FADE CAMERA OCCLUDERS

FIRST OF ALL YOU NEED TO GO INTO YOUR PROJECT SETTINGS UNDER "COLLISION" (1) AND MAKE A NEW CUSTOM TRACE CHANNEL (2), CALL IT "FADECAMERAOCCLUDERS" (3) AND SET THE "DEFAULT RESPONSE" PARAMETER TO "OVERLAP" (4)
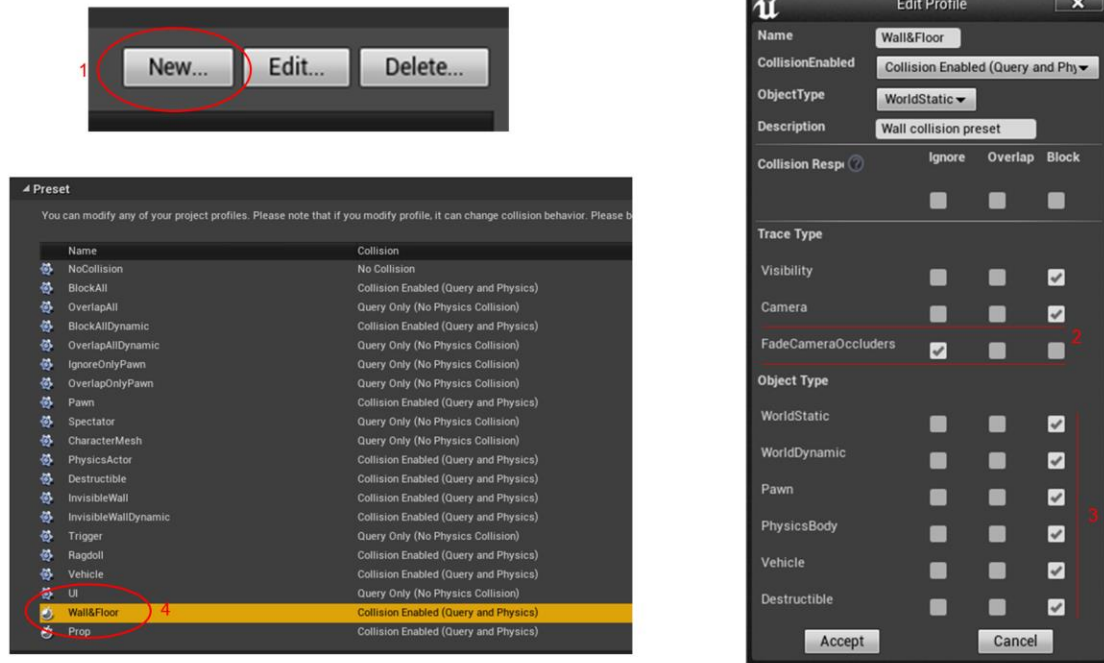
THEN YOU NEED TO CREATE A CUSTOM PRESET (1) TO
IDENTIFY YOUR WALLLS AND FLOORS, MAKE SURE
"COLLISIONENABLED" PARAMETER IS SET TO "COLLISION
ENABLED", "CAMERA" IS SET TO "BLOCK",
"FADECAMERAOCCLUDERS" TO "IGNORE", YOU SHOULD DO
THIS IN EVERY PRESET IF YOU WANT TO IGNORE THE
PLUGIN INTO THEM, BUT INTO THE OTHERS YOU SHOULD DO
THE OPPOSITE, THE "CAMERA" PARAMETER SET TO
"IGNORE".
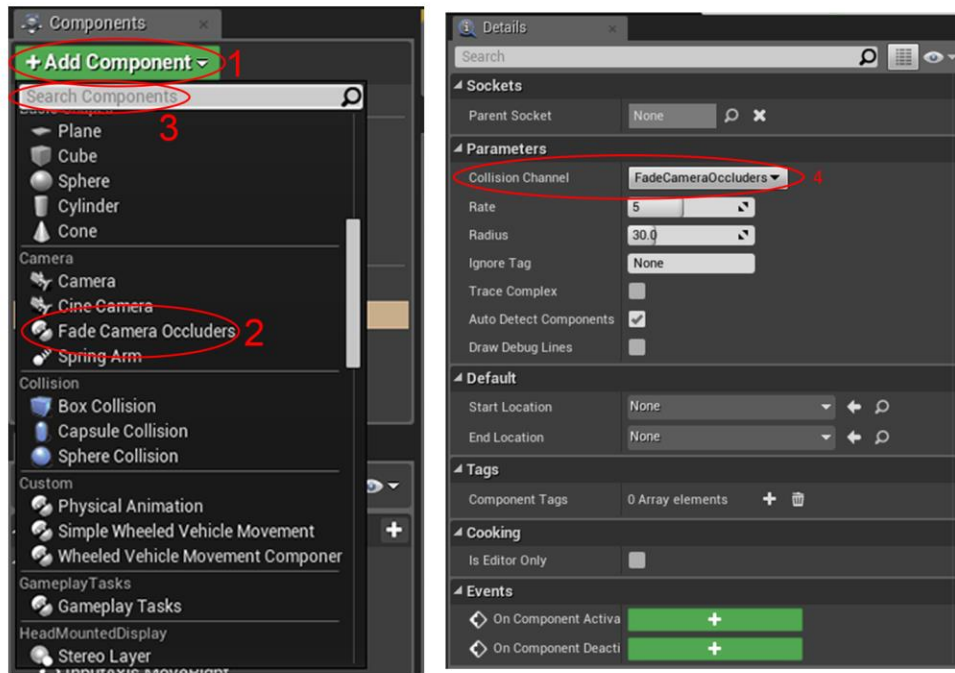
NOW THAT EVERYTHING IS SETUP YOU CAN ADD THE COMPONENT INTO YOUR CHARACTER BLUEPRINT (1), IT SHOULD BE UNDER "CAMERA" CATEGORY (2) BUT IF IS NOT JUST TYPE "FADECAMERAOCCLUDERS" INTO THE SEARCH BOX (3). ADD AND SELECT IT, INTO THE DETAILS PANEL MAKE SURE THE COLLISION CHANNEL IS SET TO THE NEW CUSTOM TRACE CHANNEL THAT WE CALLED "FADECAMERAOCCLUDERS".
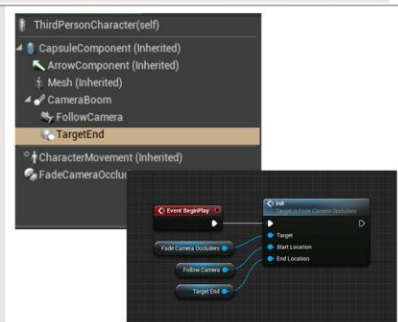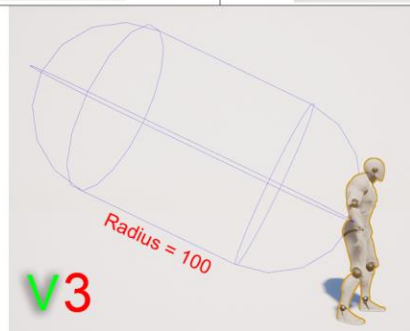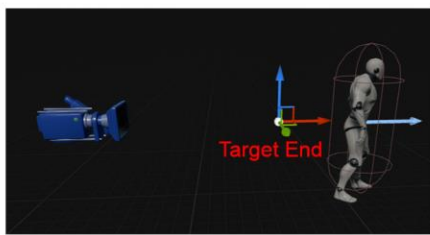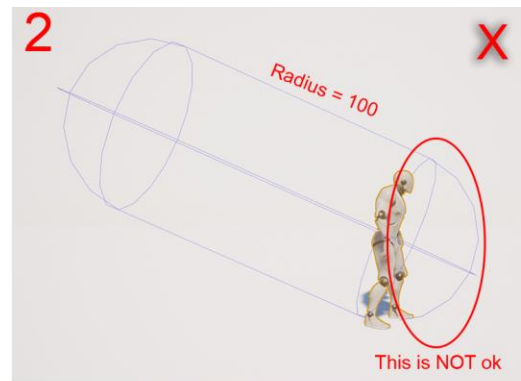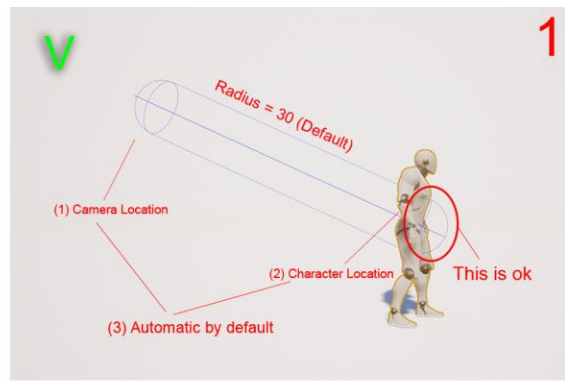
BY DEFAULT ALL THE SETTINGS WORKS FINE WITH THE THIRD PERSON TEMPLATE (1), BUT IF YOU NEED A BIGGER RADIUS (2) YOU WILL HAVE A LITTLE PROBLEM, IF YOU WALK TOWARD AN ACTOR YOU WILL FADE IT OUT EVEN IF IT IS NOT AN OCCLUDER, THIS BECAUSE OF THE RADIUS, TO FIX THIS YOU NEED TO MAKE A CUSTOM SCENE COMPONENT IN YOUR CHARACTER BLUEPRINT, ATTACH IT TO THE CAMERA BOOM AND ON BEGIN PLAY CALL THE "INIT" FUNCTION THAT WILL CUSTOMIZE THE START AND END LOCATION (IMAGE 3).
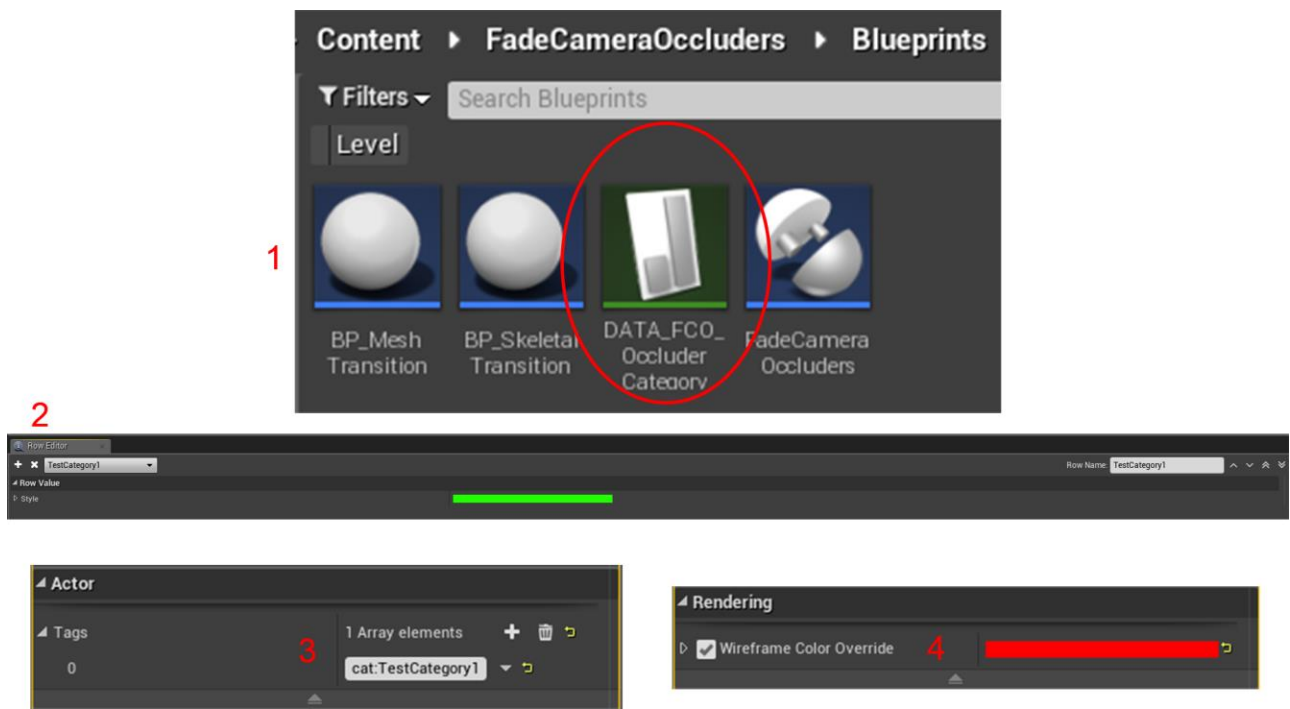
TO CHANGE THE COLOR OF THE TRANSPARENCY YOU CAN EITHER CREATE A CATEGORY TO ASSIGN TO DIFFERENT MESHES, OR YOU CAN OVERRIDE A SPECIFIC COLOR TO A SPECIFIC MESH.

1. OPEN THE DATATABLE "DATA_FCO_OCCLUDERCATEGORY" (1), CLICK THE ADD BUTTON (2) CHOOSE A NAME AND A COLOR, THEN SELECT YOUR MESH/SKLETAL/BLUERINT GO INTO THE DETAILS TAB AND SCROLL DOWN TO THE ACTOR SECTION AND ADD A TAG INTO IT, MAKE SURE IT HAS THE PREFIX "cat:" AND THEN THE NAME OF THE CATEGORY (3).

2. IF YOU WANT TO SIMPLY OVERRIDE THE COLOR THEN SELECT THE OCCLUDER AND INTO THE DETAILS PANEL SCROLL DOWN TO THE WIREFRAME COLOR AND CHANGE IT (4).