Adding Gameplay Effect and Removing Them (For equipment’s)

Assuming that we have the ability to equip and unequip a certain equipment, for example an Iron Helmet. We can give additional armor / other attribute and remove them on our own will.

Create a GA\_IronHelmet to hold the Gameplay Effect to be applied.A screen shot of a computer

Description automatically generated

Then we creating GE\_IronHelmet which will be our stats changer.

A screenshot of a cell phone

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In the Gameplay Effect section we set the duration policy to Infinite so we can have the gameplay effect active in the Ability System component. Inside the modifier section will add 25 armor but can also add any other attribute bonuses needed.

The one way to track down the Gameplay Effect inside the Ability System Component is to have a tag on it.

A screenshot of a cell phone

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So inside the Tags Section, I’ve create a Tag called Equipment.Helmet. I only have this tag for all Helmets because we will only have one helmet on at a time. So there is no need to have specific tag for each helmet made.

Now we just need a way to apply GA\_IronHelmet. So while we equip our helmet onto our body and put the ability inside our AbilitySystemComponent we can then apply that ability.

A screenshot of a computer

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Now when we unequip the Iron Helmet we have to remove the equipment, the ability, and also the effect. Below, we will remove the ability from the ASC so we don’t have access to the ability anymore. And we will also be removing the Gameplay Effect by finding the Tag placed on the GE\_IronHelmet.

A picture containing monitor, hanging, black, sitting

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