Built-in State Tags

The following State Tags are built in to the Grapple Component and are used for its different functionalities.

State Tag Name	Description *(This state tag is added while …)*	On update (Functions *On State Tag Added* and *On State Tag Removed* do the following*)*	Consequences *(When this State Tag is added, the following ones are added as well)*
ST_CannotEnterGrappleSequence	This Grapple Component cannot become a Participant in a new Grapple Sequence. Usually checked when evaluating the Grapple Criteria during a Grapple Attempt.	(no action on update)	(no consequences)
ST_CharacterPushActive	Any Character Push Object is active on the Linked Actor of this Grapple Component.	(no action on update)	*ST_ShouldTick*
ST_GrappleAttempt_EveryTick	This Grapple Component is performing a Grapple Attempt every tick.	(no action on update)	*ST_ShouldTick*
ST_GrappleAttempt_Pending	The Grapple Component has any pending Grapple Attempts.	(no action on update)	(no consequences)
ST_GrappleAttempt_Verifying	A Grapple Attempt is successful on the Client (and variable *Notify If Attempt Fails on Server* is set to true for its Class). Deactivated when the Server tells the Client that the Grapple attempt has failed, or when a Grapple Sequence is entered (usually on success).	(no action on update)	(no consequences)
ST_GrappleSequenceActive	The Grapple Component is a Participant in a Grapple Sequence.	(no action on update)	*ST_RefuseInput* *ST_CannotEnterGrappleSequence*
ST_RefuseInput	The Grapple Component is ignoring from the player. Usually checked when performing a Grapple Attempt.	(no action on update)	(no consequences)
ST_ShouldTick	Active when the Linked Object (in this case, the Grapple Component) should have tick enabled.	Update *ComponentTickEnabled* if the Linked Object is an Actor Component.	(no consequences)