

Senses Component

Description

Allows for attaching Sensors to character, and gathering awareness of sensed objects.

Public Properties

Eyes	
Use_See	Returns true if uses See Sensor.
Use_Hear	Returns true if uses Hear Sensor.
IgnoreLayers	
Use_CustomRefreshRate	Returns true if uses custom refresh rate.
Cooldown_SeeTimeAmount	
Use_Forgeting	Returns true if uses forgetting.
Cooldown_Forgeting	
Forgeting_Rate	
Central_VisionAngle	
Central_VisionRadius	
Use_PeripheralFOV	Returns true if uses peripheral field of view.
Peripheral_VisionAngle	
Peripheral_VisionRadius	
Use_DisplayFOV	Returns true if uses display field of view.
Use_IgnoreRotationX	Returns true if uses ignore rotation in X axis.
Use_RayCastInFovOnly	Returns true if uses raycast in field of view only.
Use_DebugDrawRay	Returns true if uses debug draw ray.
Hear_Sensitivity	

Public Methods

Set_Eyes	
Set_UseSee	Sets state of bool Use_See.
Set_UseHear	Sets state of bool Use_Hear.
Set_UseCustomRefreshRate	Sets state of bool Use_CustomRefreshRate.
Set_CooldownSeeTimeAmount	
Set_UseForgeting	Sets state of bool Use_Forgeting.
Set_CooldownForgeting	
Set_ForgetingRate	
Set_CentralVisionAngle	
Set_CentralVisionRadius	
Set_UsePeripheralFOV	Sets state of bool Use_PeripheralFOV.
Set_PeripheralVisionAngle	
Set_UseDisplayFOV	Sets state of bool Use_UseDisplayFOV.
Set_UseIgnoreRotationX	Sets state of bool Use_IgnoreRotationX.
Set_UseRayCastInFovOnly	

Set_DebugDrawRay	
Set_HearSensitivity	
Recived_Noise	

Public Variables

See - Senses Sensor

Description

Allows for observing objects in two complementary zones (Central Vision and Peripheral).

Hear - Senses Sensor
Description

Noise Component

Description

Properties

Use_NaveMesh	
Use_SpreadAccordingToDistance	

Public Methods

Set_UseNaveMesh	
Set_UseSpreadAccordingToDistance	
Release_Noise	

Public Variables

Obstacle Component

Description

Properties

Range_DecreaseFactor	
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Public Methods

Set_RangeDecreaseFactor	
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Public Variables

Stealth Component

Description

Properties

Stealth_Buff	
Position_LumenMesurment	
Use_LumenStealthAddon	

Public Methods

Set_StealthBuff	
Set_OffsetAxisY	
Provide_TotalStealthBuff	
Set_LumenStealtAddon	

Public Variables

Lumen - Stealth Component Add-on
Description

RigCollider Component

Description

Properties

Public Methods

Public Variables

TargetSenses Component

Description

Properties

Public Methods

Public Variables