ETERNAL TEMPLE
User Manual

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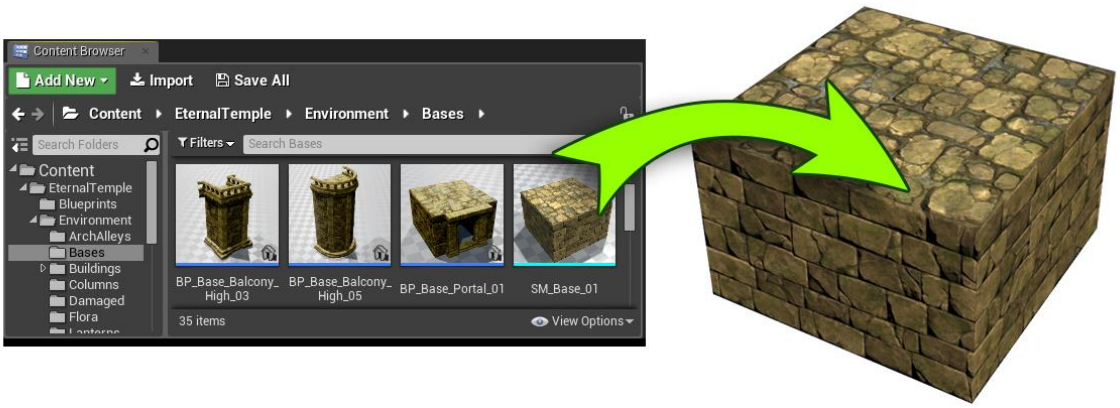
QUICK START

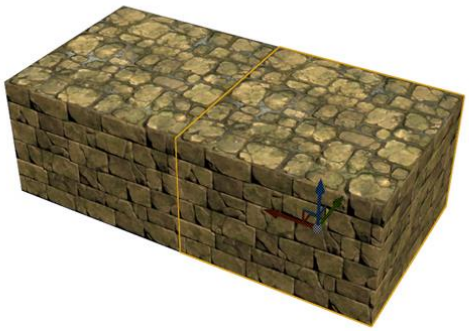
Set your grid snapping to 100  (top right corner). Start building a level with “SM_Base_01” static mesh located in **Environment > Bases.** You can duplicate static meshes and blueprints by holding Alt and moving them around.

Grid snapping is set to 100

1) Drag and drop SM_Base_01 to the scene



2) Hold Alt (Option) and move to duplicate



3) Add staircase and railings

4) Add columns and decors

5) Add trees, bricks, decals, lanterns and other details

BUILDING A LEVEL

A few rules to follow while building a level:

Railings should be placed on the very edge of basic blocks and stairs (**Environment > RailingsAndDecors**).

Put the columns in places where the railings are connected (**Environment > Columns**). You can also put a decoration piece at the bottom between two columns (**Environment > RailingsAndDecors**).

Doorways can be closed with doors (**Environment > Other**). “BP_Door_Animated_01” is a door blueprint that can open and close when the player enters its trigger area.

If “Stays Open” parameter is ON, the door will open once and stay open. “Opening Speed” is a vector parameter that controls how fast the door slides up and down (please change Z value only).

Place columns between broken walls (**Environment > Damaged**).

Use different columns for different heights at your level.

Trees do not just grow from solid stone, so it is a good practice to put some soil or random bricks at the bottom of the trunk **(Environment > Damaged, Environment > SoilAndDecals).**

Decals help to achieve a more natural look to your levels.

BUILDINGS

Building presets can be found inside the '**Maps > Buildings**' map. Each preset is a group of objects. You can copy and paste them from this map to your level.

Quick Start

Start a building construction with one of the "wall modules" from **Environment > Buildings > Walls.**

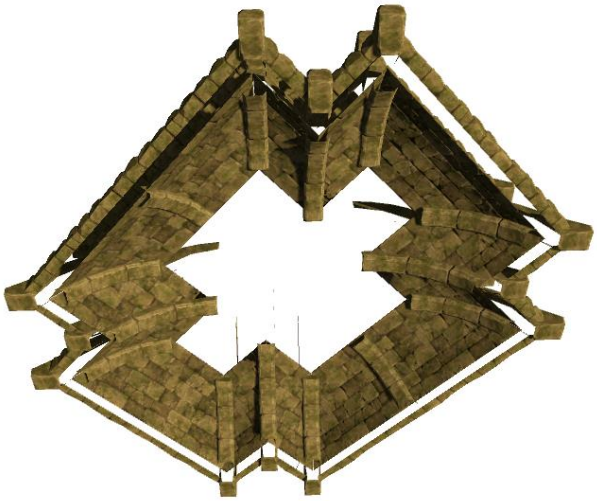
Put some columns form **Environment > Buildings > Parts** into places where two modules are connected. The gaps in the floor can be filled with additional floor parts located in the same folder.

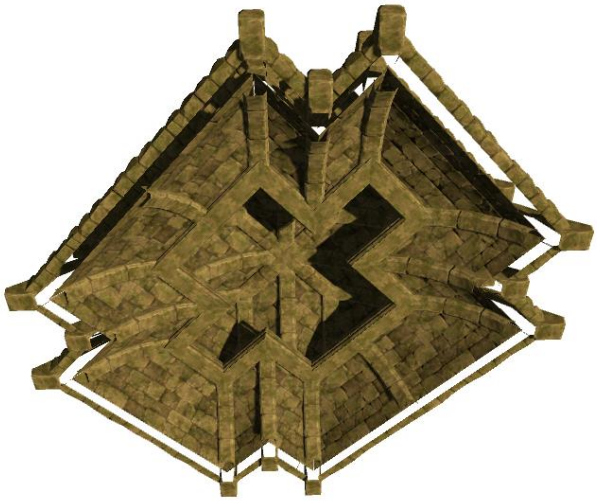
Add two roof levels from **Environment > Buildings > Roofs > 1-2levelRoofs.**

The wall modules have their corresponding roof parts.

Find a 3-rd level roof part that fits your design from **Environment > Buildings > Roofs > 3-levelRoofs.**

Close a gap in the ceiling with one of the ceiling parts from **Environment > Buildings > Ceilings.** You will need to find one that fits your roof.





More details about the system

This is the basic wall segment (the figure to the left).

All the “wall modules” are made with similar segments.

The modules dimensions are reflected in their names.

For example, “Walls_2x1” means the module is 2 segments wide and 1 segment long.

The same applies to the roof modules. For “2x1” wall module you will need to use “2x1” roof part.

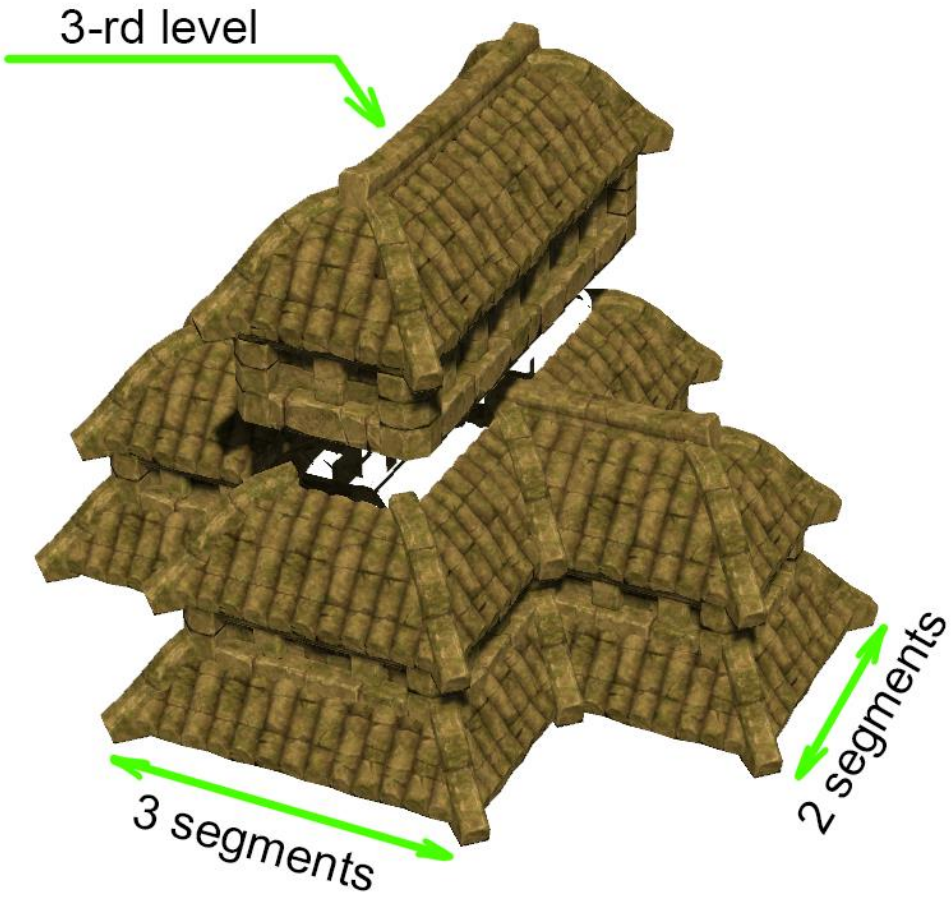
The roof usually consists of 3 levels. When your walls are ready, start placing roof parts from **Environment > Buildings > Roofs > 1-2levelRoofs.** After this is complete, add a 3-rd level from **Environment > Buildings > Roofs > 3-levelRoofs.**

The 3-rd level works in a similar way. Each roof module has its corresponding 3-rd level roof part, with the exception of roofs “2x1” and “2x2”.

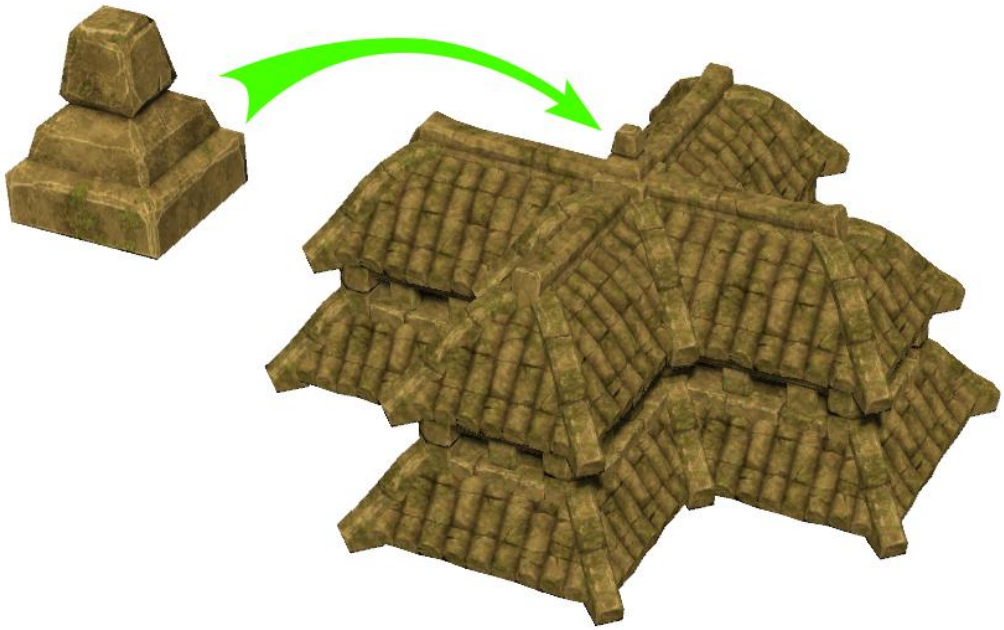
Roof 2x1

Roof 2x2

When roof modules wider than 2 segments are connected to 2x1 and 2x2 modules, you will need to use solid 3-rd level pieces as in the picture below.



When you connect 4 roof modules which are 2 segments wide, you can put **“BP_Roof_Top_Decor_01”** into the intersection **(Environment > Buildings > Roofs > 3-levelRoofs).**

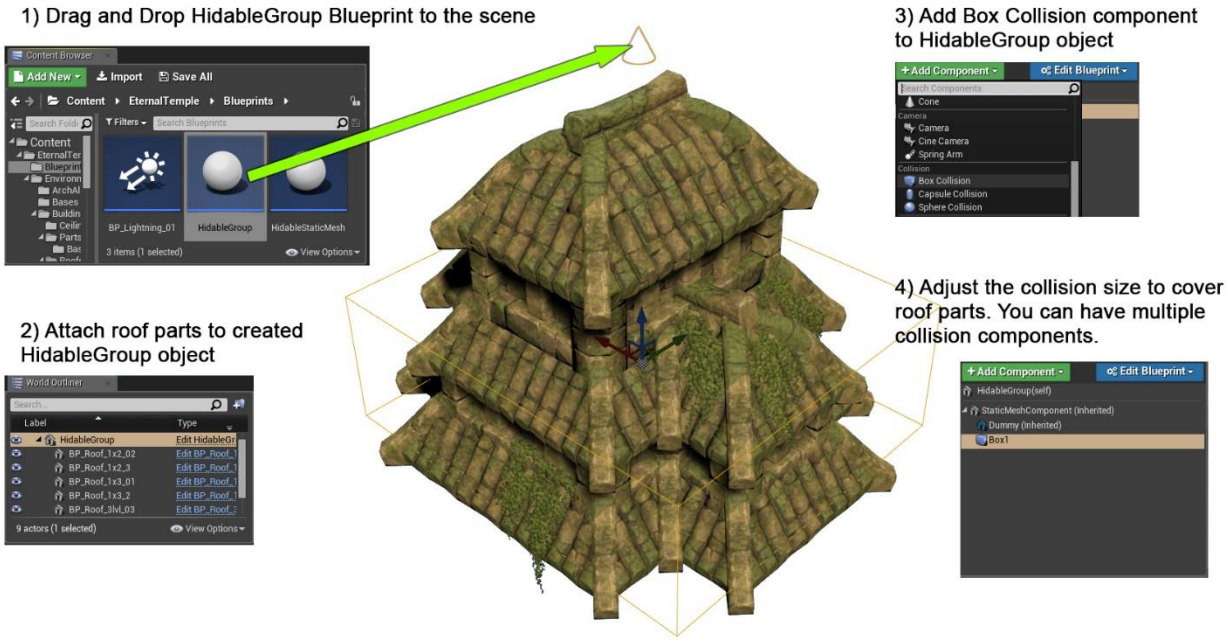


You can build corridors to extend your buildings to any length. Use wall modules from **Environment > Buildings > Walls > Corridors** and roof modules from **Environment > Buildings > Roofs > 1-2levelRoofs.**

How to hide a roof

If you use a top-down view in your project and you want to hide a roof when player enters a building, there are few steps you can follow to achieve this effect.

Locate HidableGroup blueprint in Blueprints folder and add it to the scene. You need to attach all parts of your roof to this object. Add a collision primitive to it as a component and adjust its size to cover the roof parts.



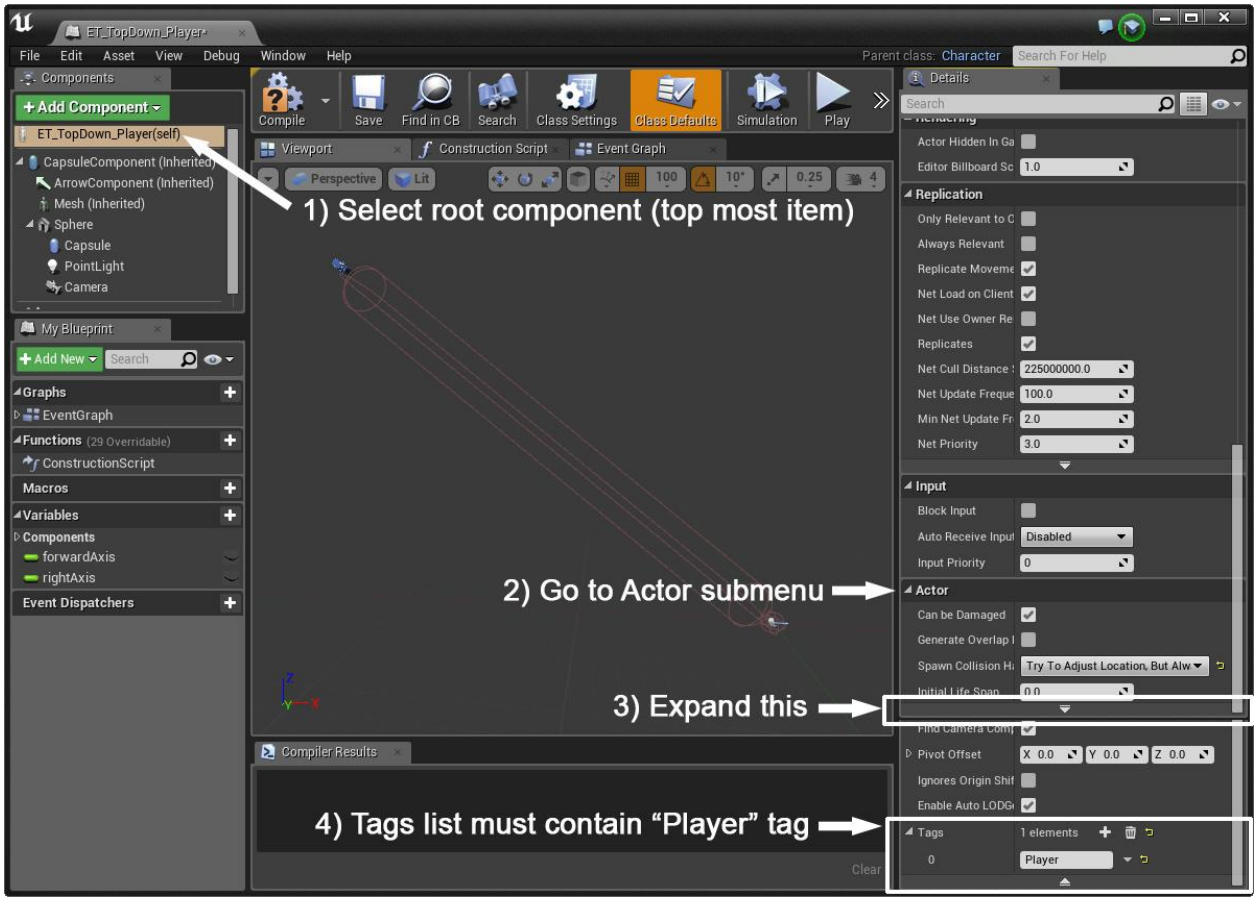
If you have too many objects in your scene, the easiest way to attach roof parts would be to select them, right click on them in World Outliner and chose “Attach to”. From there you can search for your HidableGroup object (renaming it beforehand is a good idea).

The last step is to set up a Character.

In order for this particular system to work, your character must have to things – collision primitive that covers the length from a characters model to its camera; and “Player” tag.

To add a collision to your character, first open it in blueprint editor and go to Viewport tab. Click on Add Component button (top left corner) and select capsule collision. Adjust its size and position as on the picture below.

You also need to give player a tag. See instructions on the picture below.



You can find demo level in **Maps** folder.

Thank you for supporting Mana Station. We sincerely hope that this set will assist you achieve great results!

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