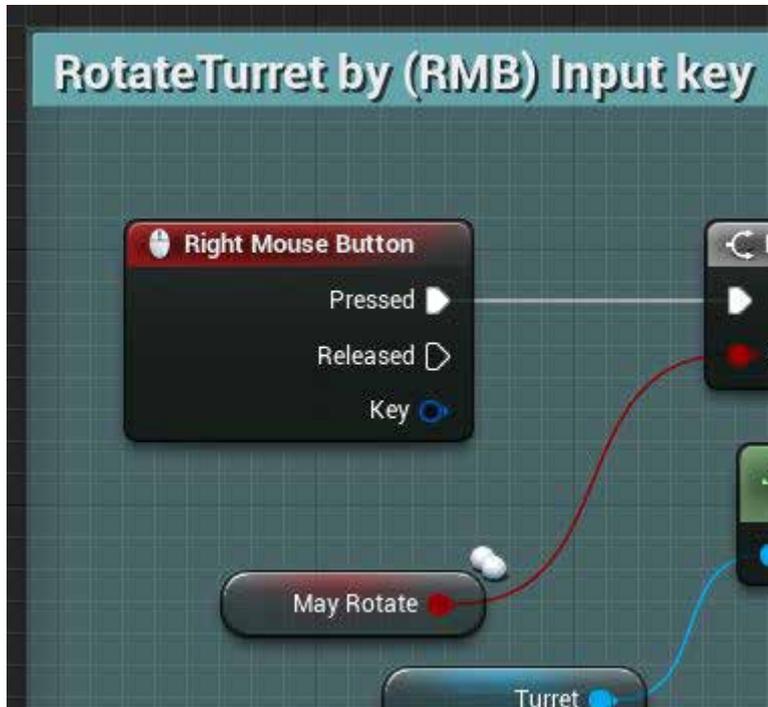
The Variable setting in the details panel



ObjectCollision to Track	Which type of Collision to trace as a target (Like Pawn or your own CollType)
Object Collision to block	Which collision types block its tracking

The Placeable TurretBuilder

The inputs locations within the Blueprint



The Placeable TurretBuilder

Explanation (RMB = Right Mouse Button)

The PTB is a Turret that can be placed during game play. It can be controlled by first picking it up (F) than you can Rotate its looking angle (RMB) and then you can place it (F) if it is BlueColored. Red means a collision error with the environment. Make sure the Environment can see the turrets collision.

When you place it you create the Placeable Turret-Base(See The Placeable Turret Base Page 9-11). When you created that you are able to change the Idle Looking Arc (1/2) to 90 or 180 degree.

You can change the head type (RMB) to any of the 4 Head types and you can then create the final turret (F)

When the Turret is created it starts to function instantly. It can be also destroyed and repaired(F). But not if the Base is destroyed. Then the turret is gone

The Placeable TurretBase

The Variable setting in the details pannel



The Placeable TurretBase

Explanation

The Placeable Turrets base is not meant to be placed like the TurretBase but of-course it can be.

It holds the same variables as the TurretBase.

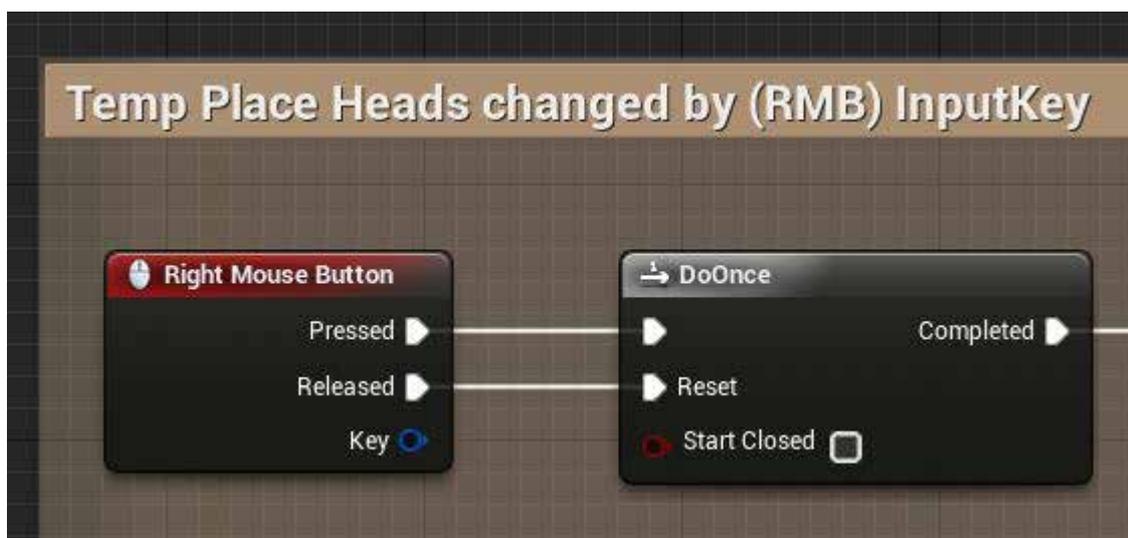
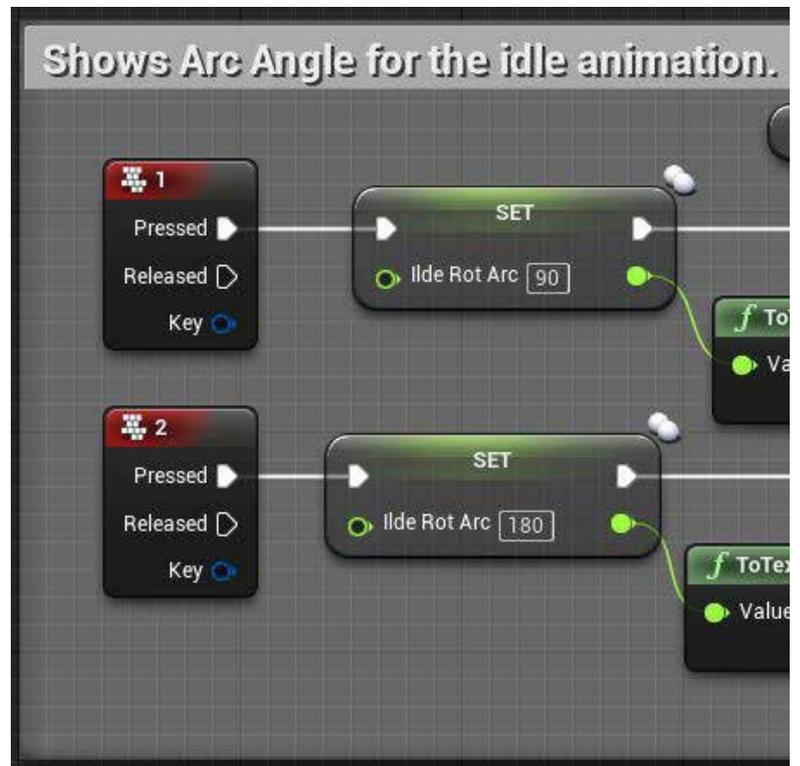
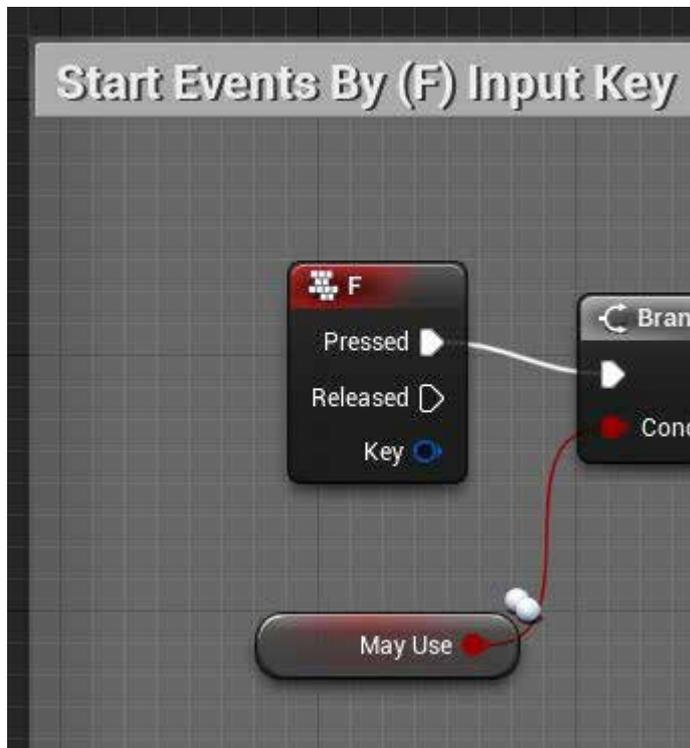
When you see the PTB in game you can change the head type (RMB) to any of the 4 Head types and you can then create the final turret (F)

When the Turret is created it starts to function instantly. It can be also destroyed and repaired(F).

But not if the Base is destroyed. Then it's gone

The Placeable TurretBase

The inputs locations within the Placeable TurretBase



The ControUnit

The Variable setting in the details pannel



TAG	The Tag that connects the Unit to the right Turret. Be sure the Turret has the same TAG name. You can connect more than one turret to the Unit but is is not adviced because errors may accure
TurretHead	Set to the right head so the dispaly shows the right image

The ControleUnit

Explanation

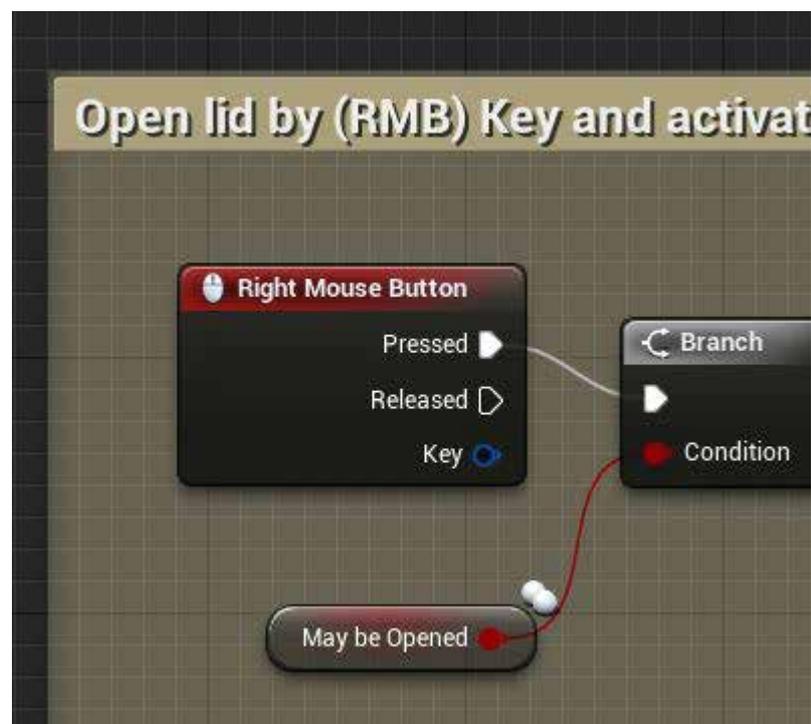
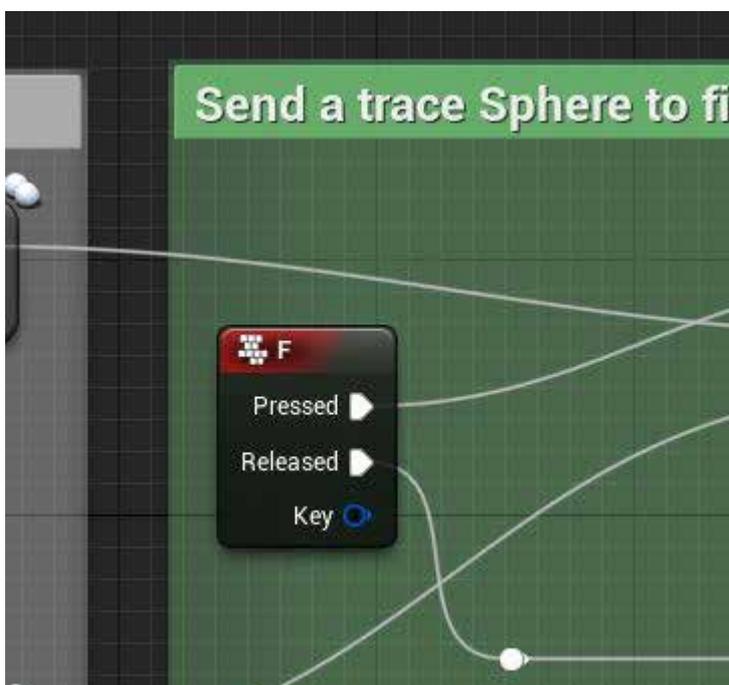
The Controle Unit controles the activation (F) and deactivation of the Turrets inGame but first you must open the Lid(RMB).

The Unit must be connected with a TAG name to a Turret.

The Image on the Screen dispaly is a Decale so it can be easely changed to your own.

Make sure you give the Unit the right Head (see TurretHead in the details pannel) so it shows the right image

The inputs locations within the ControleUnit



The Target

The Variable setting in the details pannel



DiskHealth	The strenght of the disk before it gets destroyed
Delay	A time delay before the Target picks up a new disk
CollisoinType Of disk	The collison type of the disks

The Target

Explanation

The Target is meant to be a practice object.

The Turrets can target the Target by its collision Disk and you can see how fast a tTurret does damage by the Disks Healthnumber. The Damage strength can be found eather in the TurretsHeadBP (see Turret-Head Folder) or in the Projectiles (See Projectiles Folder)

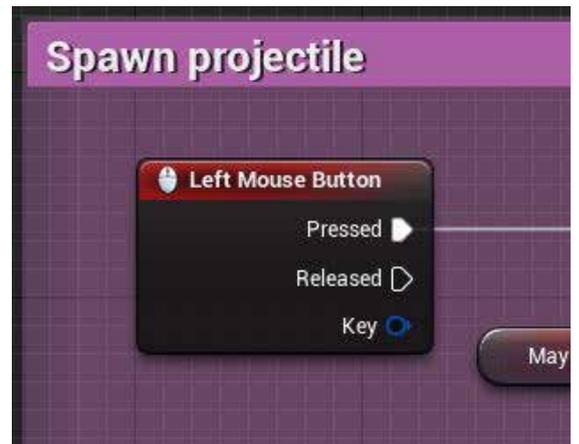
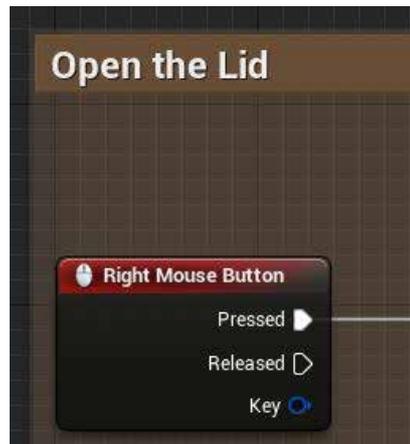
The HandGun

Meant for testing



Explanation

The Hand Gun is meant for testing the destruction of the Turrets. Its design is more of a joke. But the BP can be used to set up your own initial guns. The case must first be opened (RMB) and then the gun can be picked up (F). The Gun fires (LMB) its own projectiles that can be found in the folder StandInGun.



Q & A

Q: does the Turret Replicate?

A: Yes All variables Replicate except for LaserColor.

Q: how can I get s other laser color in multiplayer then?

A; Duplicate the LaserEmitter and change its color in there. than replace the particile emitter instead of changing just the color. you need to ajust the BP's a little but that should be simple.

Q: Can i use my own models?

A: Yes simply replace the meshes inside the BP's and adjust the postions of the meshes and the laser parts in the Viewport of the BP editor

Q: I would like to have my own custom colors for the turrets so they differ in Multiplayer?

A: you can always contact me for a custom texture but you have to implement the BP code for material changing you self.

If you have any other questions please contact me by email: crowsfieldco@gmail.com

I do not read the marketplace forum often so you wont get a fast reply from me there