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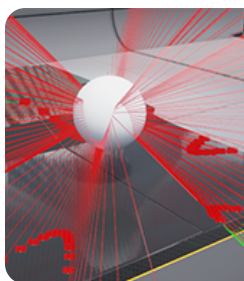
Traces Tutorials

Guides covering Tracing (Raycasting) in Unreal Engine.



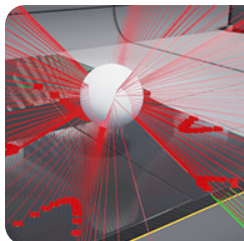
The following tutorials show you how to work with Tracing (Raycasting) in Unreal Engine.

Tutorials



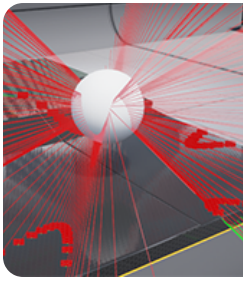
Using a Multi Line Trace (Raycast) by Channel

This how-to guide covers using a Multi Line Trace by Channel Blueprint node to return all Actors it hits that respond on the Visibility channel, and prints their names.



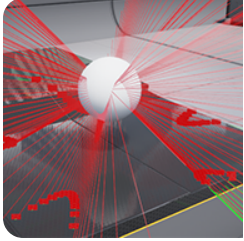
Using a Multi Line Trace (Raycast) by Object

This tutorial covers using a Multi Line Trace by Object Blueprint node to return all World Dynamic Actors it hits, and prints their names.



Using a Single Line Trace (Raycast) by Channel

This how-to guide covers using a Single Line Trace by Channel Blueprint node to return the first Actor it hits that responds on the Visibility channel, and prints its name.



Using a Single Line Trace (Raycast) by Object

This how-to guide covers using a Single Line Trace by Object Blueprint node to return the first World Dynamic Actor it hits, and prints its name.