

Min Lightmap Resolution	64		
Source Lightmap Index	0		
Destination Lightmap Index	1		
Build Scale	50.0	50.0	50.0
Distance Field Resolution Scale	1.0		
Two-Sided Distance Field Gene			

HEAL MATERIAL

Apply

Search

Home

Hierarchy

Live Update

Clean Graph

Preview State

Hide Unrelated

Stats

Platform St

Perspective

Lit

Show

Epic Head

M_Heal > Material Graph

Material

Material Domain

Surface

Blend Mode

Opaque

Shading Model

Default Lit

Two Sided

Use Material Attribu...

Cast Ray Traced Sh...

☒

Subsurface Profile

None

None

Details

Parameters

Search

M_Heal

Base Color

Metallic

0.0

Specular

0.0

Roughness

0.0

Anisotropy

0.0

Emissive Color

Opacity

Opacity Mask

Normal

x

0.0

y

0.0

z

1.0

Tangent

x

1.0

y

0.0

z

0.0

World Position Offset

x

0.0

y

0.0

z

0.0

Subsurface Color

Custom Data 0

Custom Data 1

Ambient Occlusion

1.0

Reflection (Disabled)

Real Depth Offset (Camera Vector)

0.0

Shading Model

Surface Thickness

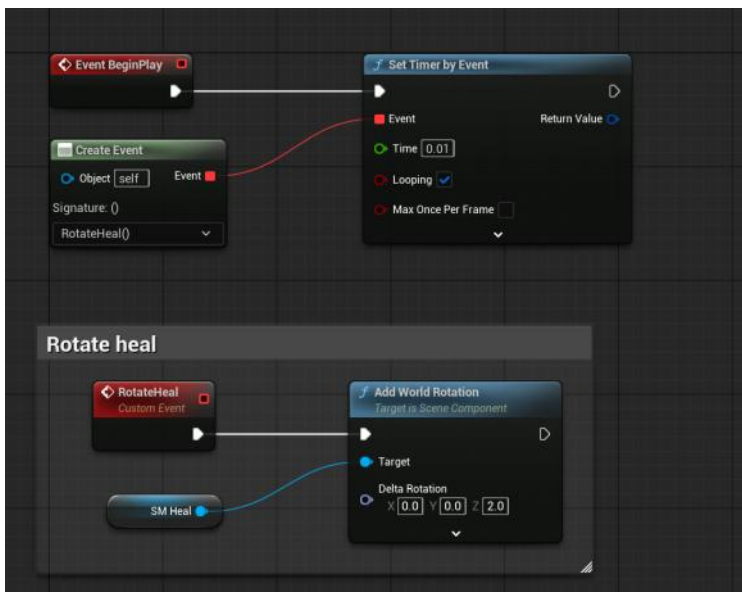
Displacement

Front Material

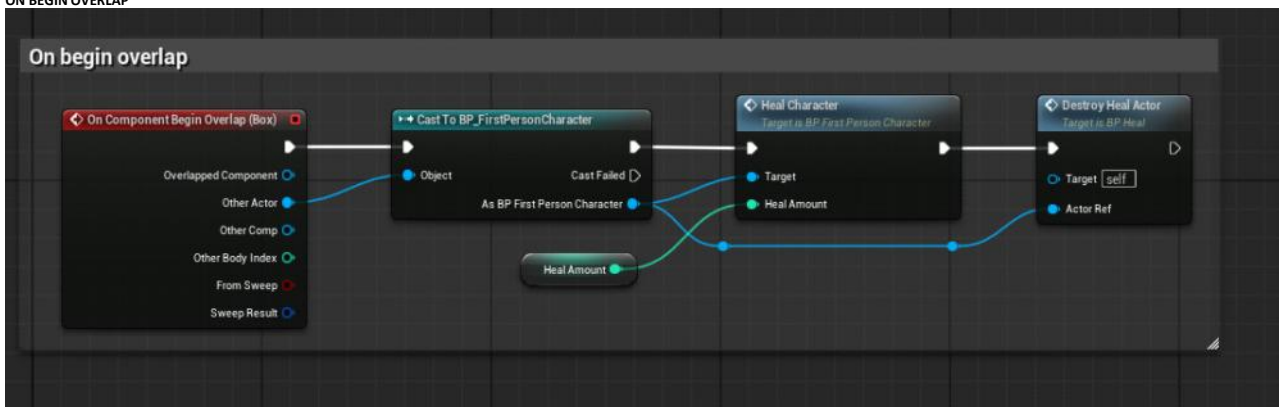
Substrate

Details cannot be shown: Substrate (Beta) is not enabled for this project (See the project settings window, rendering settings section).

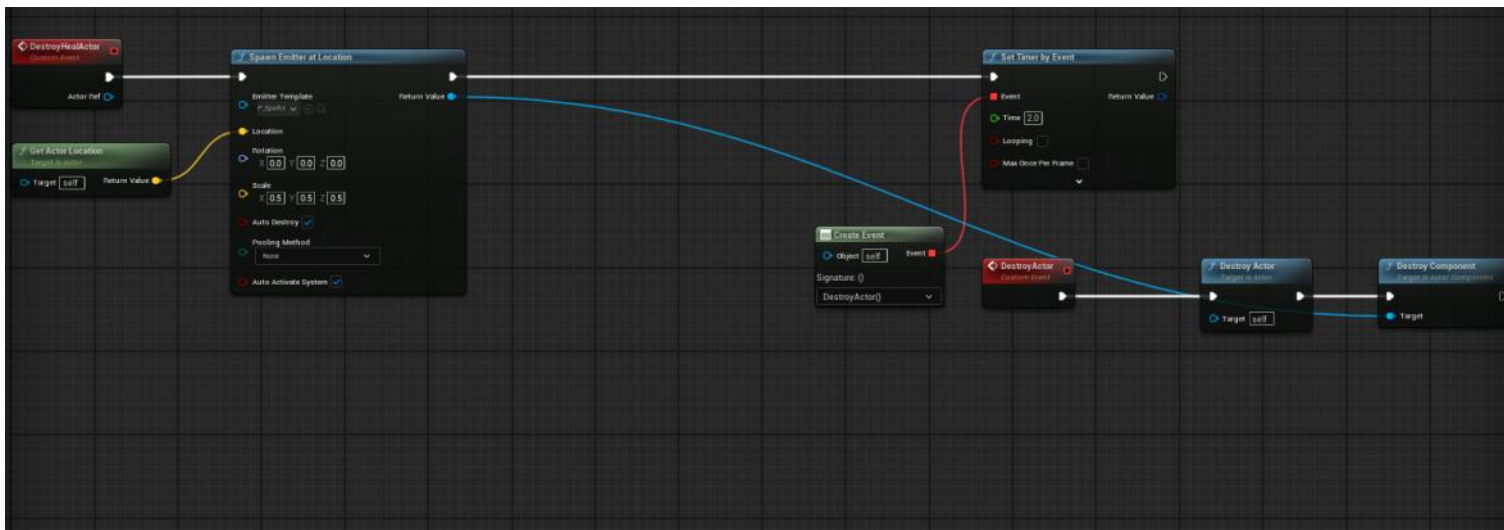
Rotation of the cross



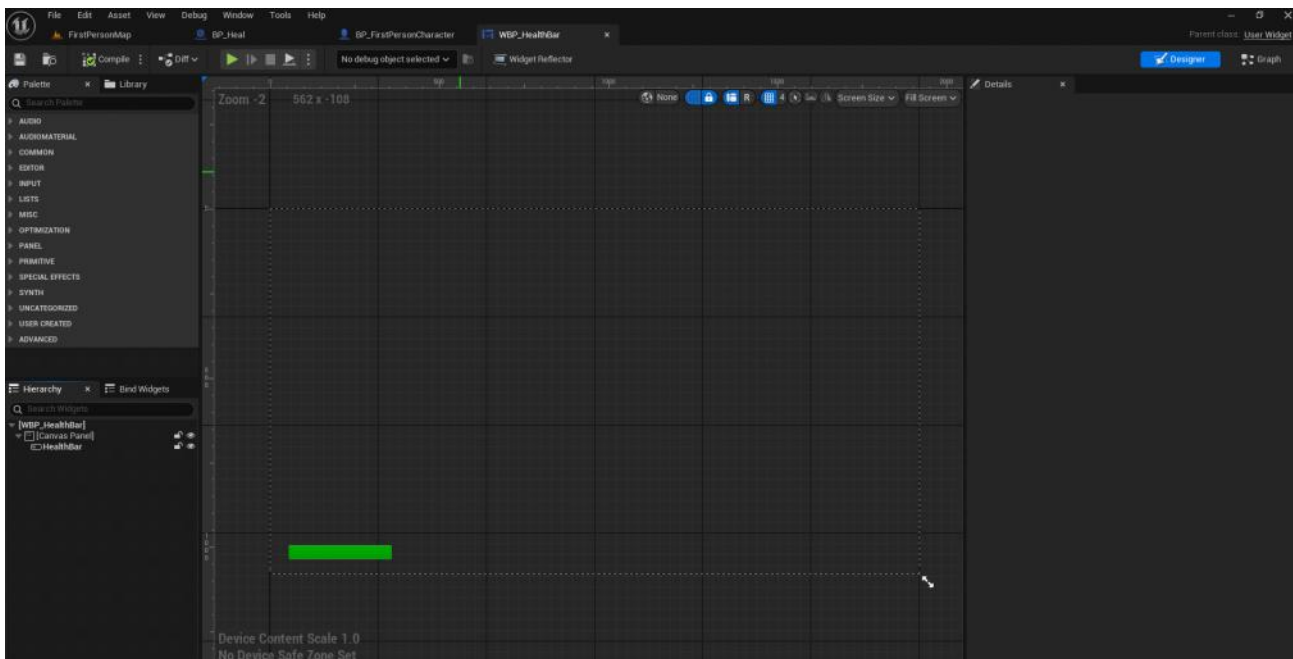
ON BEGIN OVERLAP



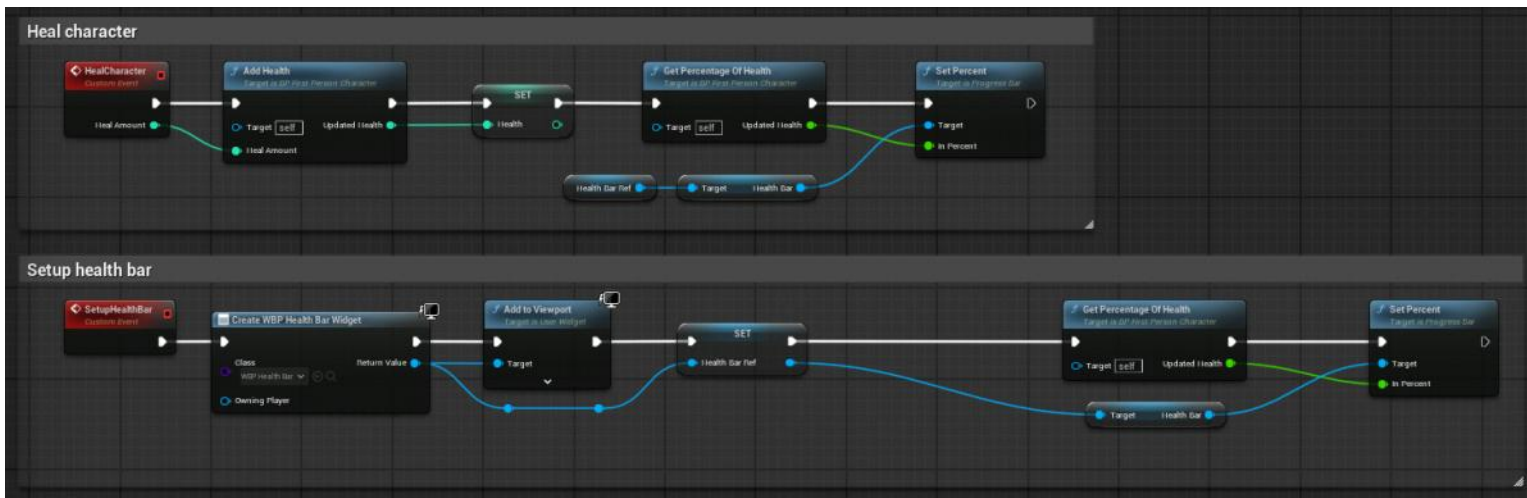
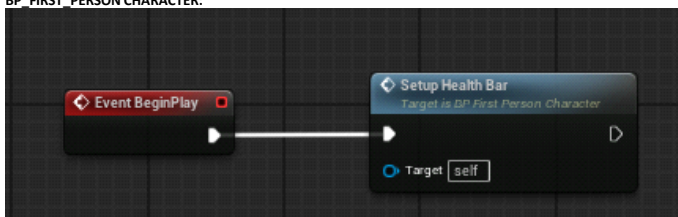
DESTRUCTION



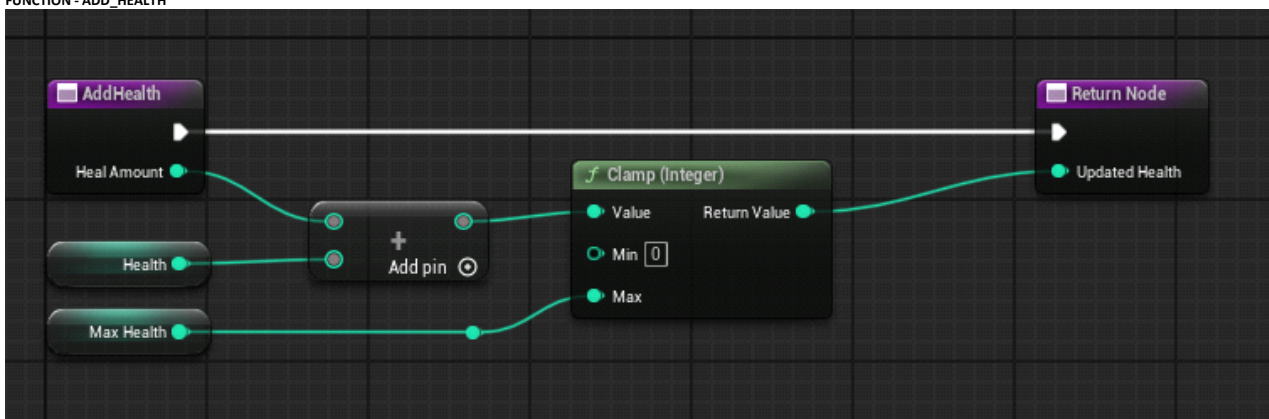
WBP_HEALTHBAR



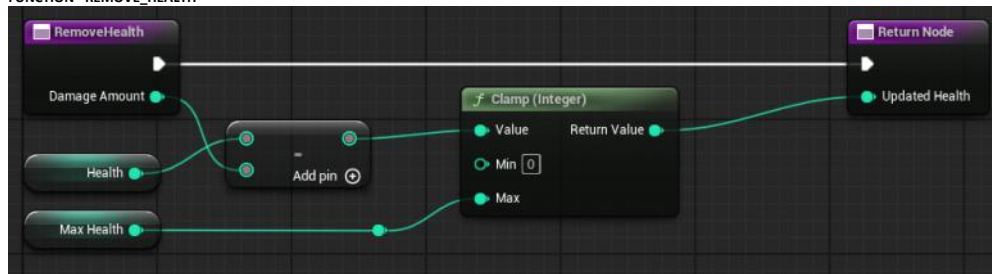
BP_FIRST_PERSON_CHARACTER:



FUNCTION - ADD_HEALTH



FUNCTION - REMOVE_HEALTH



FUNCTION - GET_PERCENTAGE_OF_HEALTH

