



UNREAL INVENTORY PROCESSES



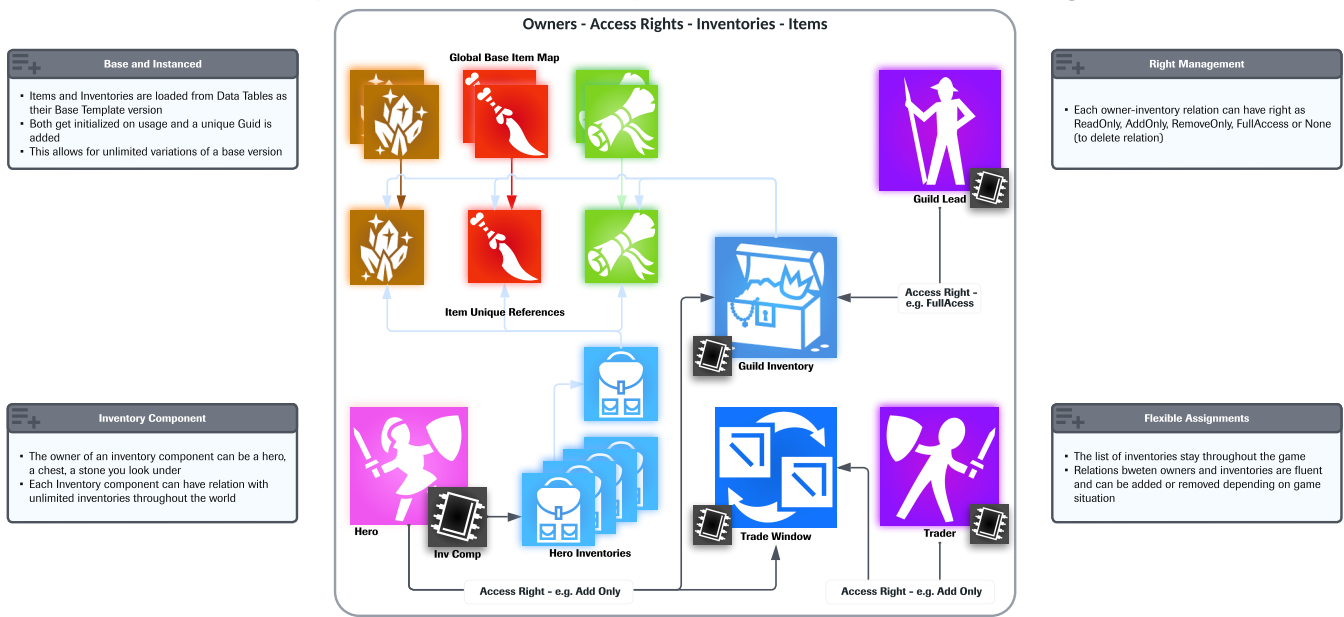
ITEMS AND INVENTORIES

Principles

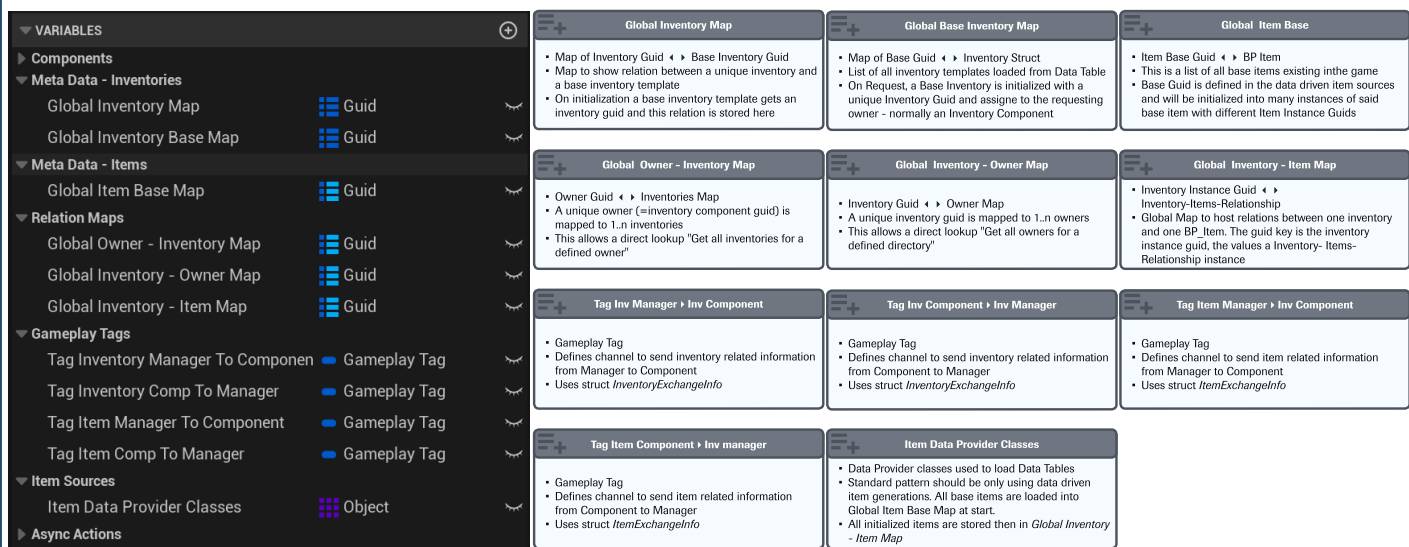
- General principles - security
 - All Item and Inventory processes are managed on Authority only
 - Remote client only receives UI related information
- Scalability
 - All components are not directly coupled but message based
 - High load data access is based on cached (Data Registries) or in-memory storage
- Owner
 - Inventory Relations
 - Owner can have multiple inventories - permanent (equipment) or temporary (chest)
 - Owner can have different access rights per inventory - Add Only, Full Access, Read Only, ...
 - Inventory can have multiple owner with different access levels
- Items
 - Items are always data driven via databases, data registries or data tables
 - Items are composed of fragments detailing different aspects (name, weight, durability, ...)



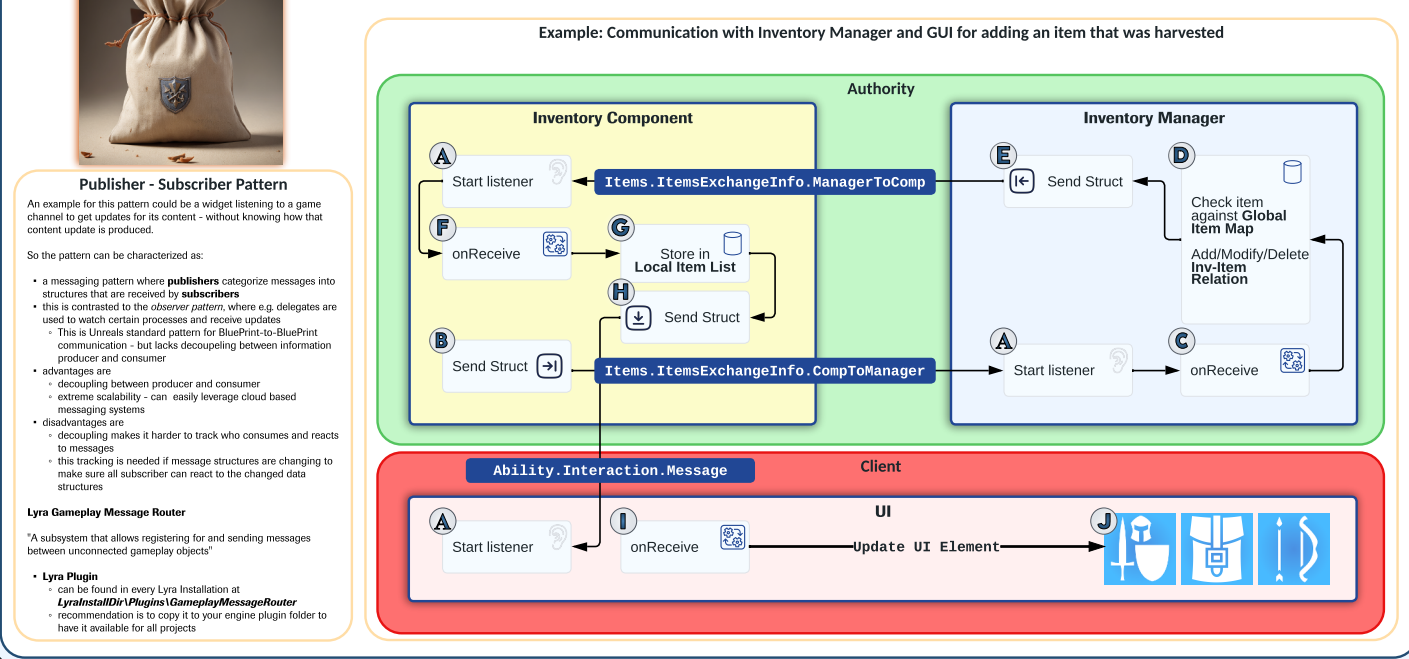
Multiple inventories, multiple users, different access rights



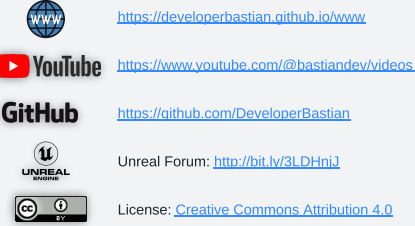
Global Inventory Manager - single instance to manage items and inventory relations



Publisher-Subscriber pattern: Lyra Gameplay Message Router



Links



How to use this plugin

- Get the code**
- Use a Github client (e.g. TortoiseGit) to Clone the repository <https://github.com/DeveloperBastian/BastianPlugin>
 - Alternatively, you can just download the code as ZIP file if you don't want to keep it updated
 - Make sure the target directory in both cases is *YourLyraDirectory\Plugins\GameFeatures*
 - Make sure to follow the steps shown here to adjust your Lyra installation to the plugin
 - I recommend to treat this plugin as mostly read-only to not mix your test work with the latest updates, but create a parallel one and share copy the content you need