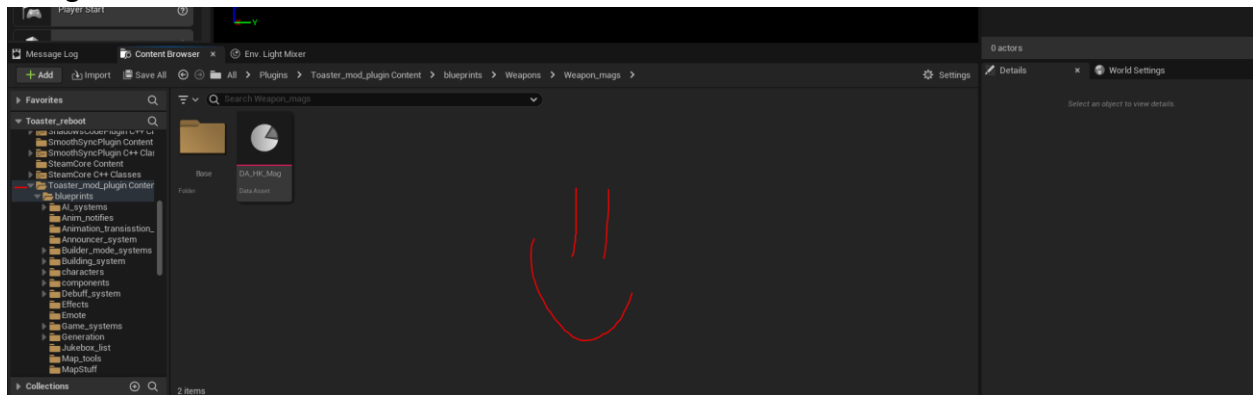


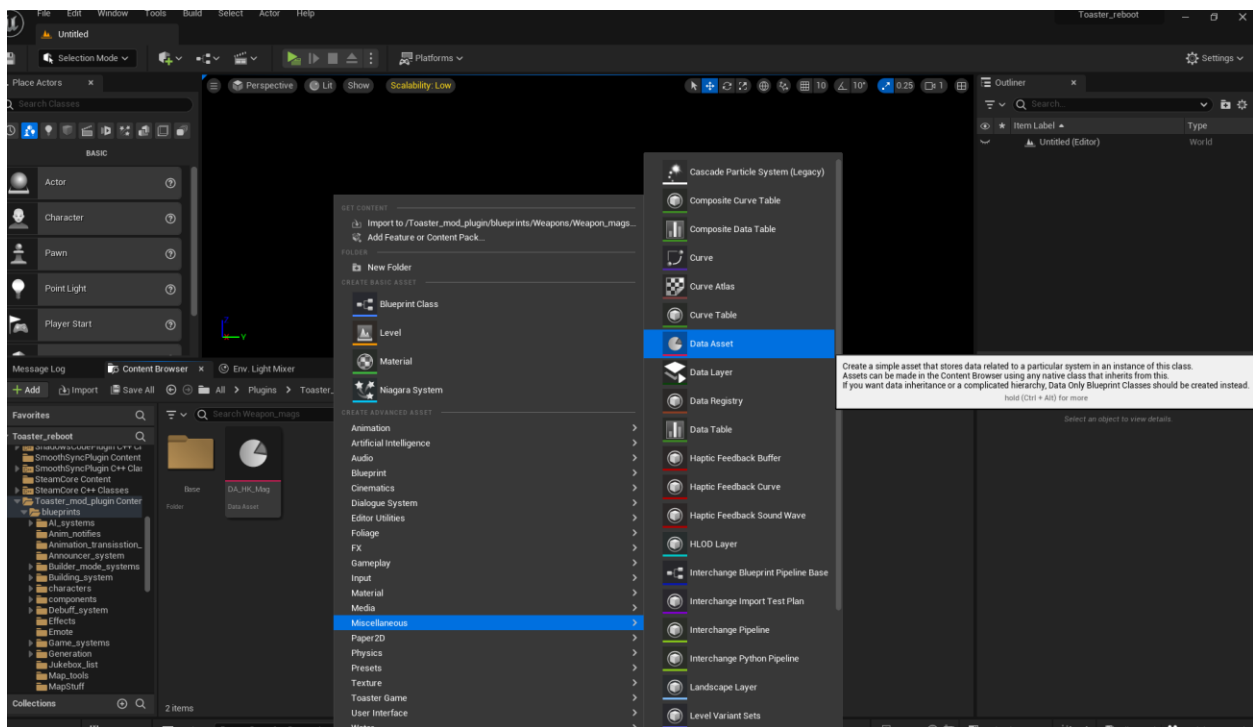
EPIC DOCUMENTATION DOCUMENT THING ON HOW TF DO I MAKE WEAPON PHYSICS BASED MAGS

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

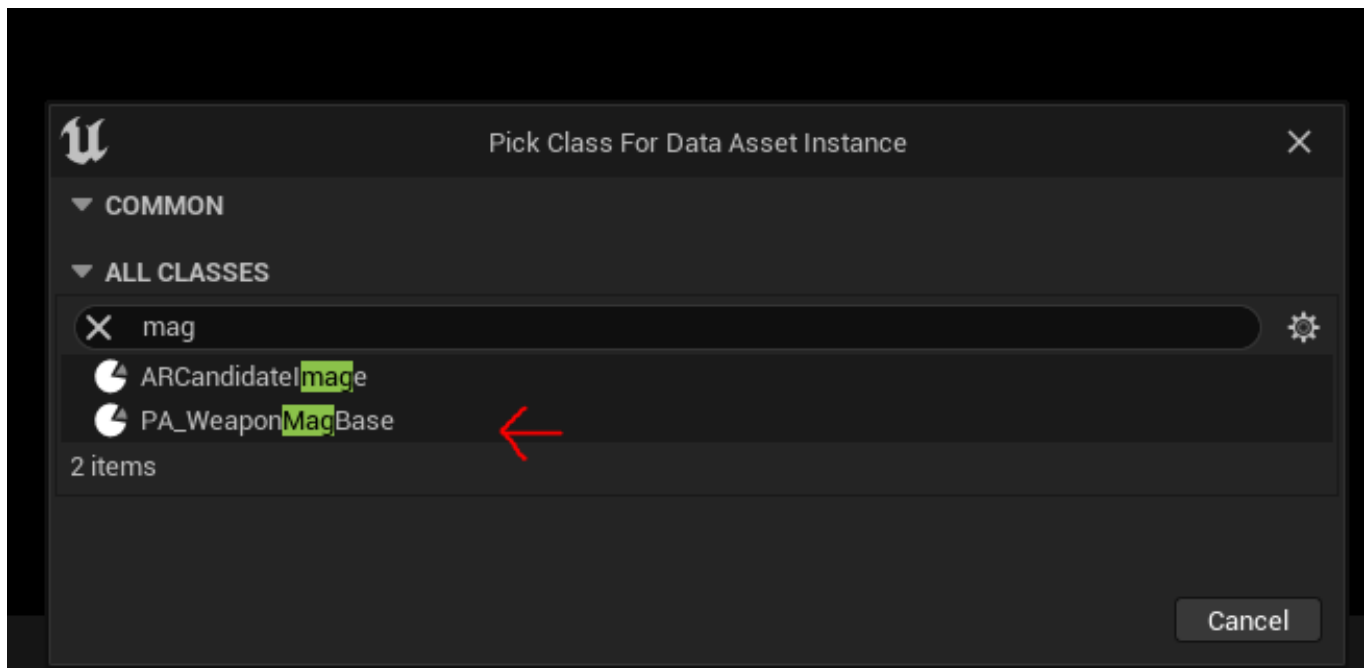
Navigate here



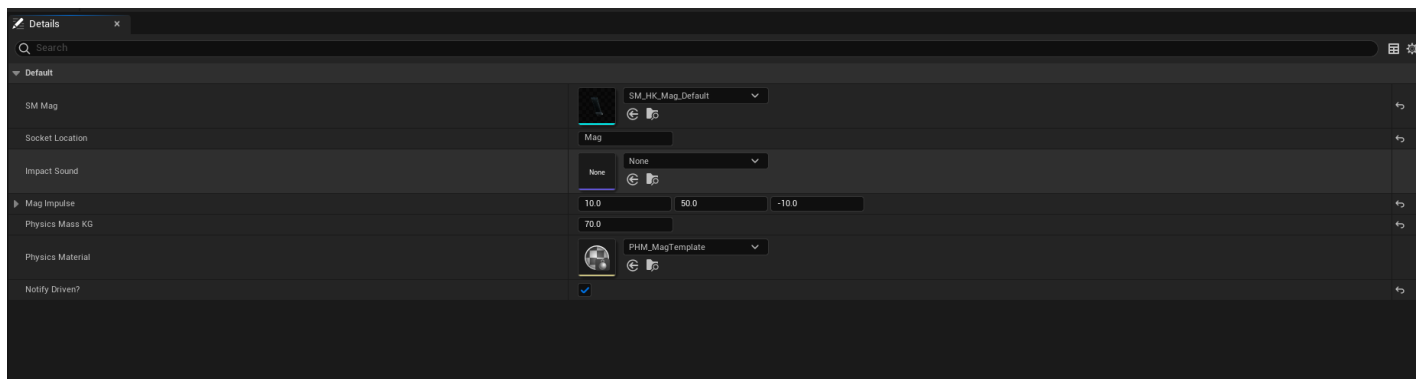
Then make a new data asset



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

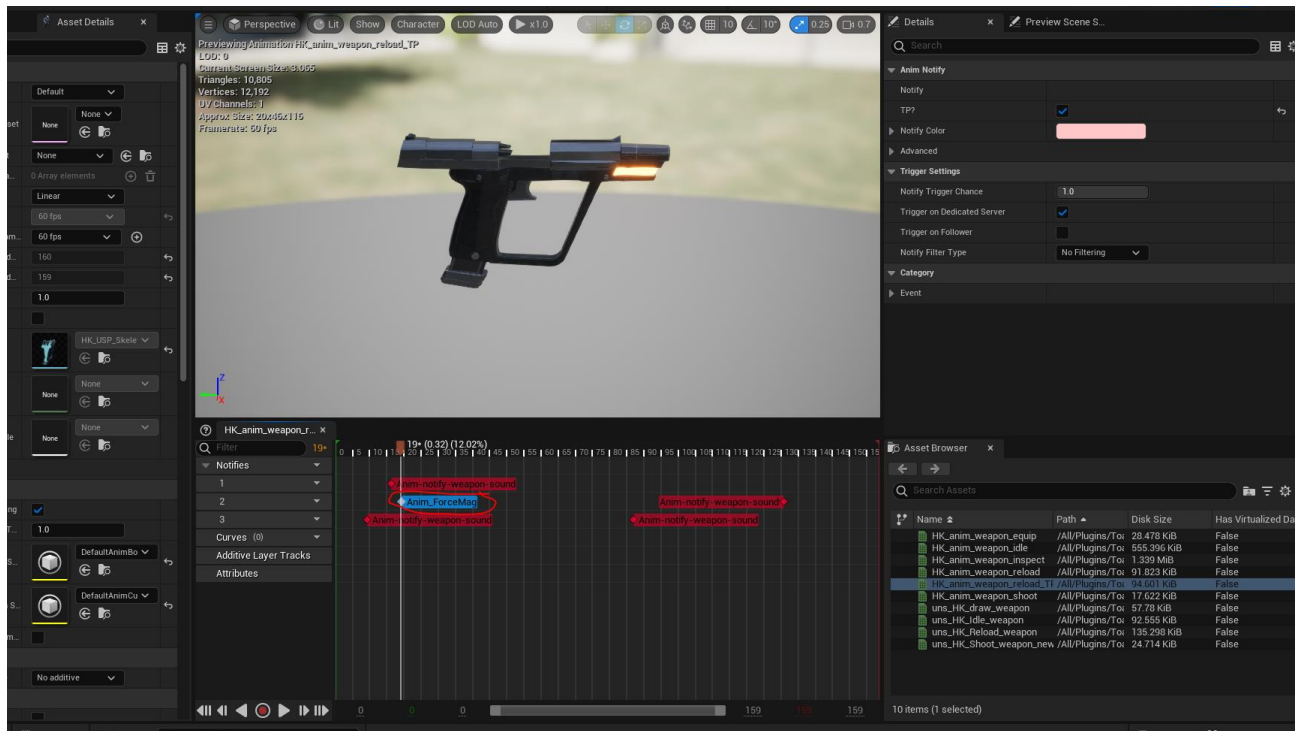
friction, A new material has to be created for different behaviour

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

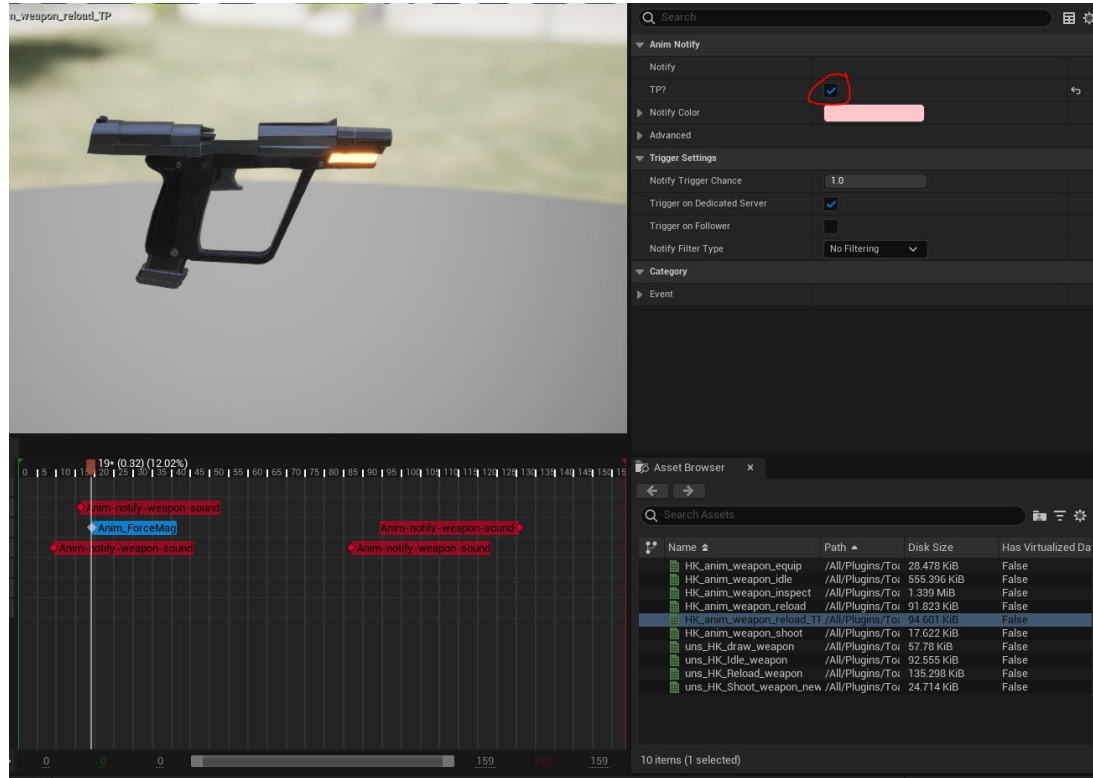
Notify Driven? (True): If true then the mag will be created based on anim notify events on the weapon animation, this provides more control on when to spawn the mag

Adding mag creation anim notifies

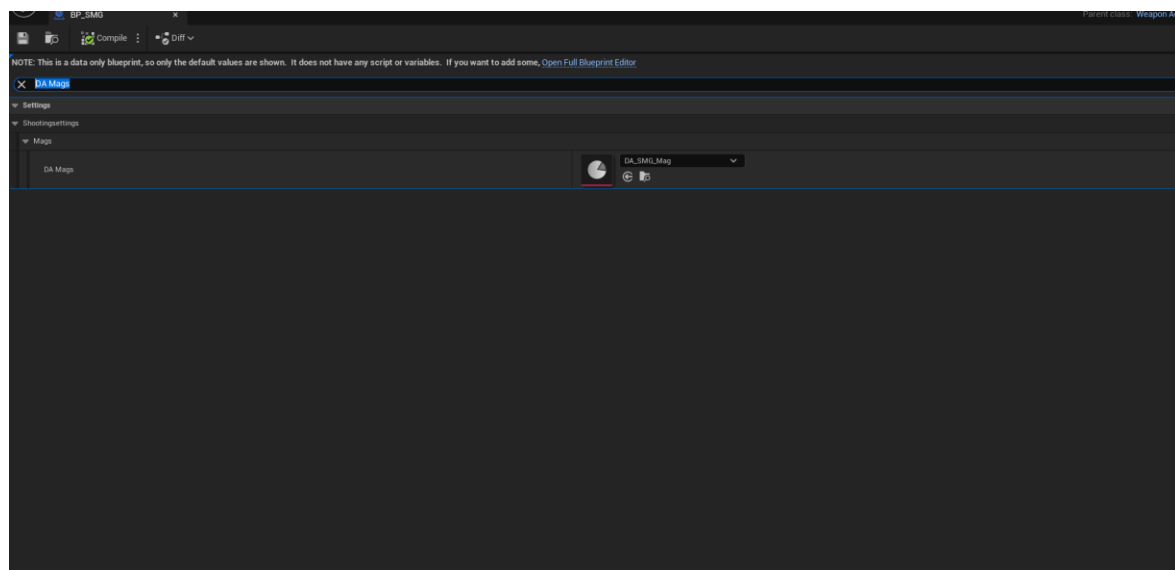
Open a weapon animation sequence that performs a reload and add Anim_ForceMag to the timeline



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



Once done navigate to the weapon BP and search for DA Mags and select the created Mag Data asset



That should be it (FR)