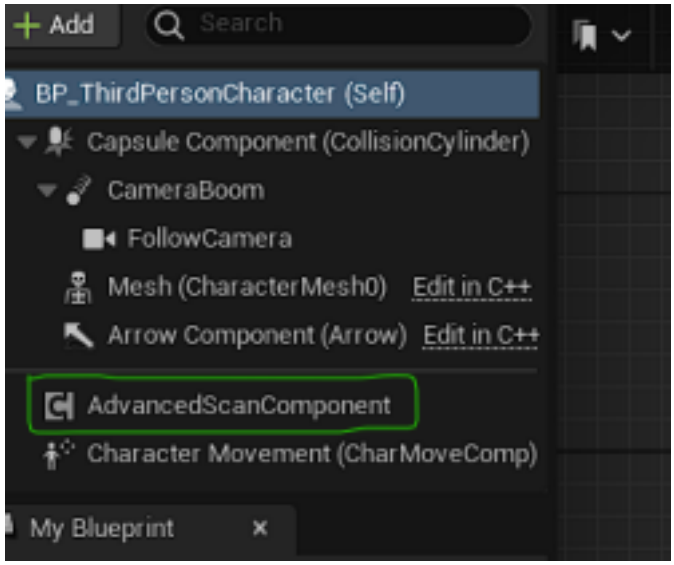
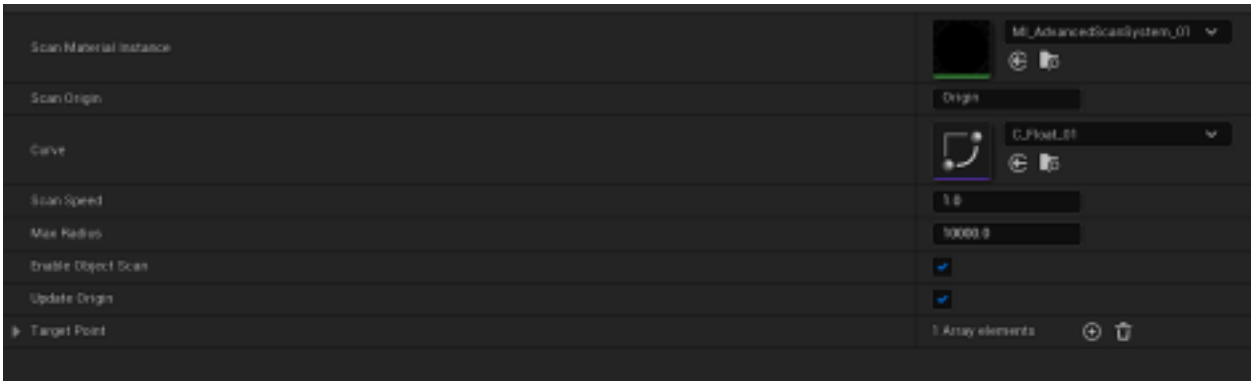
Link to asset: [Advanced Scan System in Materials - UE Marketplace (unrealengine.com)]
Link to youtube example tutorial: [UE5 - Advanced Scan System Detailed Preview - YouTube]
Link to youtube promotional video: [UE5 -Advanced Scan System Preview - YouTube]



To make our scanning feature work with your custom character, you need to add an actor component “BP_ScanActorComponent” to your character.

To customize the scanning feature to your needs, you need to use the data table “DT_AdvancedScanSystem” where you can configure existing scan options or create new ones.



Data Table - includes variables:

Scan Material Instance - Changes which material instance will be used to produce the scanning effect. Depending on the material instance you can get many different looking scan effects. You can find all the currently created instances in “Content\AdvancedScanSystem\Materials\MaterialInstances\ScanPatterns”

Scan Origin - Where the scan effect originates for. Origin actor must have “origin” tag on actor

Curve - Control scan movement over time

Scan Speed - Controls how fast the scan progresses along the selected curve.

Max Radius - How far does the scan extend from the origin point

Enable Object Scan - If set as true, then the scan will look for objects on the scene specified in

Target Point and will place the specified target points on these objects

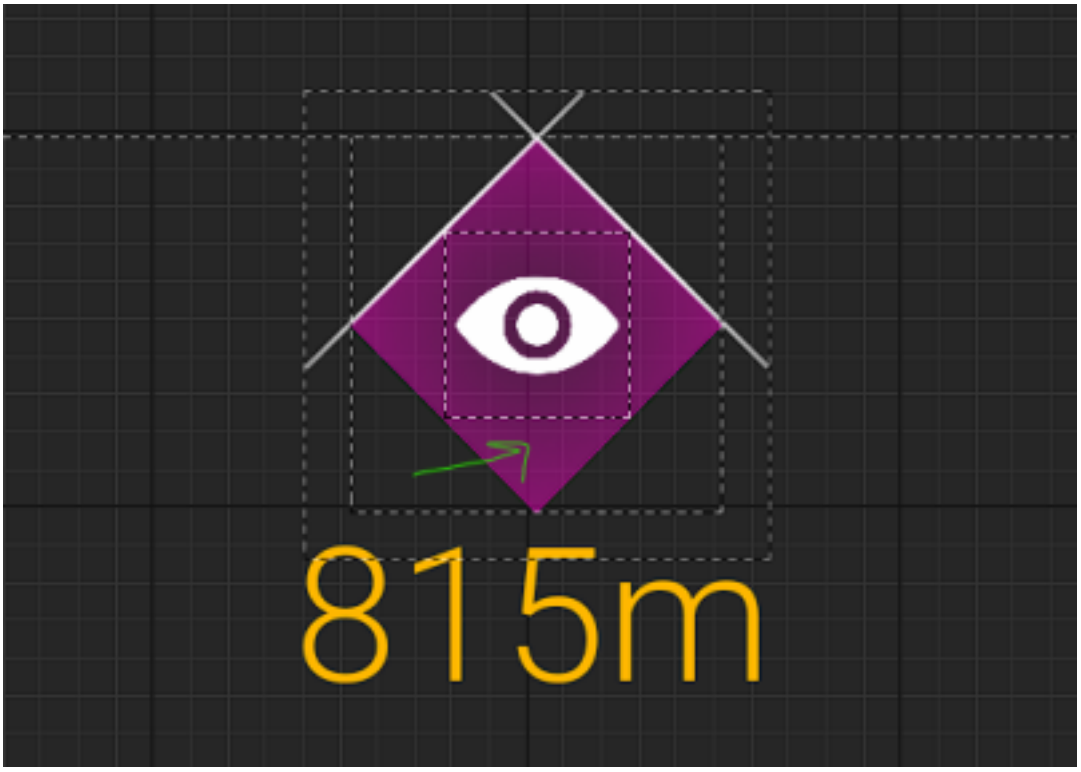
Update Origin - if true, scan will follow to origin location. If false, origin will stay on the moment of scan start.

Target Point - if Enable Object Scan is set to true, Target Points allow you to specify the visual target that should be displayed on each object with a chosen tag.

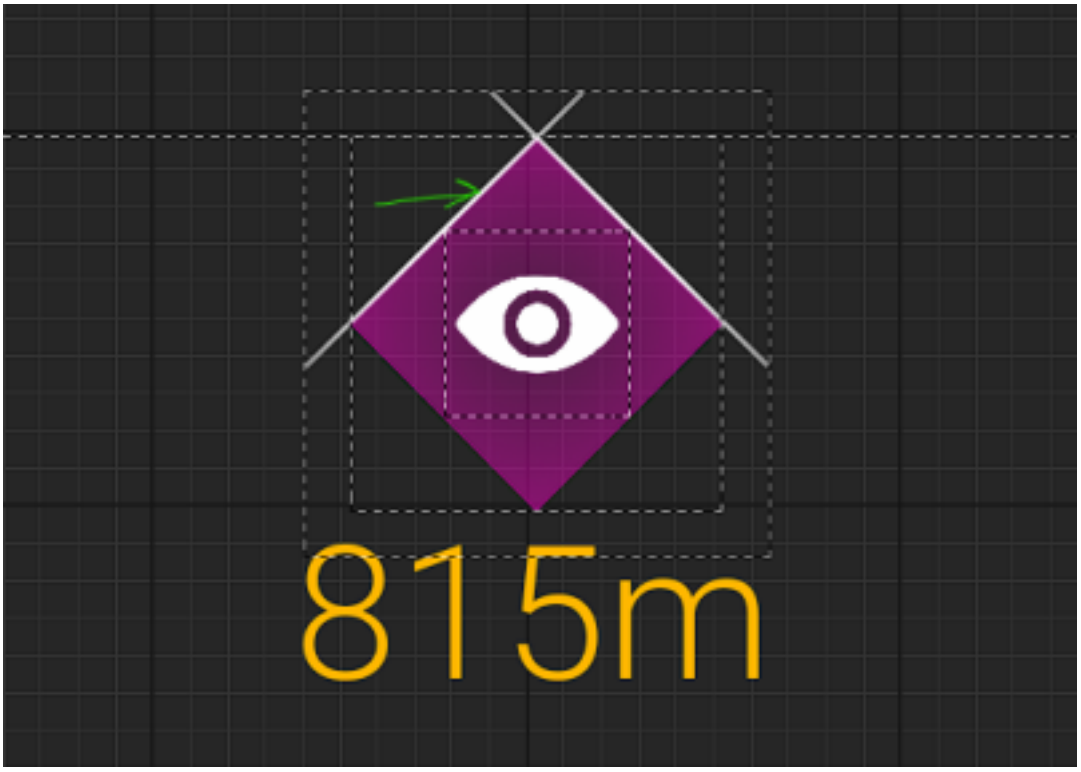
Delay - controls how long the target pointer attached to an object will stay on the screen.

Tag - what tag the objects in the world need to have to have the target pointer be attached to them

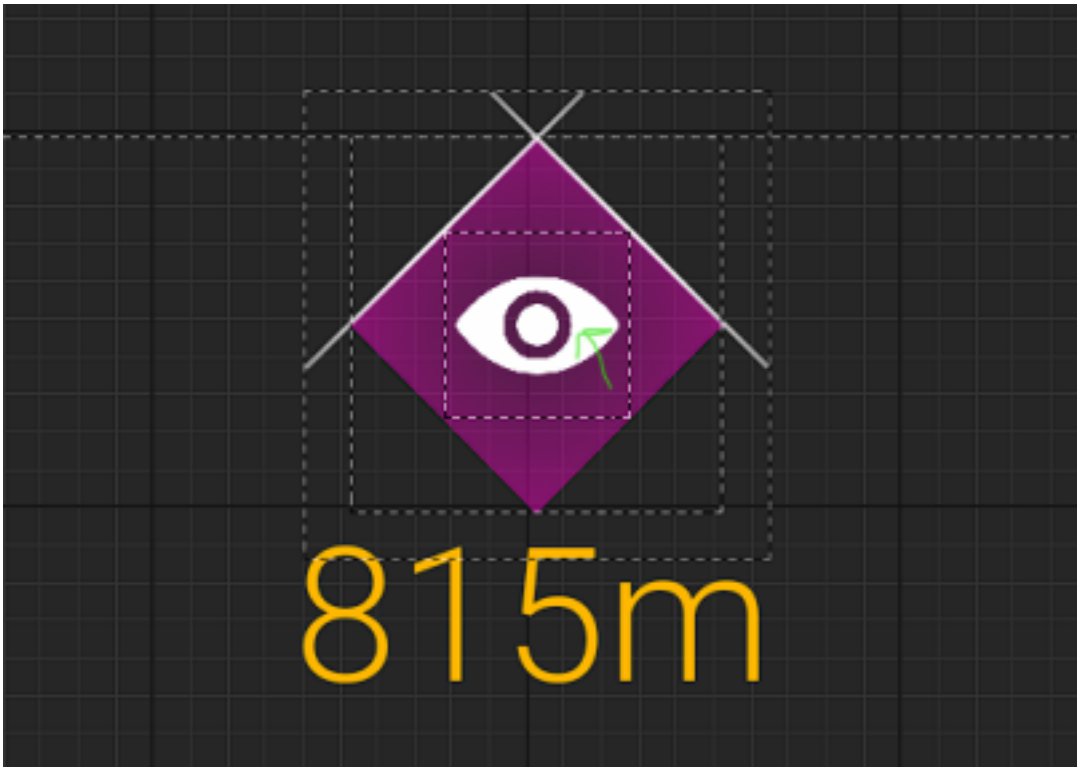
Background Color - changes background of the target widget



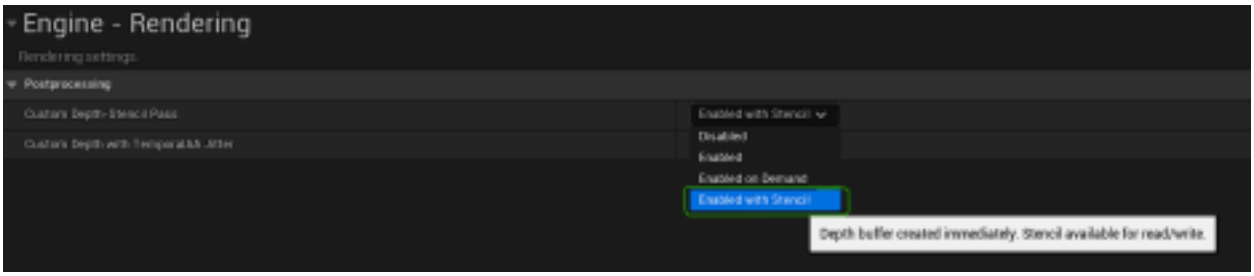
Stroke Color - changes the stroke color on the target widget



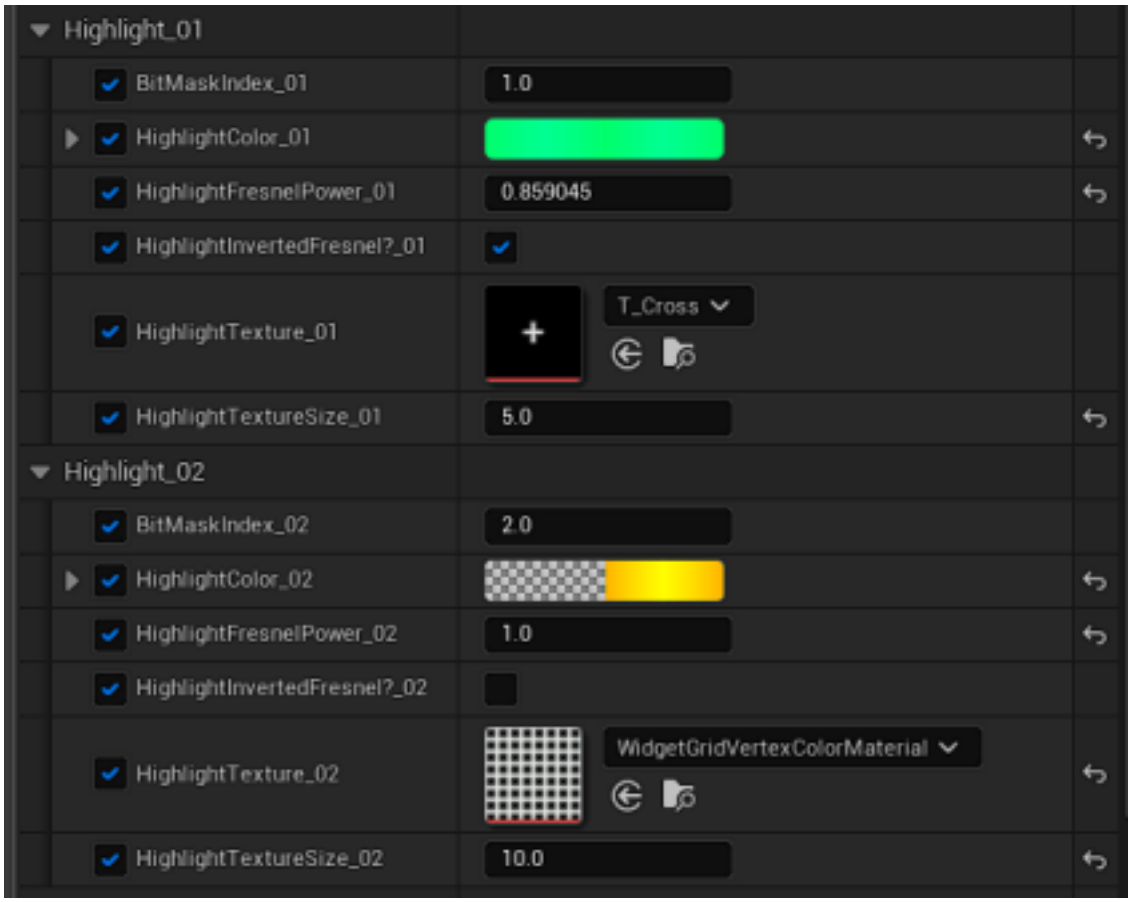
Icon - changes center icon of the target



Custom Depth - enables Custom depth on the target widget. To use this feature you need to enable it in project settings as shown below.

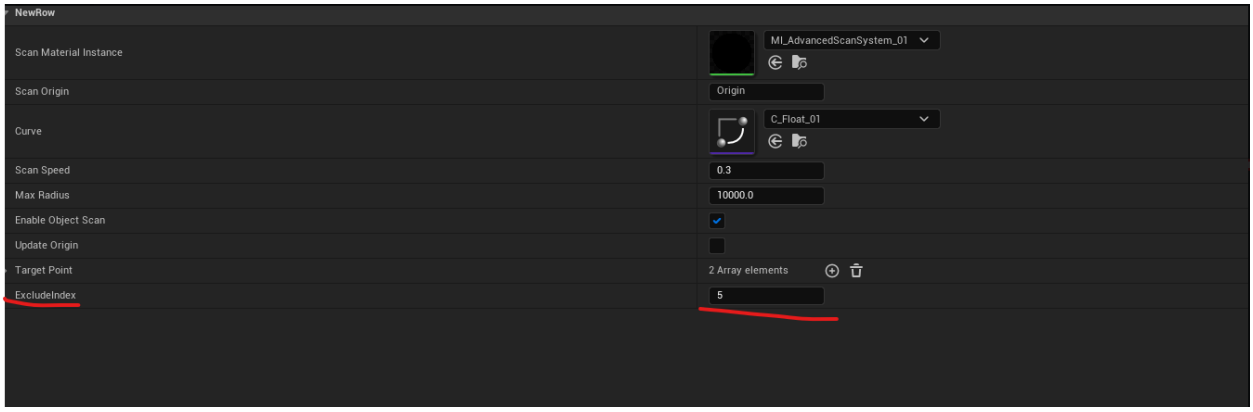


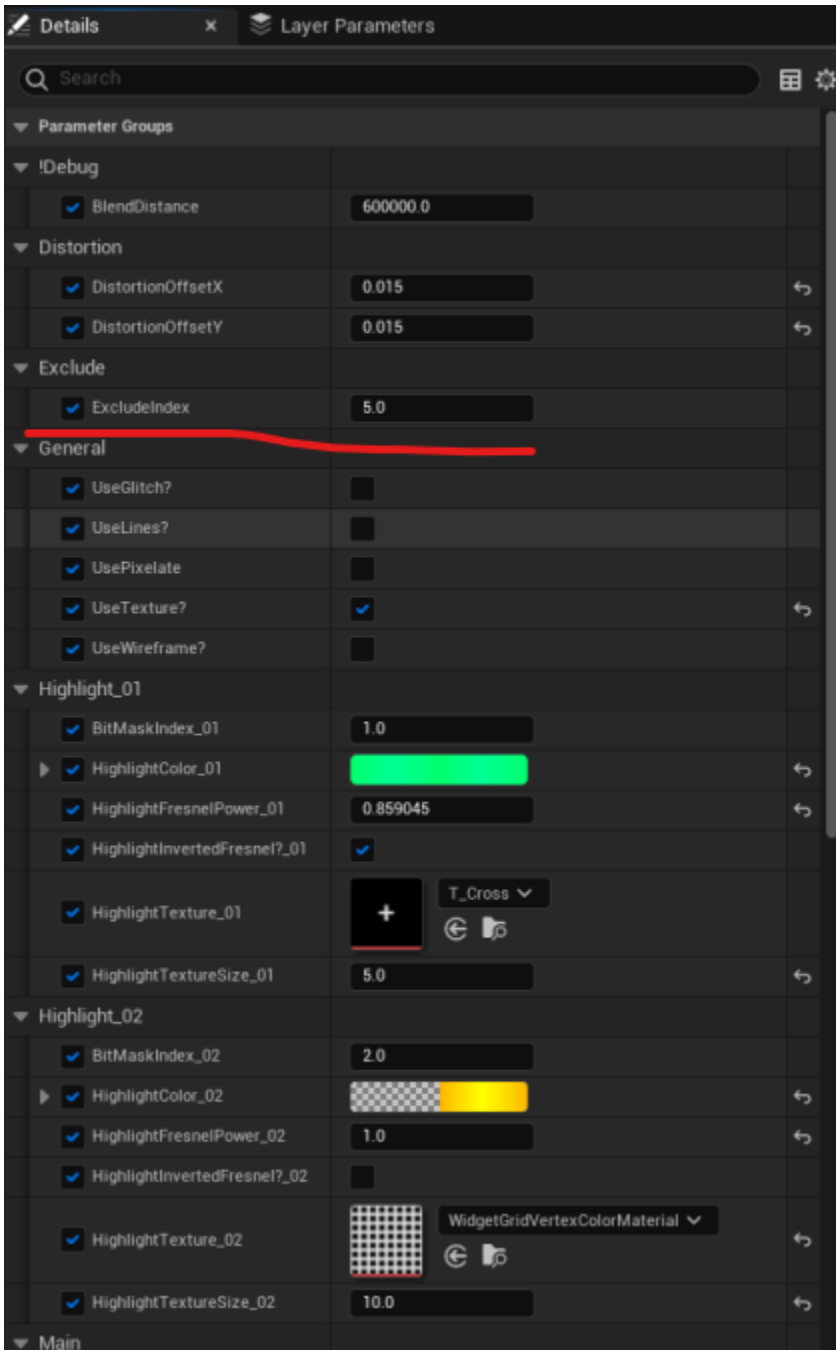
HighLight Index - custom stencil index for the highlight. By default there is 2 variations of the index (1 and 2) you can change index and other settings in material instance



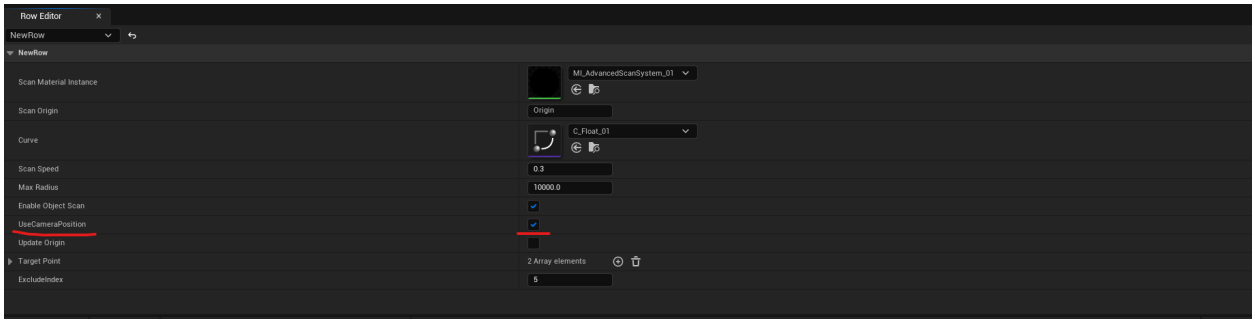
Update 1.1

- Added Exclude - Now you can exclude objects affected by scan, default stencil index is 5. you can change indexes in material and in the data table (make sure both are the same index).





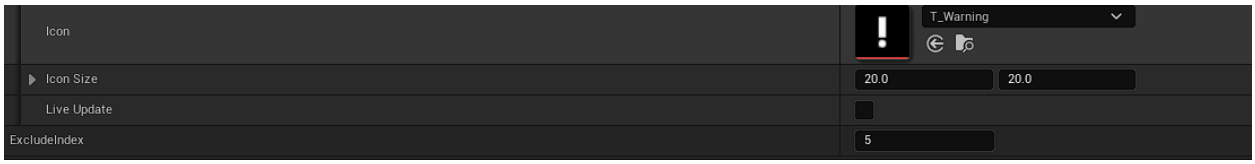
- Added camera position as scan origin



- Fixed wrong location on full screen

Update 1.12

added widget live update function



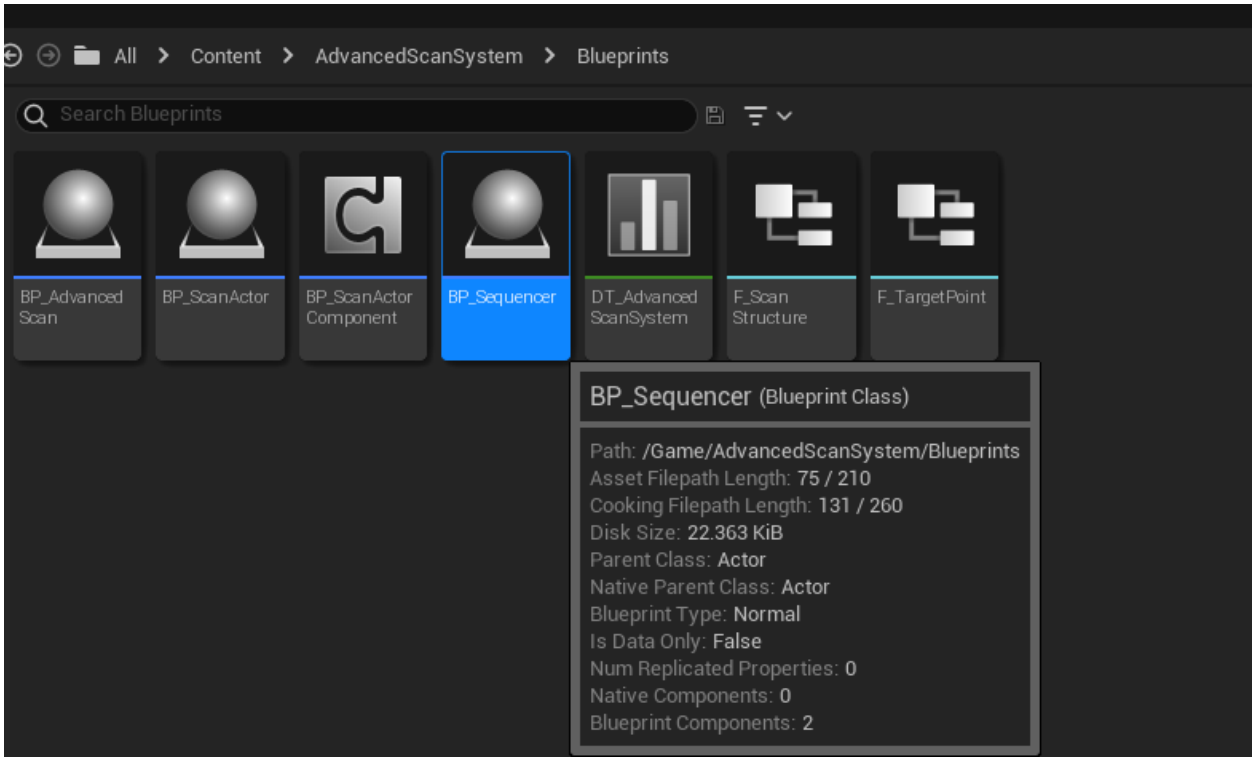
if enabled, widget will follow the movable target

Update 1.2

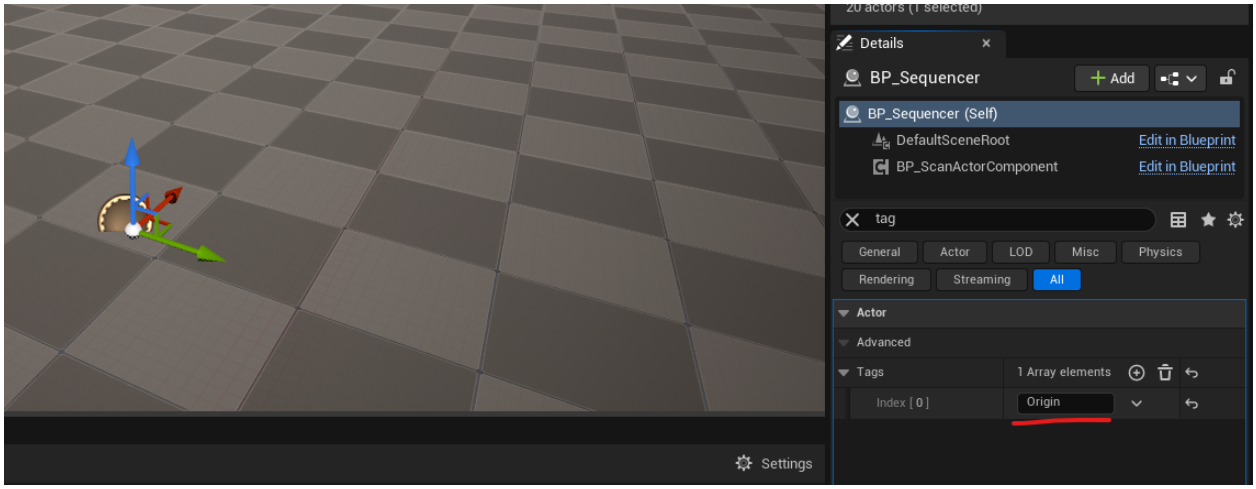
- Added Sequencer Support

Now you can use the scan effect in the sequencer. Here is a information about it:

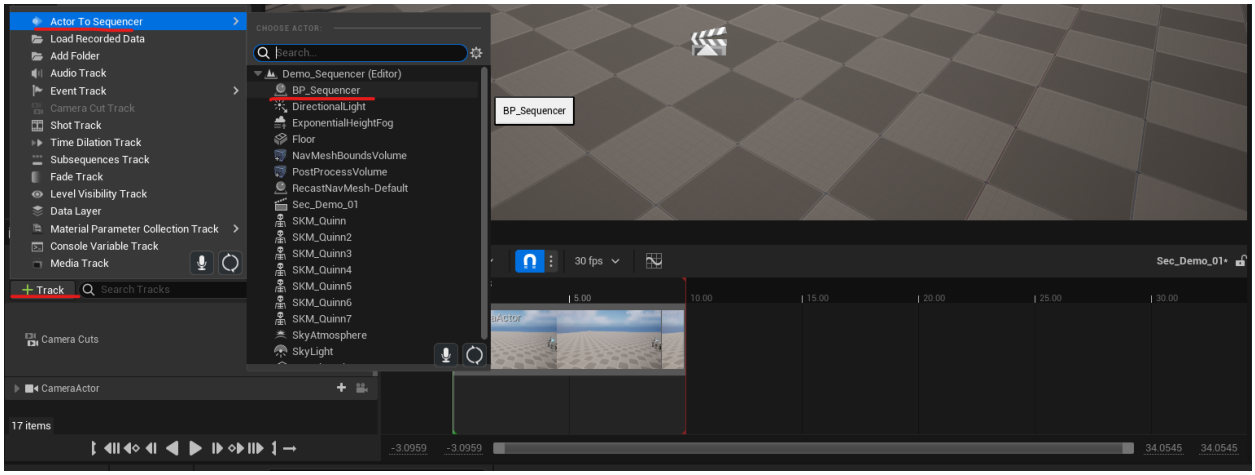
- First of all, you'll notice new blueprint class in your content browser >>AdvancedScanSystem>>Blueprints. Drag and Drop this blueprint in your scene.



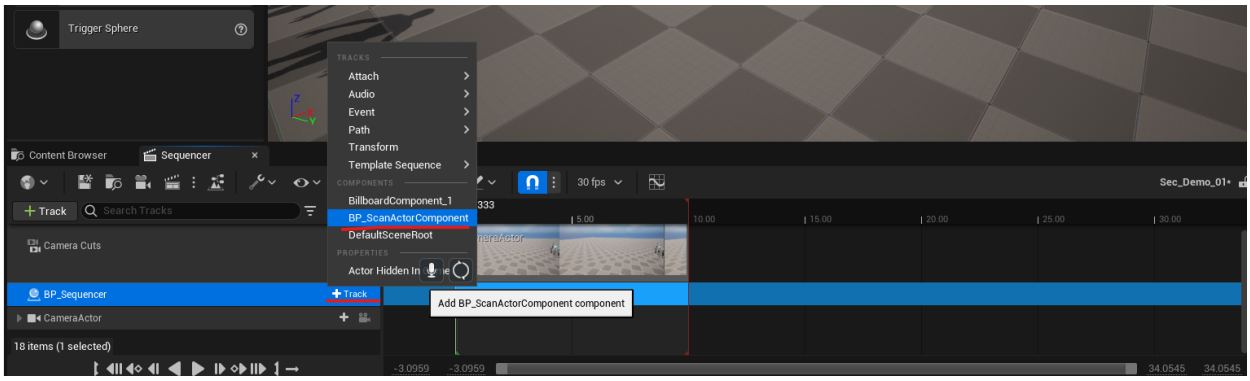
- Select BP_Sequencer in your scene and search words “tag” in the details window. you’ll see the tags section and type Origin. This actor will be the origin of the scan.



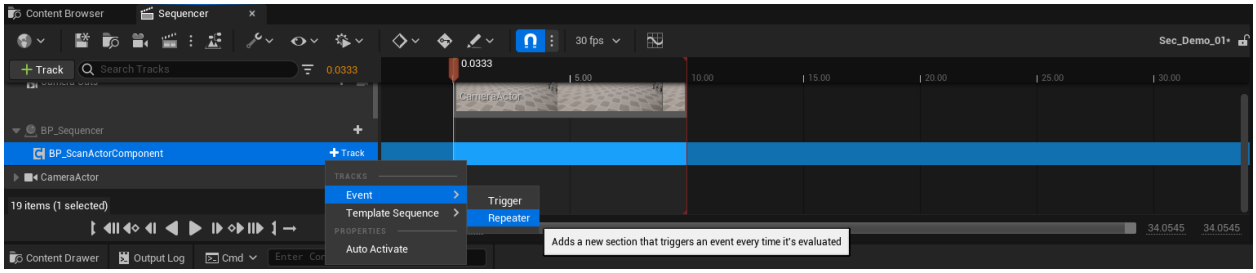
- Then open/create your level sequencer and track BP_Sequencer



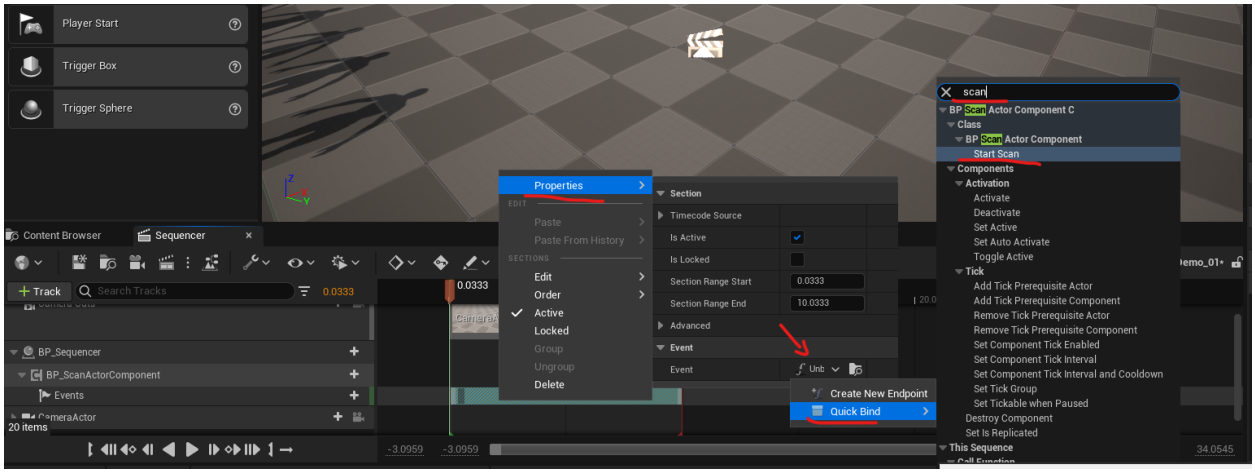
- Press the + icon next to the BP_Sequencer and select BP_ScanActorComponent



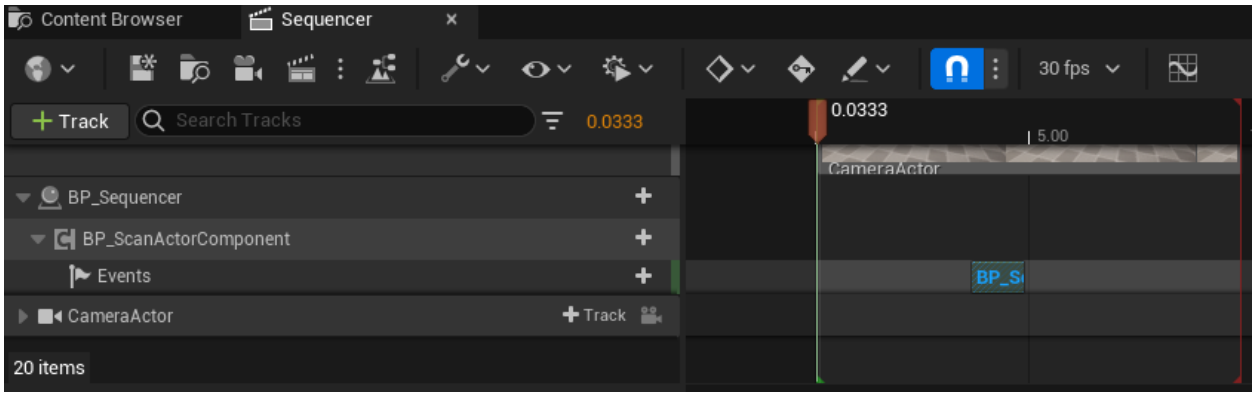
- Press the + icon next to the BP_ScanActorComponent and select Repeater



- Green line will appear next to the Events line, right click on it, go to the properties>>event>>quick bind>>and search start scan



- Blueprint will pop up, make sure you've compiled it and save it.
- move event along the timeline, where you want to scan happen



That's it !