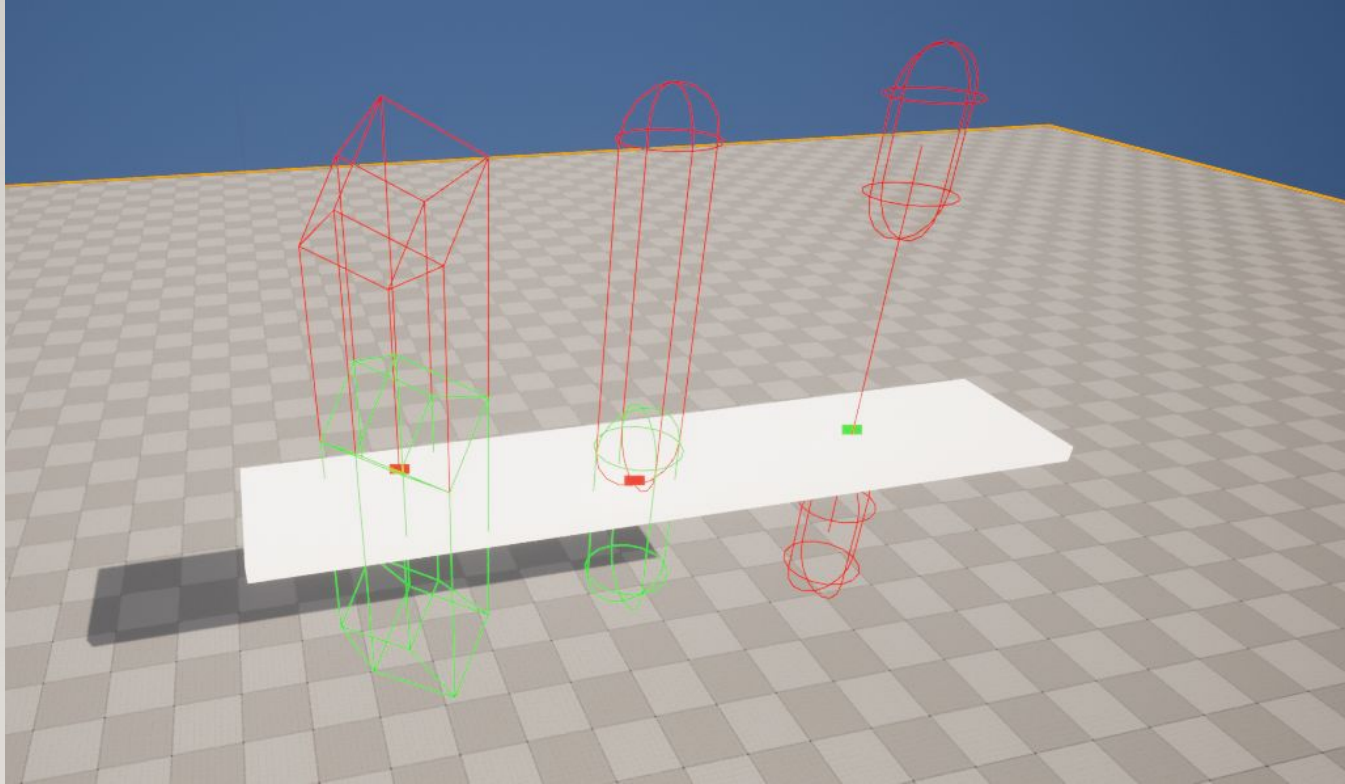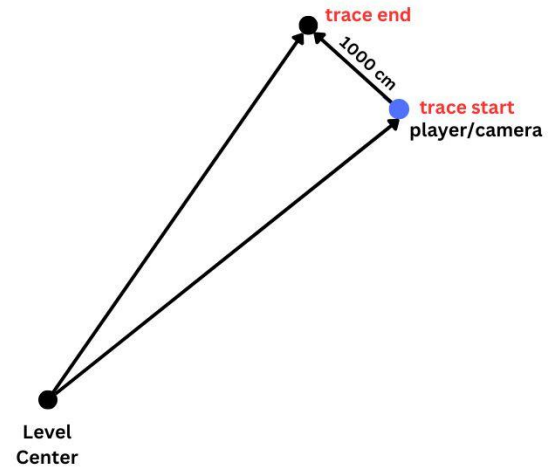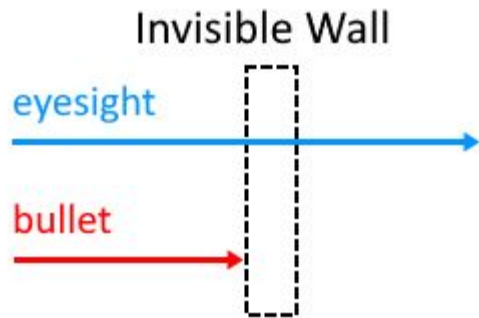# Traces

Traces

- an invisible ray that detects Actors between two points

- commonly used to determine if one Actor can see another Actor

- also commonly used to simulate high-speed projectiles

- single trace - returns the first match

- multi trace - returns all matches

- shape of the ray can be a line, box, sphere, or capsule
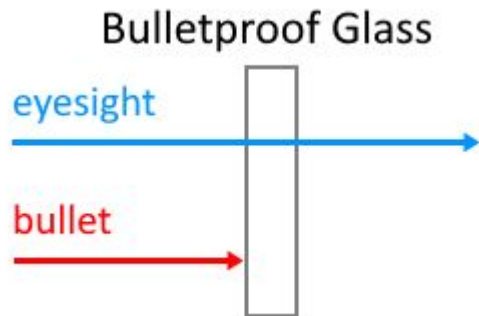
- trace by channel, object, or profile

Traces

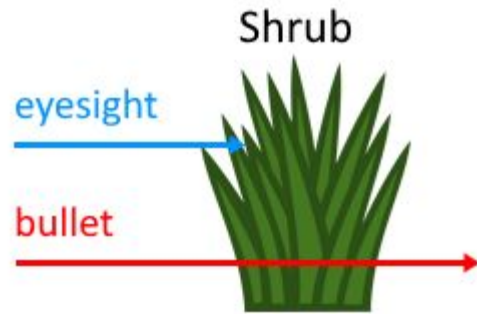# Traces

Invisible Wall

eyesight

bullet

	Ignore	Overlap	Block
Trace Responses			
Visibility	✔	☐	☐
Camera	☐	☐	✔

Bulletproof Glass

eyesight

bullet

	Ignore	Overlap	Block
Trace Responses			
Visibility	☐	✔	☐
Camera	☐	☐	✔

Traces