



Good Jump Pad

Production:

Good Jump Pad launches the player vertically force into the air when stepped on.

Category :

Blueprint.

Feature:

Quick and easy to use.

7 different types of Jump Pad.

Particle / Post process / Sound included.

Predict user jump height .

Model exclusively sold on UE4 MP.

Limitation:

Only vertical force.

Only interact with " character"
(Character Movement Component).

Supported Development Platforms: Desktop
Supported Engine Version : 4.18 ~ 4.20

NOTE

1.Please ensure to add this project to a first or third person blueprint to use the demo level.

(@Jump pad interact with character with "CharacterMovement Component")

2.Sound asset from below link

Attribution (CC BY) (free):

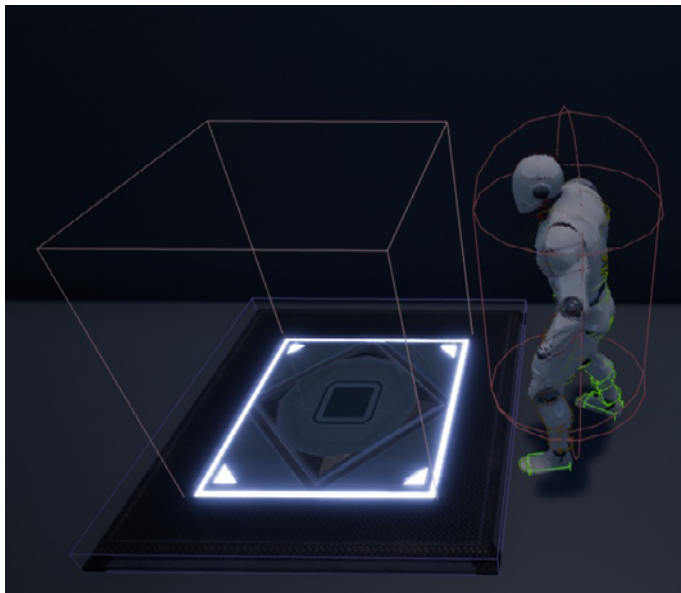
"Let's Play with Free Sound Effects"

<http://taira-komori.jp/reesounden.html>

3.Any questions (bug) or comments you may have, please feel free to ask or follow the email linked below!

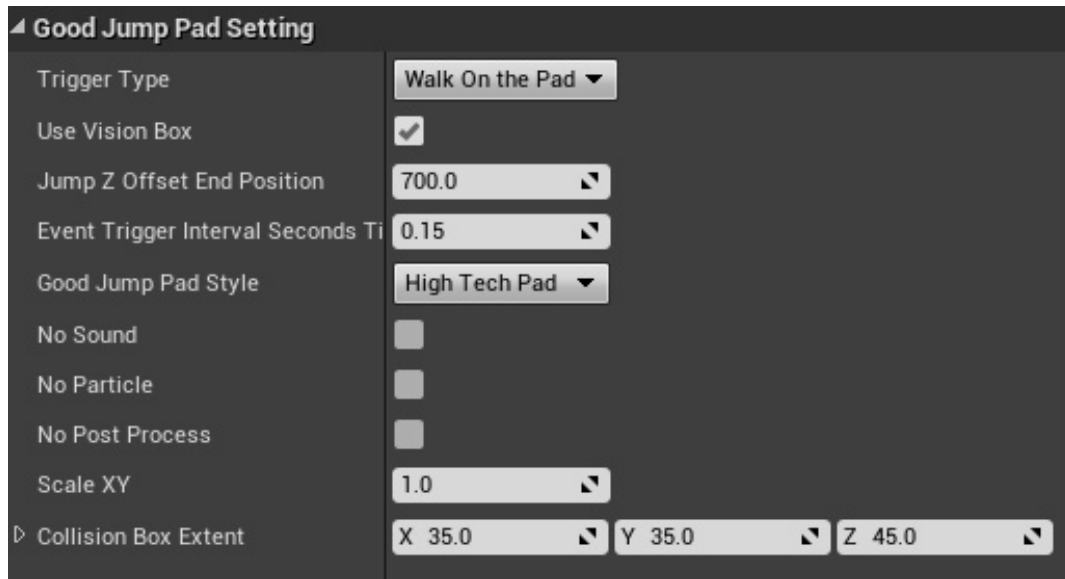
HOW TO USE

Drag BP into scene.(/Game/GoodJumpPad/Blueprint/BP_GoodJumpPad)



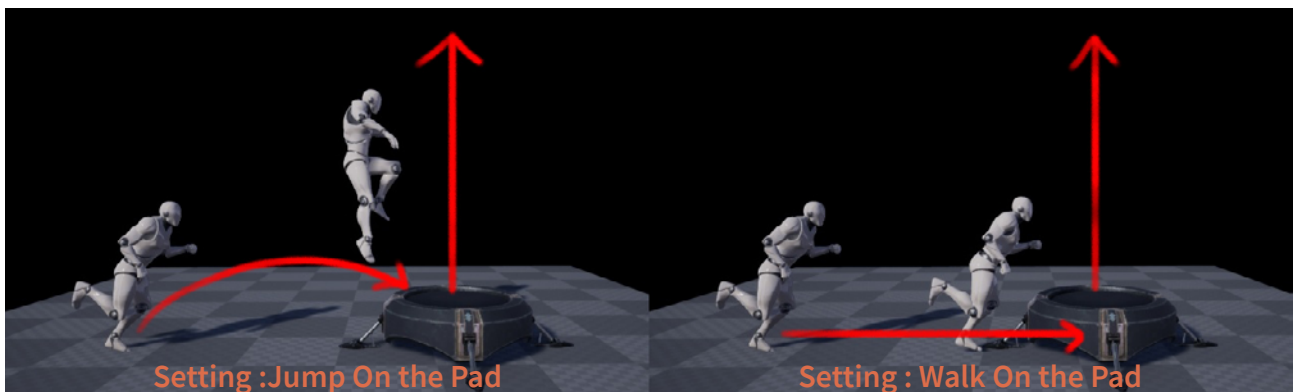
Boost velocity when stepped on box collision

Blueprint Setting



Trigger Type

Jump On the Pad / Walk On the Pad



Use Vision Box

predict user jump height (visible in editor view)



Editor view



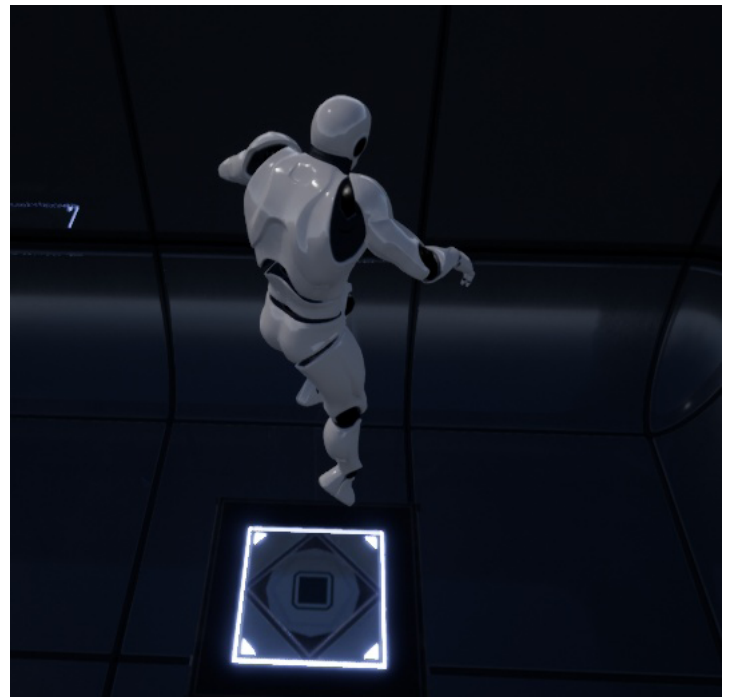
Game view

Jump Z Offset End Position

slide to the number to reach jump height



1000 unit height



150 unit height

Event Trigger Interval Seconds Time

setting retrigger time

7 JumpPad Style

High Tech Pad / Turtle Shell / Mushroom / Tire / Springs / Lotus leaf / Stool



Enable Sound / Enable Particle / Enable Post Process

enable sound / particle / post process setting



Enable Particle



No Particle



Enable Post process



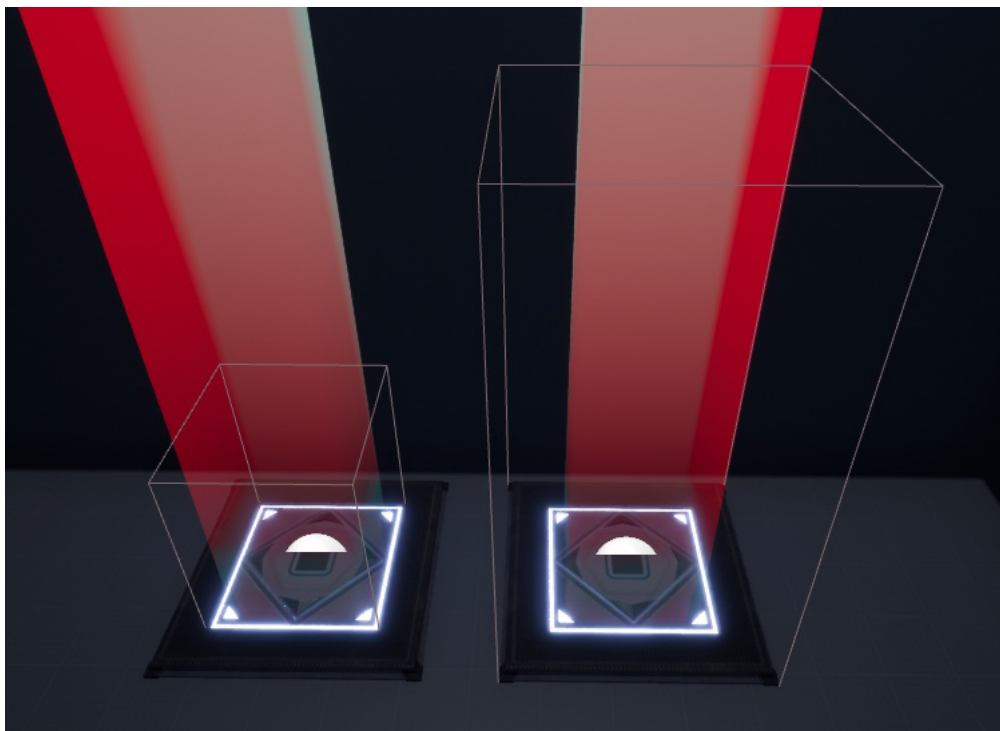
No Post process

Scale XY

scale jump pad X&Y axis

Collision Box Entent

control to box extent



PACKAGE DETAIL

Number of Level : 1

Number of Blueprints : 2

Number of Particles : 8

Number of Material : 21

Number of Material Instance : 2

Number of Material Function : 3

Number of Textures : 39 (256px~ 2048 px)

Number of Meshes: 11(Max triangle:4323)

Number of Sound Cue: 7

Number of Sound Wave : 12

RELEASE NOTE

v1.0-----07/28/2018

v1.0-----11/02/2018

CONTACT

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v1.1 RELEASE NOTE

1.Update demo level



2.decrease audio volume intensity and fix little bug.