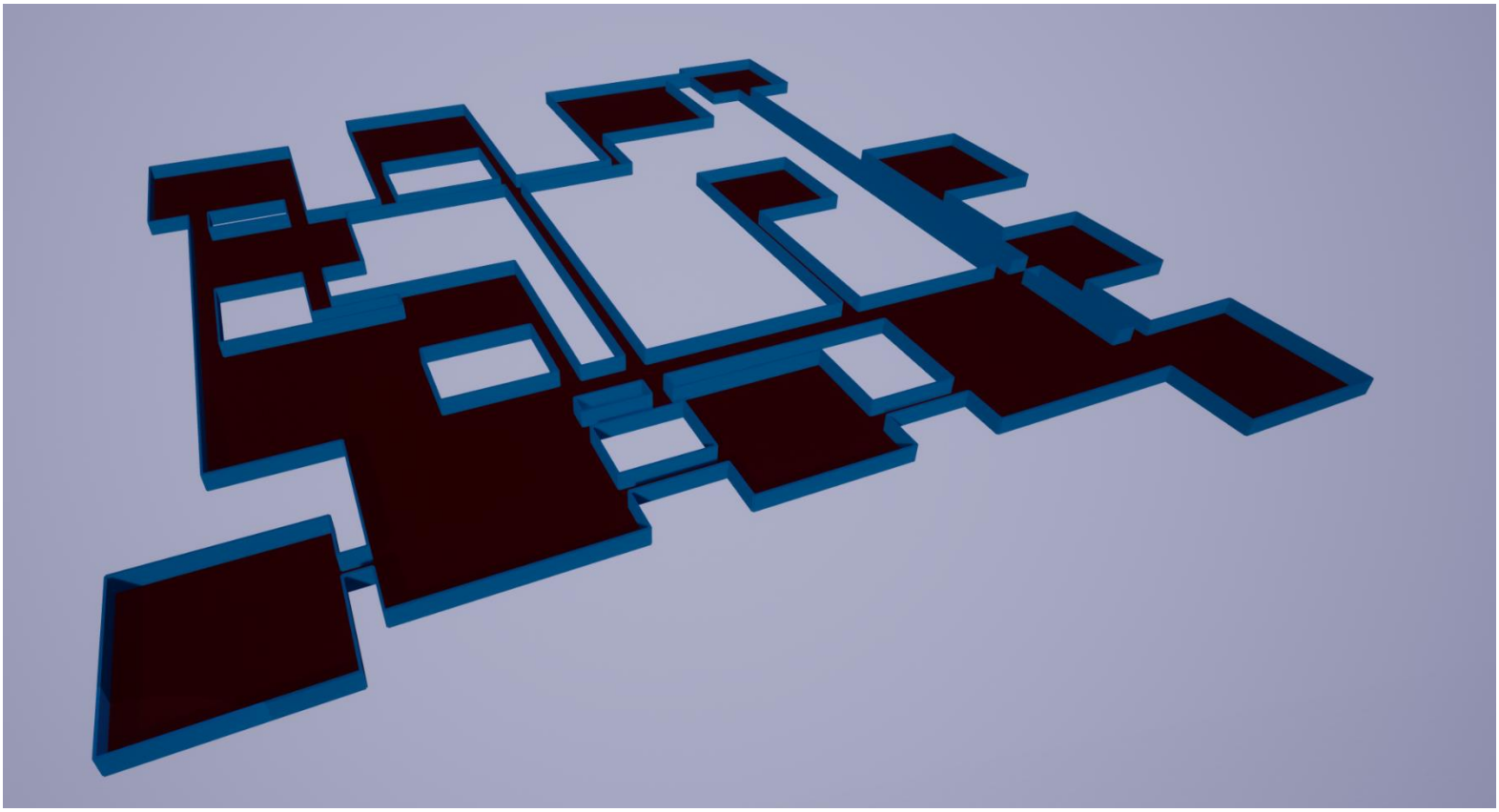
Orfeas Dungeon Generator



A handy dungeon generator for Unreal Engine 4. Can be used in editor and at runtime.

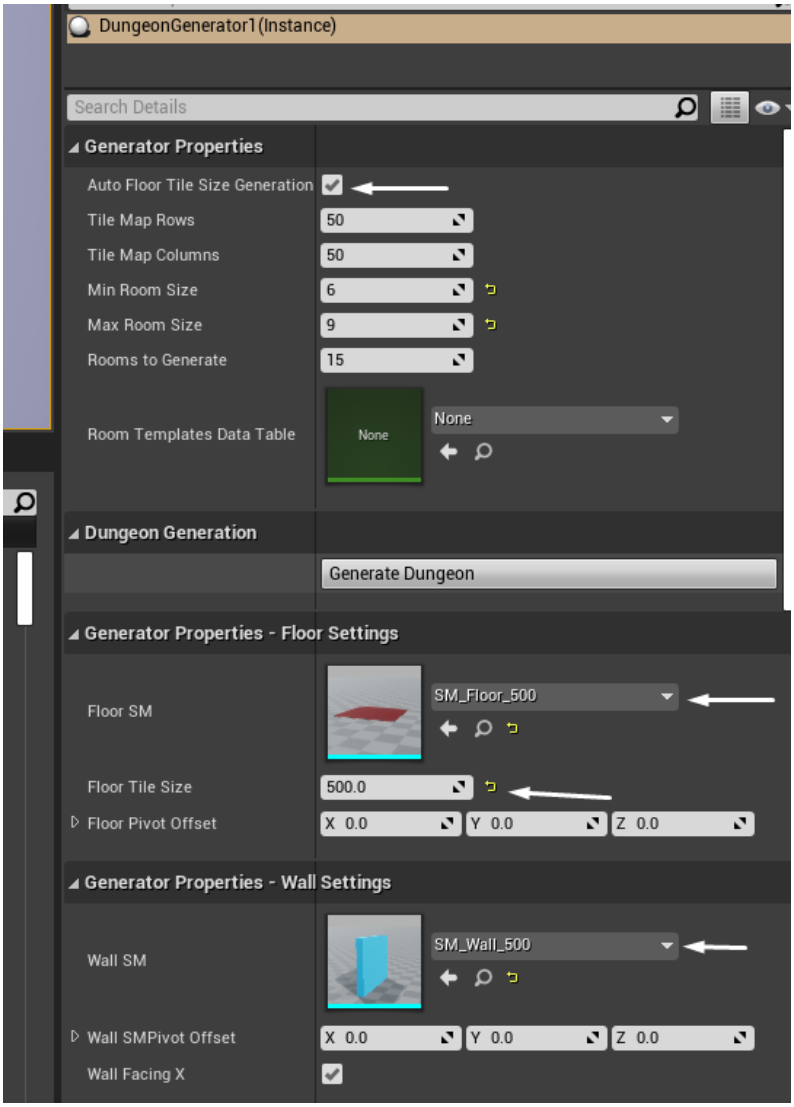
Contents

1. How to use

In order to use the dungeon generator:

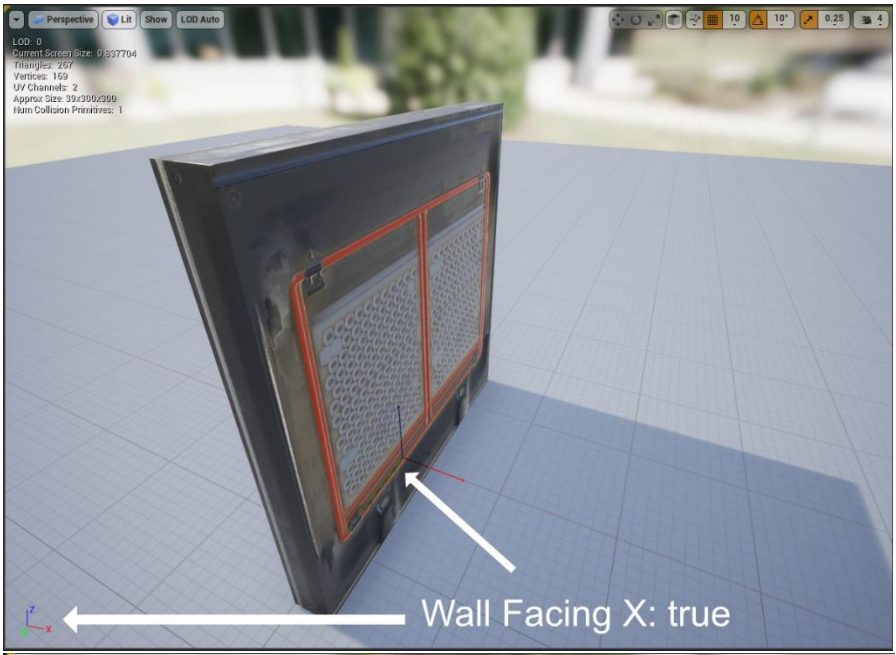
- Place a Dungeon Generator actor from the “Place Actors” panel
- From the details panel:
  - Assign a static mesh to FloorSM (the static mesh for each floor tile)
  - If the plugin doesn’t automatically detect the correct size, turn off the Auto Floor Tile Size Generation property and manually assign the correct value to Floor Tile Size
  - Assign a static mesh to WallSM (the static mesh for each wall). **The plugin assumes that wall extents match your assigned tile** meaning that if your tile size is 500 then your wall’s static mesh width should be 500 units as well.
  - Click the Generate Dungeon button

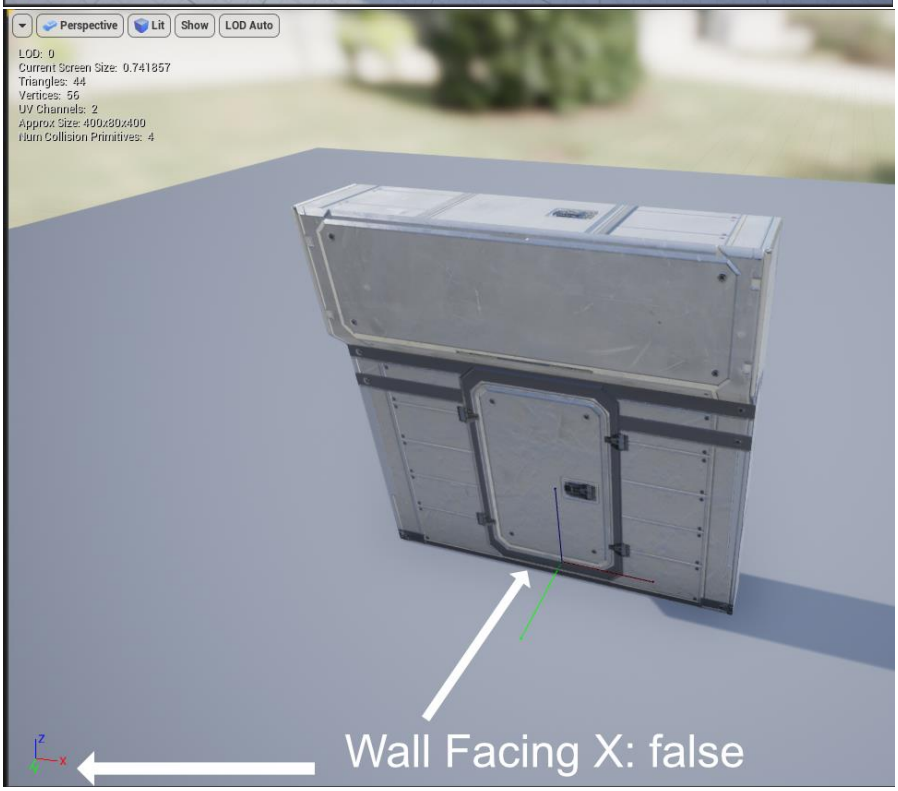
Here’s a screenshot summing up the following steps:



1.1 Configuring wall meshes

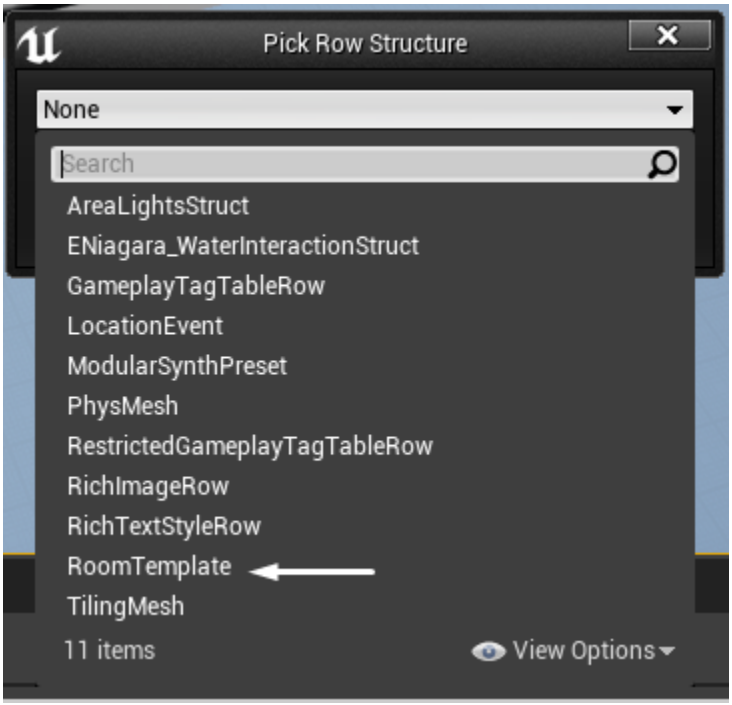
Depending on the imported wall mesh, you may have to modify the Wall Facing X property, found under Generator Properties – Wall Settings. To determine the correct value for your particular case, open up your wall mesh and see if your wall is facing the X axis. If that's the case, make sure to mark this option as true (false otherwise). An example of two meshes using this option:



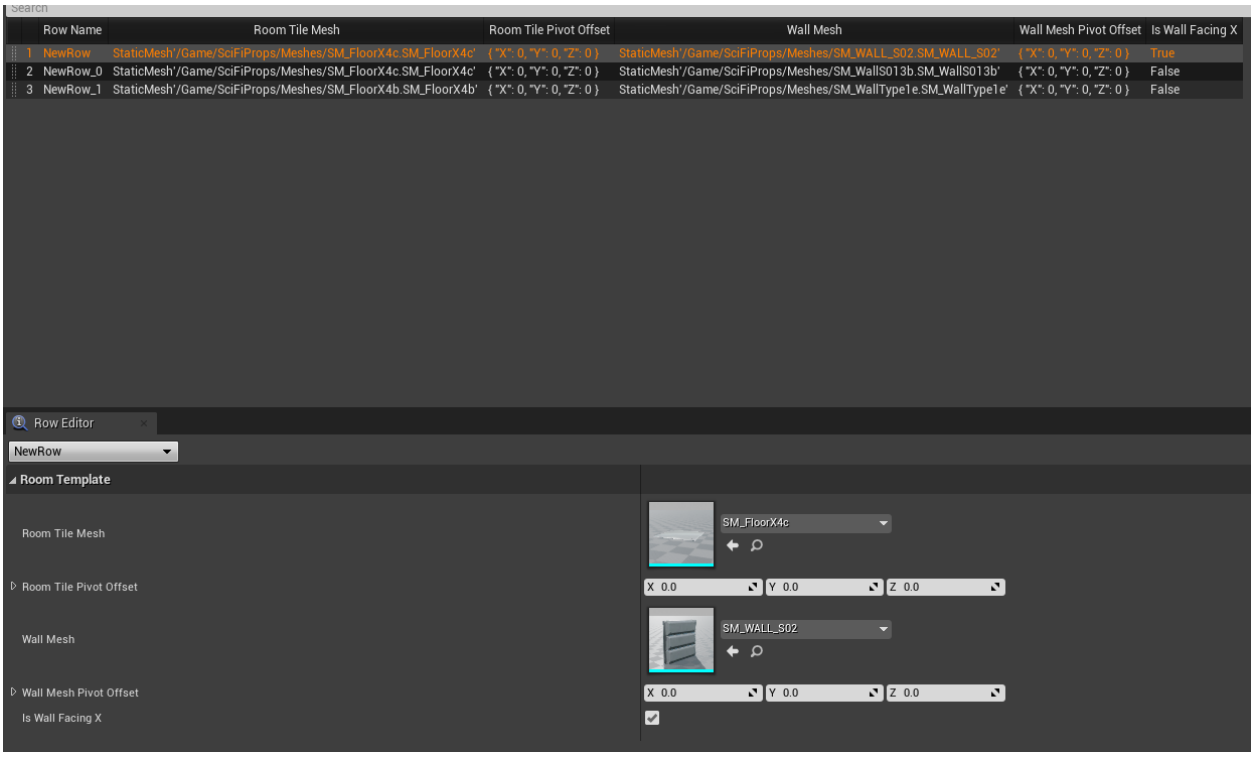


2. Using the Room Templates Data Table

This dungeon generator offers the option to use different floor and wall meshes for different rooms. To use this, create a new data table and choose the RoomTemplate type:



Then, proceed on adding your floor static mesh as well as the walls for this particular room:

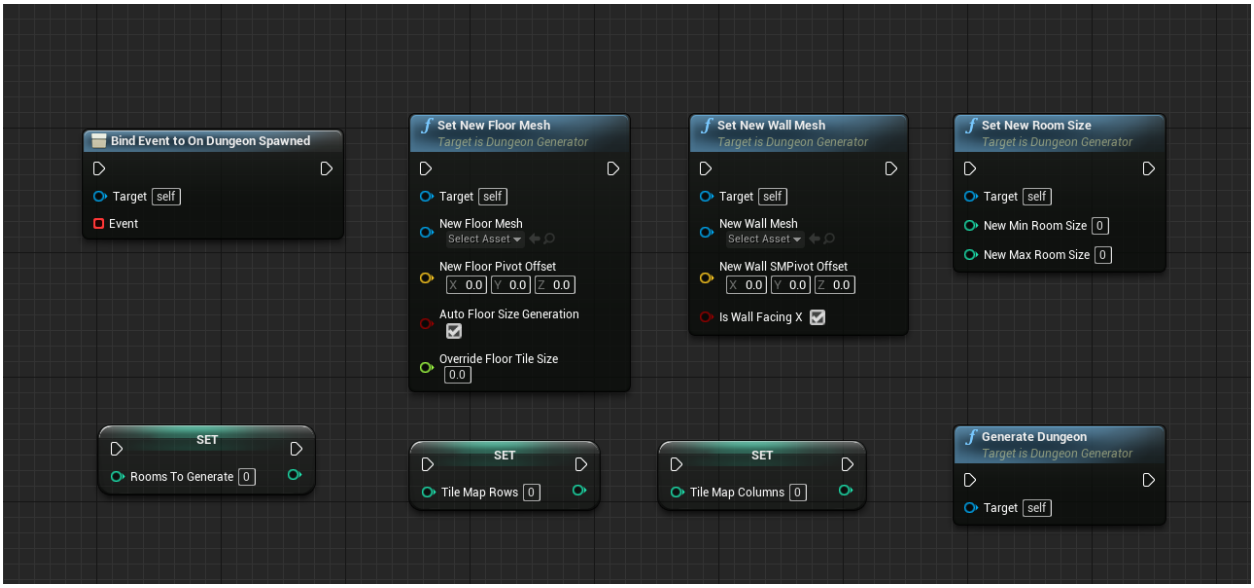


The generator assumes that every floor tile is matching the "FloorSM" tile size you added on the details panel.

Once you have configured your data table, assign it to the details panel and generate a new dungeon. The generator will automatically try to use the assigned data table. Moreover, all the corridor floor tiles and walls will fall back to the default "FloorSM" and "WallSM" properties so **don't forget to assign these properties whether you're using the Data Table or not**.

3.Configuring the generator at Runtime

The dungeon generator actor provides the following BP functions and properties:



Moreover, you can use the OnDungeonSpawned callback to call any custom code when the generator has finished spawning various meshes.