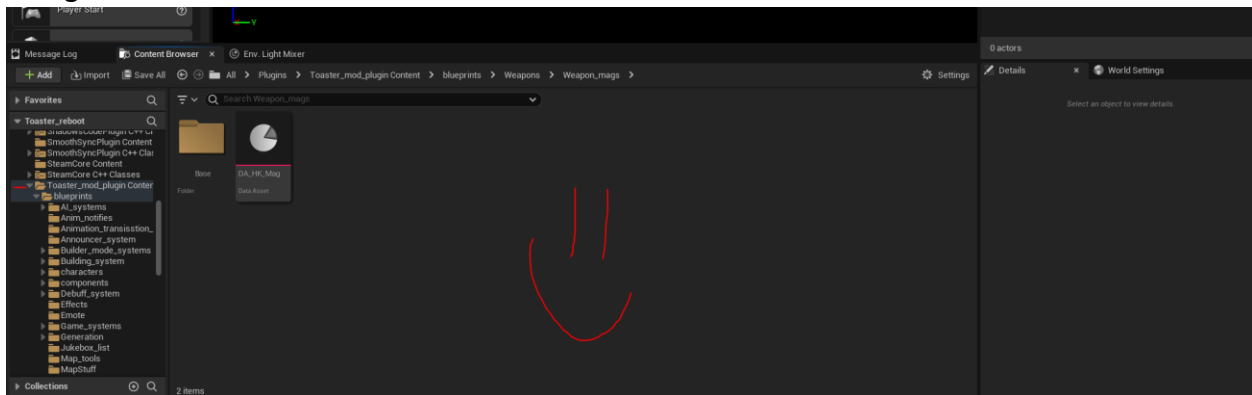


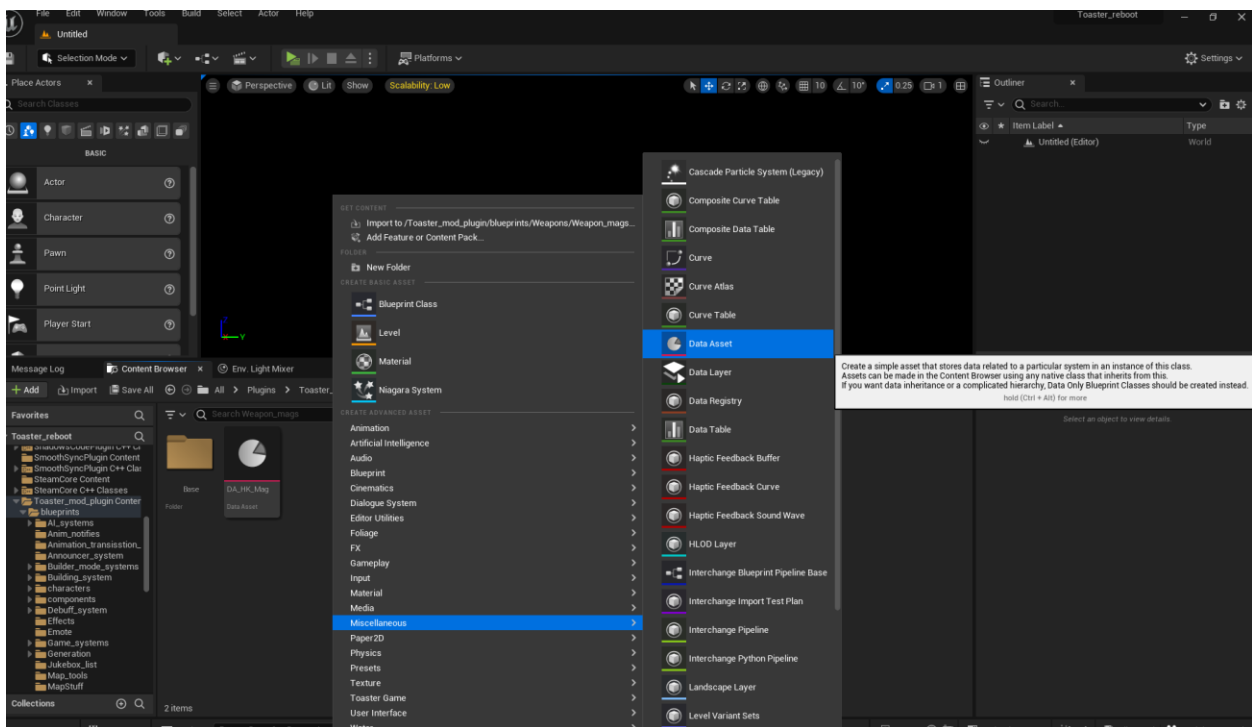
EPIC DOCUMENTATION DOCUMENT THING ON HOW TF DO I MAKE WEAPON PHYSICS BASED MAGS

First step is to make a Data asset that will give the weapon actor the necessary information regarding our physics based mag

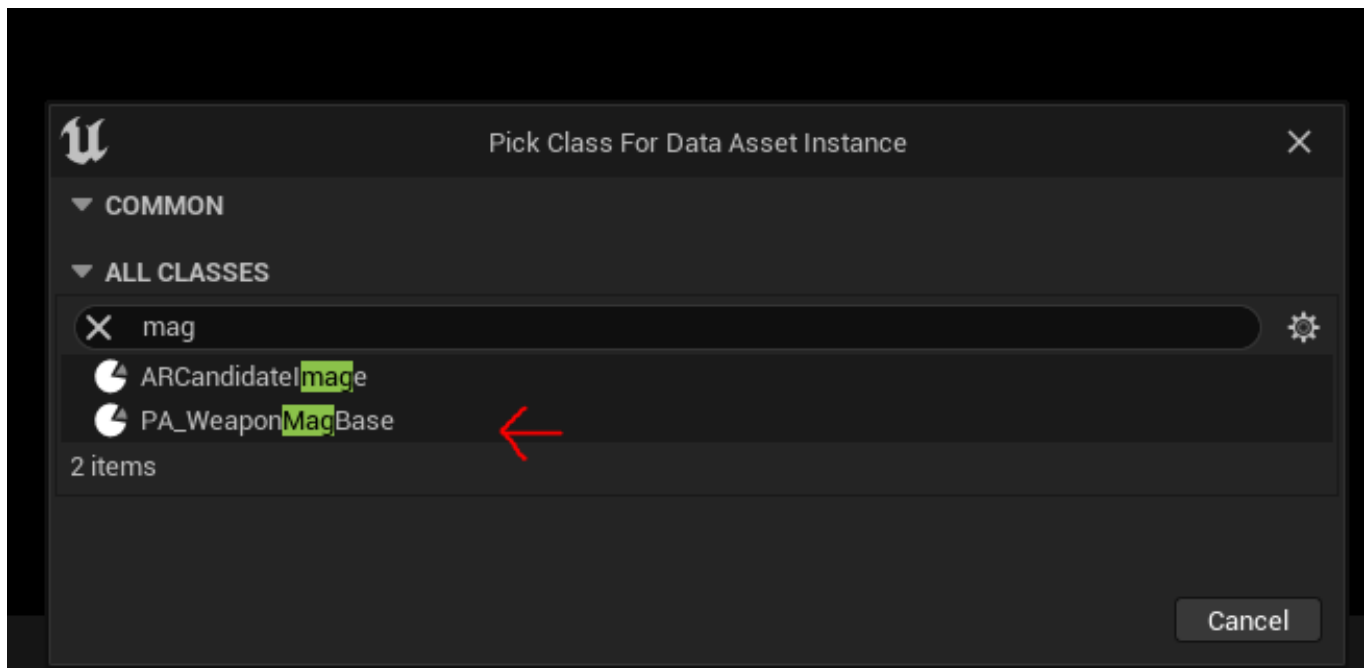
Navigate here



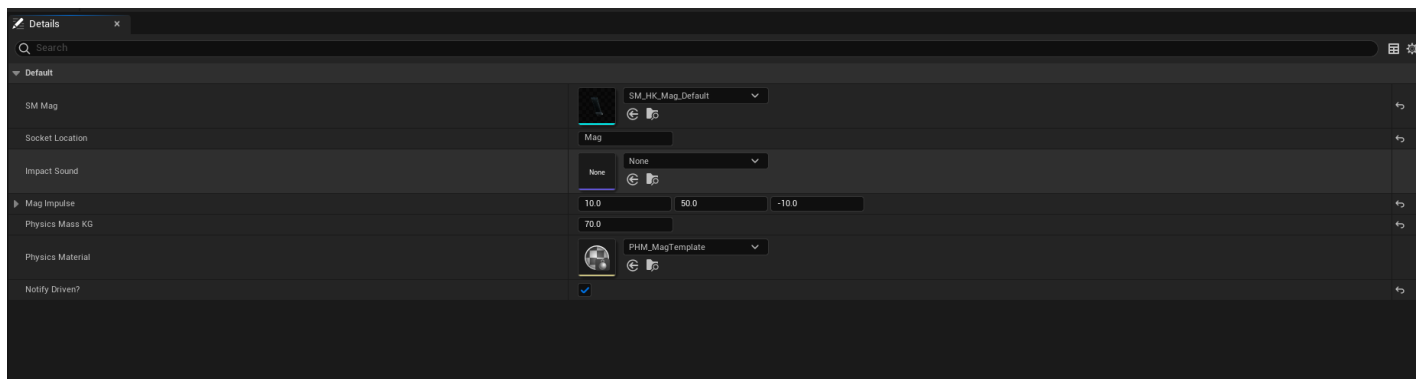
Then make a new data asset



Select parent for data asset



Once that is done you will be left with this once the data asset has been created



SM Mag: Static mesh that the weapon will use for physics upon reload (**Make sure that collision is super simple**)

Socket Location: Weapon Mesh Socket that the mag will 'spawn' on

Impact Sound: Physics collision sounds for the mag Needs to be a sound cue to allow for multiple sound waves(Sounds that play when the mag collides with solids)
(not working yet)

Mag Impulse: Physics force to apply to the mag once spawned (broken as of now)

Physics Mass kg: Mass (kg) that the mag will have on 'Spawn'

Physics Material: This controls the physical attributes of the mag, things like bounciness and

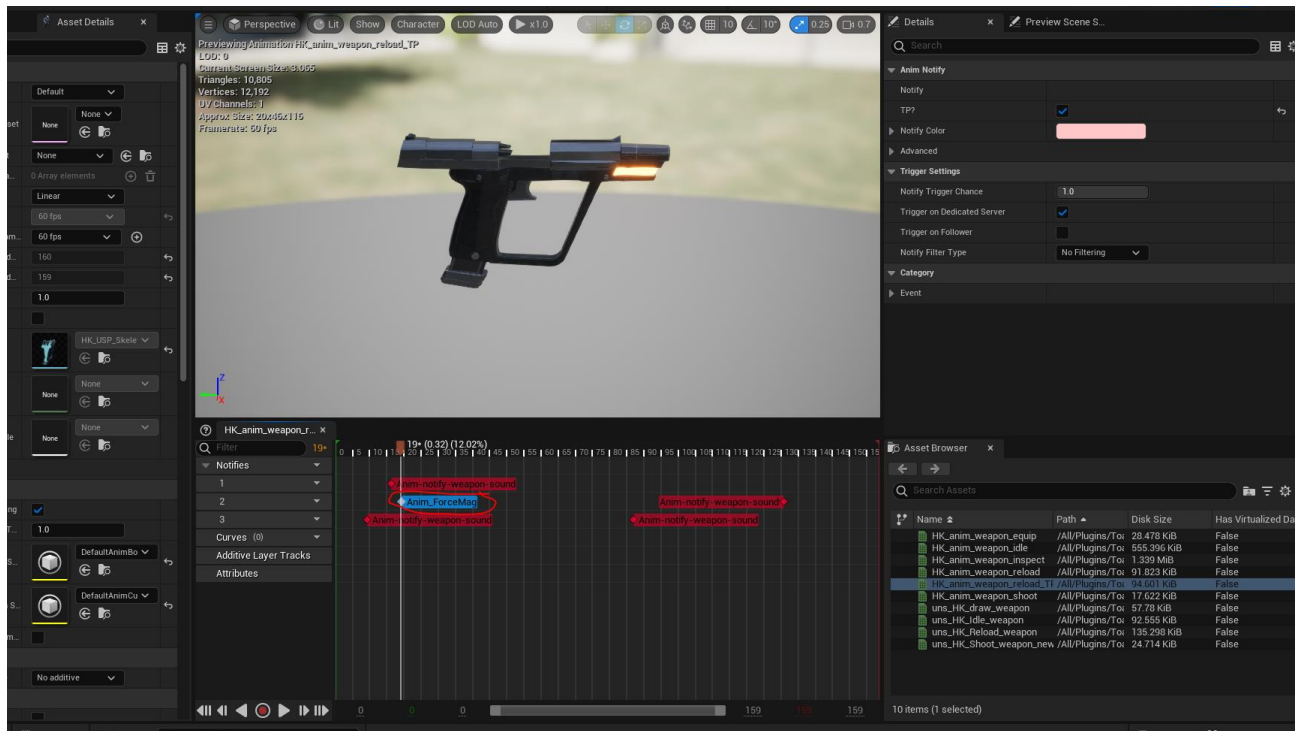
friction, A new material has to be created for different behaviour

Notify Driven? (False): If false then the mag will be created when the reload animation is fully finished making the mag spawn in a somewhat delayed state

Notify Driven? (True): If true then the mag will be created based on anim notify events on the weapon animation, this provides more control on when to spawn the mag


Adding mag creation anim notifies

Open a weapon animation sequence that performs a reload and add Anim_ForceMag to the timeline

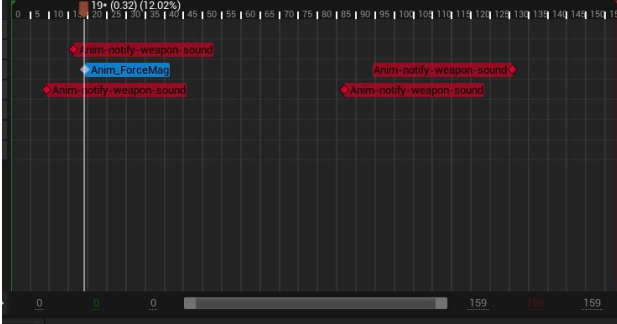


Then check this box if the weapon is reloading in third-person (**Important AF**)

n_weapon_reload_TP



19+ (0.32) (12.02%)



Anim Notify

Notify

TP?

Notify Color

Advanced

Trigger Settings

Notify Trigger Chance

Trigger on Dedicated Server

Trigger on Follower

Notify Filter Type

Category

Event

Asset Browser

Search Assets

Name	Path	Disk Size	Has Virtualized Da
HK_anim_weapon_equip	/All/Plugins/Toi	28.478 KiB	False
HK_anim_weapon_idle	/All/Plugins/Toi	553.396 KiB	False
HK_anim_weapon_inspect	/All/Plugins/Toi	1.339 MiB	False
HK_anim_weapon_reload	/All/Plugins/Toi	91.823 KiB	False
HK_anim_weapon_reload_TP	/All/Plugins/Toi	94.601 KiB	False
HK_anim_weapon_shoot	/All/Plugins/Toi	17.622 KiB	False
uns_HK_draw_weapon	/All/Plugins/Toi	57.78 KiB	False
uns_HK_idle_weapon	/All/Plugins/Toi	92.555 KiB	False
uns_HK_Reload_weapon	/All/Plugins/Toi	135.298 KiB	False
uns_HK_Shoot_weapon_new	/All/Plugins/Toi	24.714 KiB	False

10 items (1 selected)

That should be it