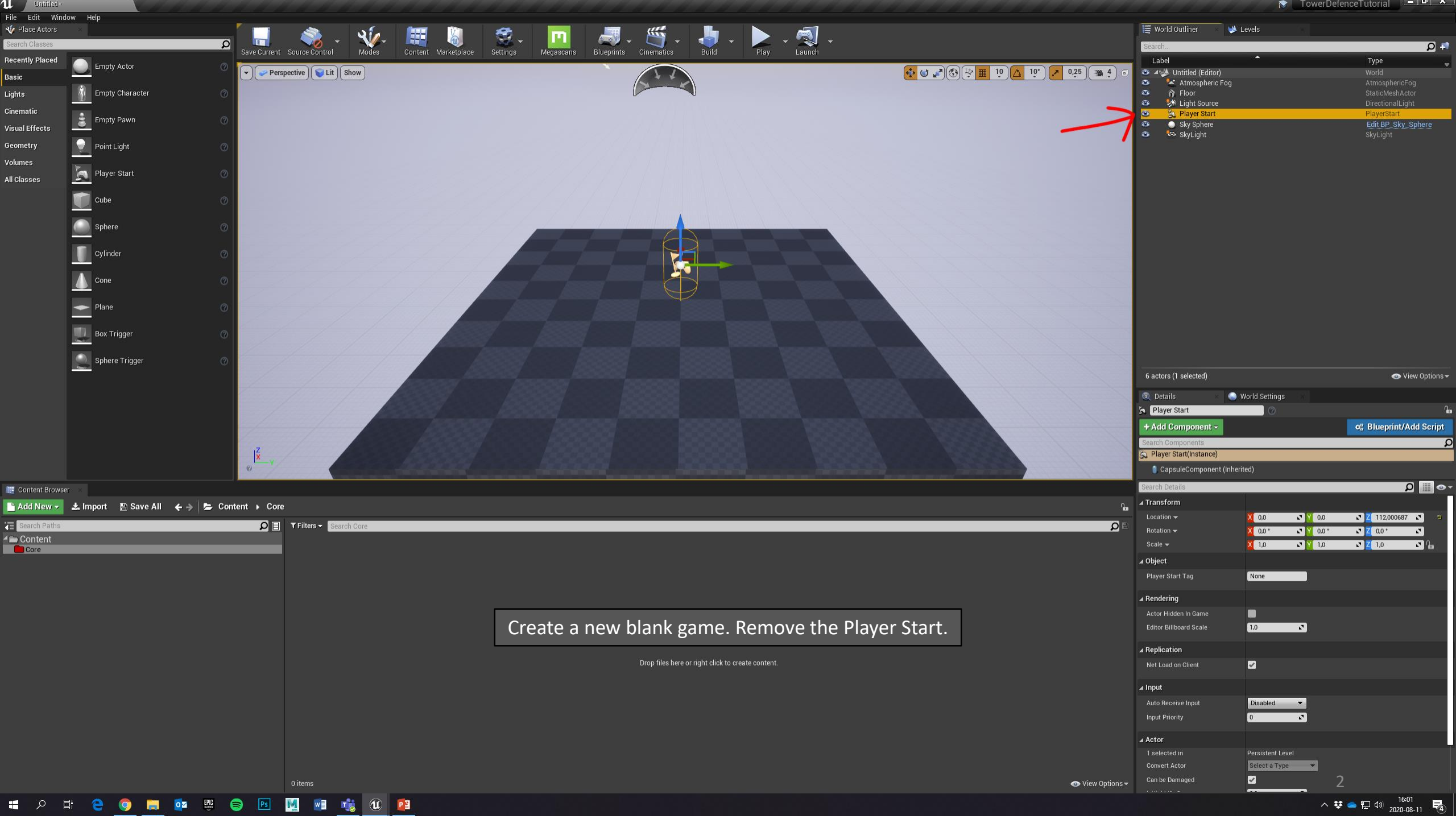


Tower Defence

Camera & Setup

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File Edit Window Help

Place Actors

Search Classes

Recently Placed

- Basic
 - Empty Actor
- Lights
 - Empty Character
- Cinematic
 - Empty Pawn
- Visual Effects
 - Point Light
- Geometry
 - Player Start
- Volumes
 - Cube
 - Sphere
 - Cylinder
 - Cone
 - Plane
- All Classes
 - Box Trigger
 - Sphere Trigger

Save Current Source Control Modes Content Marketplace Settings Megascans Blueprints Cinematics Build Play Launch

Perspective Lit Show

0.25 4

6 actors (1 selected) View Options

Details World Settings

Player Start

+ Add Component Blueprint/Add Script

Search Components

Player Start(Instance)

CapsuleComponent (Inherited)

Search Details

Transform

Location	X 0.0	Y 0.0	Z 112.000687
Rotation	X 0.0°	Y 0.0°	Z 0.0°
Scale	X 1.0	Y 1.0	Z 1.0

Object

Player Start Tag: None

Rendering

Actor Hidden In Game:

Editor Billboard Scale: 1.0

Replication

Net Load on Client:

Input

Auto Receive Input: Disabled

Input Priority: 0

Actor

1 selected in

Convert Actor: Persistent Level

Can be Damaged: Select a Type

Can be Damaged:

Content Browser

Add New Import Save All Content Core

Search Paths

Content

Core

Filters Search Core

0 items

Create a new blank game. Remove the Player Start.

Drop files here or right click to create content.

View Options

World Outliner Levels

Search

Label	Type
Untitled (Editor)	World
Atmospheric Fog	AtmosphericFog
Floor	StaticMeshActor
Light Source	DirectionalLight
Player Start	PlayerStart
Sky Sphere	Edit_BP_Sky_Sphere
SkyLight	SkyLight

6 actors (1 selected) View Options

Details World Settings

Player Start

+ Add Component Blueprint/Add Script

Search Components

Player Start(Instance)

CapsuleComponent (Inherited)

Search Details

Transform

Location	X 0.0	Y 0.0	Z 112.000687
Rotation	X 0.0°	Y 0.0°	Z 0.0°
Scale	X 1.0	Y 1.0	Z 1.0

Object

Player Start Tag: None

Rendering

Actor Hidden In Game:

Editor Billboard Scale: 1.0

Replication

Net Load on Client:

Input

Auto Receive Input: Disabled

Input Priority: 0

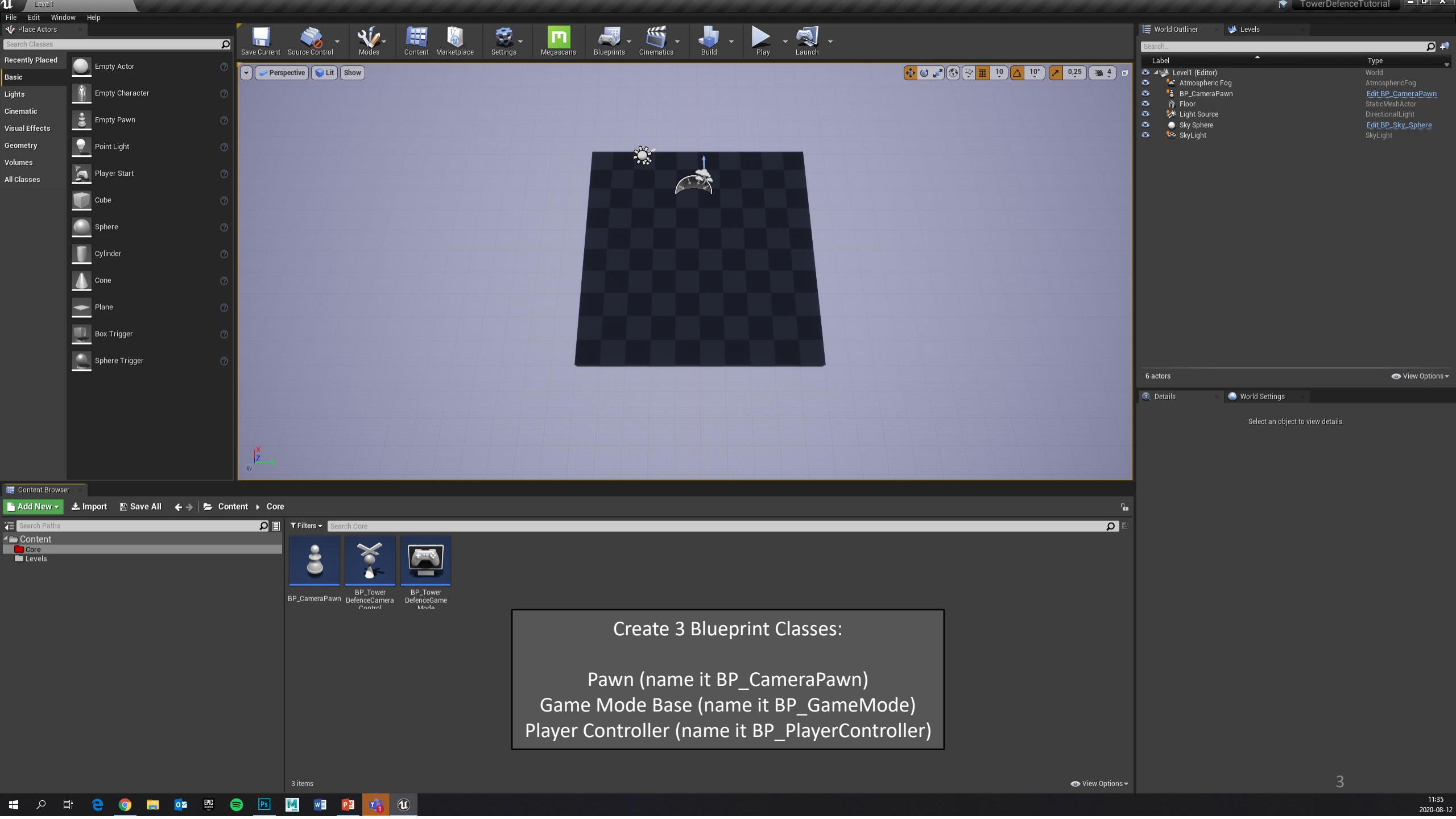
Actor

1 selected in

Convert Actor: Persistent Level

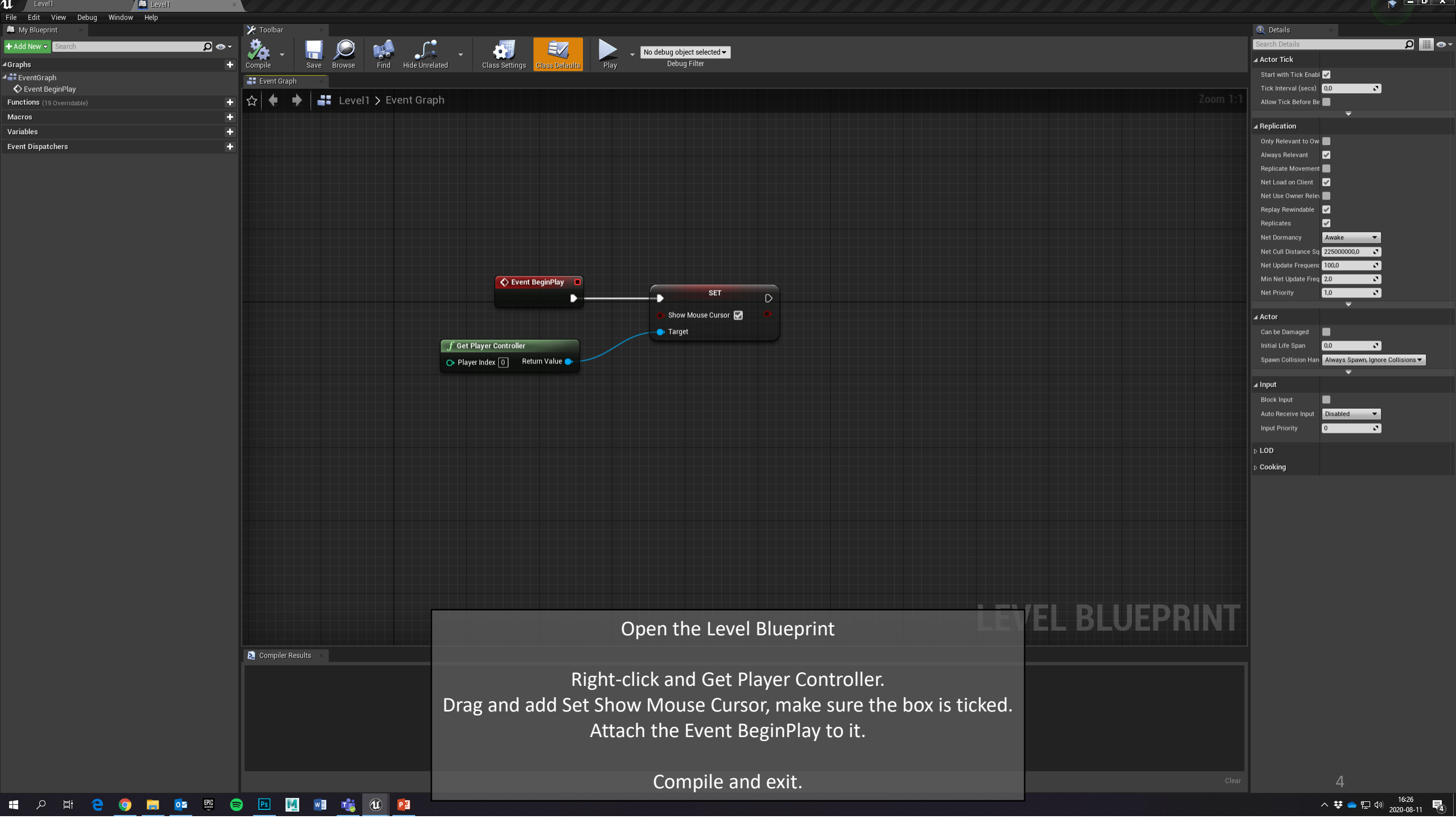
Can be Damaged: Select a Type

Can be Damaged:



Create 3 Blueprint Classes:

- Pawn (name it BP_CameraPawn)
- Game Mode Base (name it BP_GameMode)
- Player Controller (name it BP_PlayerController)



Level1

File Edit View Debug Window Help

My Blueprint

+ Add New

Search

Graphs

- EventGraph
- Event BeginPlay
- Functions (19 Overridable)
- Macros
- Variables
- Event Dispatchers

Toolbar

Compile Save Browse Find Hide Unrelated Class Settings Class Defaults Play No debug object selected Debug Filter

Event Graph

Level1 > Event Graph

Zoom 1:1

Event BeginPlay

SET

- Show Mouse Cursor
- Target

Get Player Controller

Player Index 0 Return Value

Details

Search Details

Actor Tick

- Start with Tick Enabled
- Tick Interval (secs) 0.0
- Allow Tick Before Be

Replication

- Only Relevant to Ow
- Always Relevant
- Replicate Movement
- Net Load on Client
- Net Use Owner Relev
- Replay Rewindable
- Replicates
- Net Dormancy Awake
- Net Cull Distance Sq 225000000.0
- Net Update Freq 100.0
- Min Net Update Freq 2.0
- Net Priority 1.0

Actor

- Can be Damaged
- Initial Life Span 0.0
- Spawn Collision Han Always Spawn, Ignore Collisions

Input

- Block Input
- Auto Receive Input Disabled
- Input Priority 0

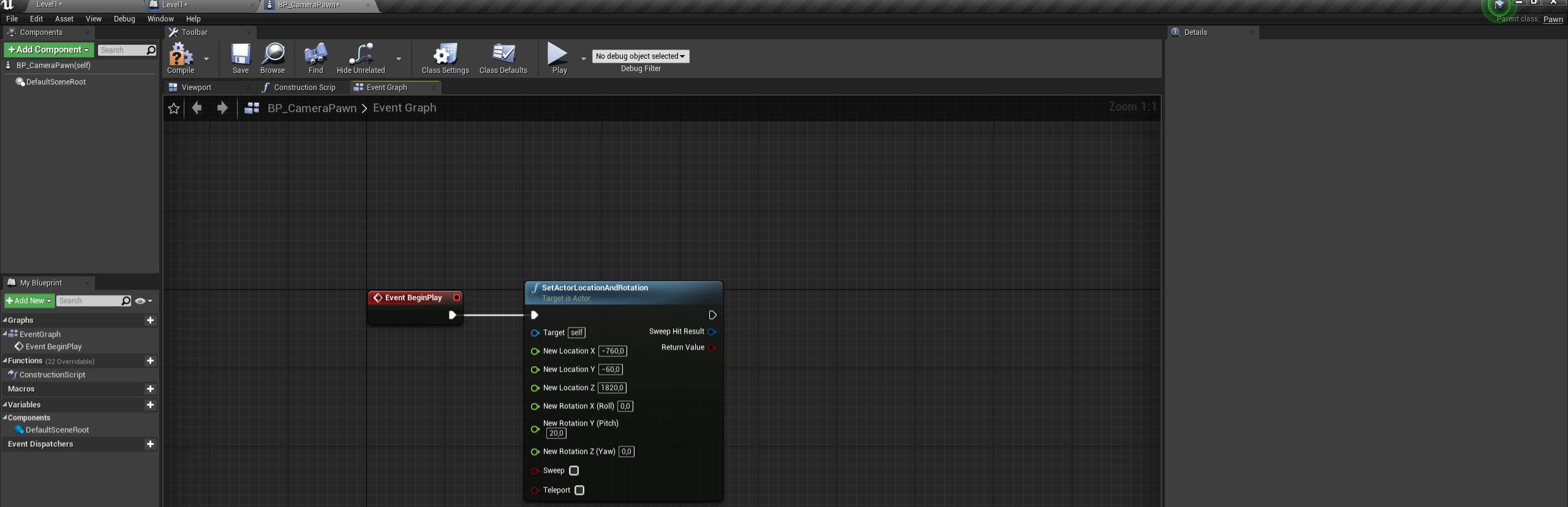
LOD

Cooking

Open the Level Blueprint

Right-click and Get Player Controller.
Drag and add Set Show Mouse Cursor, make sure the box is ticked.
Attach the Event BeginPlay to it.

Compile and exit.



Open BP_CameraPawn.

From Event BeginPlay, add a SetActorLocationAndRotation and enter the values you want for your camera to view the playfiled.

Suggestion:

X: -760

Y: -60

Z: 1820

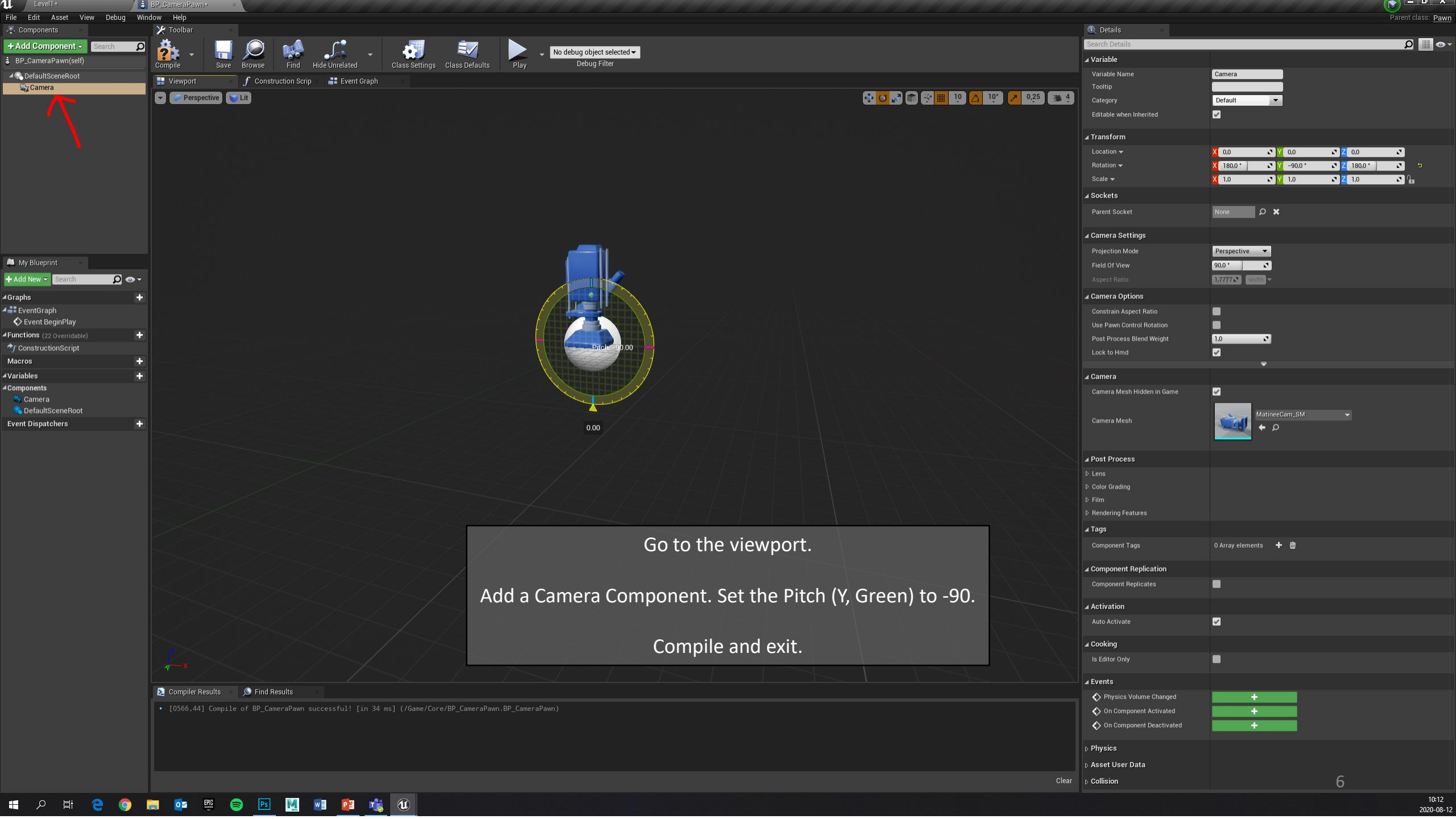
Roll: 0

Pitch: 20

Yaw: 0

Compiler Results Find Results
[1857,52] Compile of BP_CameraPawn successful! [in 36 ms] (C:/Game/Core/BP_CameraPawn.BP_CameraPawn)

BLUEPRINT



Go to the viewport.
Add a Camera Component. Set the Pitch (Y, Green) to -90.
Compile and exit.

```
Compiler Results | Find Results  
• [0566,44] Compile of BP_CameraPawn successful! [in 34 ms] (/Game/Core/BP_CameraPawn.BP_CameraPawn)
```

Details

Search Details

Variable

Variable Name	Camera
Tooltip	
Category	Default
Editable when Inherited	<input checked="" type="checkbox"/>

Transform

Location	X: 0.0	Y: 0.0	Z: 0.0
Rotation	X: 180.0°	Y: -90.0°	Z: 180.0°
Scale	X: 1.0	Y: 1.0	Z: 1.0

Sockets

Parent Socket	None
---------------	------

Camera Settings

Projection Mode	Perspective
Field Of View	90.0°
Aspect Ratio	1.7777 (WIDE)

Camera Options

Constrain Aspect Ratio	<input type="checkbox"/>
Use Pawn Control Rotation	<input type="checkbox"/>
Post Process Blend Weight	1.0
Lock to Hmd	<input checked="" type="checkbox"/>

Camera

Camera Mesh Hidden in Game	<input checked="" type="checkbox"/>
Camera Mesh	MatineeCam_SM

Post Process

- Lens
- Color Grading
- Film
- Rendering Features

Tags

Component Tags	0 Array elements
----------------	------------------

Component Replication

Component Replicates	<input type="checkbox"/>
----------------------	--------------------------

Activation

Auto Activate	<input checked="" type="checkbox"/>
---------------	-------------------------------------

Cooking

Is Editor Only	<input type="checkbox"/>
----------------	--------------------------

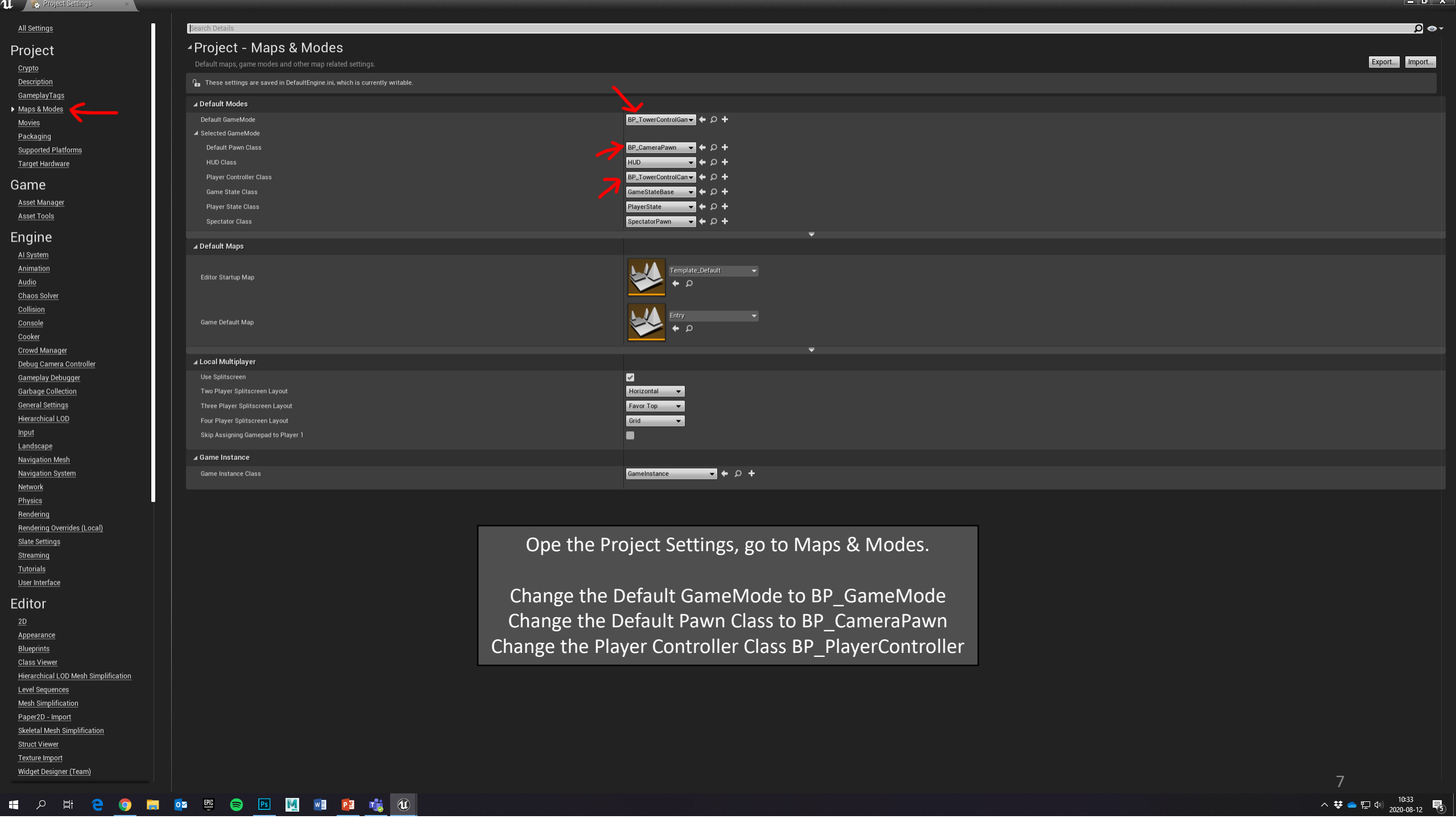
Events

- Physics Volume Changed
- On Component Activated
- On Component Deactivated

Physics

- Asset User Data
- Collision

6



Search Details

Project - Maps & Modes

Default maps, game modes and other map related settings.

Export... Import...

These settings are saved in DefaultEngine.ini, which is currently writable.

Default Modes

- Default GameMode: BP_TowerControlGame
- Selected GameMode
 - Default Pawn Class: BP_CameraPawn
 - HUD Class: HUD
 - Player Controller Class: BP_TowerControlGame
 - Game State Class: GameStateBase
 - Player State Class: PlayerState
 - Spectator Class: SpectatorPawn

Default Maps

- Editor Startup Map: Template_Default
- Game Default Map: Entry

Local Multiplayer

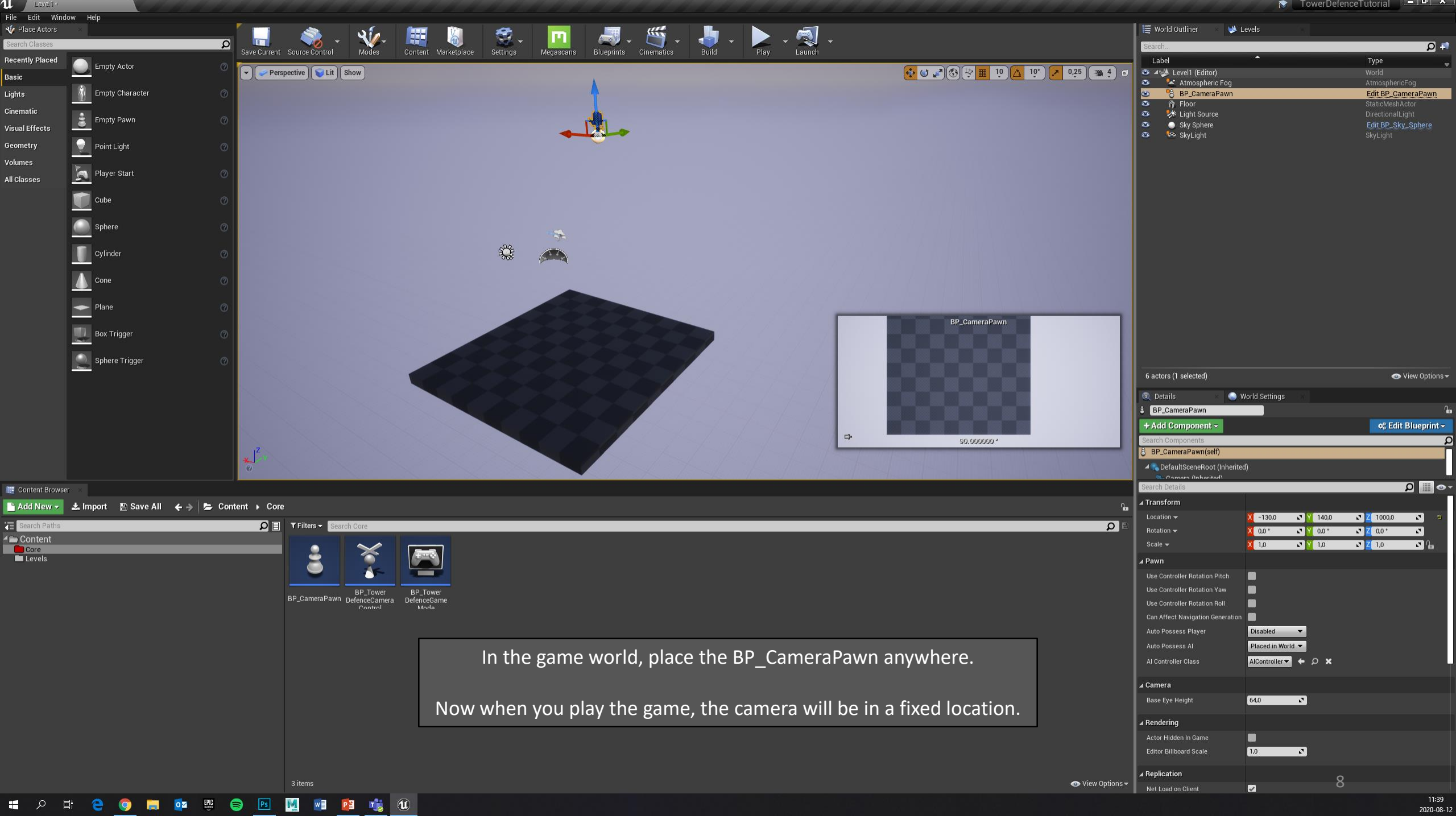
- Use Splitscreen:
- Two Player Splitscreen Layout: Horizontal
- Three Player Splitscreen Layout: Favor Top
- Four Player Splitscreen Layout: Grid
- Skip Assigning Gamepad to Player 1:

Game Instance

- Game Instance Class: GameInstance

Ope the Project Settings, go to Maps & Modes.
Change the Default GameMode to BP_GameMode
Change the Default Pawn Class to BP_CameraPawn
Change the Player Controller Class BP_PlayerController

- All Settings
- Project
 - Crypto
 - Description
 - GameplayTags
 - Maps & Modes
 - Movies
 - Packaging
 - Supported Platforms
 - Target Hardware
- Game
 - Asset Manager
 - Asset Tools
- Engine
 - AI System
 - Animation
 - Audio
 - Chaos Solver
 - Collision
 - Console
 - Cooker
 - Crowd Manager
 - Debug Camera Controller
 - Gameplay Debugger
 - Garbage Collection
 - General Settings
 - Hierarchical LOD
 - Input
 - Landscape
 - Navigation Mesh
 - Navigation System
 - Network
 - Physics
 - Rendering
 - Rendering Overrides (Local)
 - Slate Settings
 - Streaming
 - Tutorials
 - User Interface
- Editor
 - 2D
 - Appearance
 - Blueprints
 - Class Viewer
 - Hierarchical LOD Mesh Simplification
 - Level Sequences
 - Mesh Simplification
 - Paper2D - Import
 - Skeletal Mesh Simplification
 - Struct Viewer
 - Texture Import
 - Widget Designer (Team)



In the game world, place the BP_CameraPawn anywhere.
Now when you play the game, the camera will be in a fixed location.



If you want to add controls to the camera this can be done in the BP_CameraPawn.

Example:

From the Event Tick, add a Sequence with 6 pins. From the first one, add a Branch.

Add a Get Player Controller. From that, drag and add a Is Input Key Down. Choose the D Key. Add it to the Condition in the Branch.

From the Branch, add a SetActorLocation. Split the Struct Pin.

Add a GetActorLocation. Split the Struct Pin.

Connect X and Z from the GetActorLocation to the SetActorLocation.

Add a Float + Float node, connect the Y Value of the GetActorLocation to the top, and set the bottom to 20. Connect to the Y of the SetActorLocation.

Now when you hold the D key, the camera will move to the right. This code can be repeated for each key to add a WASD movement to the camera.

Copy the nodes, add it to the second Sequence output and replace the Float +Float node to a Float – Float node.

Now you can move the camera back and forth. This can be repeated for any key, and for how you want to move the camera.