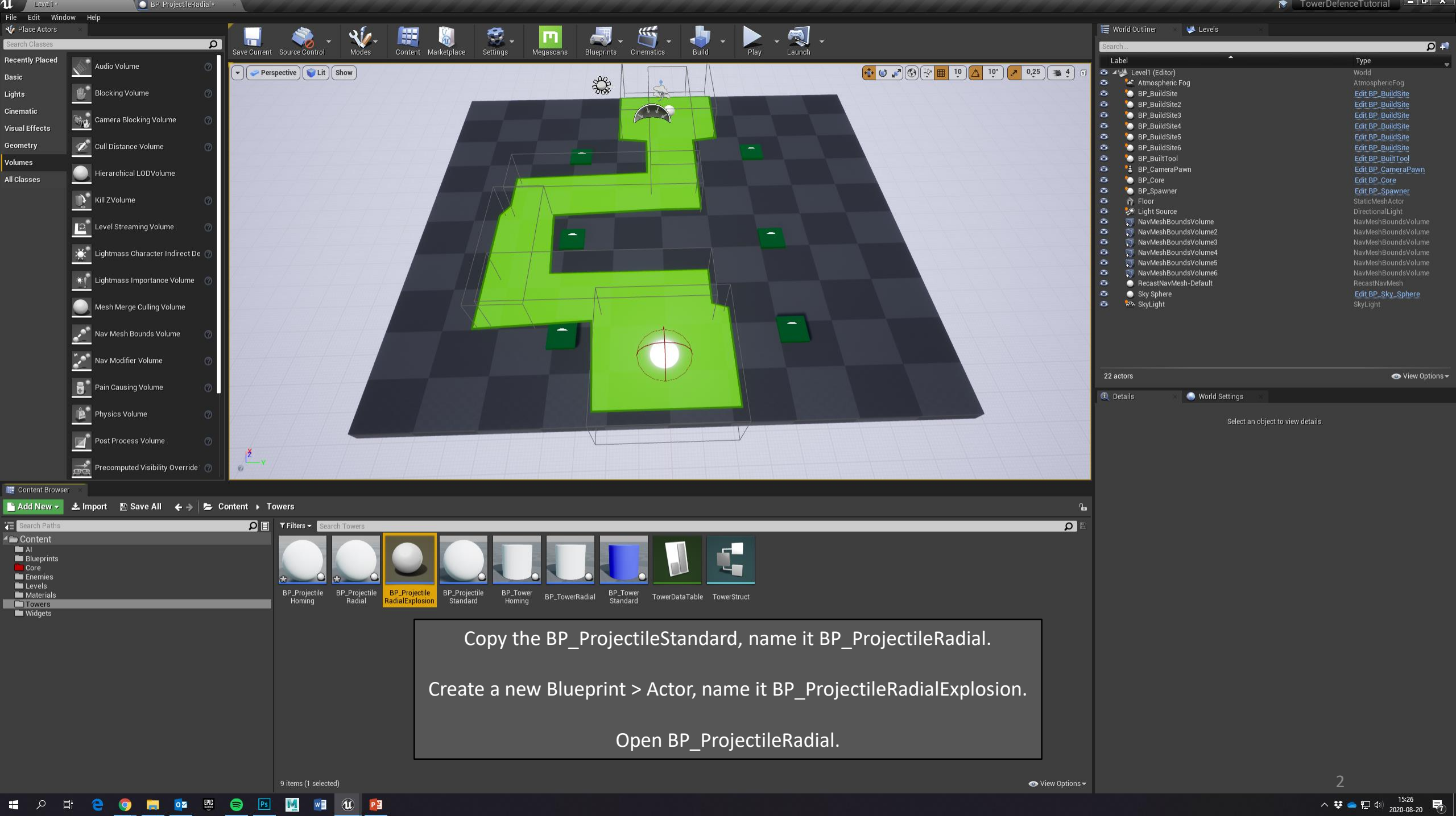


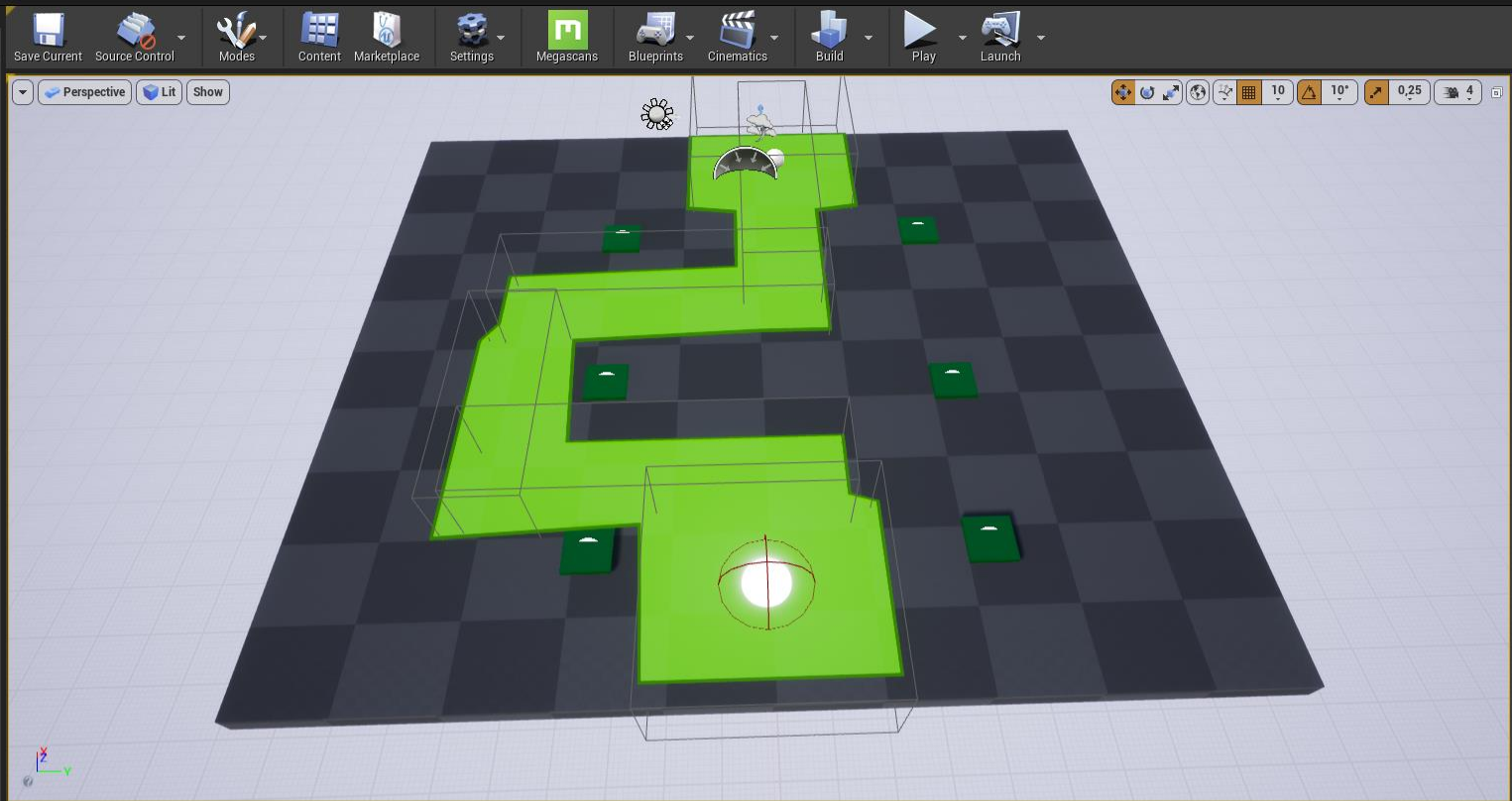
Tower Defence

Radial Projectile

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- Recently Placed
 - Basic
 - Lights
 - Cinematic
 - Visual Effects
 - Geometry
 - Volumes
 - All Classes
- Audio Volume
 - Blocking Volume
 - Camera Blocking Volume
 - Cull Distance Volume
 - Hierarchical LODVolume
 - Kill ZVolume
 - Level Streaming Volume
 - Lightmass Character Indirect De
 - Lightmass Importance Volume
 - Mesh Merge Culling Volume
 - Nav Mesh Bounds Volume
 - Nav Modifier Volume
 - Pain Causing Volume
 - Physics Volume
 - Post Process Volume
 - Precomputed Visibility Override



World Outliner

Levels

Search

Label	Type
Level1 (Editor)	World
Atmospheric Fog	AtmosphericFog
BP_BuildSite	Edit_BP_BuildSite
BP_BuildSite2	Edit_BP_BuildSite
BP_BuildSite3	Edit_BP_BuildSite
BP_BuildSite4	Edit_BP_BuildSite
BP_BuildSite5	Edit_BP_BuildSite
BP_BuildSite6	Edit_BP_BuildSite
BP_BuiltTool	Edit_BP_BuiltTool
BP_CameraPawn	Edit_BP_CameraPawn
BP_Core	Edit_BP_Core
BP_Spawner	Edit_BP_Spawner
Floor	StaticMeshActor
Light Source	DirectionalLight
NavMeshBoundsVolume	NavMeshBoundsVolume
NavMeshBoundsVolume2	NavMeshBoundsVolume
NavMeshBoundsVolume3	NavMeshBoundsVolume
NavMeshBoundsVolume4	NavMeshBoundsVolume
NavMeshBoundsVolume5	NavMeshBoundsVolume
NavMeshBoundsVolume6	NavMeshBoundsVolume
RecastNavMesh-Default	RecastNavMesh
Sky Sphere	Edit_BP_Sky_Sphere
SkyLight	SkyLight

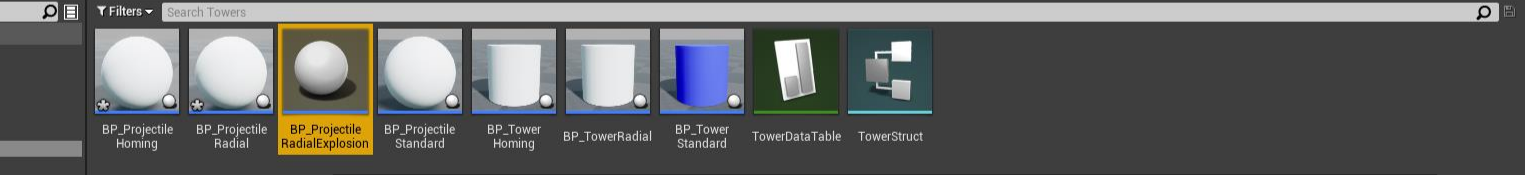
22 actors

Details

World Settings

Select an object to view details.

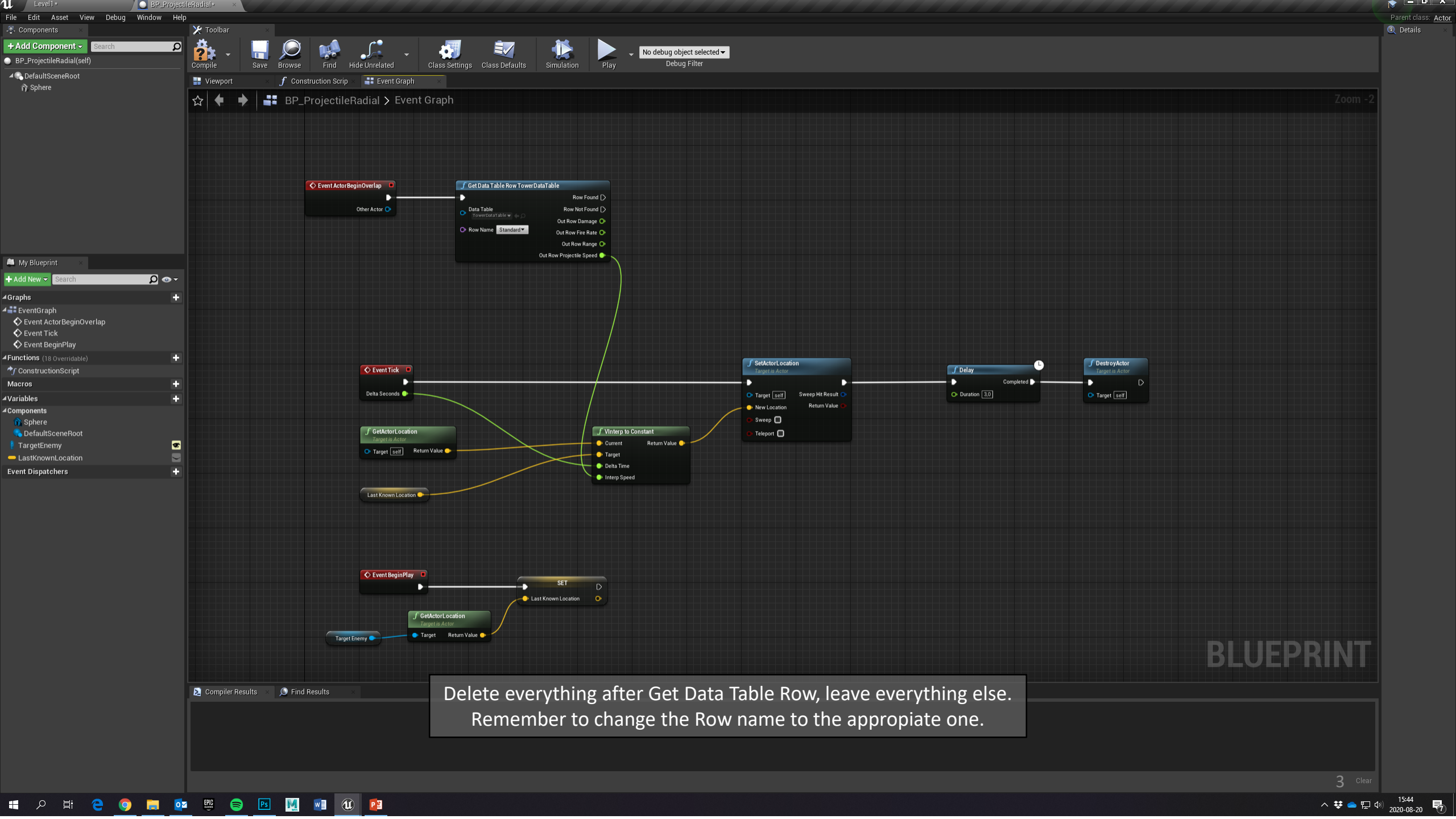
- Content
- AI
- Blueprints
- Core
- Enemies
- Levels
- Materials
- Towers
- Widgets



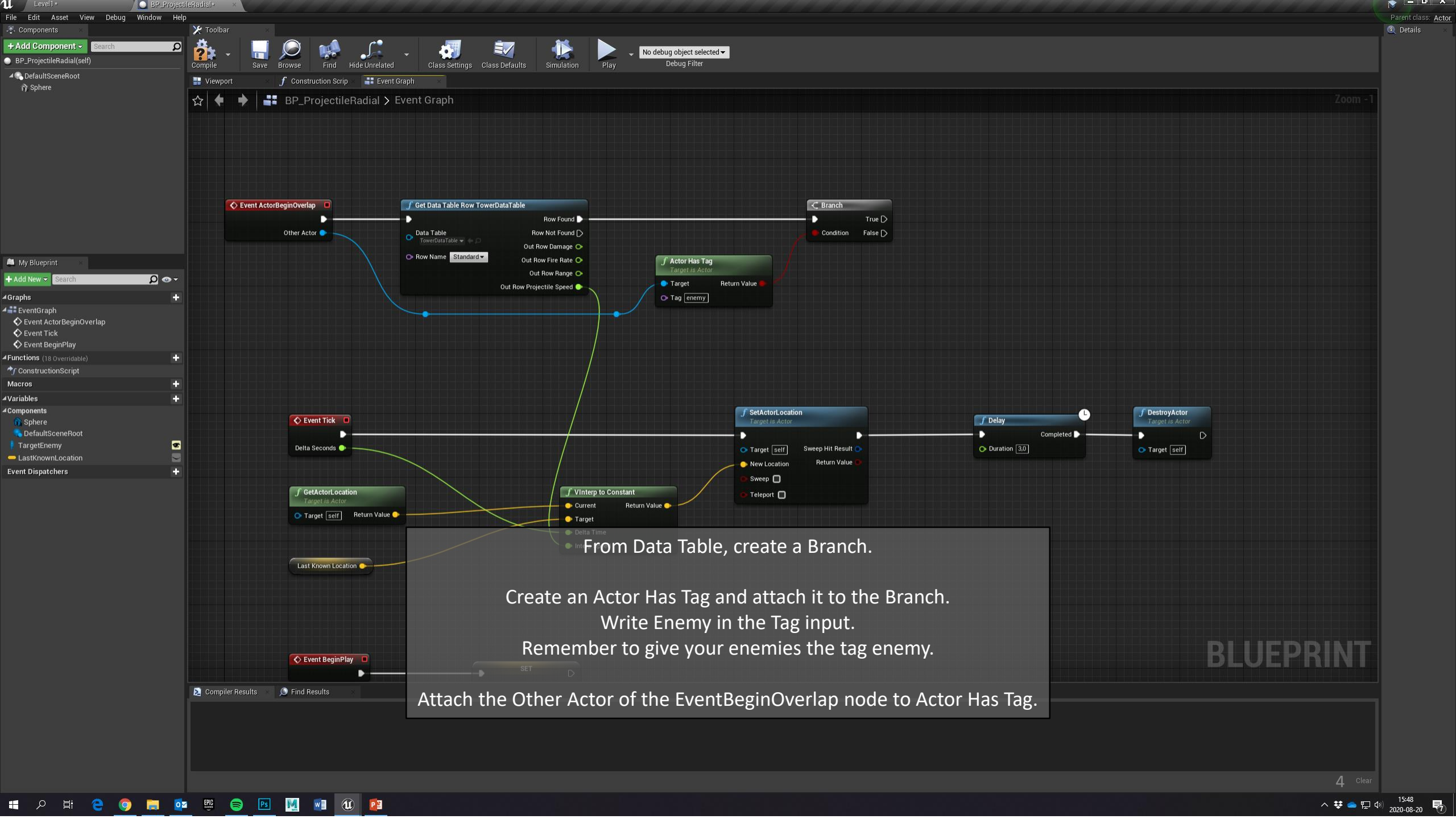
Copy the BP_ProjectileStandard, name it BP_ProjectileRadial.

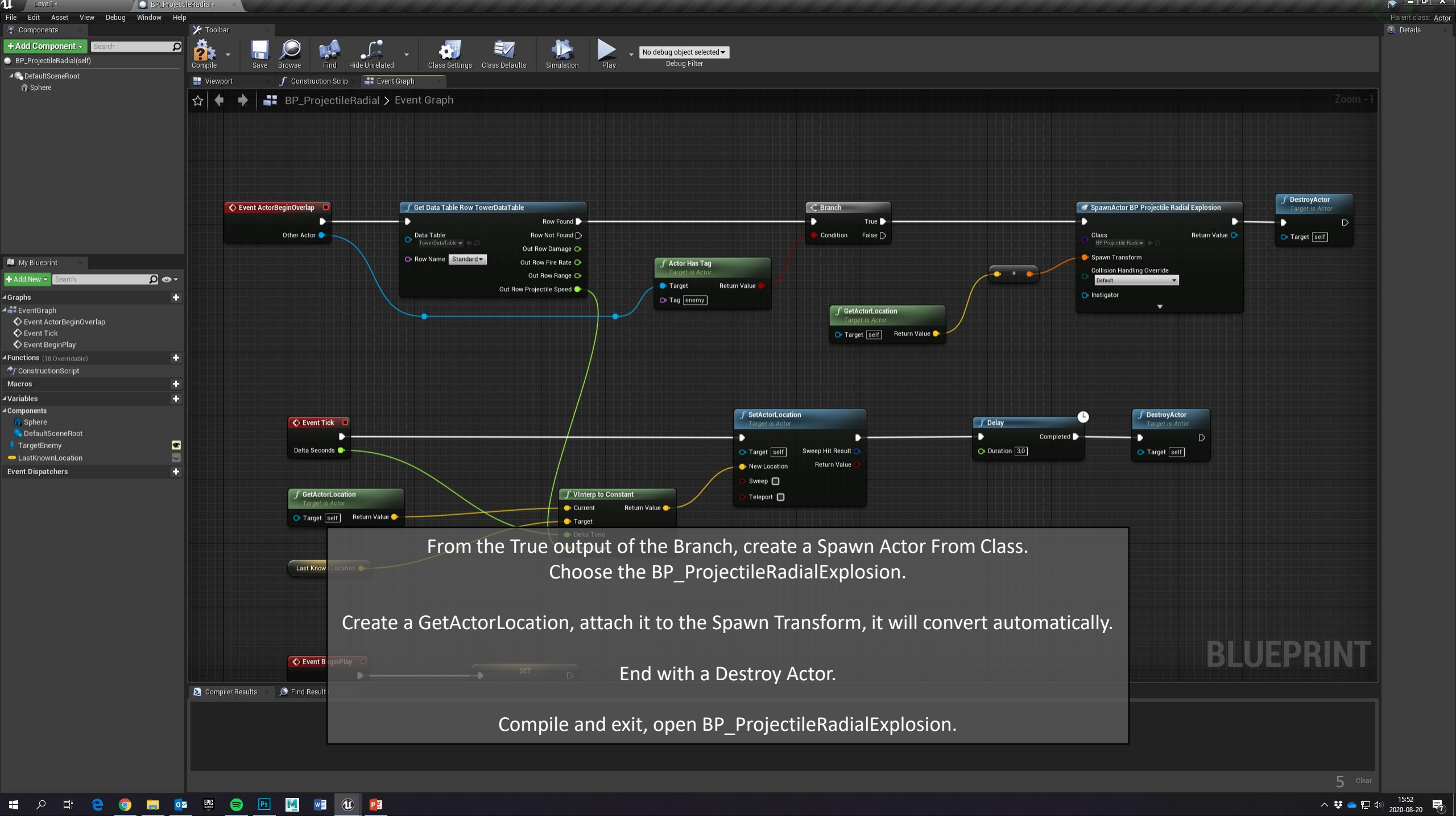
Create a new Blueprint > Actor, name it BP_ProjectileRadialExplosion.

Open BP_ProjectileRadial.



Delete everything after Get Data Table Row, leave everything else.
Remember to change the Row name to the appropriate one.





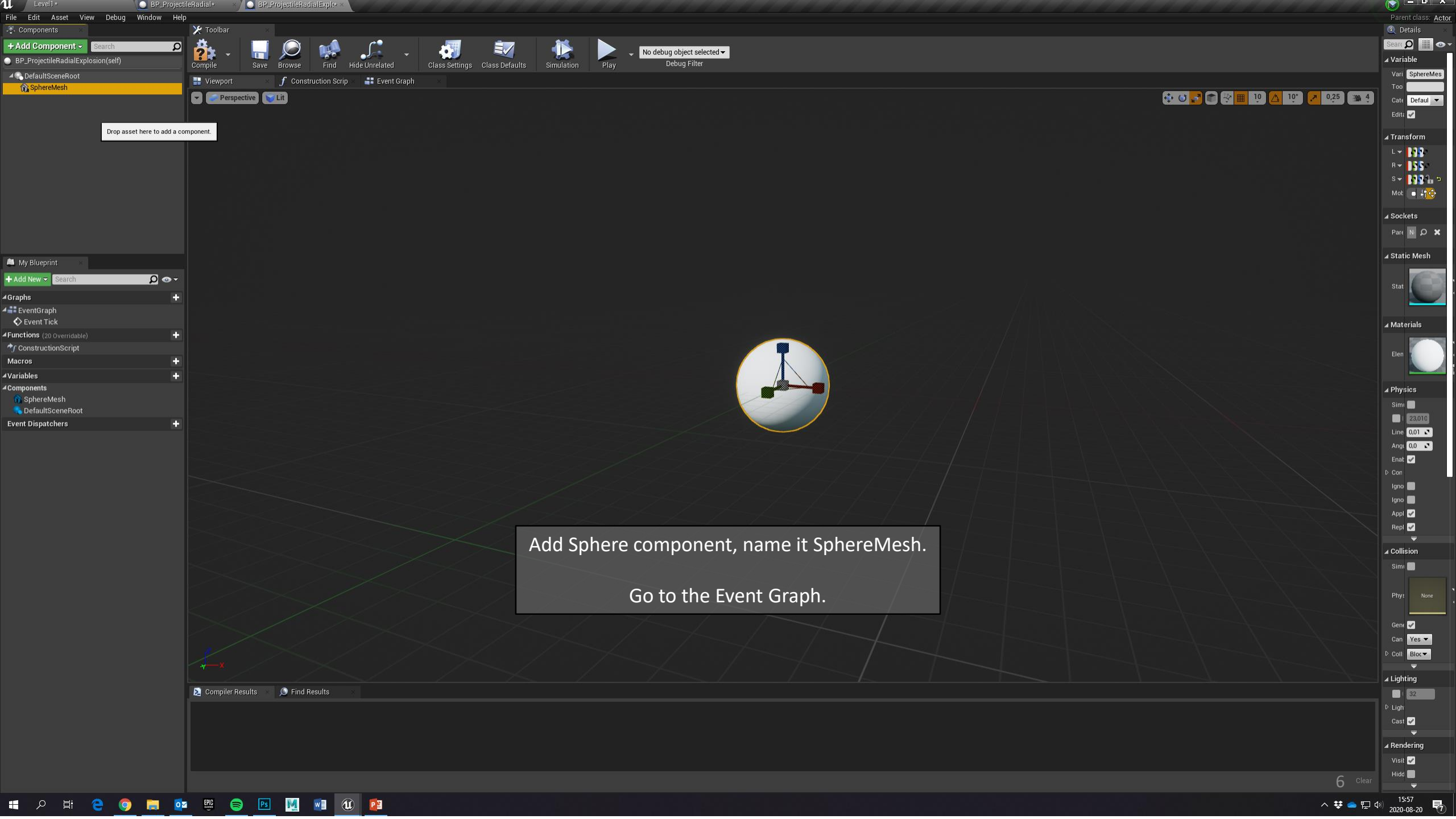
From the True output of the Branch, create a Spawn Actor From Class.
Choose the BP_ProjectileRadialExplosion.

Create a GetActorLocation, attach it to the Spawn Transform, it will convert automatically.

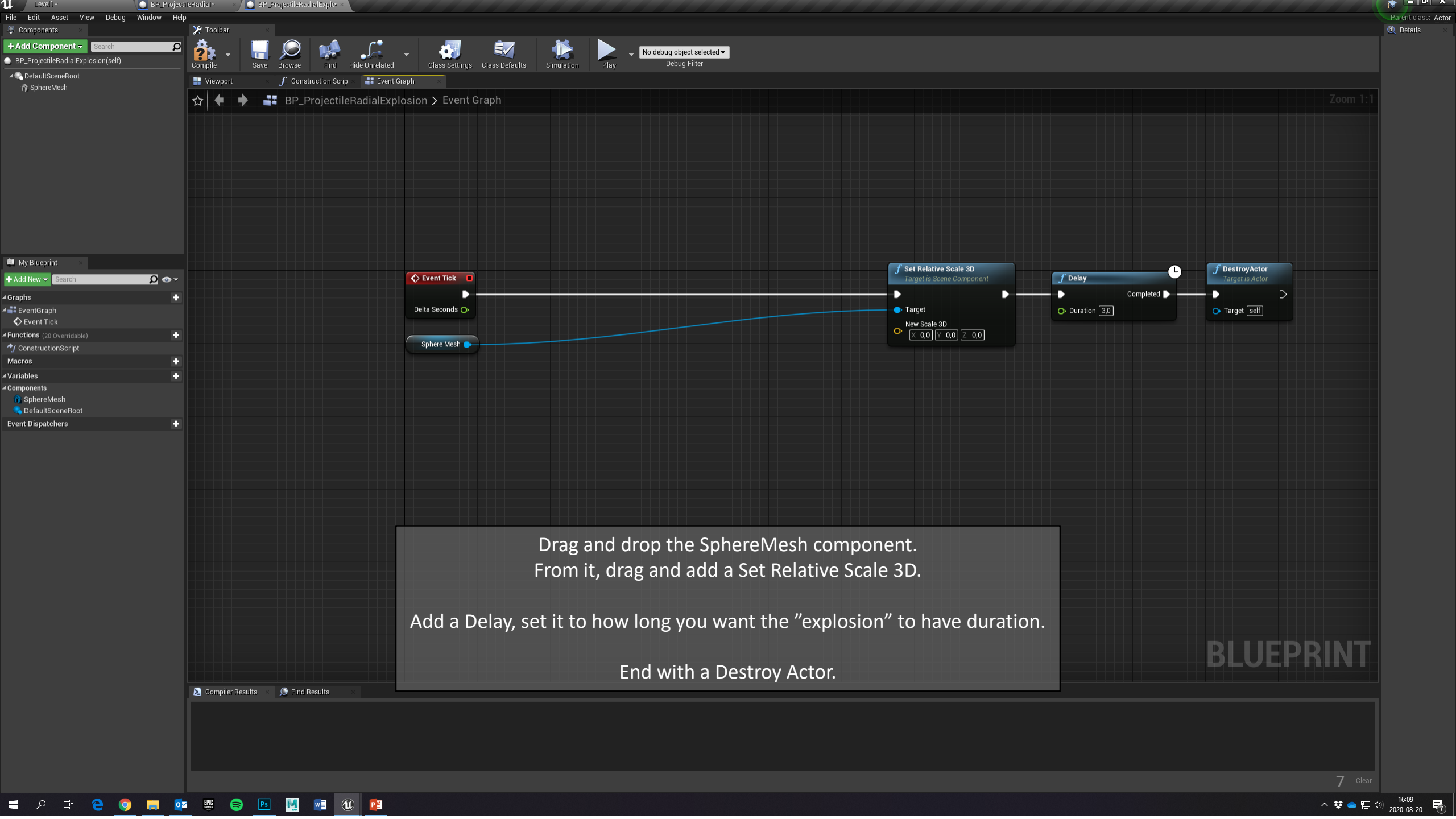
End with a Destroy Actor.

Compile and exit, open BP_ProjectileRadialExplosion.

BLUEPRINT



Add Sphere component, name it SphereMesh.
Go to the Event Graph.

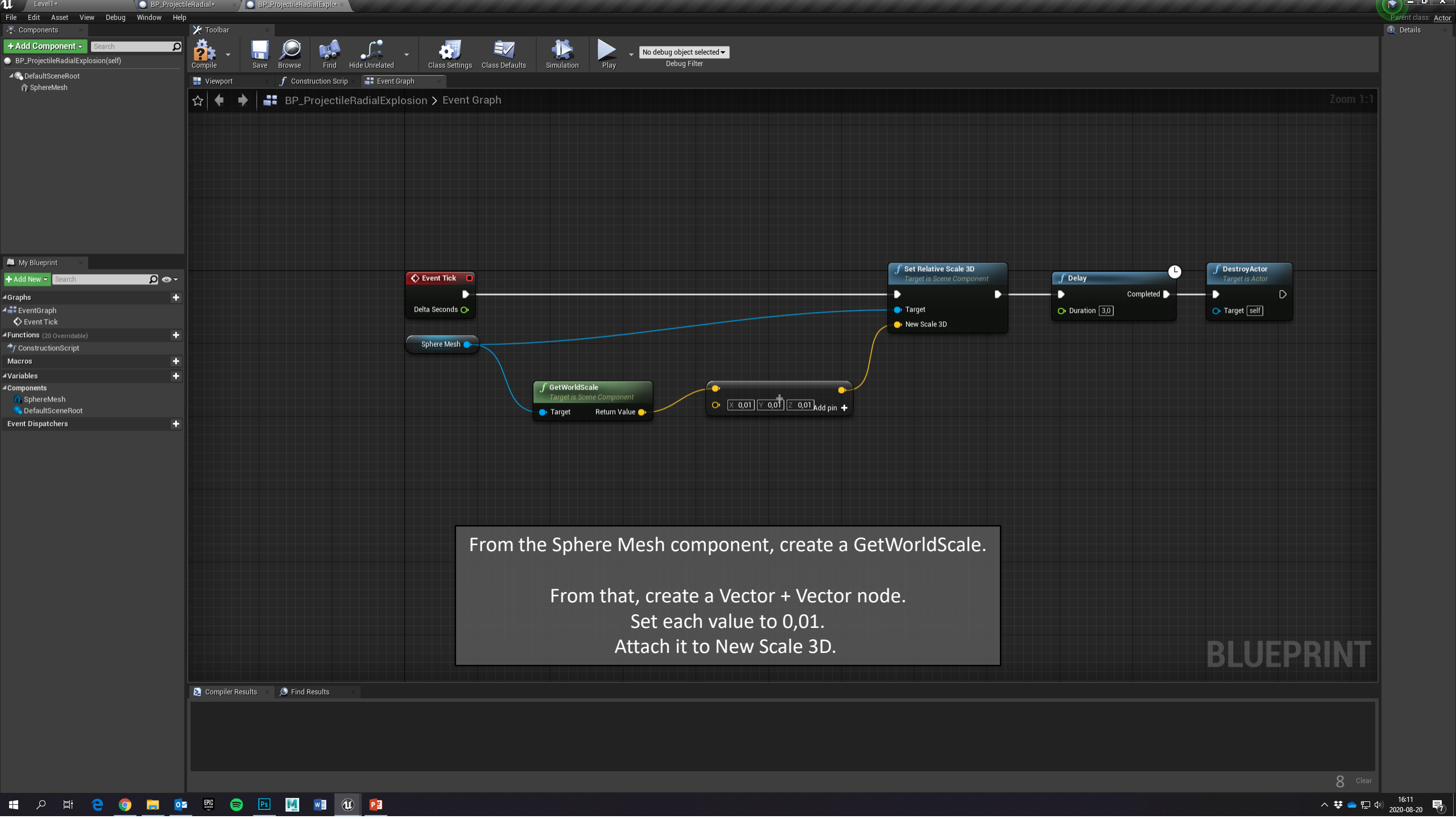


Drag and drop the SphereMesh component.
From it, drag and add a Set Relative Scale 3D.

Add a Delay, set it to how long you want the "explosion" to have duration.

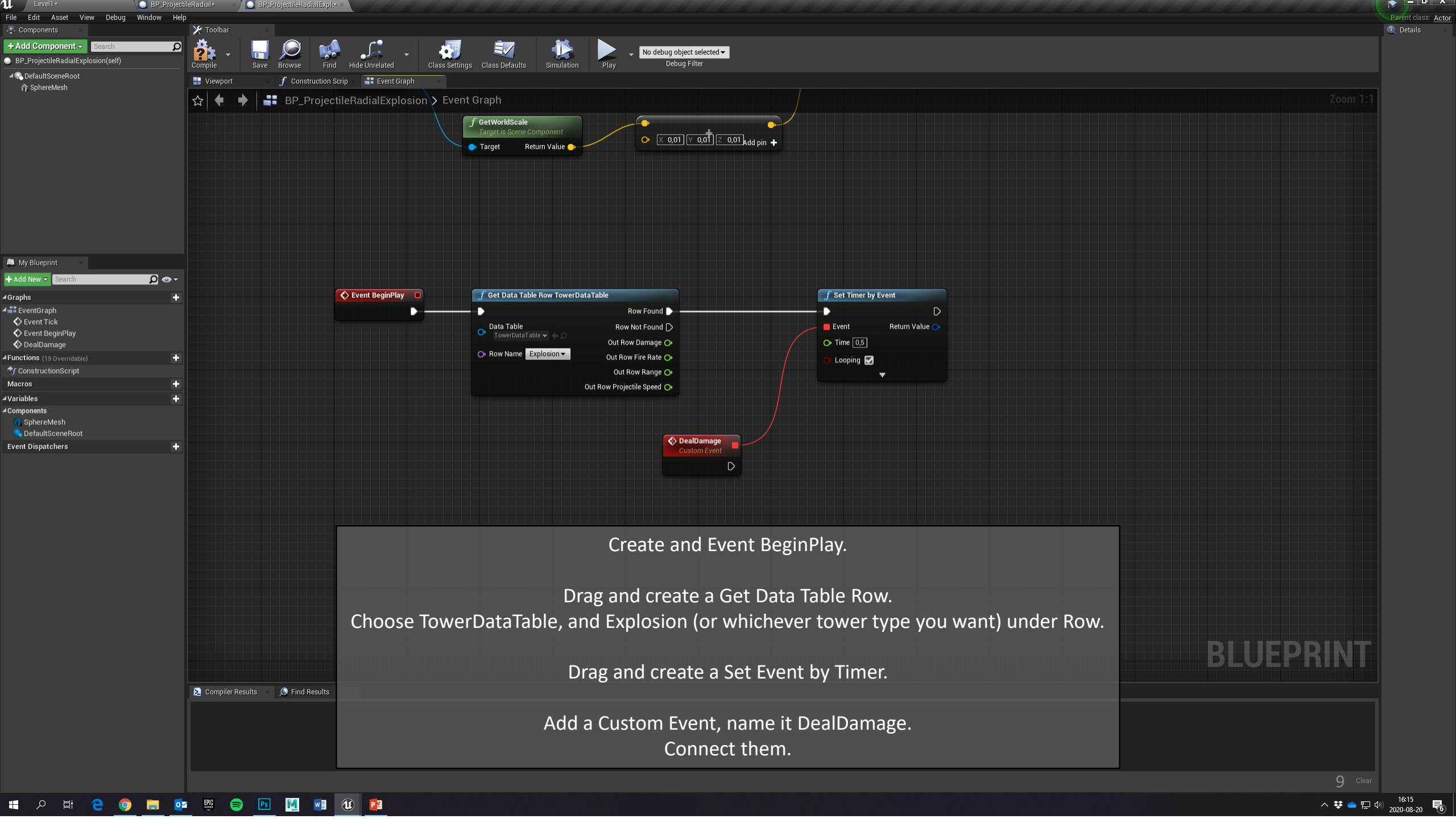
End with a Destroy Actor.

BLUEPRINT



From the Sphere Mesh component, create a GetWorldScale.
From that, create a Vector + Vector node.
Set each value to 0,01.
Attach it to New Scale 3D.

BLUEPRINT



Create and Event BeginPlay.

Drag and create a Get Data Table Row.
Choose TowerDataTable, and Explosion (or whichever tower type you want) under Row.

Drag and create a Set Event by Timer.

Add a Custom Event, name it DealDamage.
Connect them.

BLUEPRINT

