

LAB – 6

MANAGING ACTORS, REPLICATION PROPERTIES PART - 1

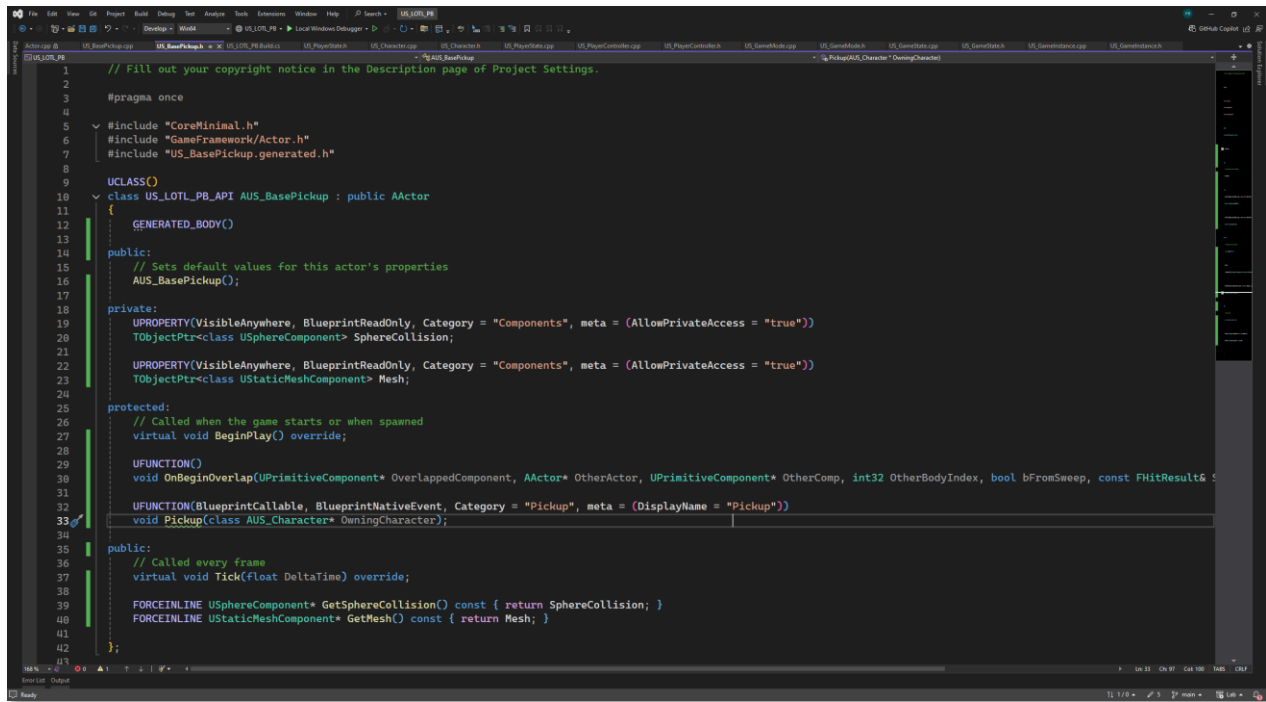


Fig 1.1: Screenshot showing code in header file “US_Pickup.h”

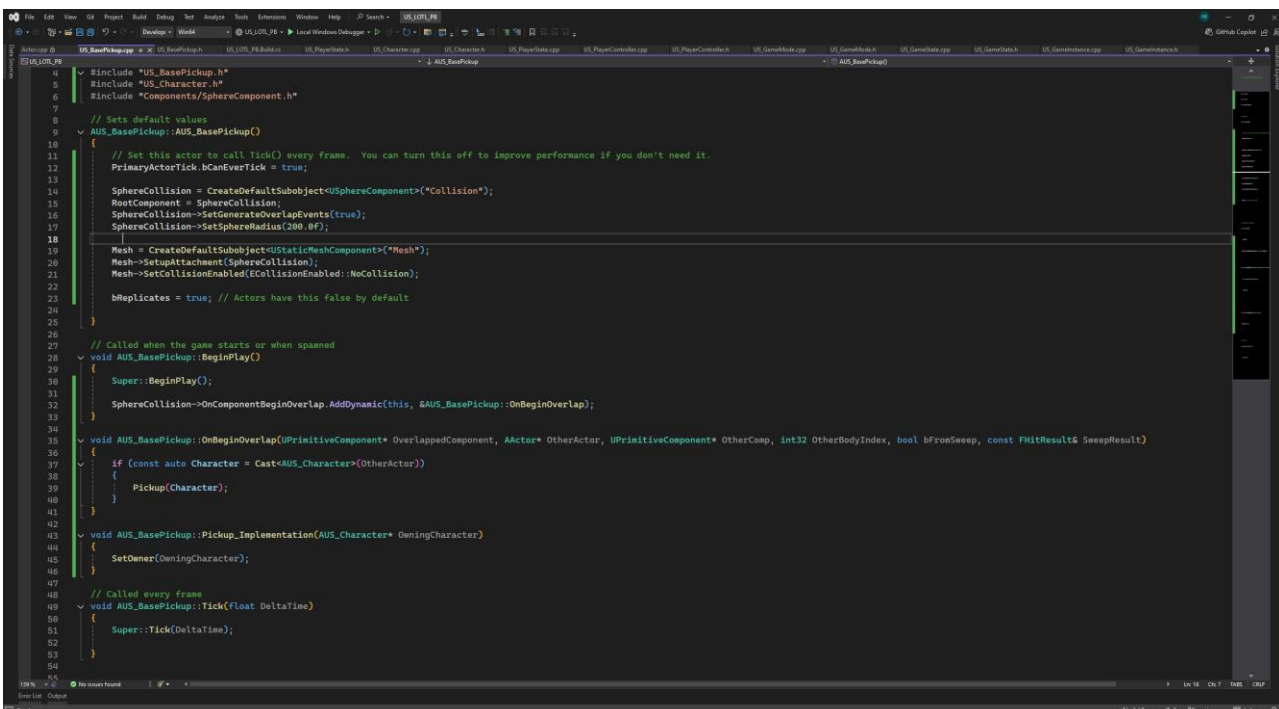


Fig 1.2: Screenshot showing code in cpp file “US_Pickup.cpp”

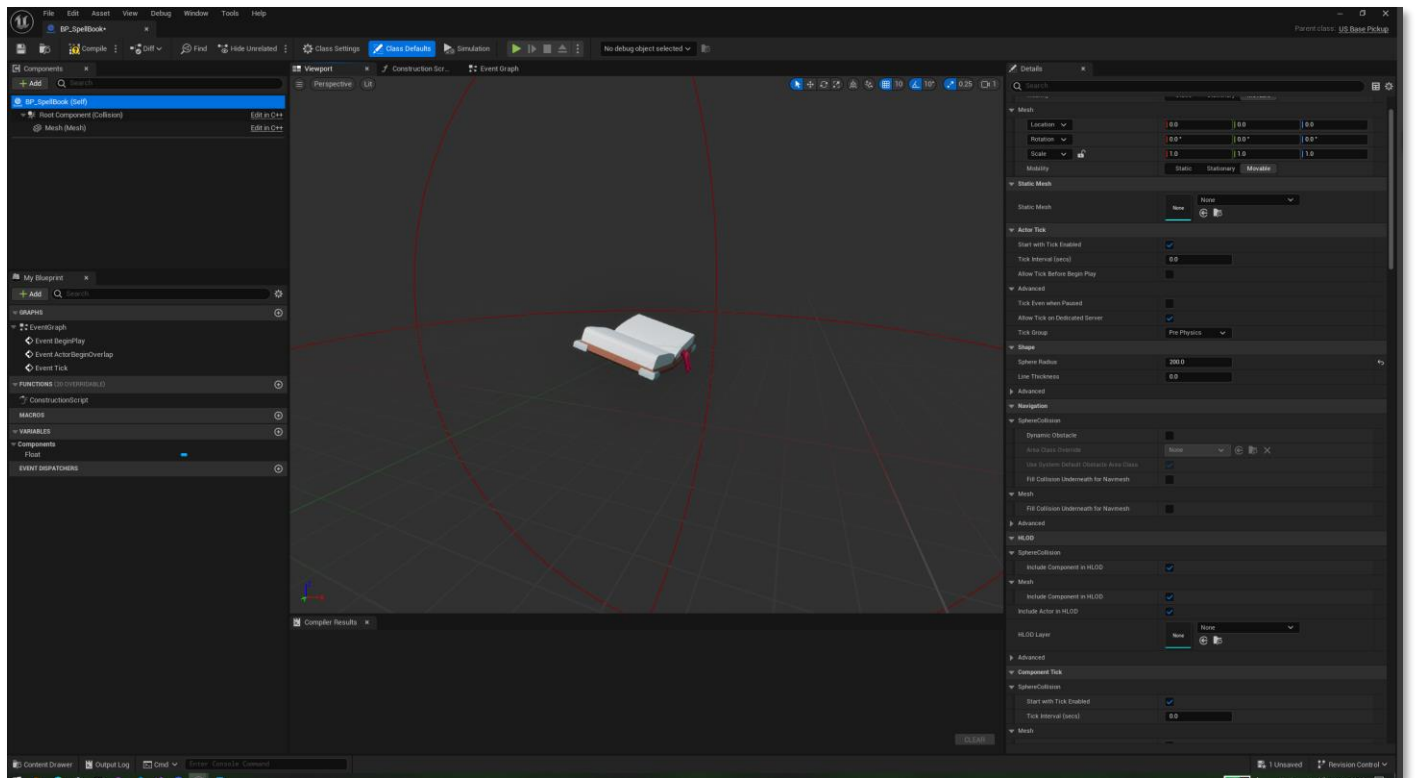


Fig 1.3: Screenshot showing Spellbook for pickup

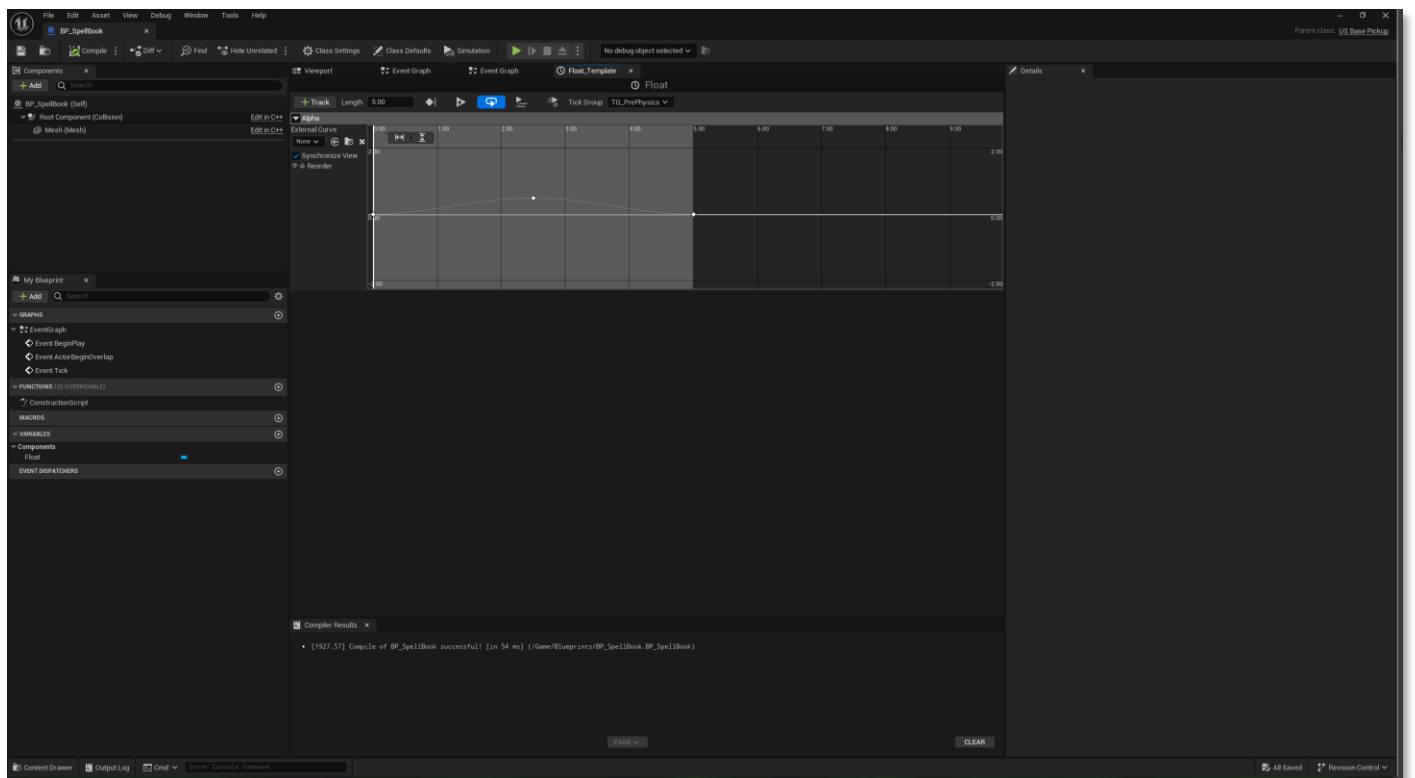


Fig 1.4: Screenshot showing the graph for sinusoidal movement for pickup

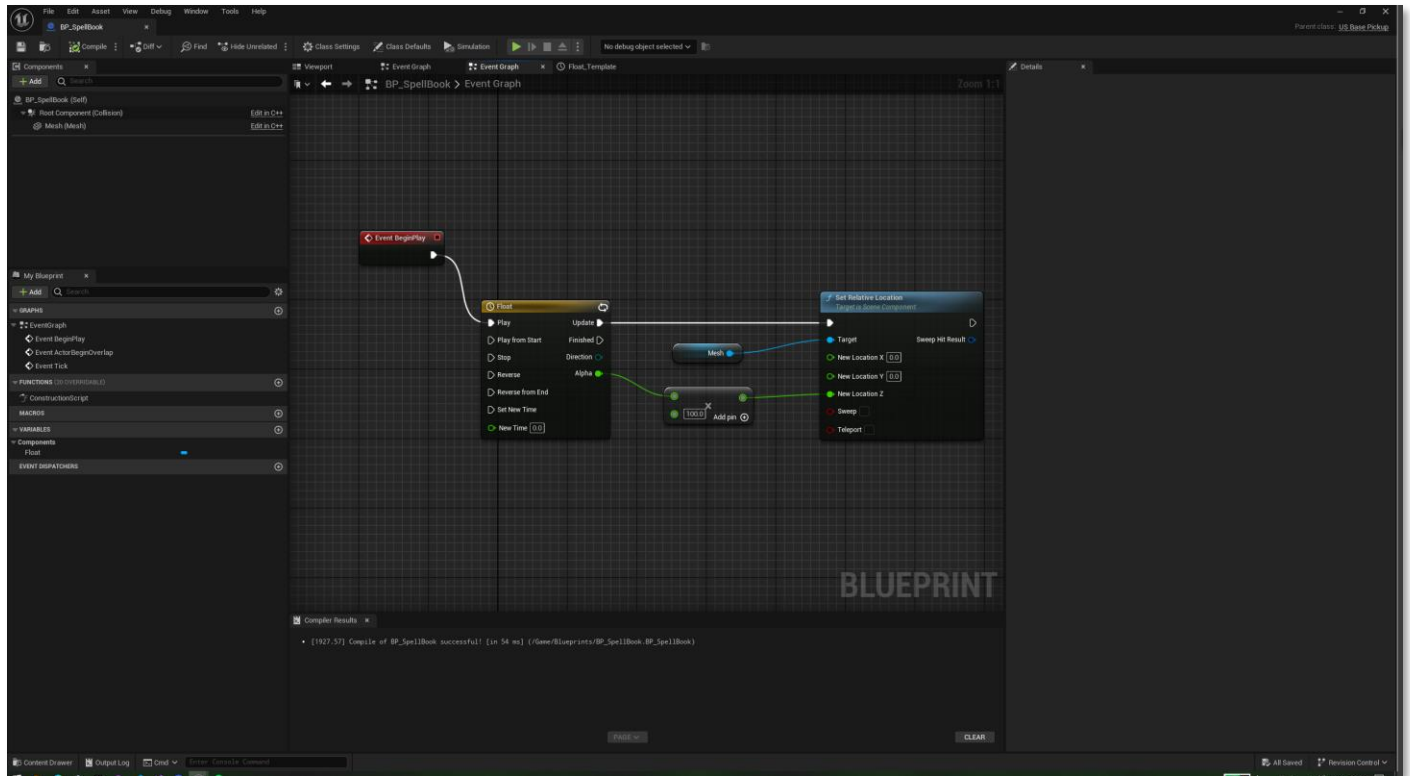


Fig 1.5: Screenshot showing the nodes for EventGraph for Spellbook

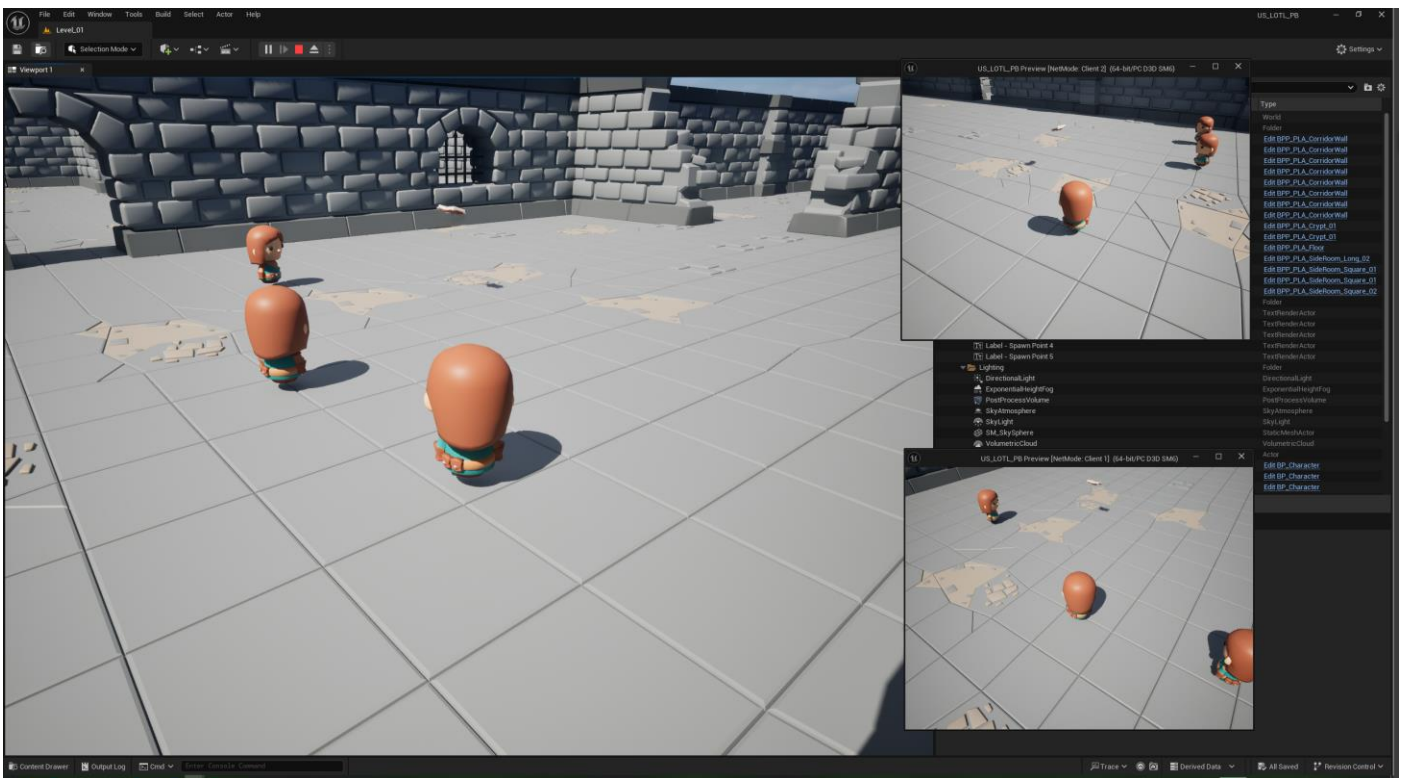


Fig 1.6: Screenshot showing the spellbook in action in play mode

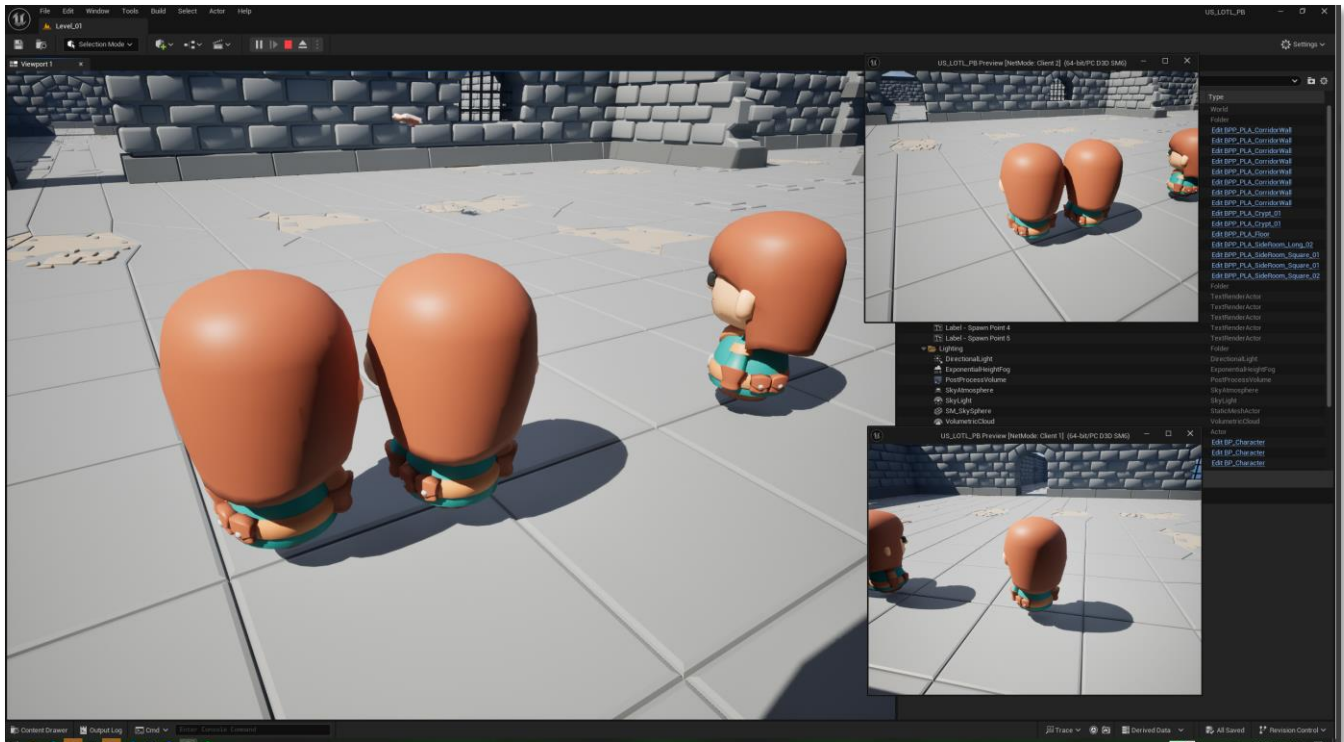


Fig 1.7: Screenshot showing the play mode with **Net Load on client Unchecked**

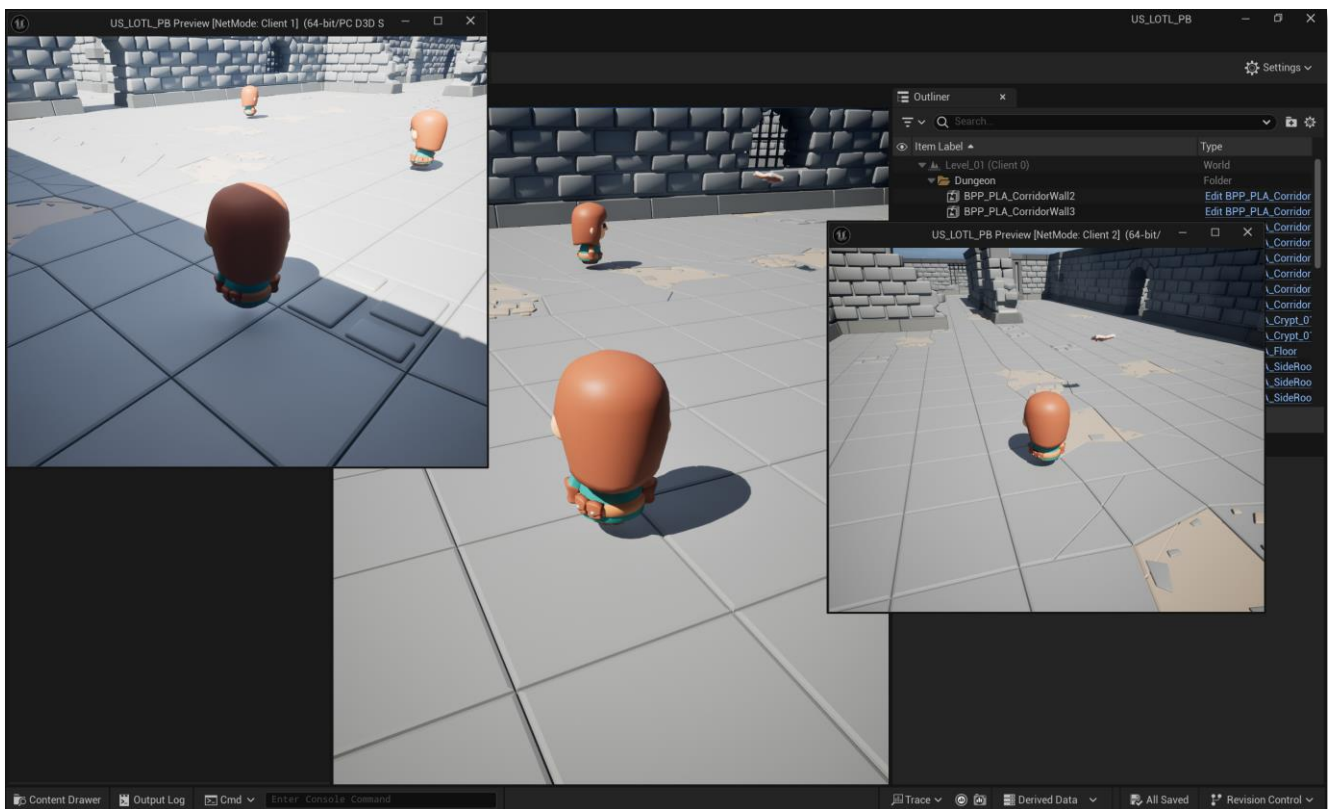


Fig 1.8: Screenshot showing the play mode with **Net Load on client Unchecked** and culling at 0.025 (top player not seeing book)

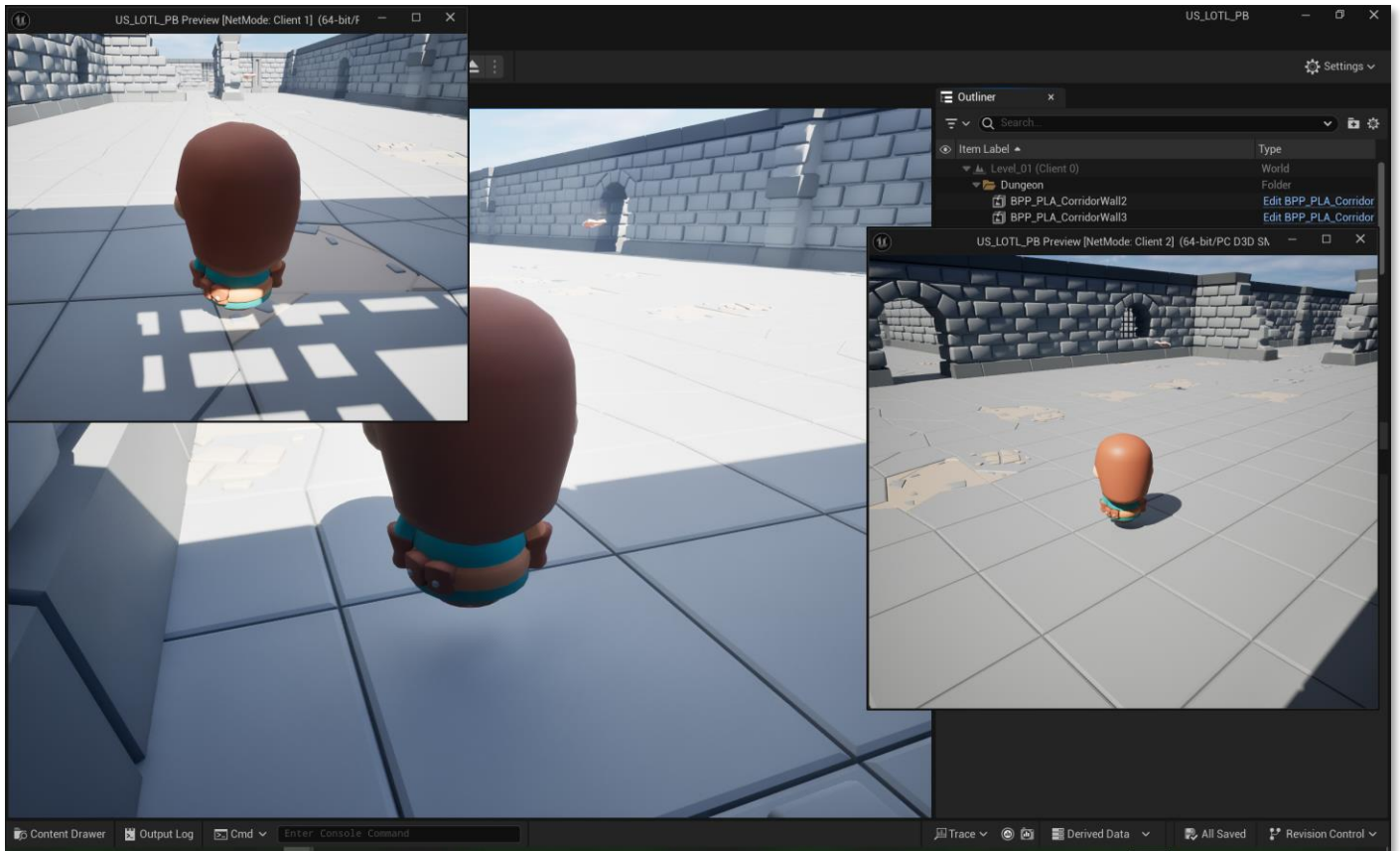


Fig 1.9: Screenshot showing the play mode with **Always Relevant ON**

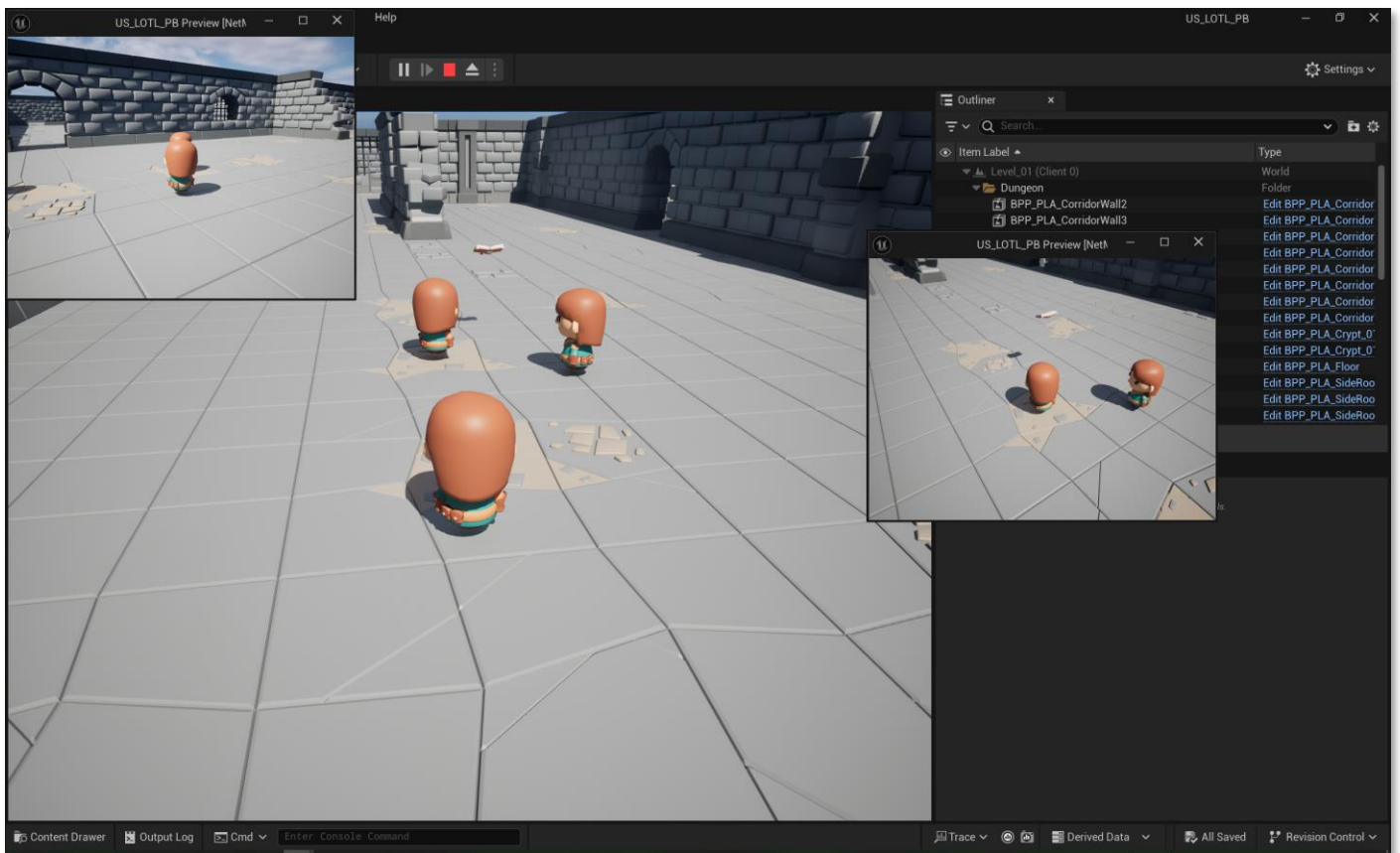


Fig 1.10: Screenshot showing the play mode with **Always Relevant OFF** and **Only Relevant To Owner ON** and **Cull Distance to 0.0125**

Authority

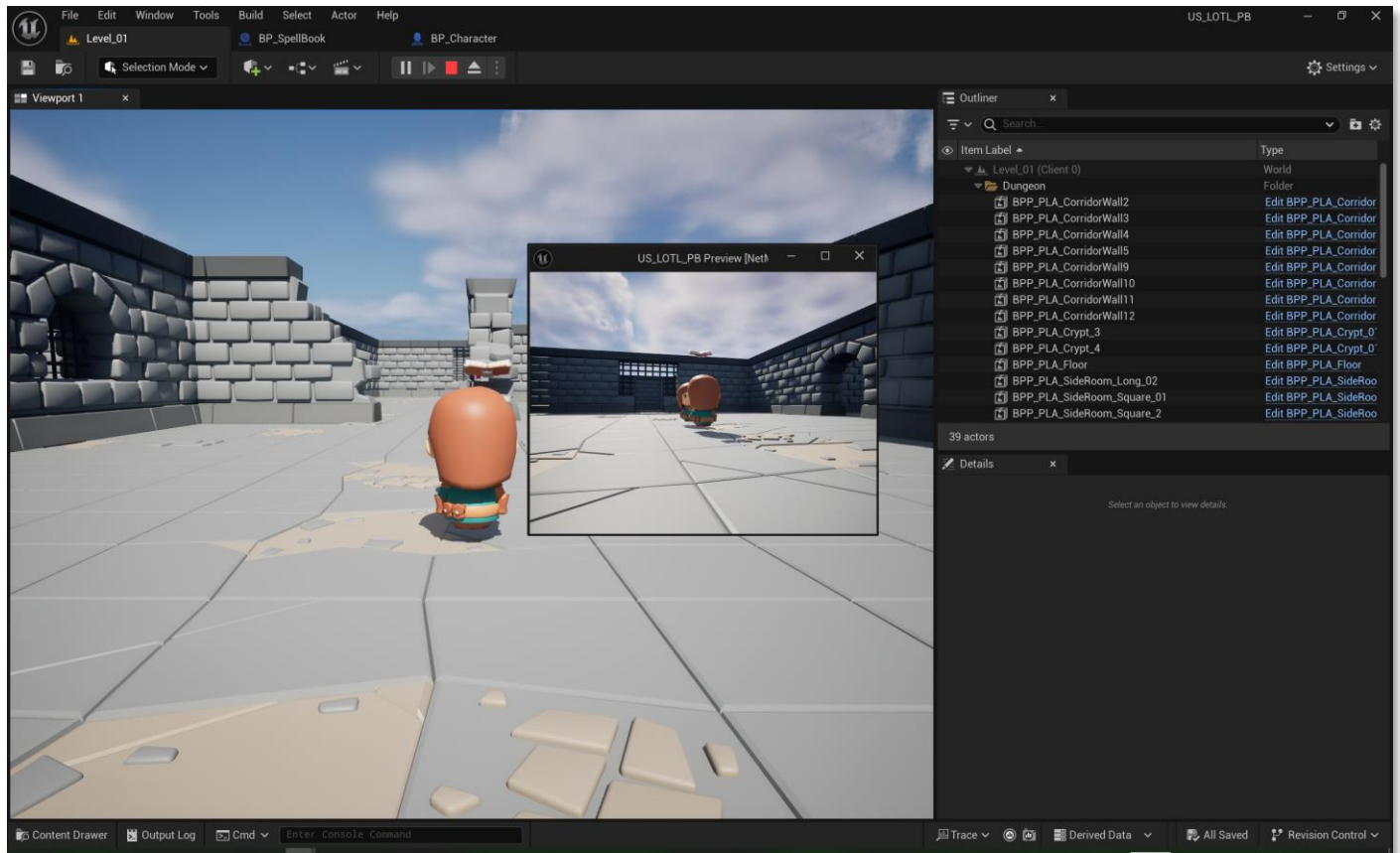


Fig 2.1: Screenshot showing the autonomous and simulated proxy. Height difference of the book in the players.

STATS

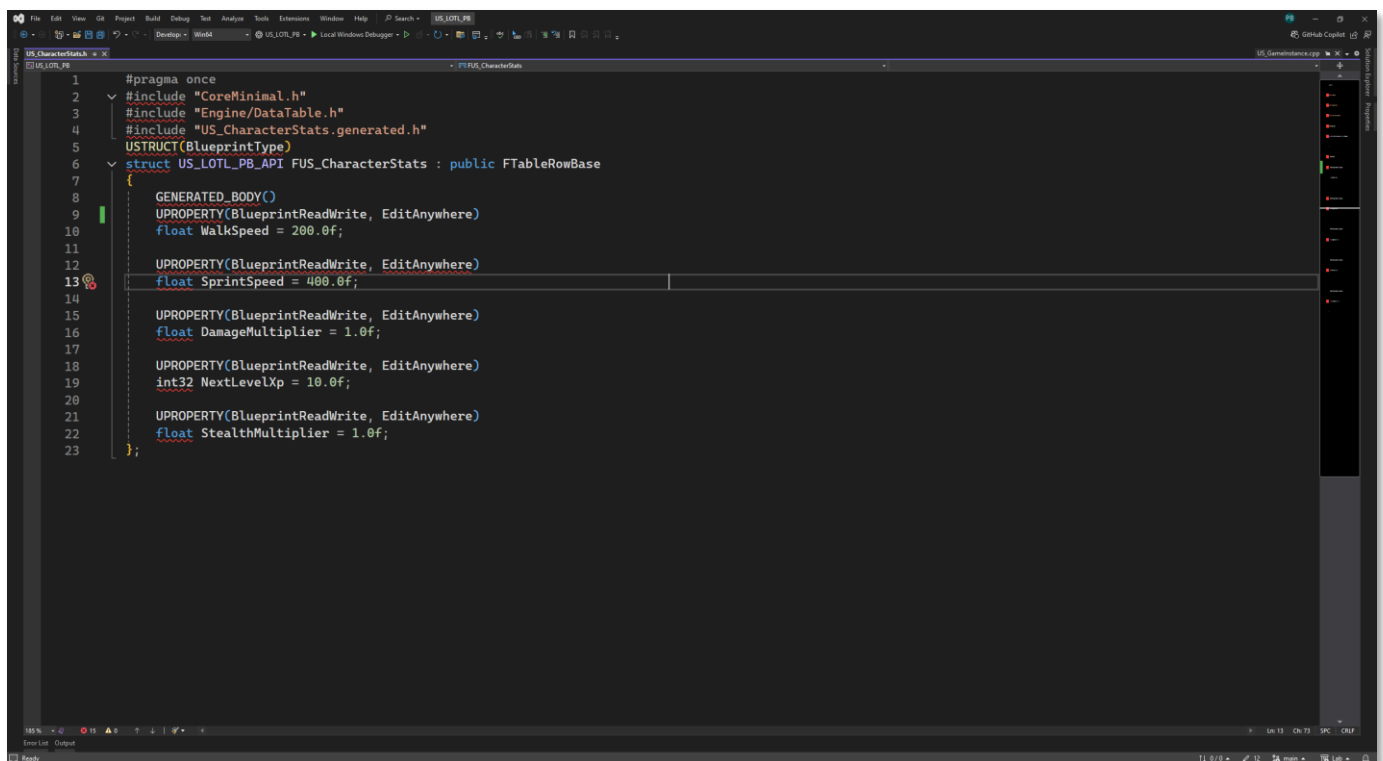
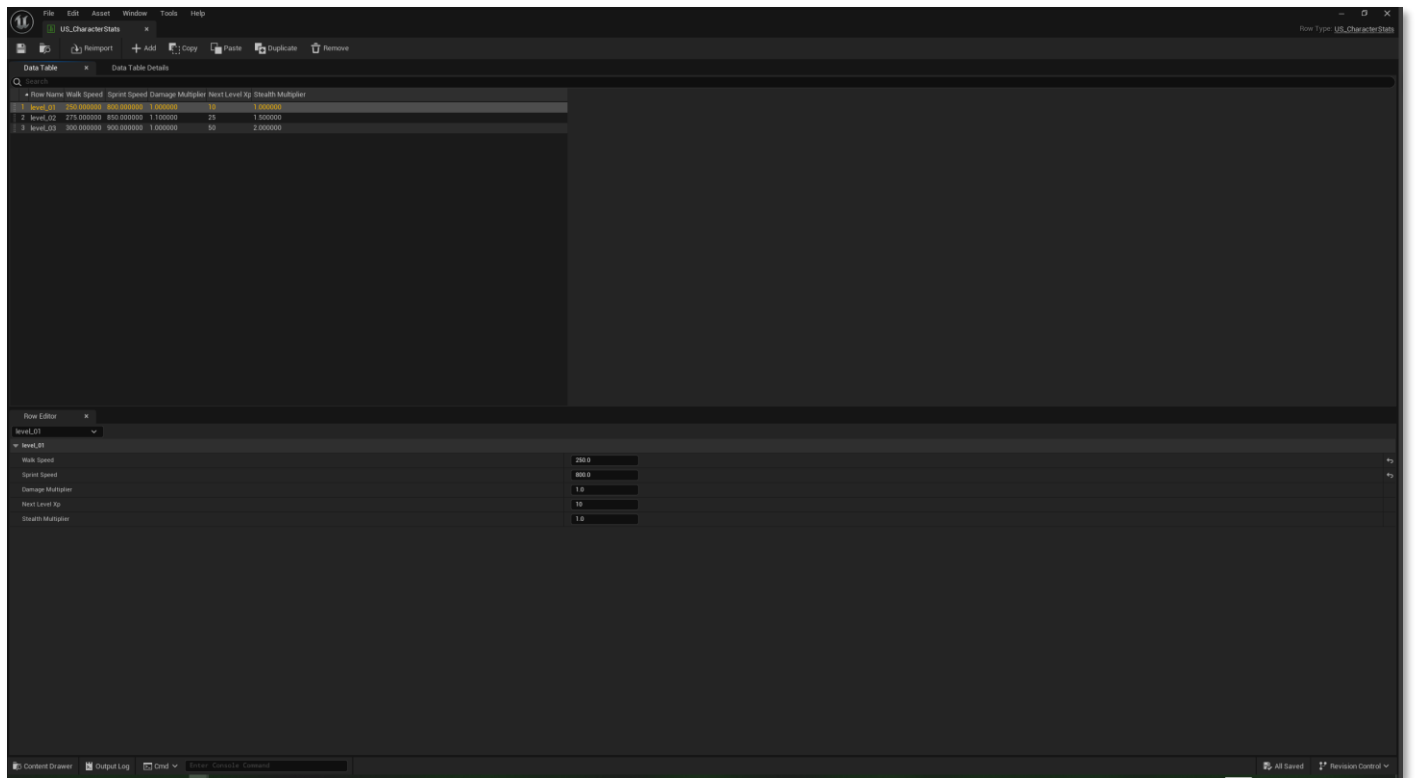


Fig 3.1: Screenshot showing the struct `US_CharacterStats`.



Row Name	Walk Speed	Sprint Speed	Damage Multiplier	Next Level Xp	Stealth Multiplier
level_01	250.000000	500.000000	1.000000	10	1.000000
level_02	275.000000	550.000000	1.000000	25	1.000000
level_03	300.000000	600.000000	1.000000	50	2.000000

Row Name	Walk Speed	Sprint Speed	Damage Multiplier	Next Level Xp	Stealth Multiplier
level_01	250.0	500.0	1.0	10	1.0

Fig 3.2: Screenshot showing the table entries for level 1 to level 3.

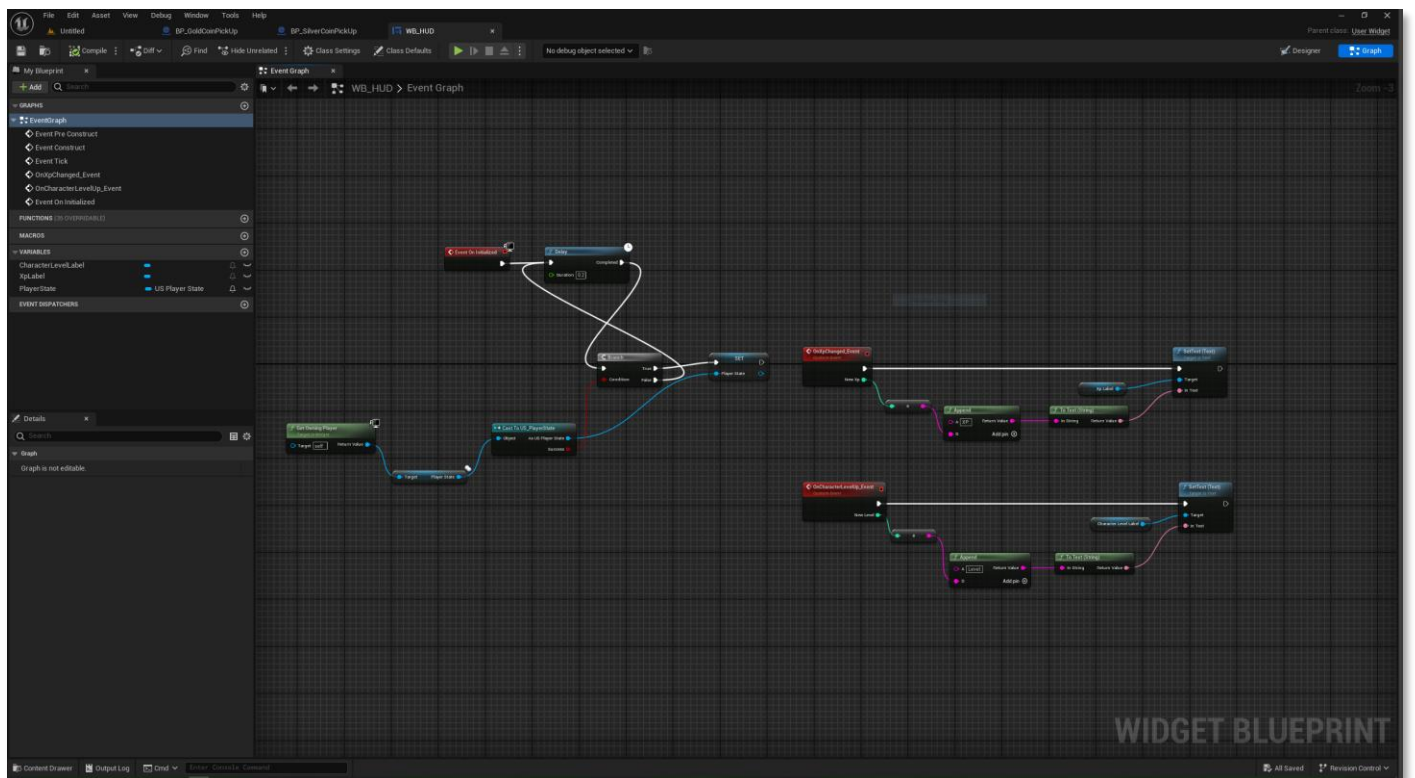


Fig 4.1: Screenshot showing binding of PlayerState Events

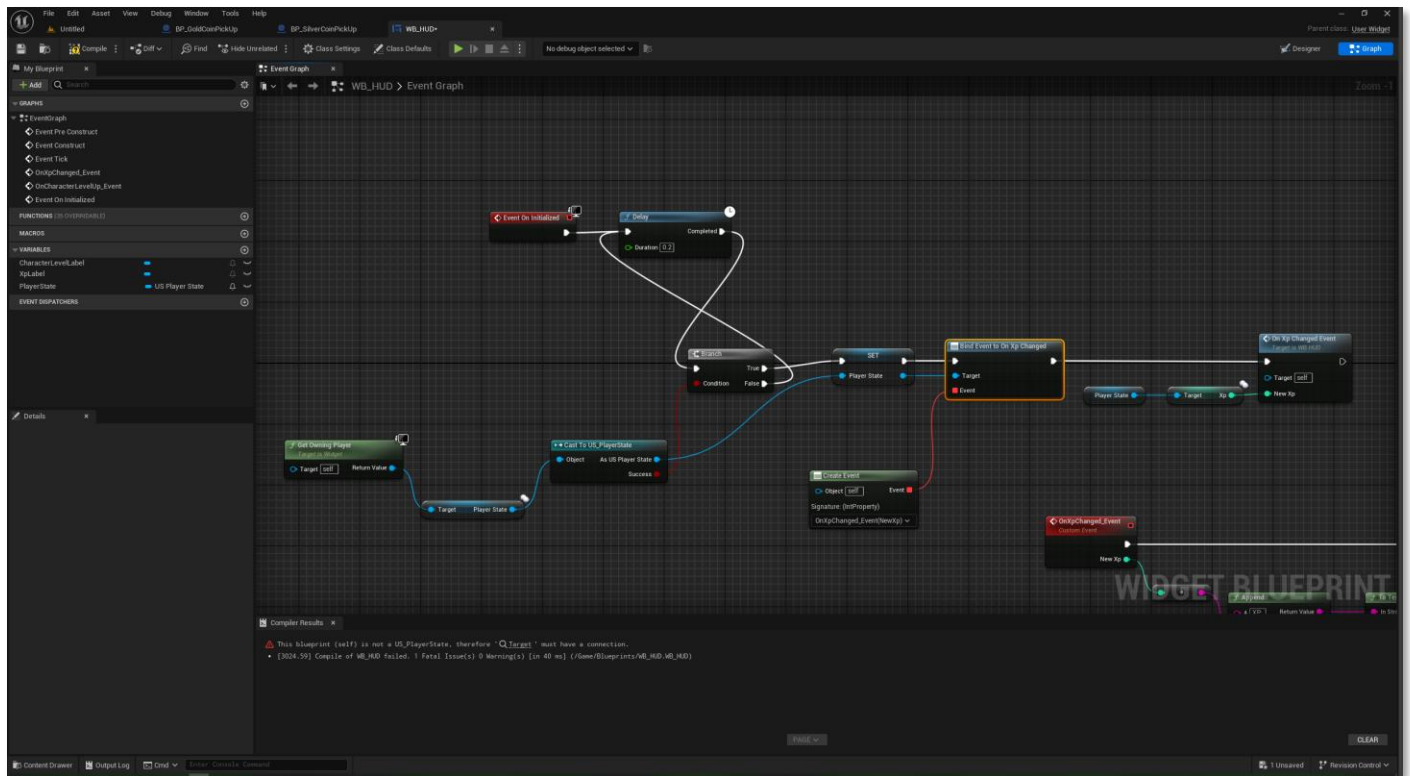


Fig 4.2: Screenshot showing binding of PlayerState Events for OnXpChanged

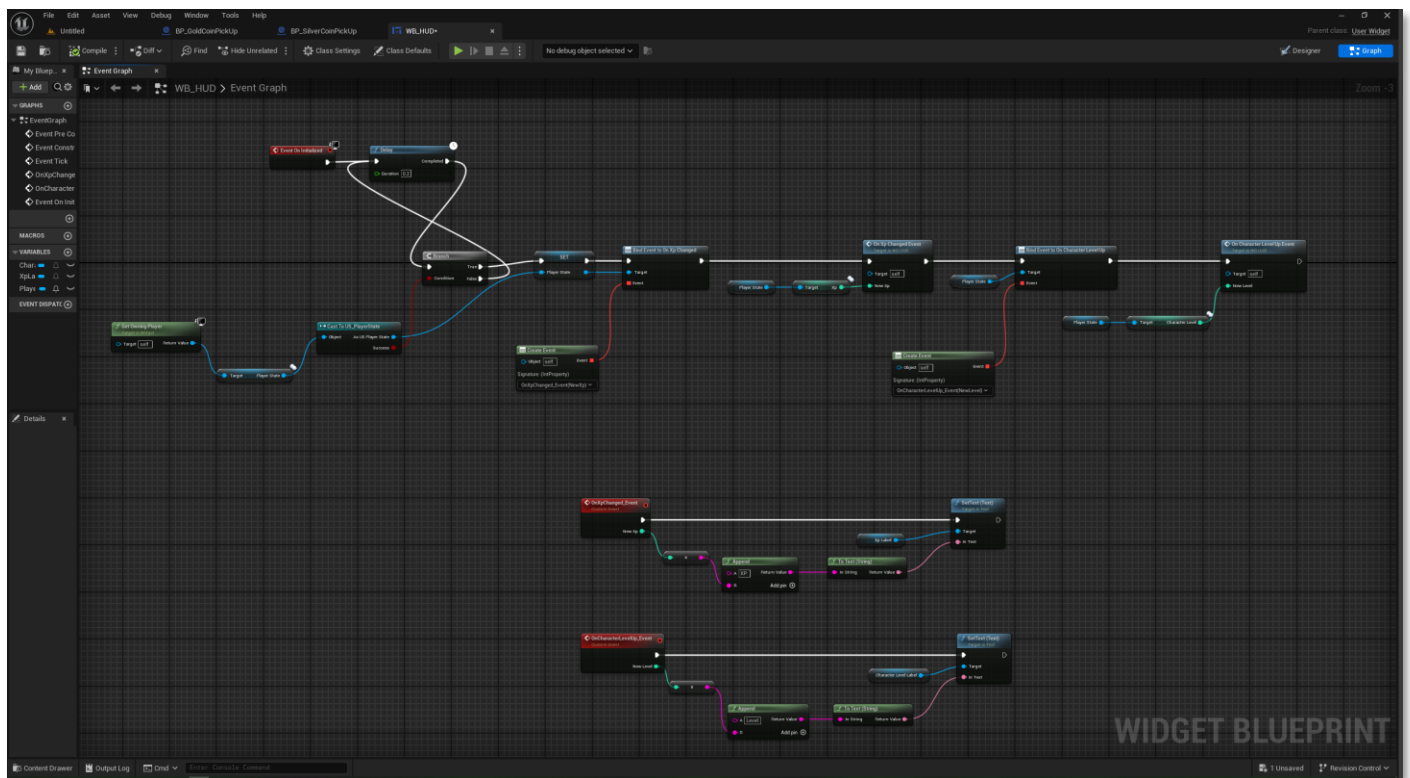


Fig 4.3: Screenshot showing binding of PlayerState Events for OnCharacterLevelUp

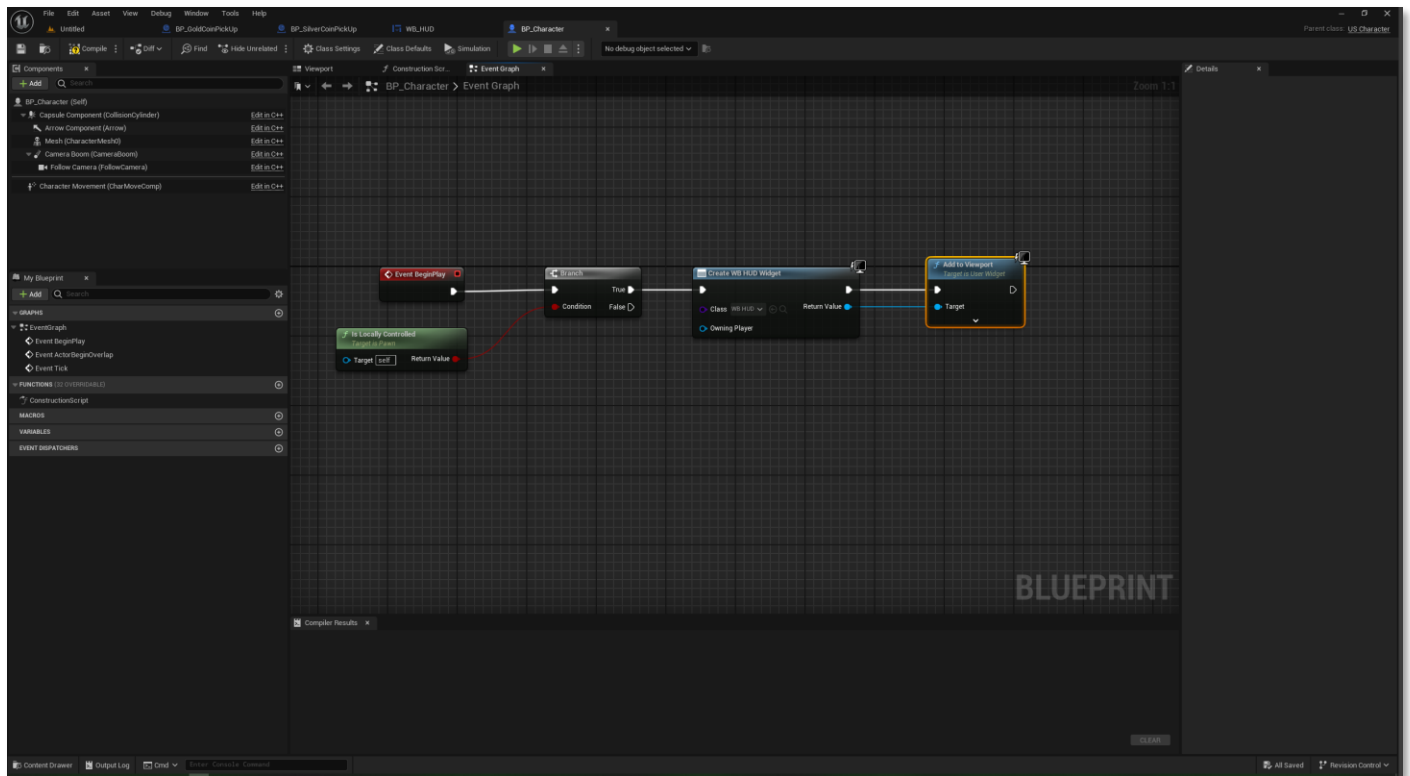


Fig 4.4: Screenshot showing creation of HUD locally on onBeginPlay

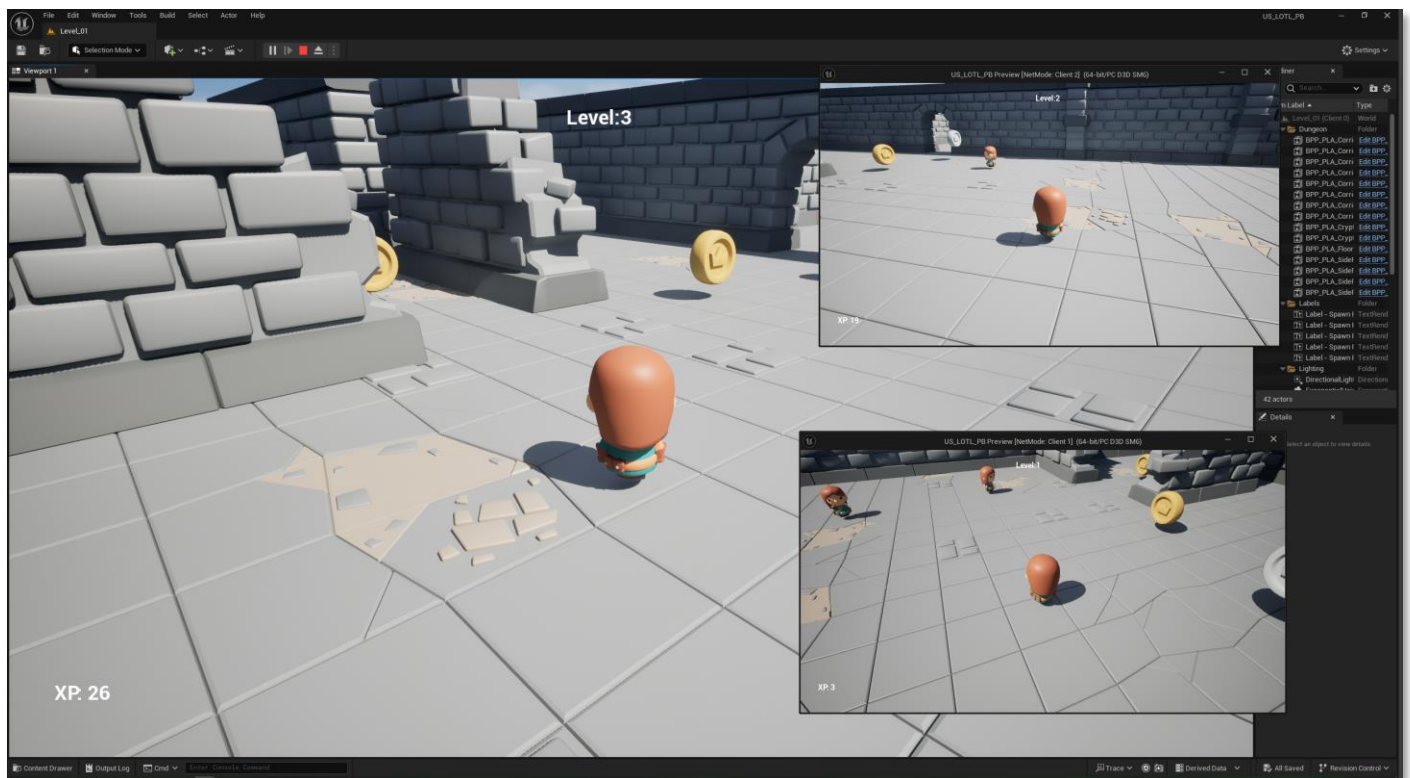


Fig 4.5: Screenshot showing playtesting of the XP, Level, HUD and the pickup system