Spatial Inventory – Documentation

This tutorial will show you how this project's blueprints work.

[1] How do Spatial Inventory System work?

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To introduce this part I want to divide this section into 4 parts:

1.1) “Inventory/Item” blueprints:

- BP\_Item

- BP\_ItemObject

- BP\_InventoryComponent

1.2) “Game” blueprints:

- BP\_GameMode

- BP\_GameState

1.3) Widgets blueprint:

- W\_Inventory

- W\_InventoryGrid

- W\_Item

1.4) Player blueprint:

- BP\_Player

1.1):

"BP\_Item":

This blueprint is where the characteristic of the “physical” object in the world is created; you can create several objects from this blueprint by creating its children, see more information inside the blueprint in the comments.

"BP\_ItemObject":

This blueprint is where the characteristics within the inventory are given, such as the icon image, whether it is rotated, among other things, see more information inside the blueprint in the comments.

"BP\_InventoryComponent":

This blueprint is basically the actor component that will make the inventory system work, in the sense that it has functions that add items to the inventory, throw them away when necessary, among other things, it can also apply a speaker name, see more information inside the blueprint in the comments.

1.2):

"BP\_GameMode":

This is a blueprint just for using gamestate.

"BP\_GameState ":

This blueprint the gamestate spawns the object in the world.

1.3):

"W\_Inventory":

This blueprint is the basis for initializing InventoryGrid.

"W\_InventoryGrid":

This blueprint is where the inventory creates its grid, and creates the system for occupying items in the open icons.

“W\_Item”:

This blueprint is where the item icons are shown.

1.4):

"BP\_Player":

This is the player's blueprint, see more information in the comments of the same.