The LineTraceByChannel will perform a collision trace along a given line and return the first Object (that responds to the Trace Channel) the trace hits.

The LineTraceForObjects will perform a collision trace along a given line and return the first Object (that responds to the ObjectType) the trace hits.

Use as ECollisionChannel “ECollisionChannel::ECC\_Visibility” to ray cast everything that is visible.

You don’t need to put in CollisionParams.