ZOONER STEALTH ADDON

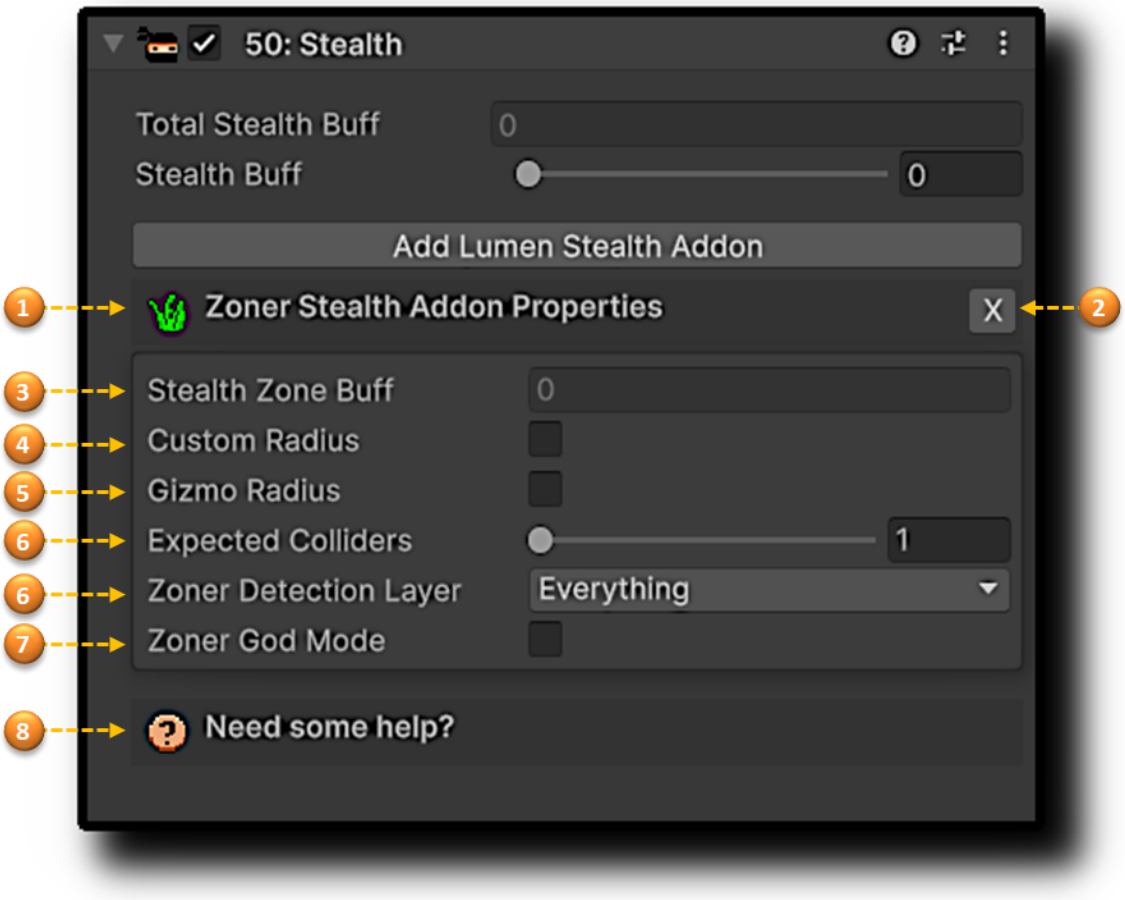
The Zoner Stealth Add-On expands the Stealth Component by evaluating the actor's surroundings for nearby Stealth Zones- specialized GameObjects that influence how detectable the actor becomes. When enabled, the system continuously scans the area around the actor and identifies any StealthZone components within its detection radius. Each zone contributes its own Stealth Buff value, and all detected buffs are combined into the actor's Zoner Stealth Buff, which then becomes part of the Total Stealth Buff. Entering strong stealth zones provides increased concealment, while leaving them removes the bonus. In essence, the Zoner Stealth Add-On turns environmental stealth volumes into dynamic modifiers, allowing level designers to create bushes, shadows, hide spots, fog pockets, or custom stealth areas that directly affect how easily the actor can be sensed.

Radius

The Zoner Stealth Add-On automatically determines its scan radius by analyzing the actor's collider boundaries, ensuring that the detection area naturally matches the character's physical size. This radius defines how far the system searches for nearby Stealth Zones. For debugging and setup purposes, the user can visualize the active scan radius by enabling Gizmo Radius while Scene View gizmos are enabled.

If more control is needed, the user may override the automatically calculated radius by enabling Custom Radius. This allows precise manual adjustment of the detection size—useful for characters with nonstandard shapes, larger rigs, or gameplay scenarios that require tailored stealth zone interaction distances.

Lumen Stealth Add-On Inspector Tab



1	Zooner Stealth Addon Properties Foldout	Allows showing / hiding of Zooner Stealth Addon properties.
2	Disable Button	Allows disabling Zooner Stealth Addon.
3	Zooner Stealth Addon	Displays current Zooner Stealth Addon Value (*only during Play Mode)
4	Custom Radius	When enabled, allows determine RadiusZonerSteathAddon of checking area around for colliders with StealthZones. When disabled RadiusZonerSteathAddon will be calculated from attached collider / colliders bounds.
5	Gizmo Radius	Draws the detection radius in the Scene View (requires Gizmos enabled).
6	Zooner Detection Layers	Defines which layers contain Stealth Zones. Only colliders on these layers affect the stealth buff.
7	Expercted Colliders	Allows setting up int value of LimitCollidersDetectionZoner. Which determines maximum amount of colliders could be detected during OverlapSphereNonAlloc.
8	Zooner God Mode	When enabled, max zooner value will effect in maximum Stealth Buff Value.
9	'Need some help?'	Displays Help Information.

Zooner God Mode

When a God Mode is active: If the Zooner Stealth Buff equals 1.0 then the Total Stealth Buff is forced to 1.0**,** regardless of all other values.

Stealth Zone

The Stealth Zone is a component that allows designers to define environmental features that grant a Stealth Buff to actors with a Stealth Component when the Zooner Stealth Add-On is active. A Collider must be attached for the Stealth Zone to function properly.

For seamless gameplay, setting the Collider to "Is Trigger" allows actors to pass through stealth-enabled objects—like grass, bushes, or other cover—without physical obstruction, while still receiving the associated Stealth Buff.

When an actor overlaps multiple Stealth Zones simultaneously, each zone contributes its individual Stealth Buff. These buffs are summed together, but the resulting Zooner Stealth Buff is capped at 1.0, ensuring that concealment remains balanced even in dense stealth areas.

Developer Note

To speed up level creation, the Stealth Zone automatically assigns a single randomized Stealth Buff value the first time the component is added to a GameObject. This helps designers quickly populate environments with varied stealth density without manually tuning every zone.
If you prefer to control this behavior, you can easily adjust or replace the randomization logic directly inside the StealthZone script (see the OnValidate() section). The method YourCustomRandom() is intentionally provided as a simple edit point for technical artists and programmers who want a custom distribution or consistent preset values.