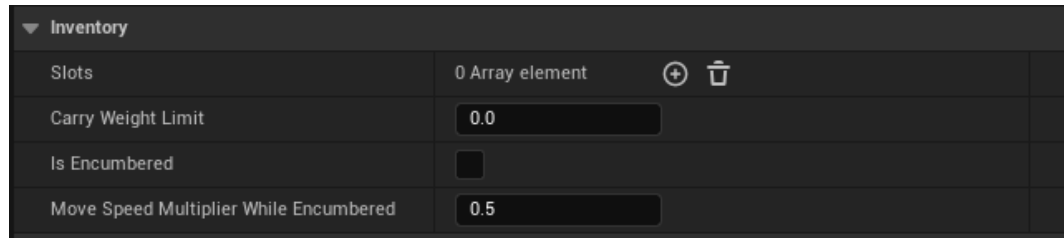


Inventory Plugin User Guide

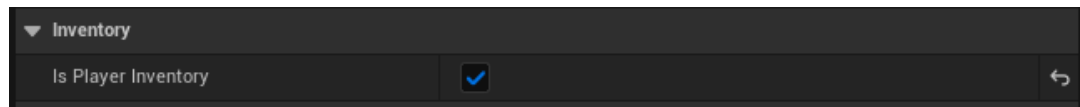
Usage Instructions

For the player

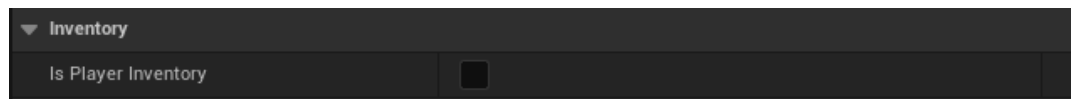
- Add an InventoryComponent to the player. This gives them an inventory.
 - You can change their carry weight limit, or disable it with a value of 0 or less in the carry weight variable inside the editor.
 - You can change how much lower being over-weight makes the players speed, by modifying the Move Speed Multiplier While Encumbered variable inside the editor.
 - You can pre-set players' inventory slots by changing the 'Slots' variable inside the editor.



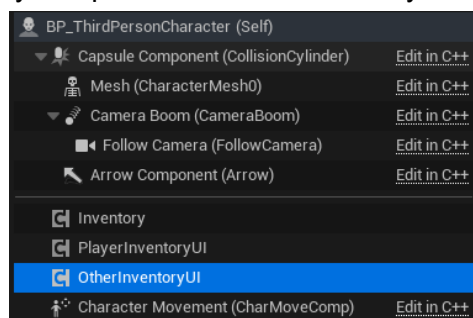
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- Next, if you wish the player to be able to interact with their own inventory via a UI, add a InventoryUIComponent to the player, and tick the 'is player inventory' box in-editor.



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- If you wish to allow them to interact with other inventories along with their own (e.g. chests), add a 2nd InventoryUIComponent to the player, and do not tick the 'is player inventory' box.

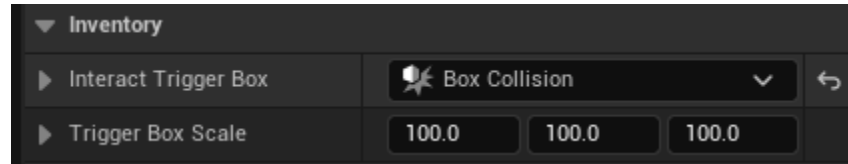


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- With all features enabled, the players components should look like this, with One InventoryComponent and two InventoryUIComponents

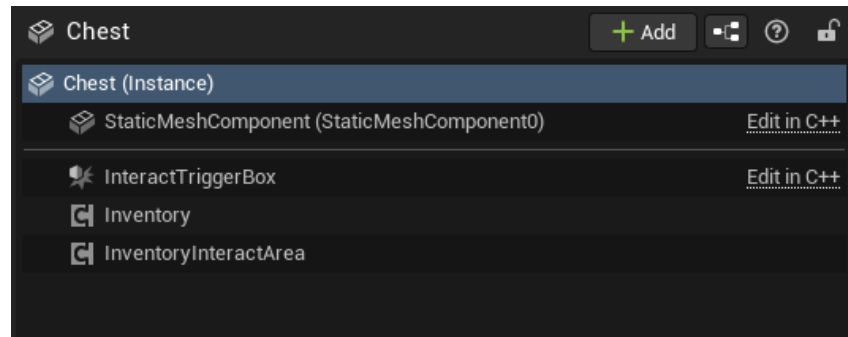


For Non-Players (e.g. chests, NPCs)

- Add the InventoryComponent as with the Player.
 - Note, Carry Weight Limits are only for Characters, not non-character actors (such as chests).
 - Encumberment will also be applied to Non-Player Characters, unless the weight limit is disabled.
- If you wish the player to be able to open the other inventory (e.g. for a chest), Add a InventoryInteractArea component, with the desired size of the interaction box set up in the Trigger Box Scale variable.



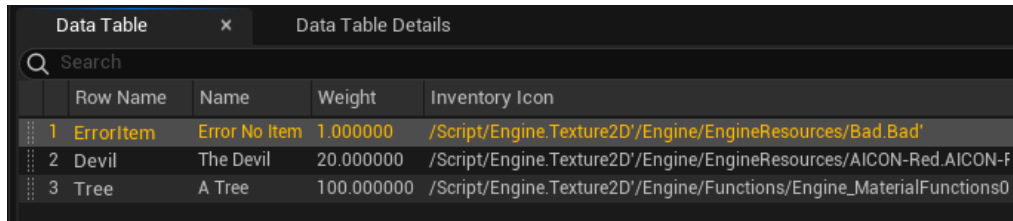
-
- For a Chest, it's components should look like this, with one inventory and one InventoryInteractArea component:



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- You do not need to add the InteractTriggerBox for yourself, as this is added when adding the InventoryInteractArea component.

How to add new items to the game

- Navigate, in the plugins folder, to: InventorySystem/DataTables
- Open the DT_ItemTable, datatable.

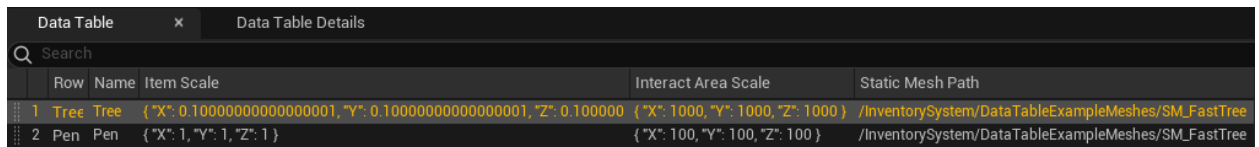


Row Name	Name	Weight	Inventory Icon
1 ErrorItem	Error No Item	1.000000	/Script/Engine.Texture2D'/Engine/EngineResources/Bad Bad'
2 Devil	The Devil	20.000000	/Script/Engine.Texture2D'/Engine/EngineResources/AICON-Red.AICON-F
3 Tree	A Tree	100.000000	/Script/Engine.Texture2D'/Engine/Functions/Engine_MaterialFunctions0

- You will find some example rows, which can be deleted, with the exception of ErrorItem, which is the fallback if no other item can be found. It can be customised (excluding the row name), but **it should not be deleted**.
- To add new items, simply add new rows to this table.

How to give items unique looks when dropped

- Navigate, in the plugins folder, to: InventorySystem/DataTables
- Open the DT_GroundItemTable, datatable.



Row	Name	Item Scale	Interact Area Scale	Static Mesh Path
1 Tree	Tree	{ 'X': 0.10000000000000001, 'Y': 0.10000000000000001, 'Z': 0.100000 }	{ 'X': 1000, 'Y': 1000, 'Z': 1000 }	/InventorySystem/DataTableExampleMeshes/SM_FastTree
2 Pen	Pen	{ 'X': 1, 'Y': 1, 'Z': 1 }	{ 'X': 100, 'Y': 100, 'Z': 100 }	/InventorySystem/DataTableExampleMeshes/SM_FastTree

- You will find some example rows, which can be deleted.
- To add new items, simply add new rows to this table. You can match them to the Items table, by using the same RowName as the item.

How to add the plugin to your project

- Take the packaged plugin folder (called InventorySystem, the folder before the .uplugin file)
- Add this folder to your project's plugin folder, along with everything it contains.
- Close and re-open your project, and open the 'plugin' settings (edit -> plugins)
- Ensure that the box next to the inventory system plugin is ticked:

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