Curve Tables for Scalable Floats

A screenshot of a computer

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Gameplay Effects have the concept of Level; lots of GAS concepts do, a Curve Table gives us the option to scale magnitude by some value based on level

Curve Tables are in UE under Miscellaneous

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Curve tables are basically like excel spreadsheets

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In spreadsheet view clicking the triangle will add a column

This is level and value, so for example at Level 1, potions heal by 5, at 2 by 7.5 etc

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Now we have datapoints, the graph view curve will display:

A graph on a computer screen

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Curve table now accessible in Gameplay Effect!

Curve tables can have multiple curves, so we need to pick which one is used

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NB the value hard-coded is the one that is scaled by the curve, so 25\*5 is 125 etc

For literal values set the scalable float to 1

So picking up this potion at level 1 heals 5.

But what if we want the potion itself to have a level?

Let’s add that variable in the code

A screen shot of a computer

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Actor level should be used when applying an effect:

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We’re applying the gameplayeffect spec and when calling outgoing spec we passed in a level! 1.f

Now we’re passing in an actor level, and it’s a Blueprint accessible variable, we can change the level in design

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Since the curve table can have multiple curves we can run all the potions on the one table