

Gun Generator System

This System allows you to create a gun by taking pools of gun parts and creating a gun from those parts. It has a Gun generation class that utilizes Tags and Data Assets to create whole guns out of singular gun parts.

No external dependencies needed.

This system takes a list of static meshes from a Data Asset and applies it to an empty static mesh component. You will have to create 4 Data lists from "UTestDataAsset" and Place your own meshes into them for the four gun parts this system accommodates:

- Base (includes grip and mag)
- Barrel
- Stock
- Sight

Once these lists are filled, create a blueprint from the C++ class "GunAttempt" and place the blueprint anywhere in the scene. Apply your data lists in the corresponding mesh pools, and on game start, the guns will be generated.