Tower Defence

Towers

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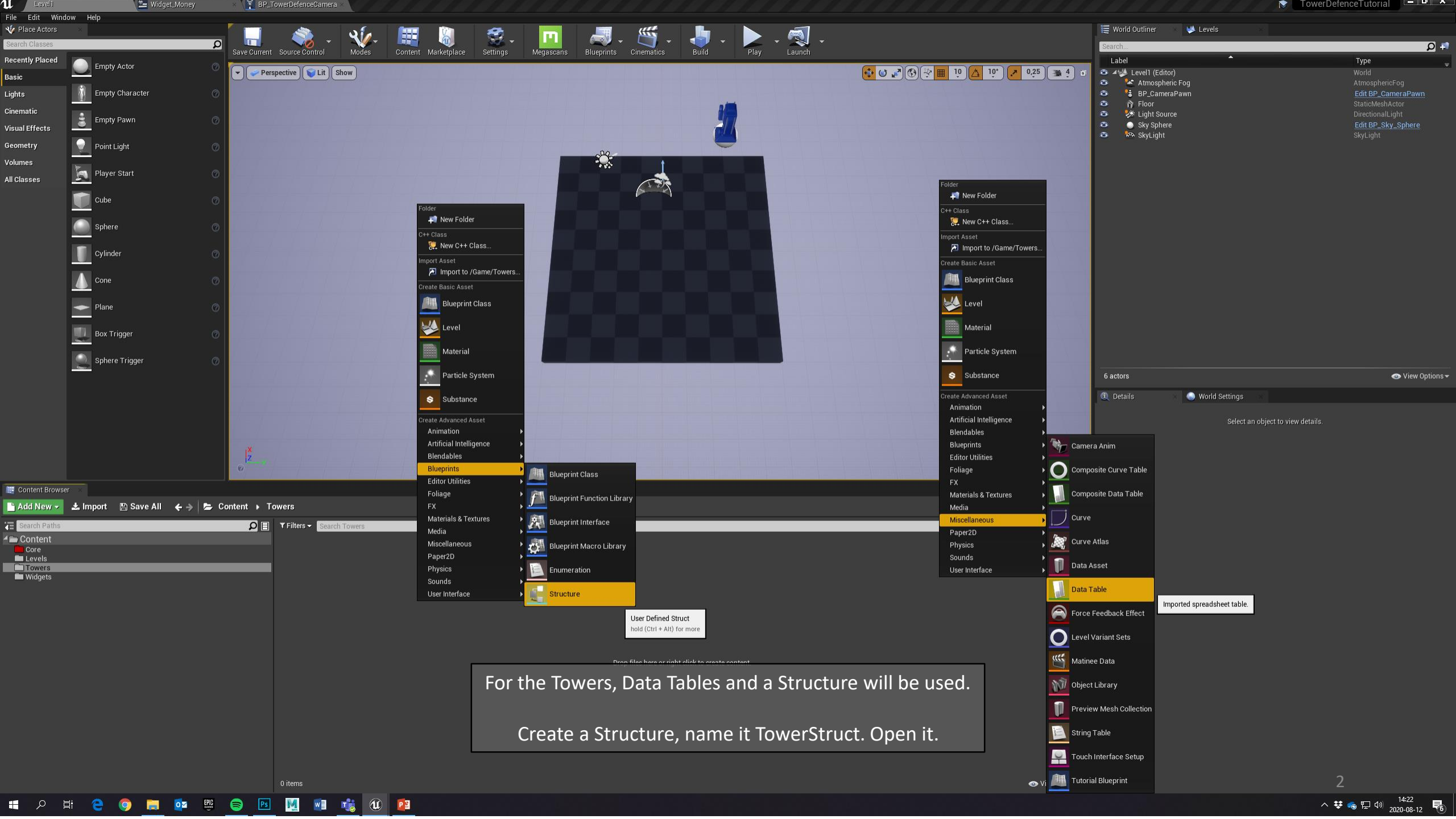
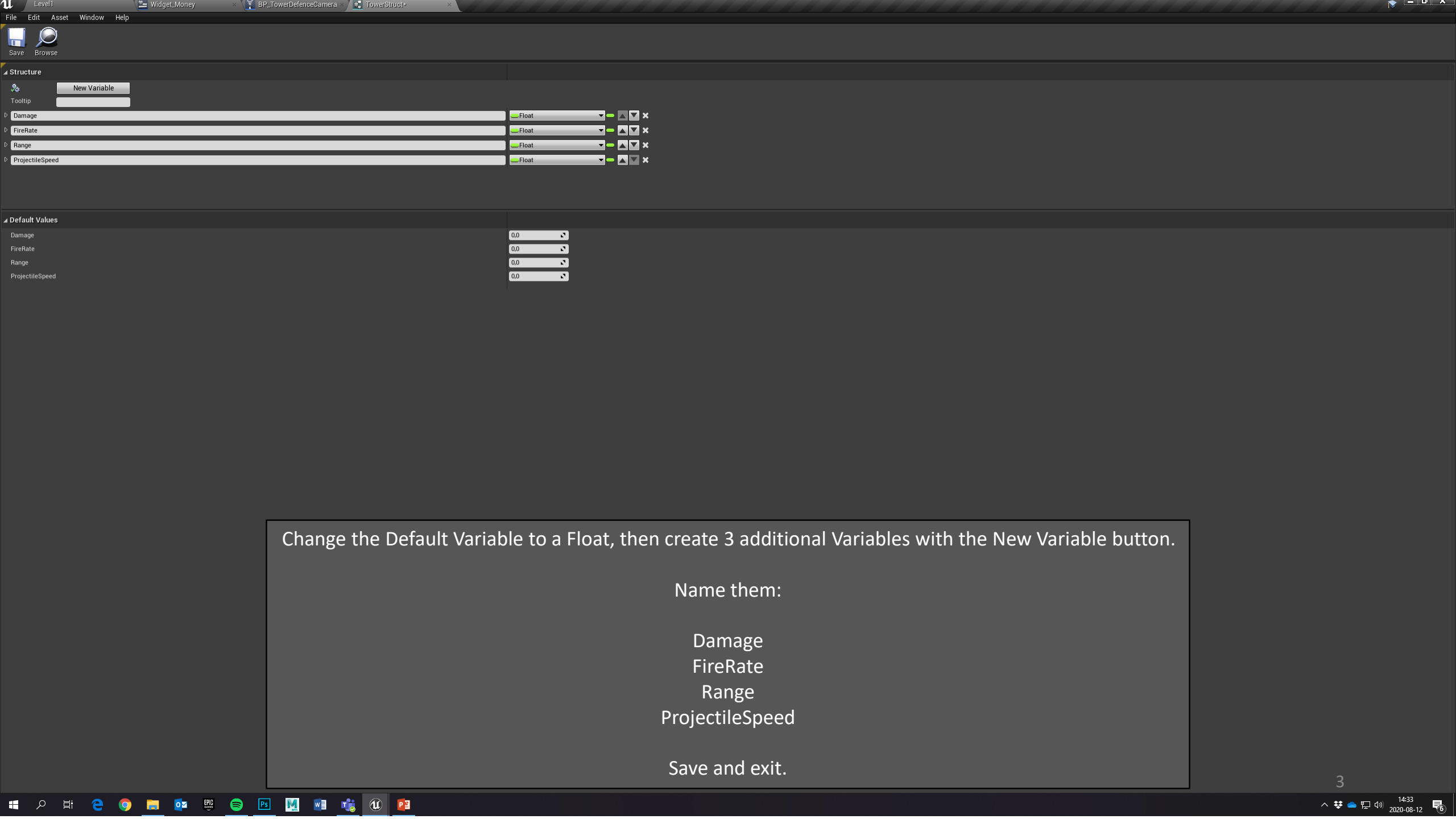

Level1
Widget_Money
BP_TowerDefenceCamera
TowerDefenceTutorial
File Edit Window Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trigger
Save Current
Source Control
Modes
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Perspective
Lit
Show
World Outliner
Levels
Search...
Label
Type
Level1 (Editor)
World
Atmospheric Fog
AtmosphericFog
BP_CameraPawn
Edit BP_CameraPawn
Floor
StaticMeshActor
Light Source
DirectionalLight
Sky Sphere
Edit BP_Sky_Sphere
SkyLight
6 actors
View Options
Details
World Settings
Select an object to view details.
Folder
New Folder
C++ Class
New C++ Class...
Import Asset
Import to /Game/Towers...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Substance
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Editor Utilities
Foliage
FX
Materials & Textures
Media
Miscellaneous
Paper2D
Physics
Sounds
User Interface
Blueprint Function Library
Blueprint Interface
Blueprint Macro Library
Enumeration
Structure
User Defined Struct
hold (Ctrl + Alt) for more
Camera Anim
Composite Curve Table
Composite Data Table
Curve
Curve Atlas
Data Asset
Data Table
Force Feedback Effect
Level Variant Sets
Matinee Data
Object Library
Preview Mesh Collection
String Table
Touch Interface Setup
Tutorial Blueprint
Imported spreadsheet table.
Content Browser
Add New
Import
Save All
Content
Towers
Search Paths
Search Towers
Filters
Content
Core
Levels
Towers
Widgets
0 items
Drop files here or right click to create content
For the Towers, Data Tables and a Structure will be used.
Create a Structure, name it TowerStruct. Open it.
2
14:22
2020-08-12

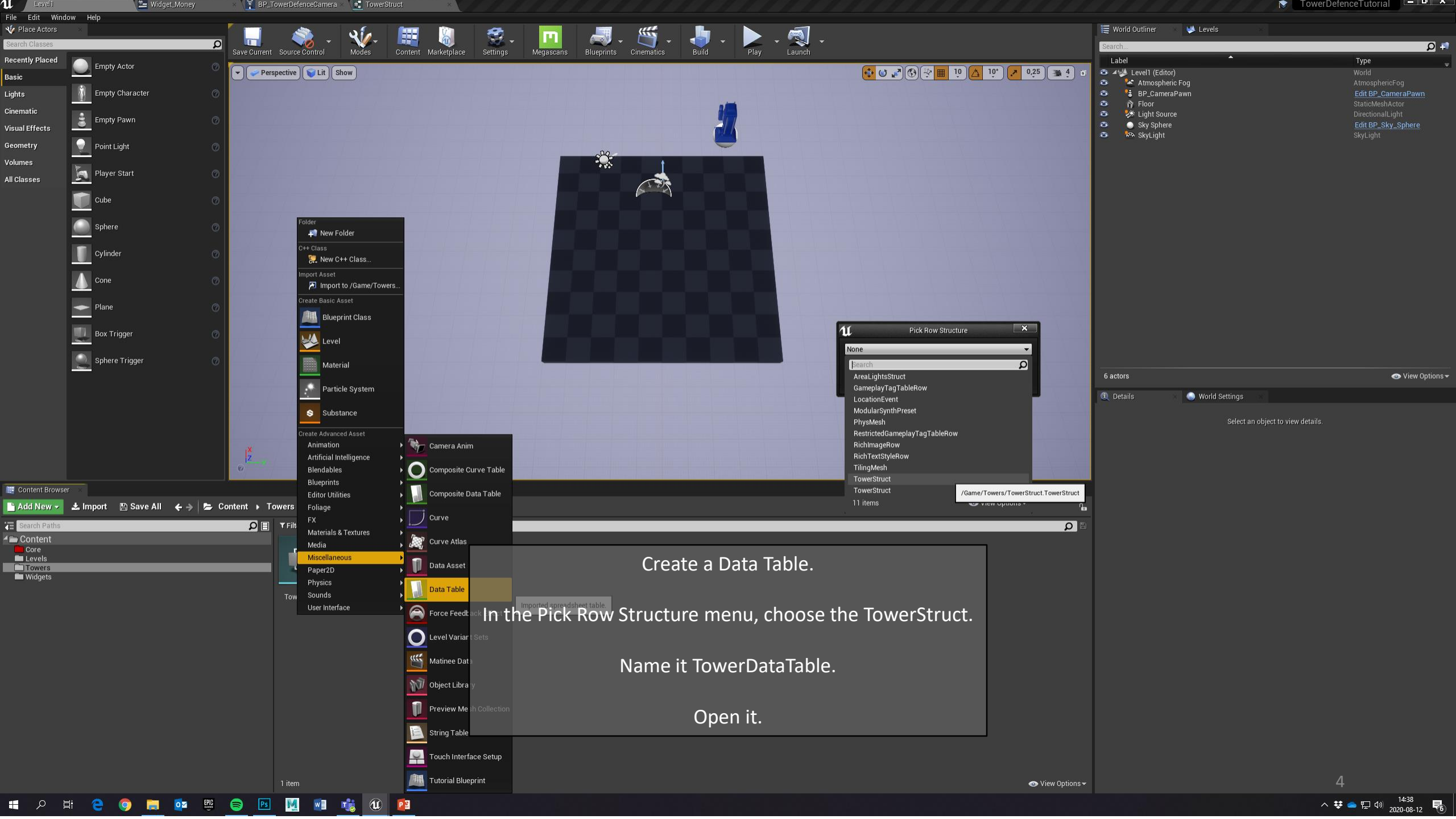


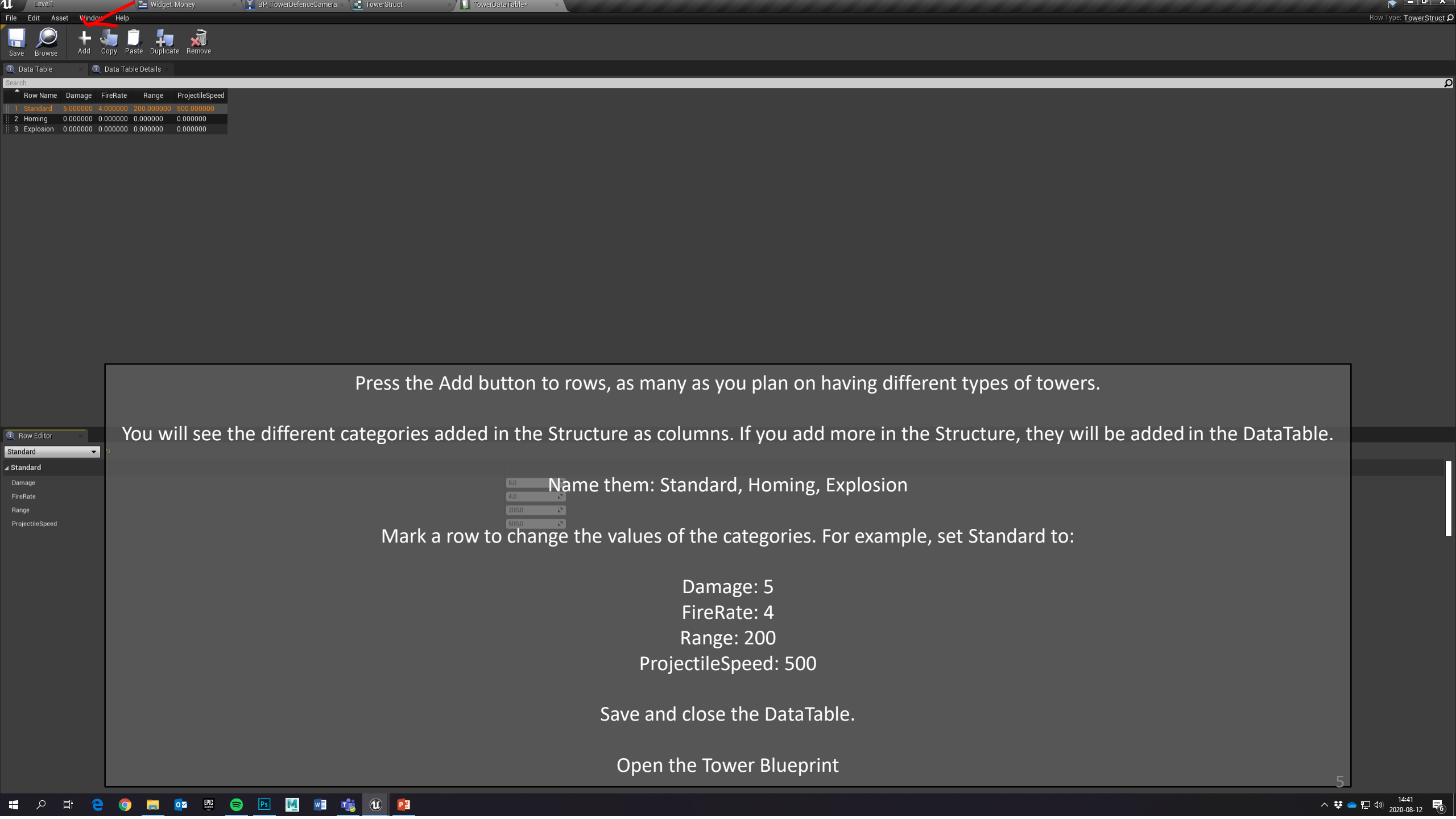
Change the Default Variable to a Float, then create 3 additional Variables with the New Variable button.

Name them:

Damage
FireRate
Range
ProjectileSpeed

Save and exit.


Create a Data Table.
In the Pick Row Structure menu, choose the TowerStruct.
Name it TowerDataTable.
Open it.



Press the Add button to rows, as many as you plan on having different types of towers.

You will see the different categories added in the Structure as columns. If you add more in the Structure, they will be added in the DataTable.

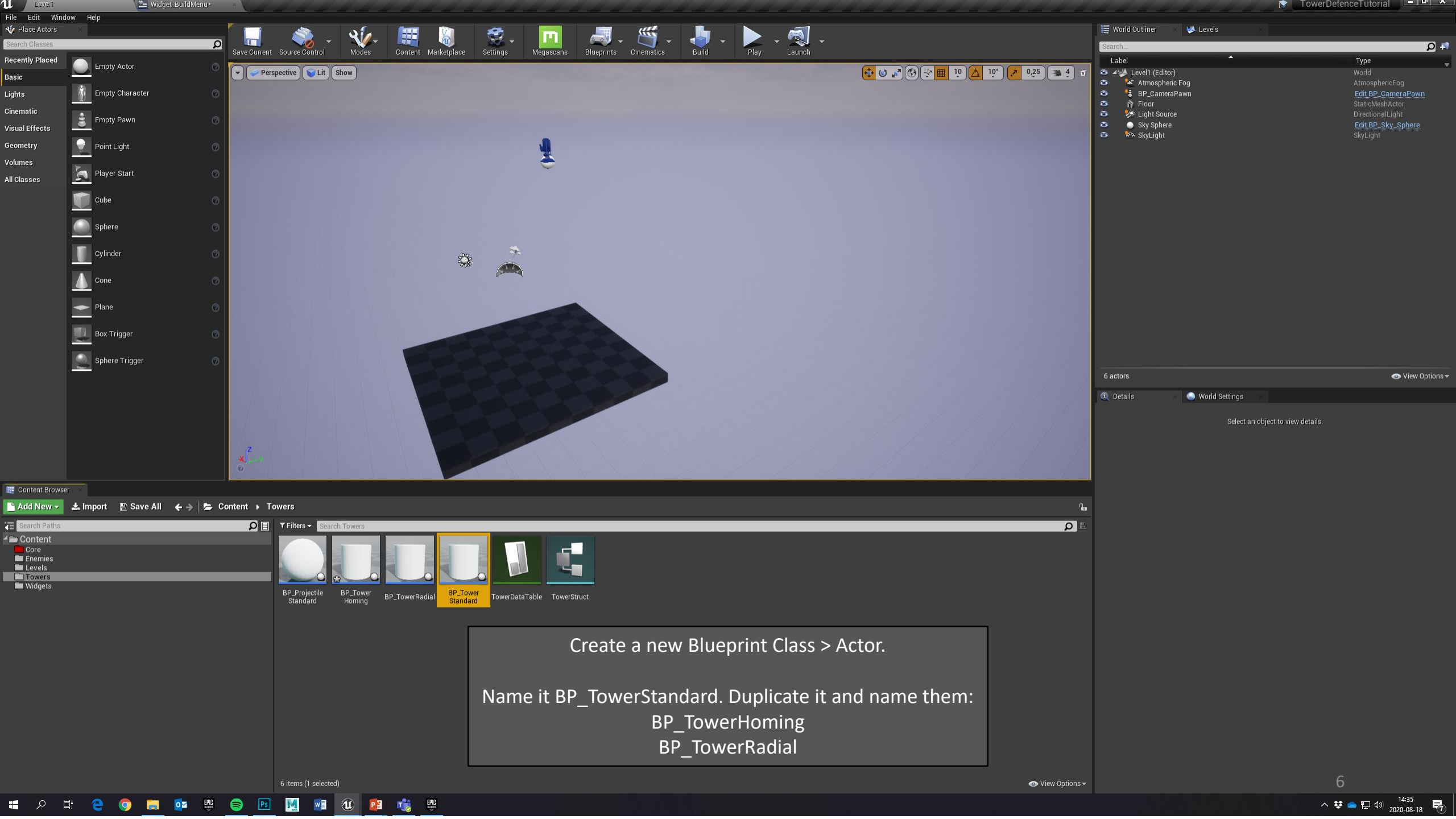
Name them: Standard, Homing, Explosion

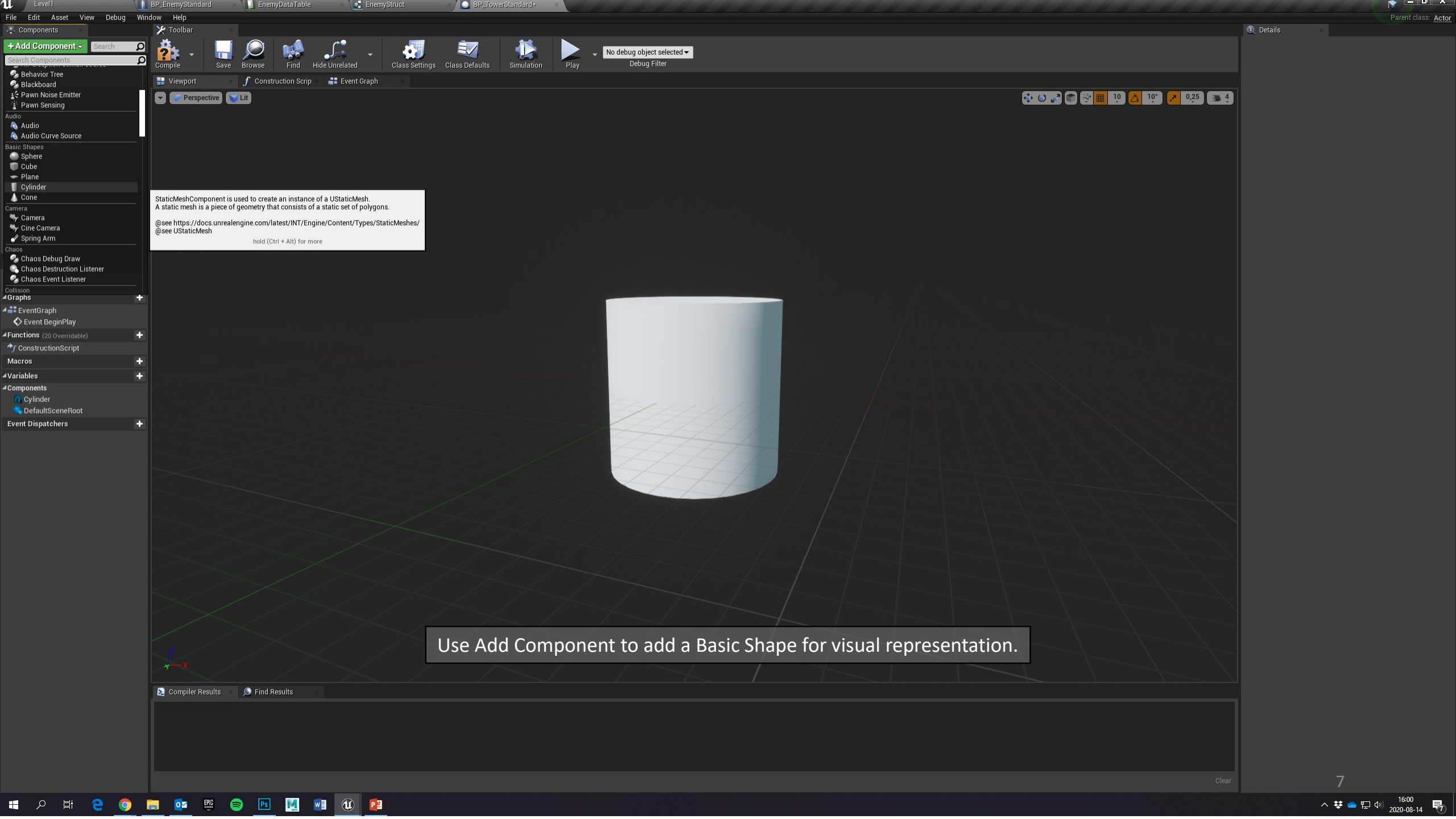
Mark a row to change the values of the categories. For example, set Standard to:

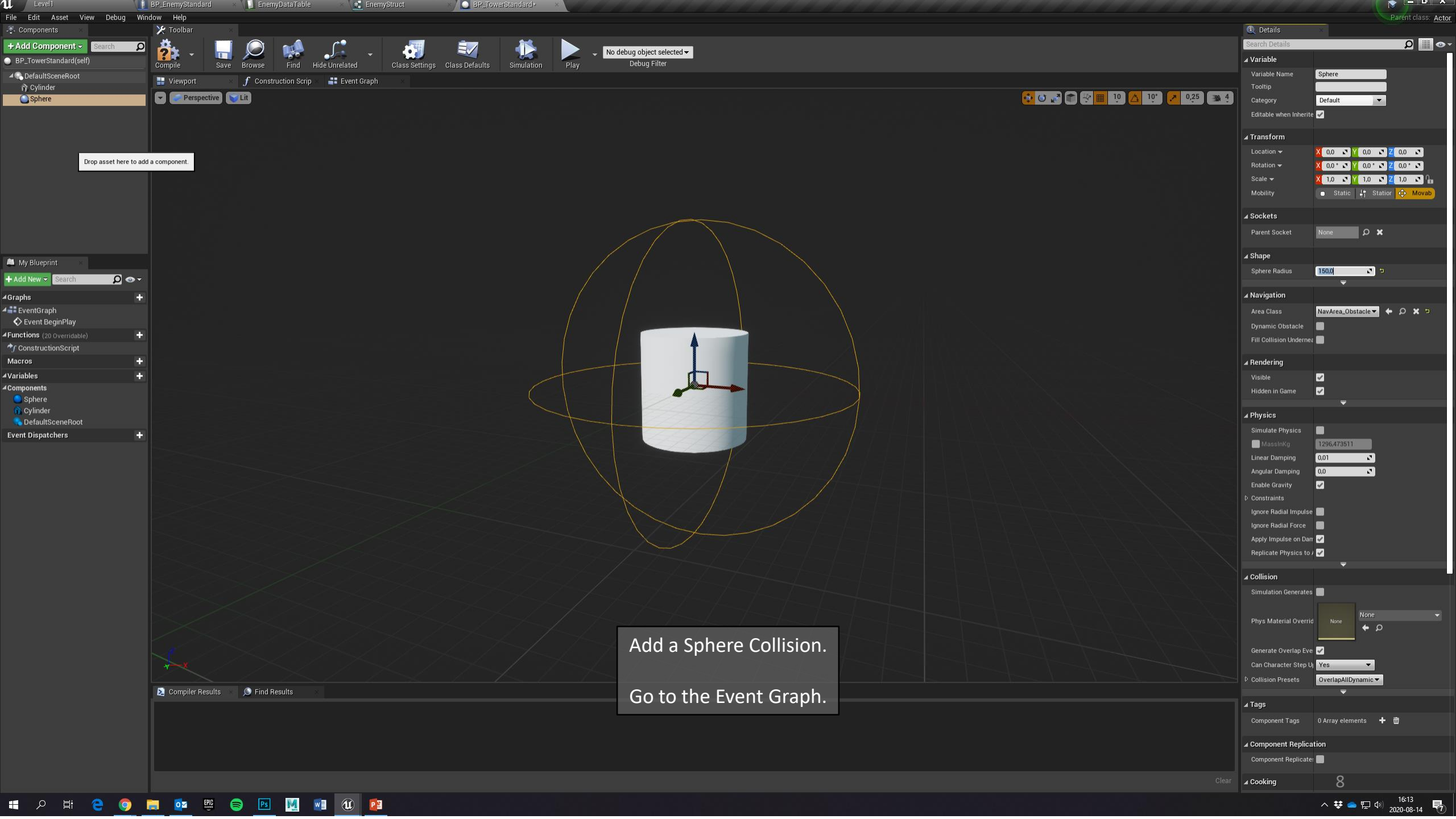
Damage: 5
FireRate: 4
Range: 200
ProjectileSpeed: 500

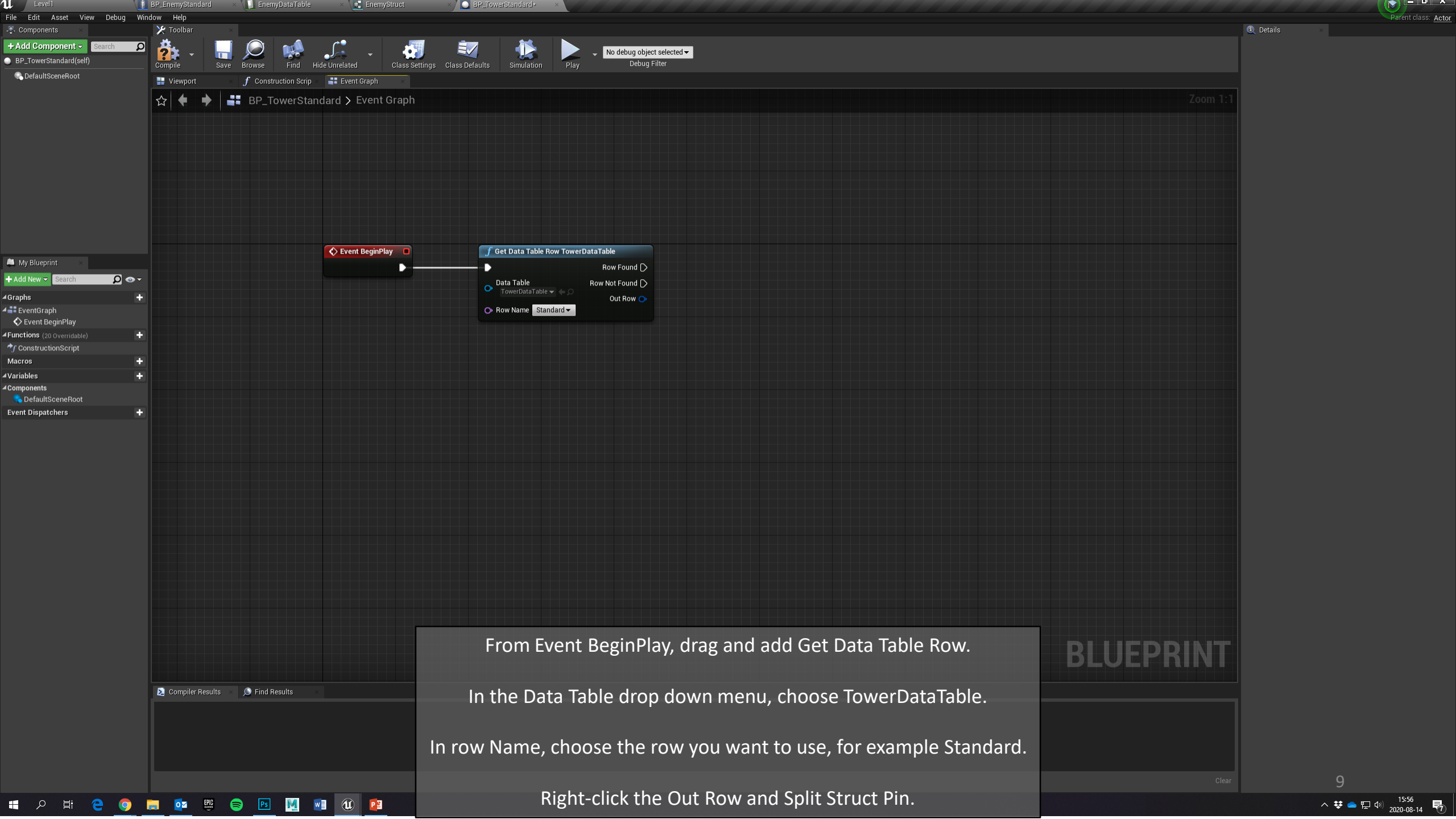
Save and close the DataTable.

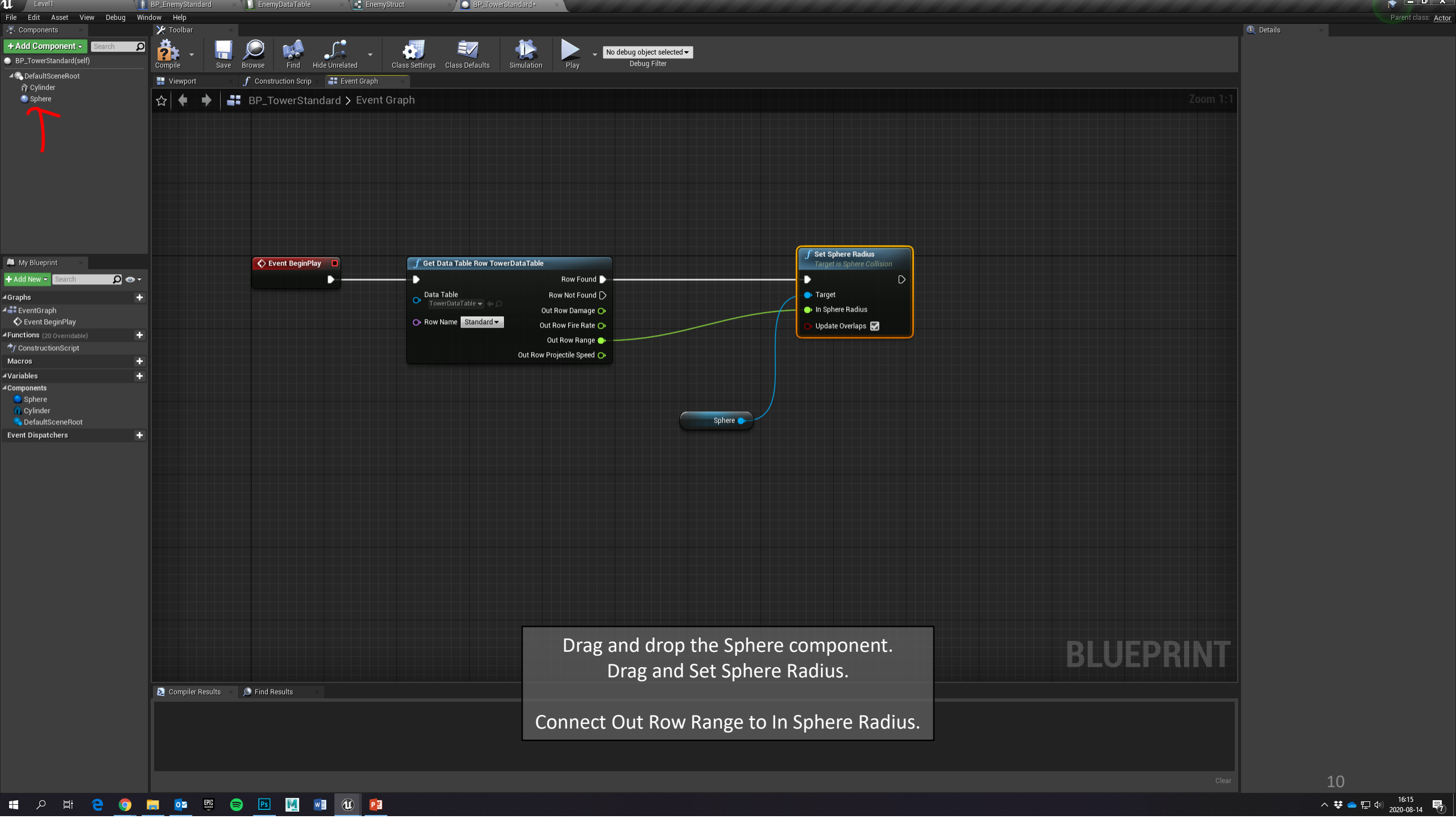
Open the Tower Blueprint

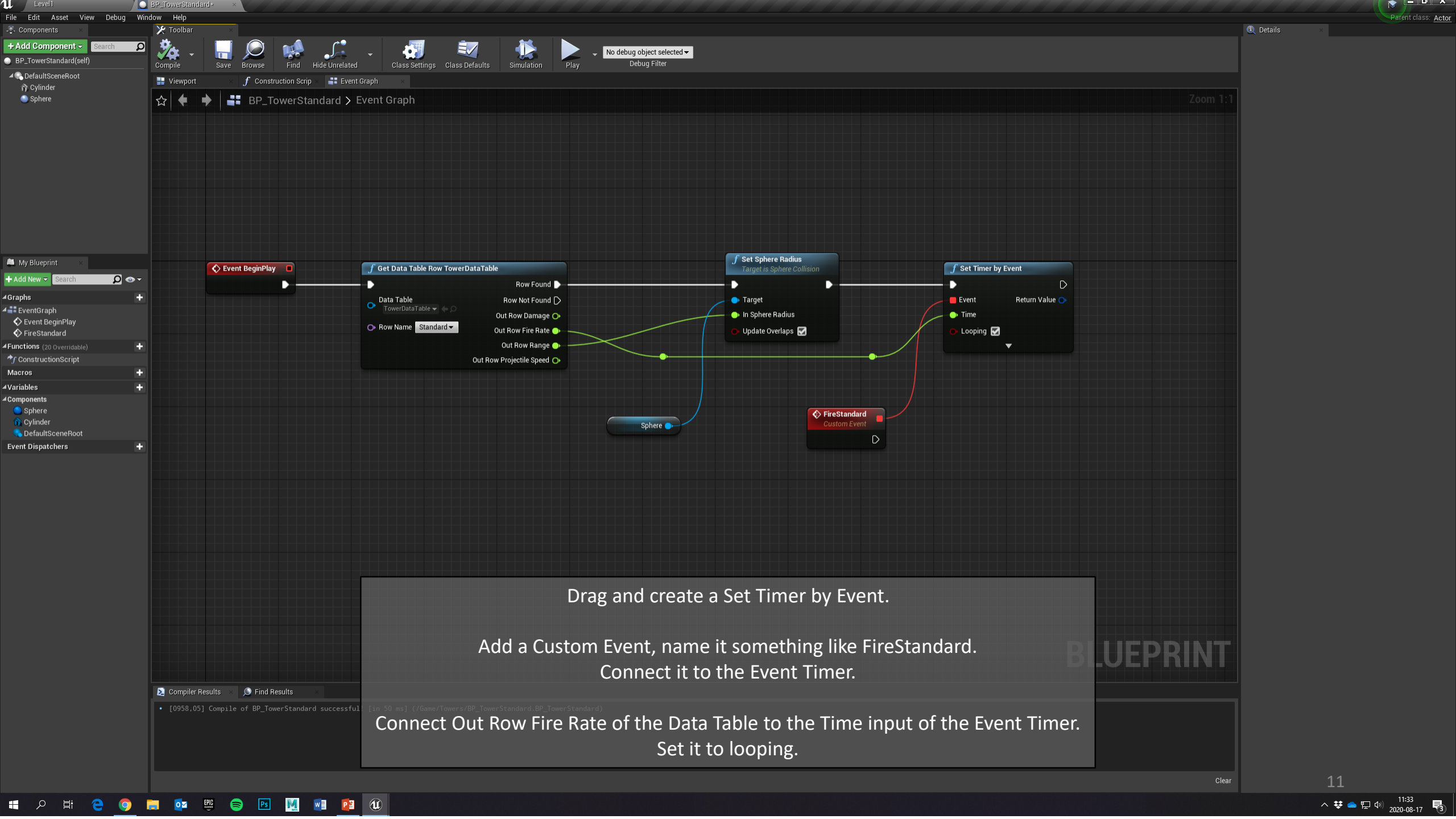

Level1
Widget_BuildMenu*
TowerDefenceTutorial
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane
Box Trigger
Sphere Trigger
Save Current
Source Control
Modes
Content
Marketplace
Settings
Megascans
Blueprints
Cinematics
Build
Play
Launch
Perspective
Lit
Show
World Outliner
Levels
Search...
Label
Type
Level1 (Editor)
World
Atmospheric Fog
AtmosphericFog
BP_CameraPawn
Edit BP_CameraPawn
Floor
StaticMeshActor
Light Source
DirectionalLight
Sky Sphere
Edit BP_Sky_Sphere
SkyLight
SkyLight
6 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
Towers
Search Paths
Content
Core
Enemies
Levels
Towers
Widgets
Filters
Search Towers
BP_Projectile Standard
BP_Tower Homing
BP_TowerRadial
BP_Tower Standard
TowerDataTable
TowerStruct
6 items (1 selected)
View Options
Create a new Blueprint Class > Actor.
Name it BP_TowerStandard. Duplicate it and name them:
BP_TowerHoming
BP_TowerRadial
6
14:35
2020-08-18


Level1
BP_EnemyStandard
EnemyDataTable
EnemyStruct
BP_TowerStandard*
File Edit Asset View Debug Window Help
Parent class: Actor
Components
+ Add Component
Search
Search Components
Behavior Tree
Blackboard
Pawn Noise Emitter
Pawn Sensing
Audio
Audio
Audio Curve Source
Basic Shapes
Sphere
Cube
Plane
Cylinder
Cone
Camera
Camera
Cine Camera
Spring Arm
Chaos
Chaos Debug Draw
Chaos Destruction Listener
Chaos Event Listener
Collision
Graphs
EventGraph
Event BeginPlay
Functions (20 Overridable)
ConstructionScript
Macros
Variables
Components
Cylinder
DefaultSceneRoot
Event Dispatchers
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Perspective
Lit
StaticMeshComponent is used to create an instance of a UStaticMesh.
A static mesh is a piece of geometry that consists of a static set of polygons.
@see https://docs.unrealengine.com/latest/INT/Engine/Content/Types/StaticMeshes/
@see UStaticMesh
hold (Ctrl + Alt) for more
Use Add Component to add a Basic Shape for visual representation.
Compiler Results
Find Results
Clear
Details
7
16:00
2020-08-14


Level1
BP_EnemyStandard
EnemyDataTable
EnemyStruct
BP_TowerStandard*
File Edit Asset View Debug Window Help
Parent class: Actor
Components
+ Add Component
Search
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Drop asset here to add a component.
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Perspective
Lit
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Functions (20 Overridable)
ConstructionScript
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Details
Search Details
Variable
Variable Name
Sphere
Tooltip
Category
Default
Editable when Inherite
Transform
Location
Rotation
Scale
Mobility
Static
Statior
Movab
Sockets
Parent Socket
None
Shape
Sphere Radius
150.0
Navigation
Area Class
NavArea_Obstacle
Dynamic Obstacle
Fill Collision Underne
Rendering
Visible
Hidden in Game
Physics
Simulate Physics
MassInKg
1296,473511
Linear Damping
0,01
Angular Damping
0,0
Enable Gravity
Constraints
Ignore Radial Impulse
Ignore Radial Force
Apply Impulse on Dam
Replicate Physics to A
Collision
Simulation Generates
Phys Material Overrid
None
Generate Overlap Eve
Can Character Step Up
Yes
Collision Presets
OverlapAllDynamic
Tags
Component Tags
0 Array elements
Component Replication
Component Replicates
Cooking
Add a Sphere Collision.
Go to the Event Graph.
Compiler Results
Find Results
Clear
8
16:13
2020-08-14


Level1
BP_EnemyStandard
EnemyDataTable
EnemyStruct
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
Search
BP_TowerStandard(self)
DefaultSceneRoot
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
BP_TowerStandard > Event Graph
Zoom 1:1
Event BeginPlay
Get Data Table Row TowerDataTable
Row Found
Data Table
TowerDataTable
Row Not Found
Out Row
Row Name
Standard
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Functions (20 Overridable)
ConstructionScript
Macros
Variables
Components
DefaultSceneRoot
Event Dispatchers
Compiler Results
Find Results
Clear
Details
Parent class: Actor
BLUEPRINT
From Event BeginPlay, drag and add Get Data Table Row.
In the Data Table drop down menu, choose TowerDataTable.
In row Name, choose the row you want to use, for example Standard.
Right-click the Out Row and Split Struct Pin.
9
15:56
2020-08-14

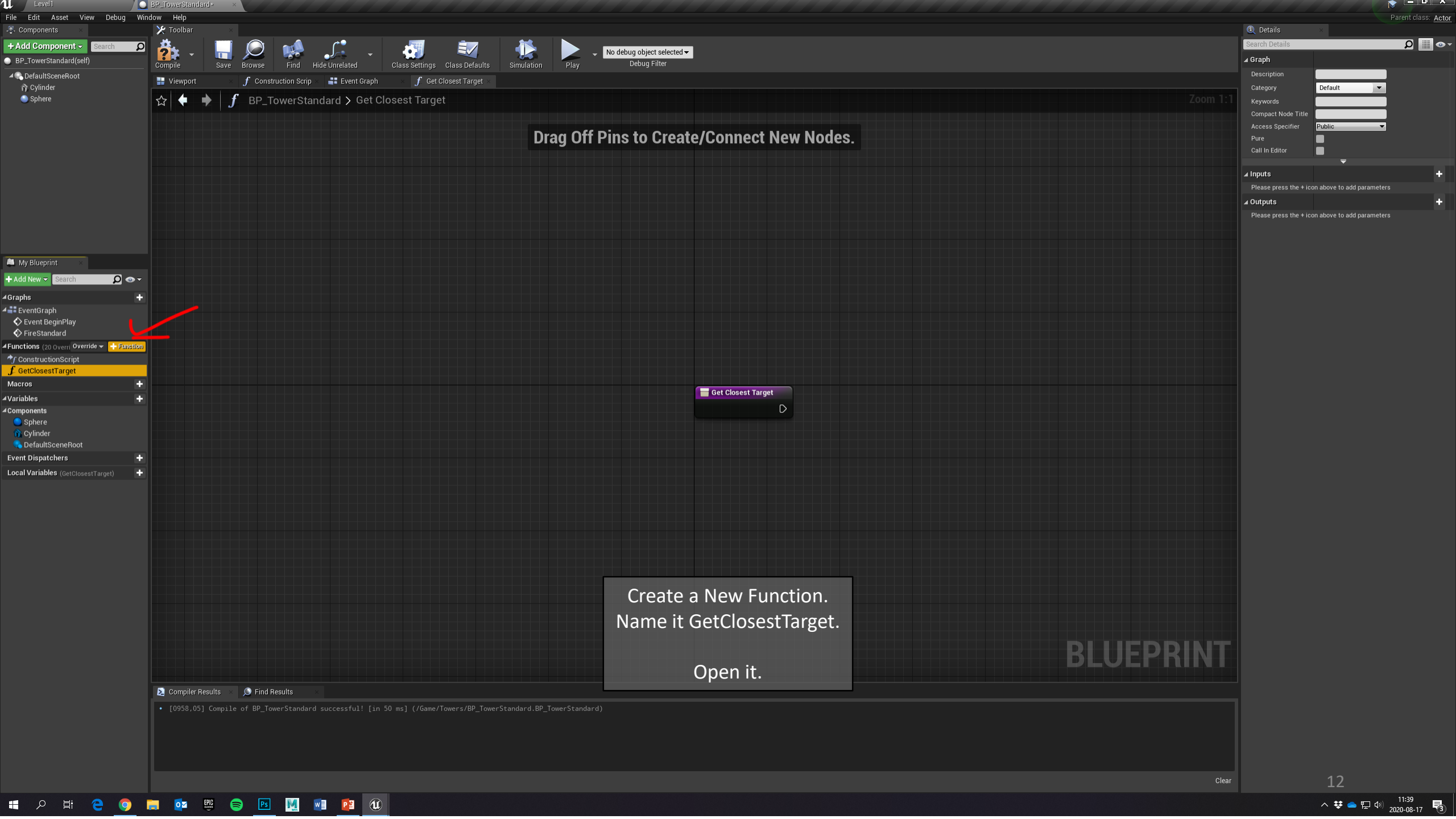

Level1
BP_EnemyStandard
EnemyDataTable
EnemyStruct
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
BP_TowerStandard > Event Graph
Zoom 1:1
Event BeginPlay
Get Data Table Row TowerDataTable
Data Table
TowerDataTable
Row Name
Standard
Row Found
Row Not Found
Out Row Damage
Out Row Fire Rate
Out Row Range
Out Row Projectile Speed
Set Sphere Radius
Target is Sphere Collision
Target
In Sphere Radius
Update Overlaps
Sphere
My Blueprint
Add New
Graphs
EventGraph
Event BeginPlay
Functions (20 Overridable)
ConstructionScript
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Details
Parent class: Actor
Compiler Results
Find Results
Clear
Drag and drop the Sphere component.
Drag and Set Sphere Radius.
Connect Out Row Range to In Sphere Radius.
BLUEPRINT
10
16:15
2020-08-14

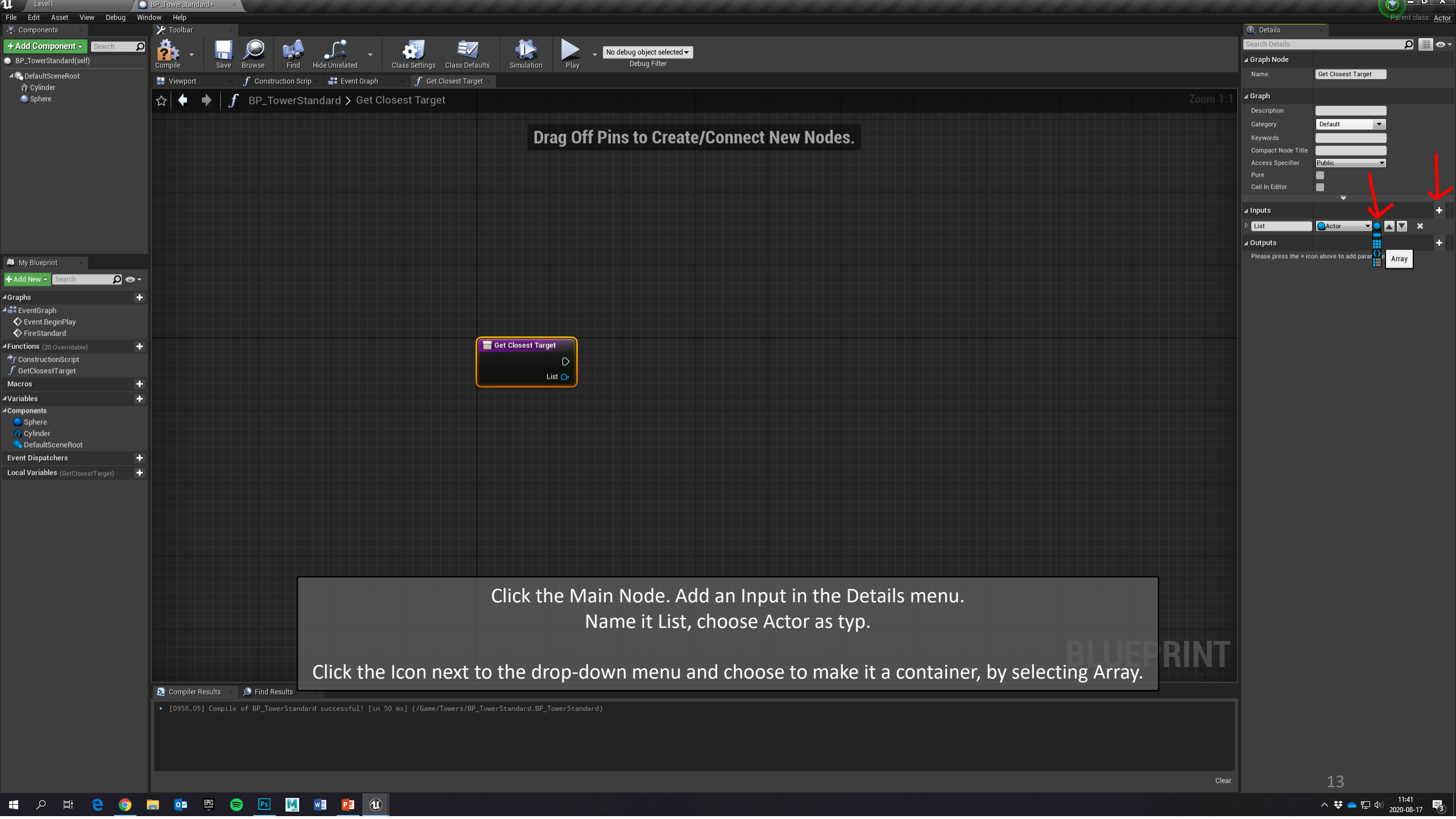


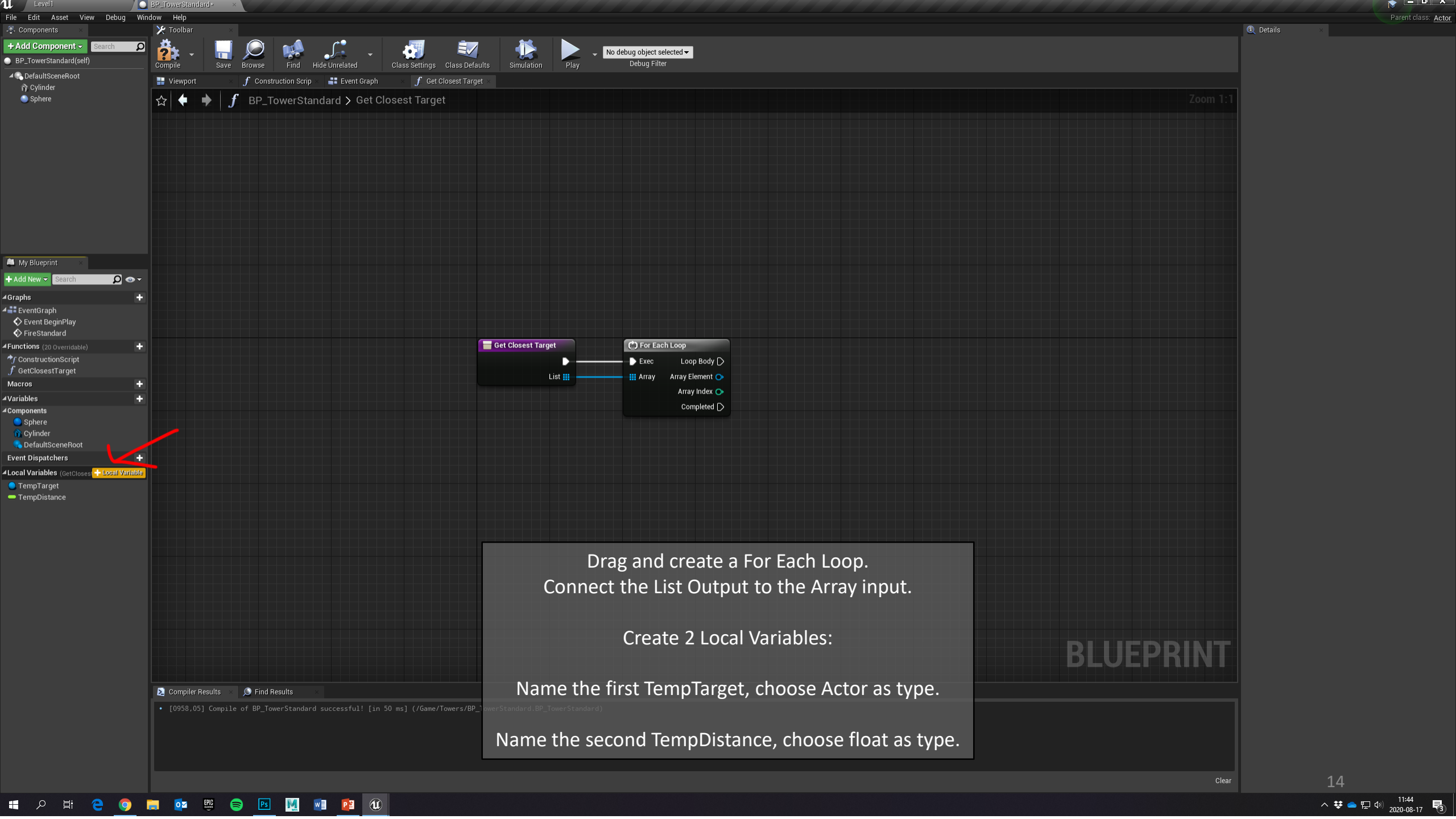
Drag and create a Set Timer by Event.

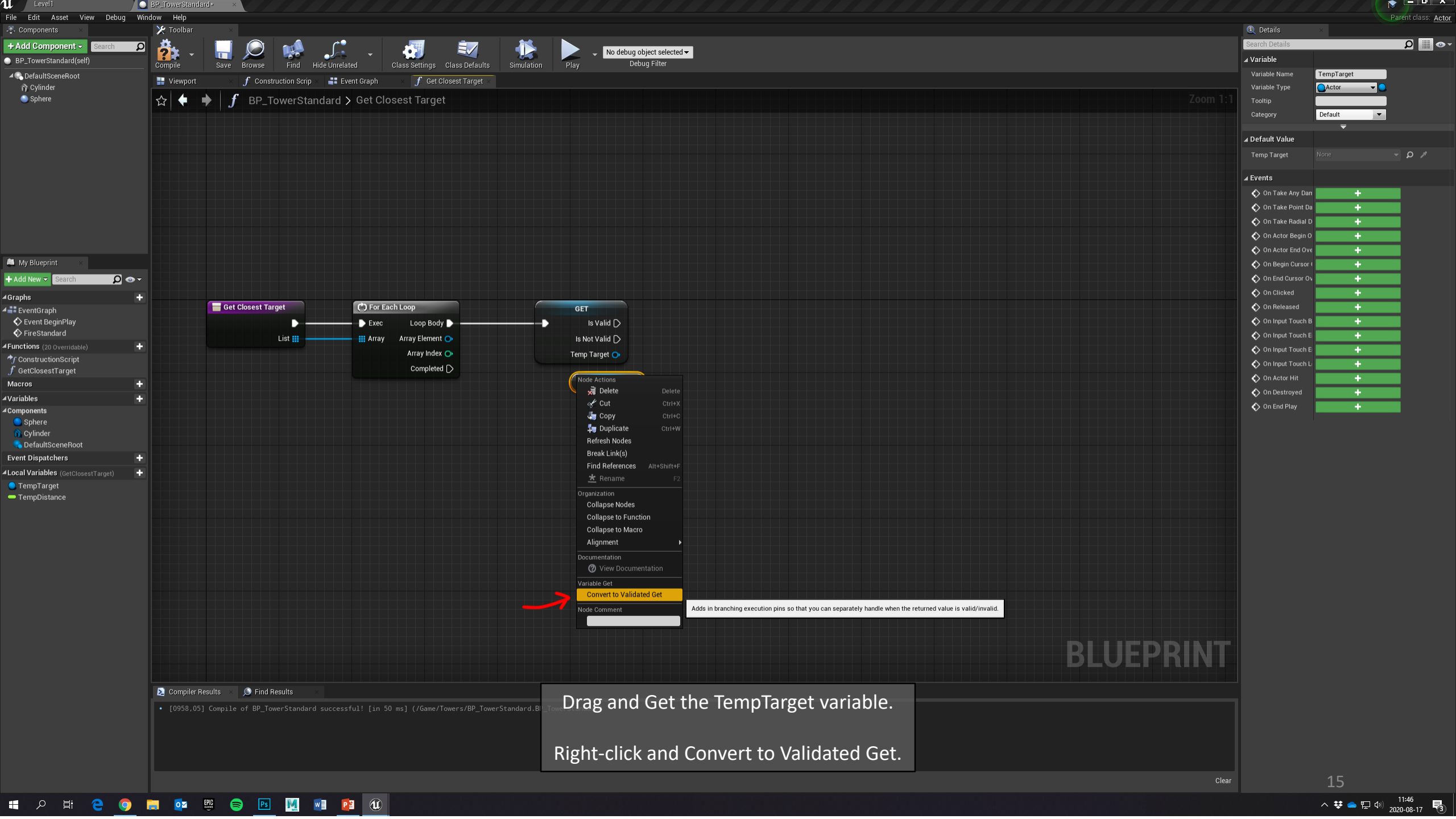
Add a Custom Event, name it something like FireStandard.
Connect it to the Event Timer.

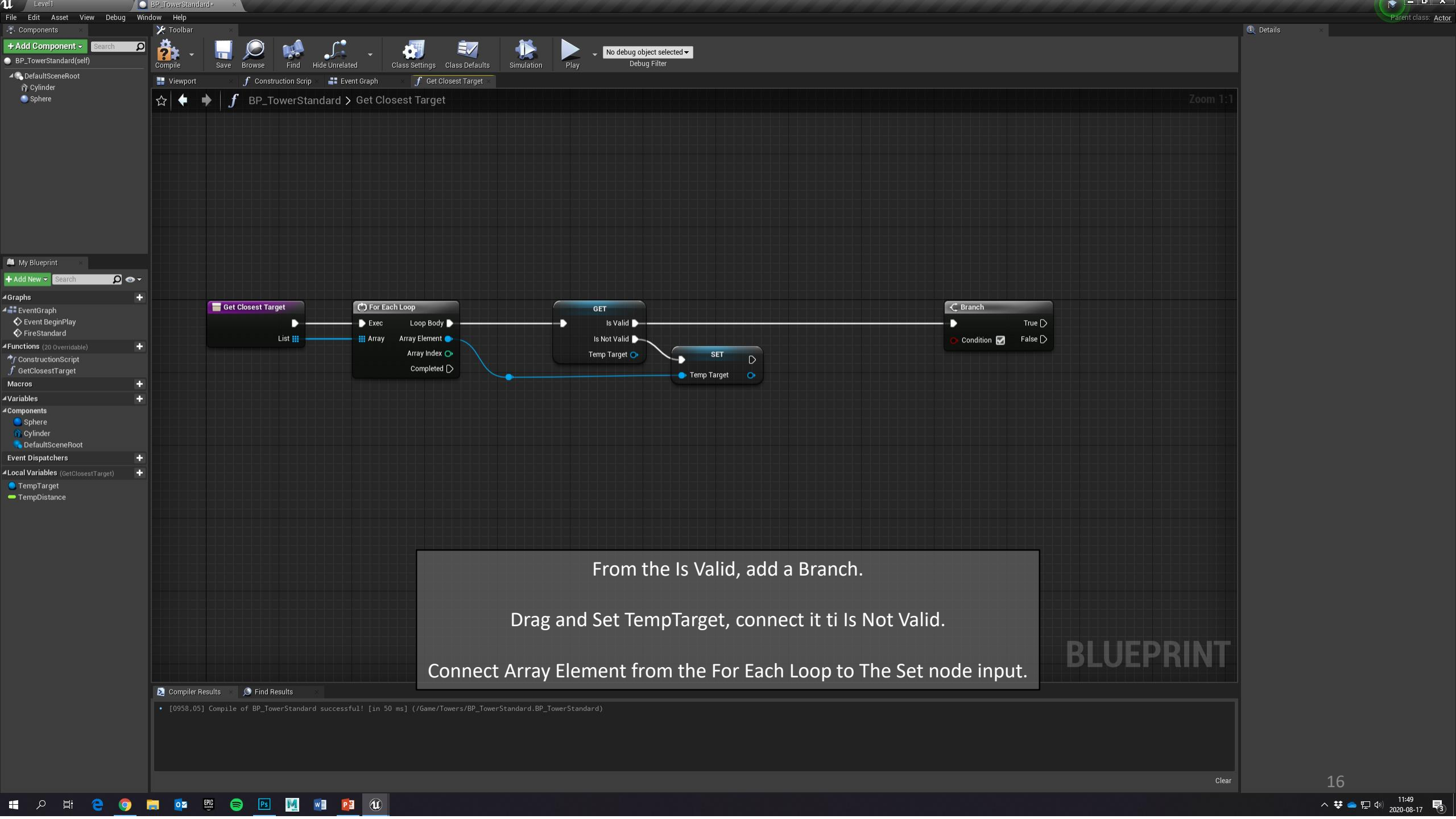
Connect Out Row Fire Rate of the Data Table to the Time input of the Event Timer.
Set it to looping.

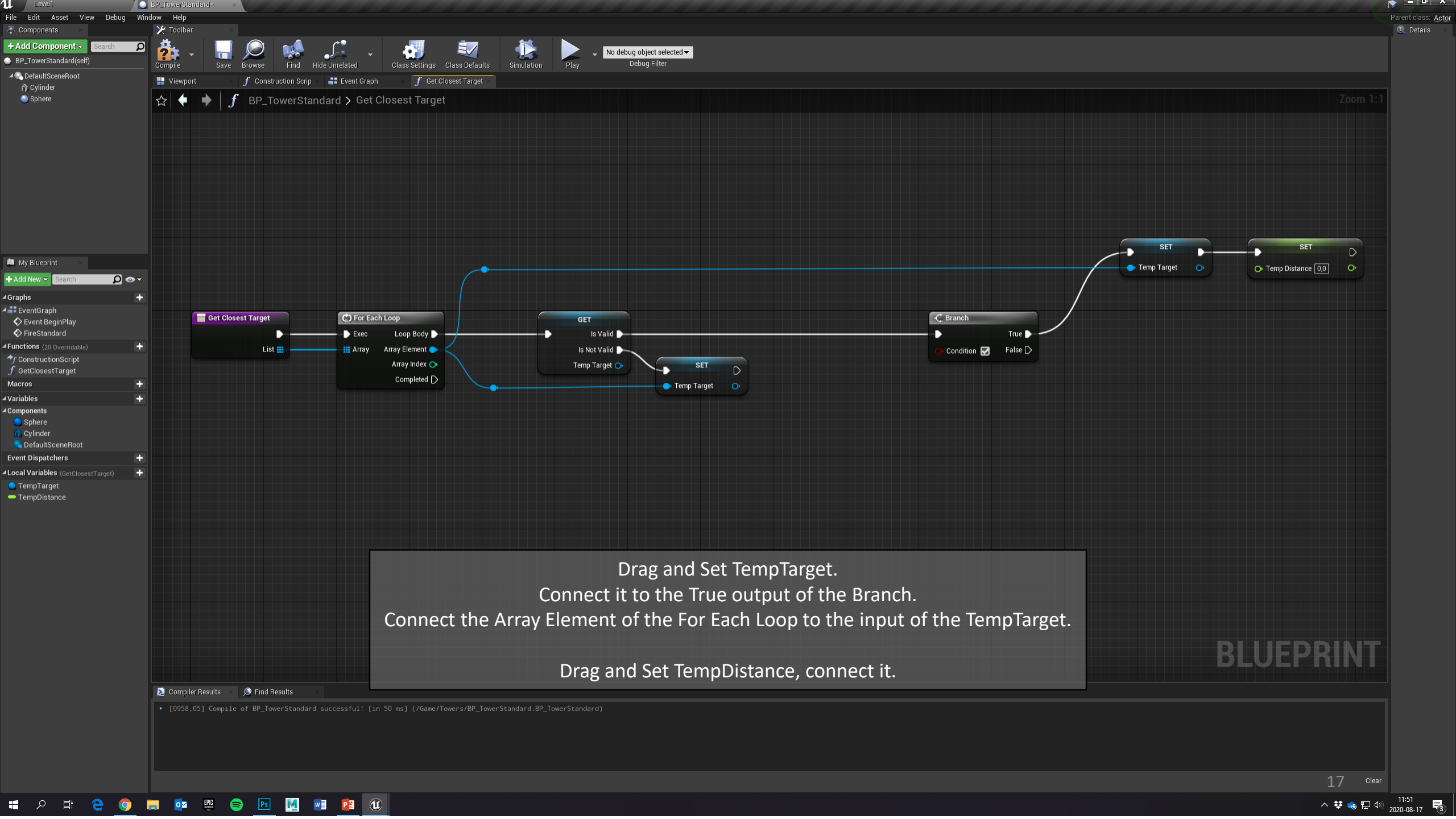

Level1
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Drag Off Pins to Create/Connect New Nodes.
Get Closest Target
My Blueprint
+ Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overri
Override
+ Function
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
Details
Search Details
Graph
Description
Category
Default
Keywords
Compact Node Title
Access Specifier
Public
Pure
Call In Editor
Inputs
Please press the + icon above to add parameters
Outputs
Please press the + icon above to add parameters
Create a New Function.
Name it GetClosestTarget.
Open it.
BLUEPRINT
Compiler Results
Find Results
[0958,05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Clear
12

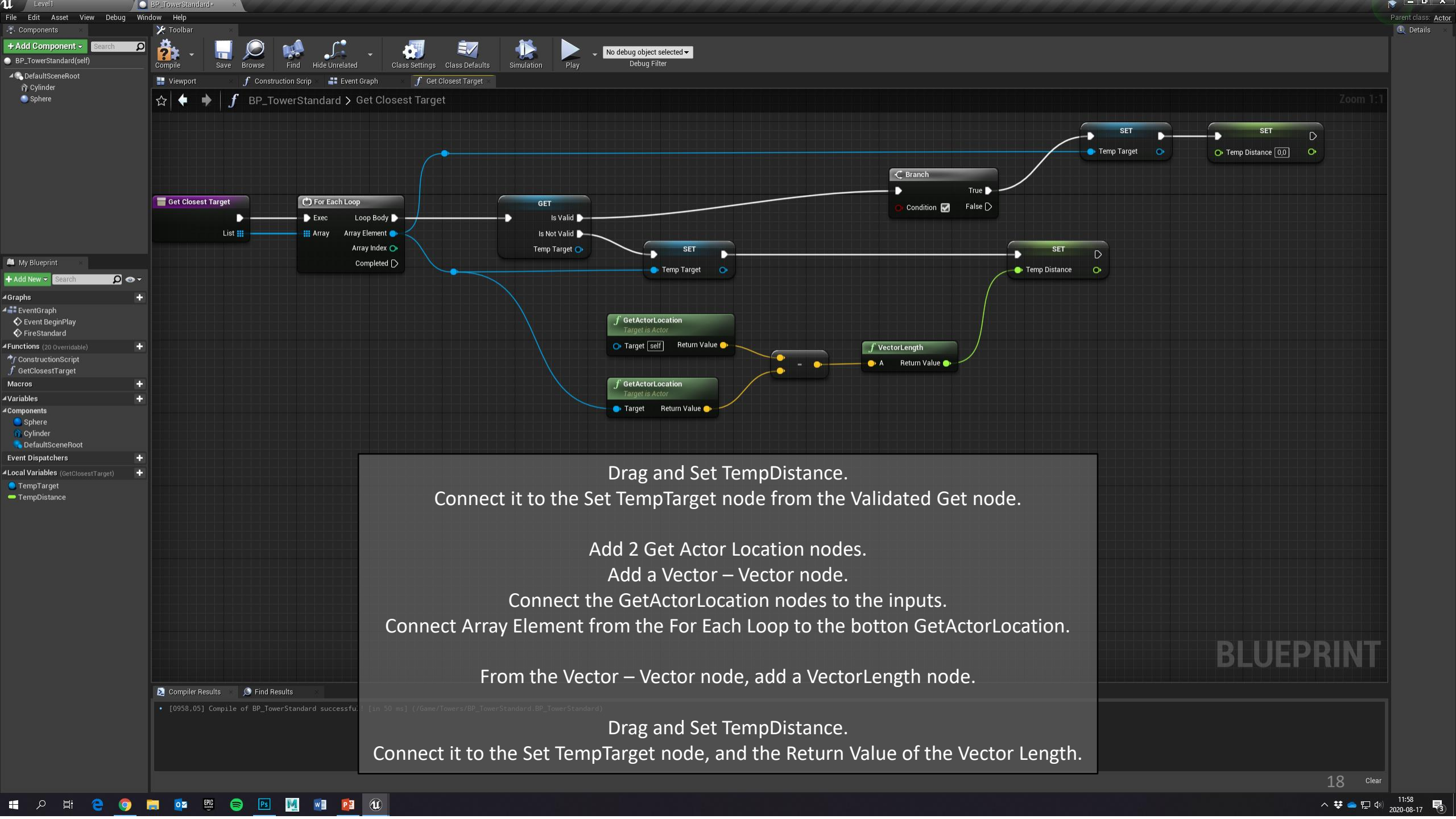

Drag Off Pins to Create/Connect New Nodes.
Get Closest Target
List
Click the Main Node. Add an Input in the Details menu.
Name it List, choose Actor as typ.
Click the Icon next to the drop-down menu and choose to make it a container, by selecting Array.
Array
BLUEPRINT

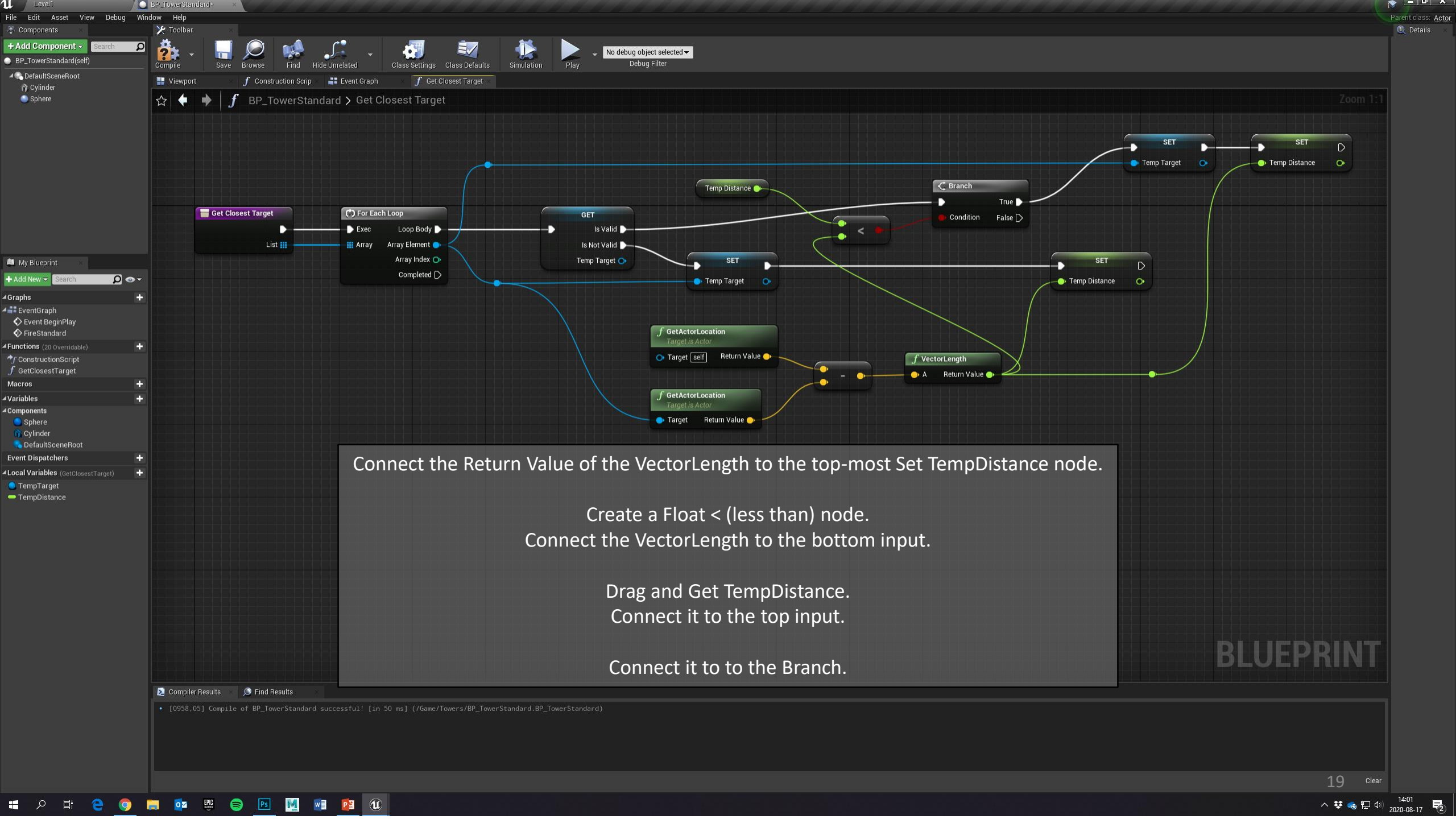

Level1
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
Search
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetCloses
+ Local Variable
TempTarget
TempDistance
Details
Parent class: Actor
Drag and create a For Each Loop.
Connect the List Output to the Array input.
Create 2 Local Variables:
Name the first TempTarget, choose Actor as type.
Name the second TempDistance, choose float as type.
BLUEPRINT
Compiler Results
Find Results
[0958,05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Clear

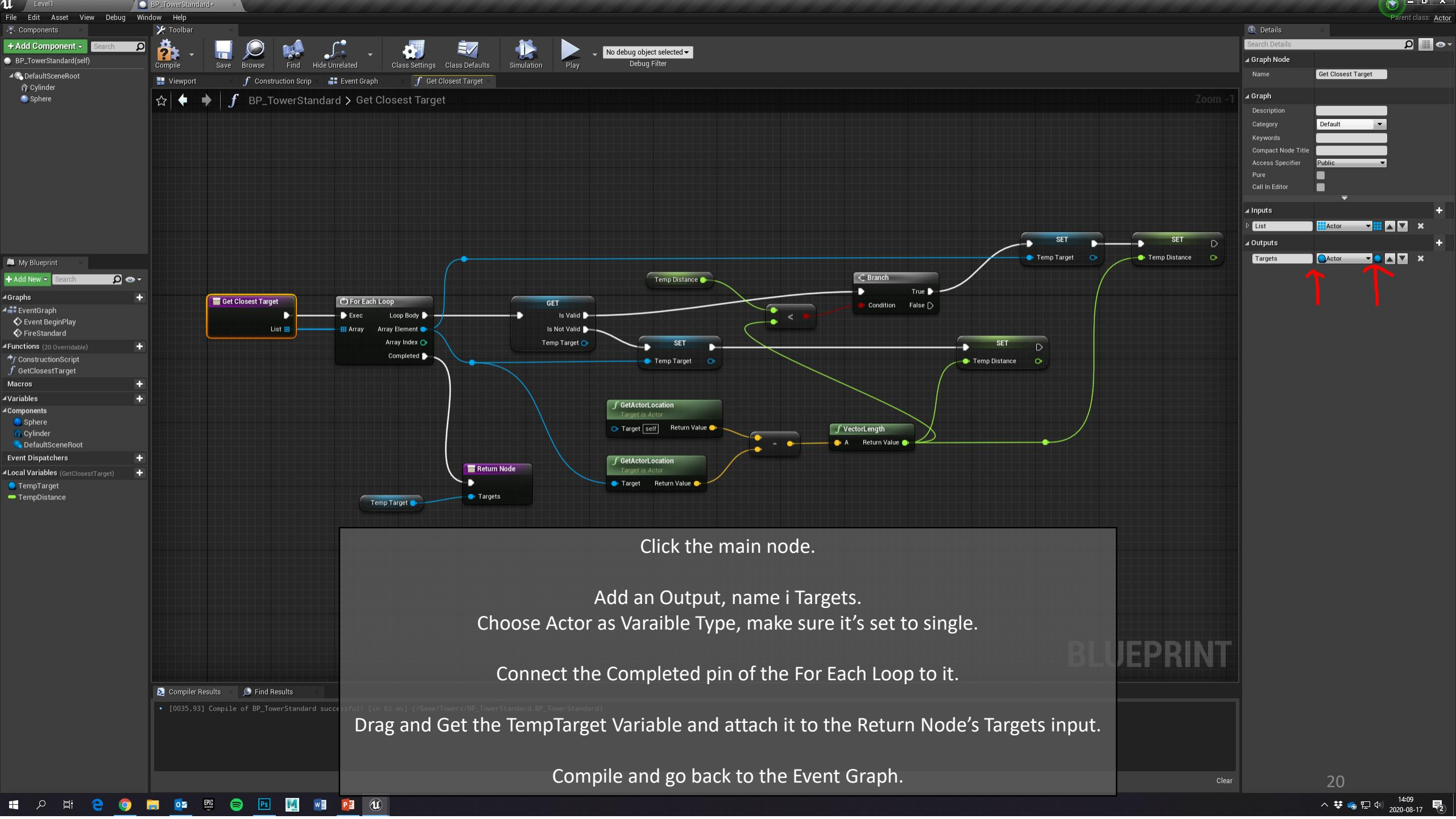

Level1
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
GET
Is Valid
Is Not Valid
Temp Target
Node Actions
Delete
Cut
Copy
Duplicate
Refresh Nodes
Break Link(s)
Find References
Rename
Organization
Collapse Nodes
Collapse to Function
Collapse to Macro
Alignment
Documentation
View Documentation
Variable Get
Convert to Validated Get
Node Comment
Adds in branching execution pins so that you can separately handle when the returned value is valid/invalid.
BLUEPRINT
My Blueprint
Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
TempTarget
TempDistance
Details
Variable
Variable Name
TempTarget
Variable Type
Actor
Tooltip
Category
Default
Default Value
Temp Target
None
Events
On Take Any Dan
On Take Point Da
On Take Radial D
On Actor Begin O
On Actor End Ove
On Begin Cursor
On End Cursor Ov
On Clicked
On Released
On Input Touch B
On Input Touch E
On Input Touch E
On Input Touch L
On Actor Hit
On Destroyed
On End Play
Compiler Results
Find Results
[0958.05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Clear
Drag and Get the TempTarget variable.
Right-click and Convert to Validated Get.
15
11:46
2020-08-17

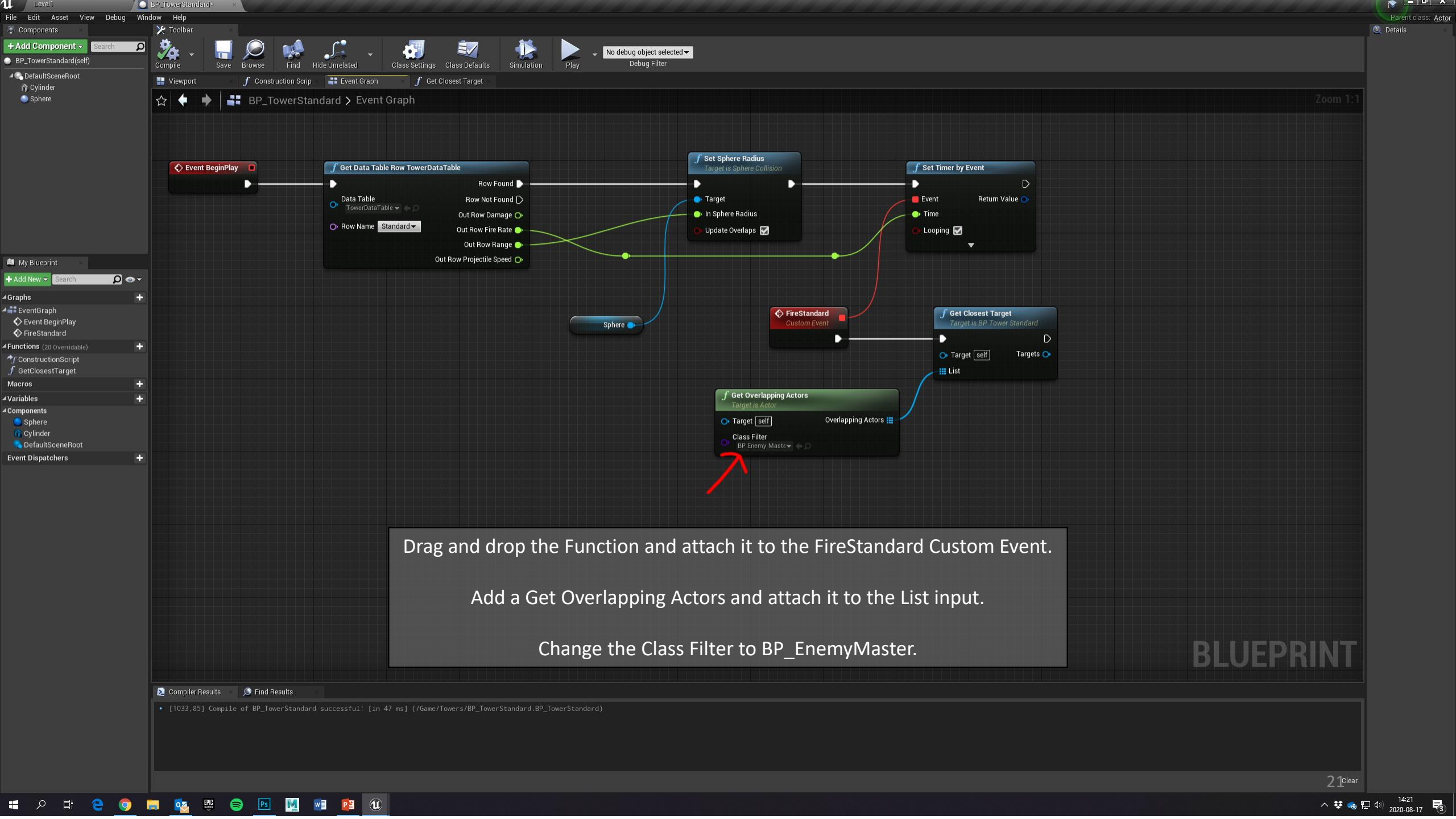

Level1
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Details
Parent class: Actor
My Blueprint
+ Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
TempTarget
TempDistance
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
GET
Is Valid
Is Not Valid
Temp Target
SET
Temp Target
Branch
True
Condition
False
From the Is Valid, add a Branch.
Drag and Set TempTarget, connect it ti Is Not Valid.
Connect Array Element from the For Each Loop to The Set node input.
BLUEPRINT
Compiler Results
Find Results
[0958.05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Clear
16
11:49
2020-08-17

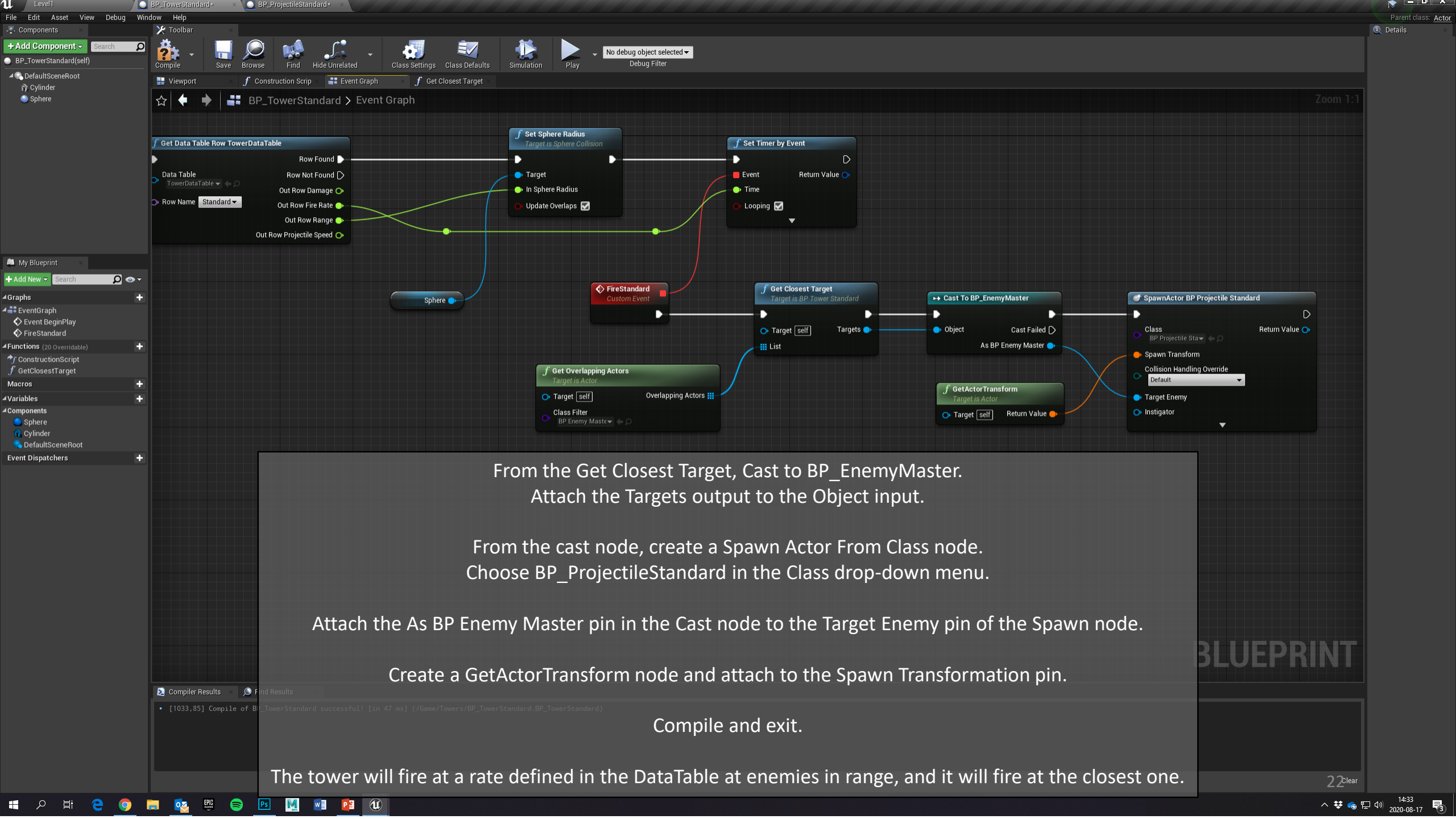

Level1
BP_TowerStandard*
File Edit Asset View Debug Window Help
Components
+ Add Component
Search
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Details
Parent class: Actor
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
TempTarget
TempDistance
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
GET
Is Valid
Is Not Valid
Temp Target
SET
Temp Target
Branch
True
Condition
False
SET
Temp Target
SET
Temp Distance 0.0
Drag and Set TempTarget.
Connect it to the True output of the Branch.
Connect the Array Element of the For Each Loop to the input of the TempTarget.
Drag and Set TempDistance, connect it.
BLUEPRINT
Compiler Results
Find Results
[0958.05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
17
Clear
11:51
2020-08-17


Level1
BP_TowerStandard
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
GET
Is Valid
Is Not Valid
Temp Target
Branch
True
Condition
False
SET
Temp Target
SET
Temp Distance 0.0
SET
Temp Target
SET
Temp Distance
GetActorLocation
Target is Actor
Target self
Return Value
GetActorLocation
Target is Actor
Target
Return Value
VectorLength
A
Return Value
My Blueprint
Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
TempTarget
TempDistance
Details
Parent class: Actor
Compiler Results
Find Results
[0958.05] Compile of BP_TowerStandard successfu
[in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
BLUEPRINT
Drag and Set TempDistance.
Connect it to the Set TempTarget node from the Validated Get node.
Add 2 Get Actor Location nodes.
Add a Vector – Vector node.
Connect the GetActorLocation nodes to the inputs.
Connect Array Element from the For Each Loop to the botton GetActorLocation.
From the Vector – Vector node, add a VectorLength node.
Drag and Set TempDistance.
Connect it to the Set TempTarget node, and the Return Value of the Vector Length.
18
Clear
11:58
2020-08-17


Level1
BP_TowerStandard
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Get Closest Target
Zoom 1:1
Get Closest Target
List
For Each Loop
Exec
Array
Loop Body
Array Element
Array Index
Completed
GET
Is Valid
Is Not Valid
Temp Target
Temp Distance
Branch
True
Condition
False
SET
Temp Target
SET
Temp Distance
SET
Temp Target
SET
Temp Distance
GetActorLocation
Target is Actor
Target
self
Return Value
GetActorLocation
Target is Actor
Target
Return Value
VectorLength
A
Return Value
My Blueprint
Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Local Variables (GetClosestTarget)
TempTarget
TempDistance
Connect the Return Value of the VectorLength to the top-most Set TempDistance node.
Create a Float < (less than) node.
Connect the VectorLength to the bottom input.
Drag and Get TempDistance.
Connect it to the top input.
Connect it to to the Branch.
BLUEPRINT
Compiler Results
Find Results
[0958.05] Compile of BP_TowerStandard successful! [in 50 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Details
Parent class: Actor
19
Clear
14:01
2020-08-17


Click the main node.
Add an Output, name i Targets.
Choose Actor as Varaible Type, make sure it’s set to single.
Connect the Completed pin of the For Each Loop to it.
Drag and Get the TempTarget Variable and attach it to the Return Node’s Targets input.
Compile and go back to the Event Graph.
BLUEPRINT
Get Closest Target
For Each Loop
GET
Branch
SET
Return Node
GetActorLocation
VectorLength
Temp Distance
Temp Target
Targets
Graph Node
Inputs
Outputs
20


Level1
BP_TowerStandard
File Edit Asset View Debug Window Help
Components
+ Add Component
BP_TowerStandard(self)
DefaultSceneRoot
Cylinder
Sphere
Toolbar
Compile Save Browse Find Hide Unrelated Class Settings Class Defaults Simulation Play
No debug object selected
Debug Filter
Viewport
Construction Scrip
Event Graph
Get Closest Target
BP_TowerStandard > Event Graph
Zoom 1:1
Event BeginPlay
Get Data Table Row TowerDataTable
Data Table
TowerDataTable
Row Name
Standard
Row Found
Row Not Found
Out Row Damage
Out Row Fire Rate
Out Row Range
Out Row Projectile Speed
Set Sphere Radius
Target is Sphere Collision
Target
In Sphere Radius
Update Overlaps
Set Timer by Event
Event
Time
Looping
Return Value
Sphere
FireStandard
Custom Event
Get Closest Target
Target is BP Tower Standard
Target
self
List
Targets
Get Overlapping Actors
Target is Actor
Target
self
Class Filter
BP Enemy Maste
Overlapping Actors
My Blueprint
Add New
Graphs
EventGraph
Event BeginPlay
FireStandard
Functions (20 Overridable)
ConstructionScript
GetClosestTarget
Macros
Variables
Components
Sphere
Cylinder
DefaultSceneRoot
Event Dispatchers
Details
Parent class: Actor
Drag and drop the Function and attach it to the FireStandard Custom Event.
Add a Get Overlapping Actors and attach it to the List input.
Change the Class Filter to BP_EnemyMaster.
BLUEPRINT
Compiler Results
Find Results
[1033,85] Compile of BP_TowerStandard successful! [in 47 ms] (/Game/Towers/BP_TowerStandard.BP_TowerStandard)
Clear
14:21
2020-08-17


From the Get Closest Target, Cast to BP_EnemyMaster.
Attach the Targets output to the Object input.
From the cast node, create a Spawn Actor From Class node.
Choose BP_ProjectileStandard in the Class drop-down menu.
Attach the As BP Enemy Master pin in the Cast node to the Target Enemy pin of the Spawn node.
Create a GetActorTransform node and attach to the Spawn Transformation pin.
Compile and exit.
The tower will fire at a rate defined in the DataTable at enemies in range, and it will fire at the closest one.