GAS Animation Notify State and Gameplay Event

This documentation will show how to set up a melee collision on the given weapon. However, this method is only static and not dynamic for future weapons that needs to be equipped.

We create a Blueprint of type *Anim Notify State* and named it *ANS\_MeleeAttack*.

Inside the blueprint, we override to functions called *Received\_NotifyBegin* and  *Received\_NotifyEnd*, this will enable and disable the collision according to the animation frames that is set up.

A screen shot of a computer

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A screenshot of a computer

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Inside the weapon blueprint, we set up the collision begin overlap to detect any enemies being hit and as prevent them to hit themselves. At the end of the execution, we send an *EventTag* that will be sent to any ability that is currently listening for that specific tag.

A screenshot of a computer

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Also be sure that the Actor needed for the *Send Gameplay Event to Actor* must be the player or any actor that holds the Ability System Component.

Inside the Gameplay Ability we then add a *WaitGameplay Event* to listen for any gameplay tags that have to sent.A picture containing indoor, black, table, computer

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