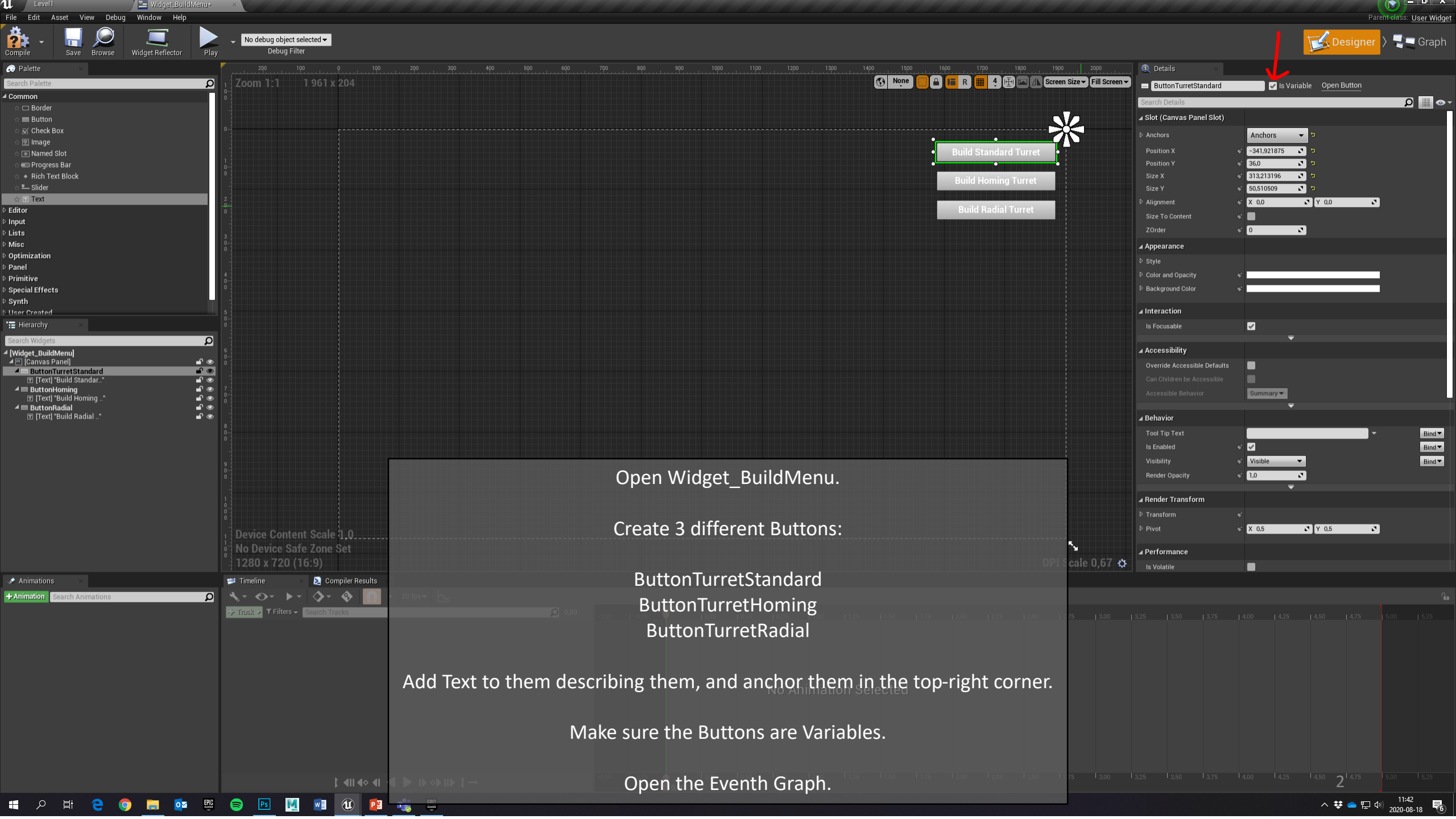


Tower Defence

Building, Part 2

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Open Widget_BuildMenu.

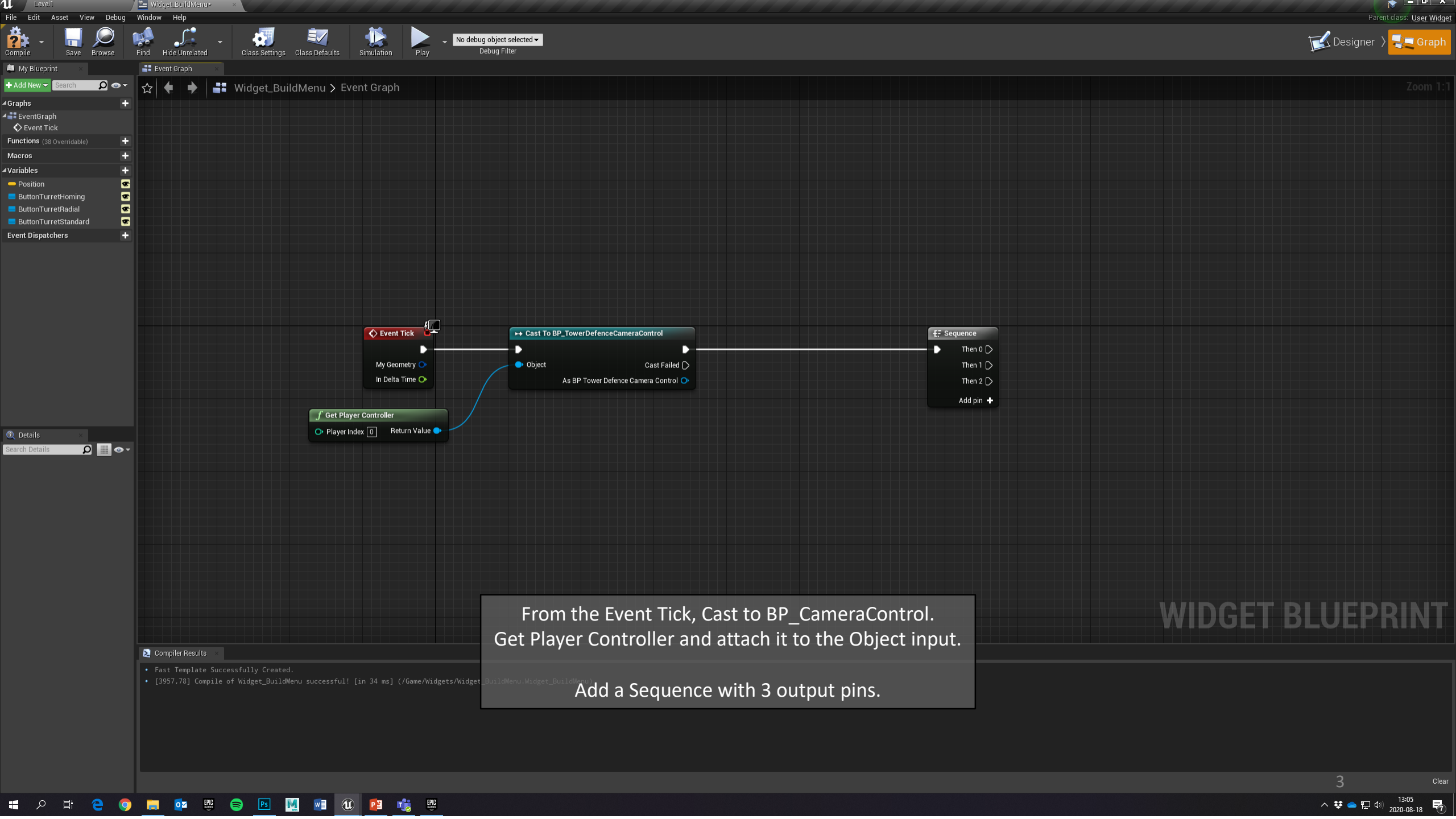
Create 3 different Buttons:

- ButtonTurretStandard
- ButtonTurretHoming
- ButtonTurretRadial

Add Text to them describing them, and anchor them in the top-right corner.

Make sure the Buttons are Variables.

Open the Event Graph.

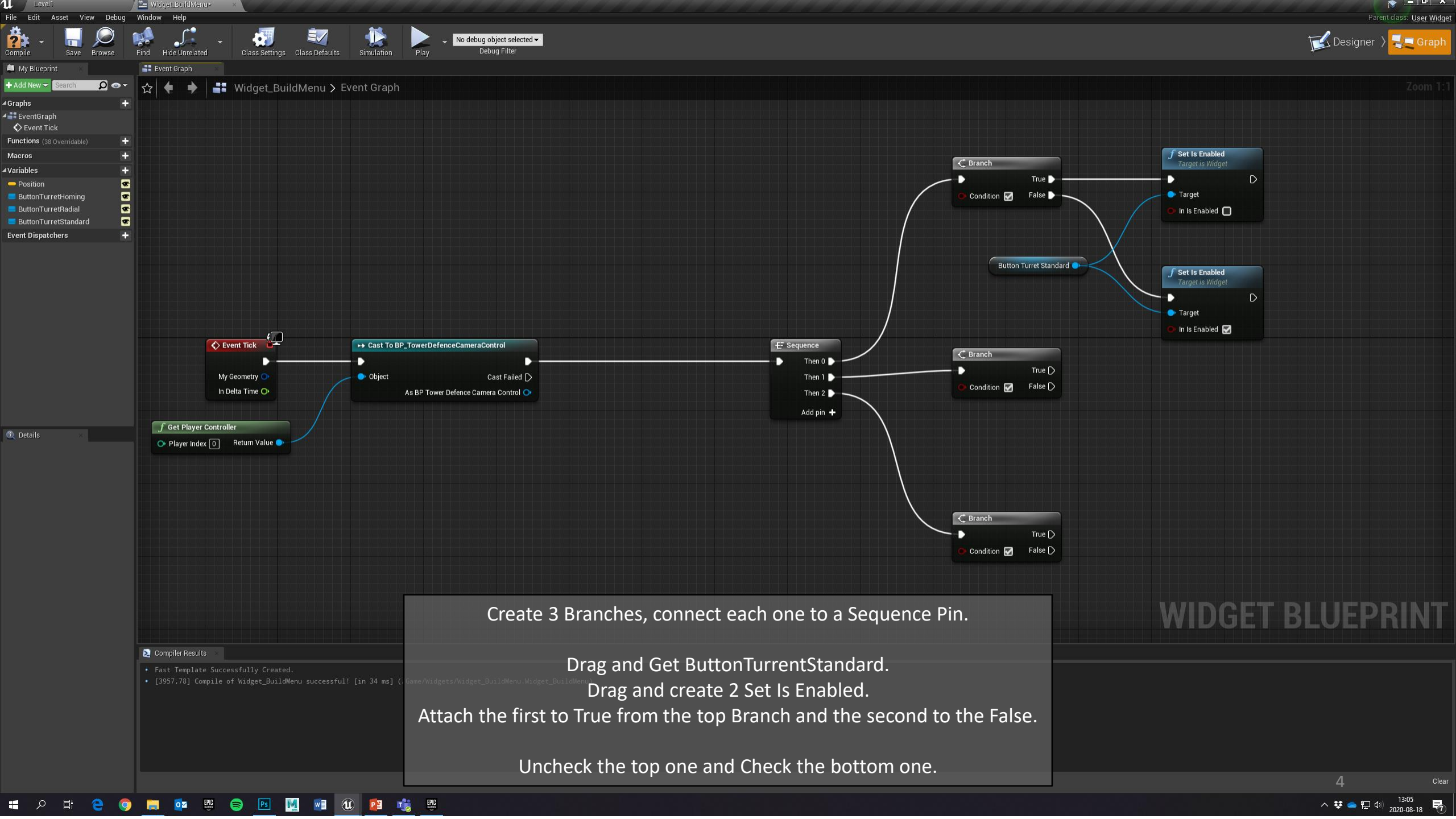


From the Event Tick, Cast to BP_CameraControl.
Get Player Controller and attach it to the Object input.
Add a Sequence with 3 output pins.

WIDGET BLUEPRINT

Compiler Results

- Fast Template Successfully Created.
- [3957,78] Compile of Widget_BuildMenu successful! [in 34 ms] (//Game/Widgets/Widget_BuildMenu.Widget_BuildMenu)



Create 3 Branches, connect each one to a Sequence Pin.

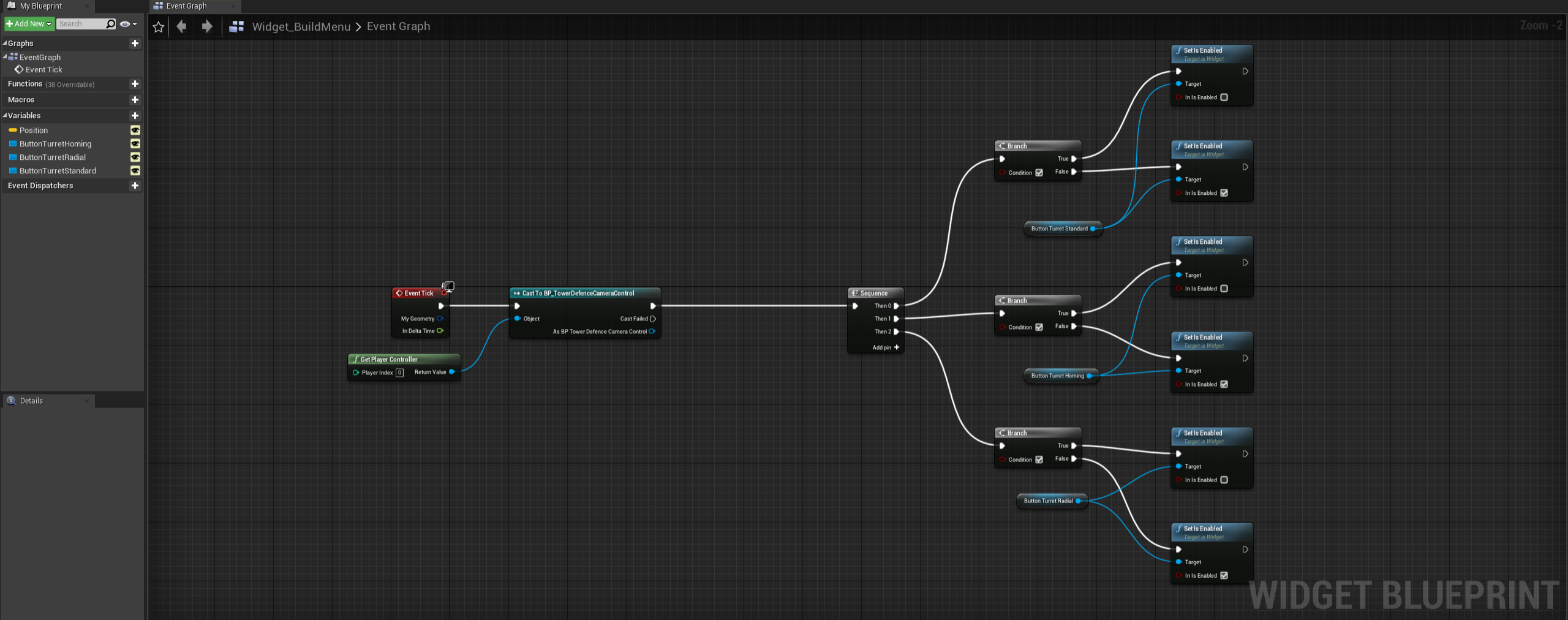
Drag and Get ButtonTurrentStandard.

Drag and create 2 Set Is Enabled.

Attach the first to True from the top Branch and the second to the False.

Uncheck the top one and Check the bottom one.

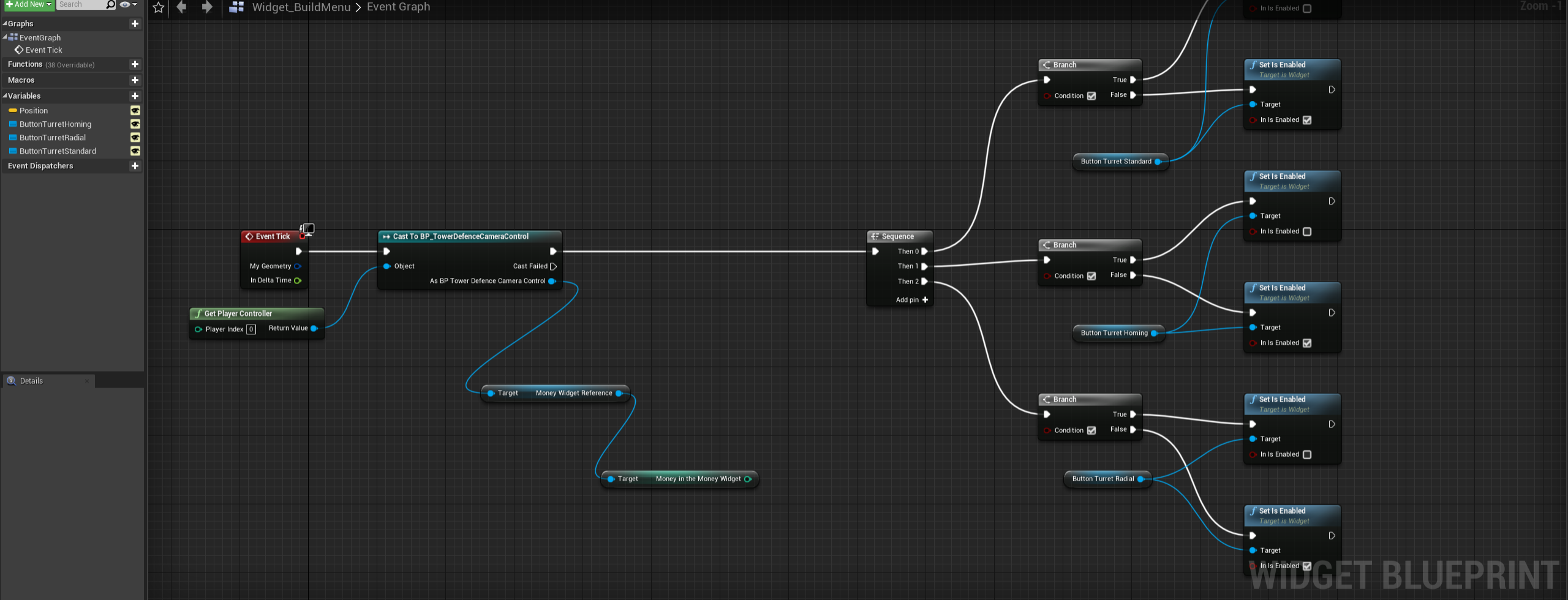
WIDGET BLUEPRINT



Compiler Results

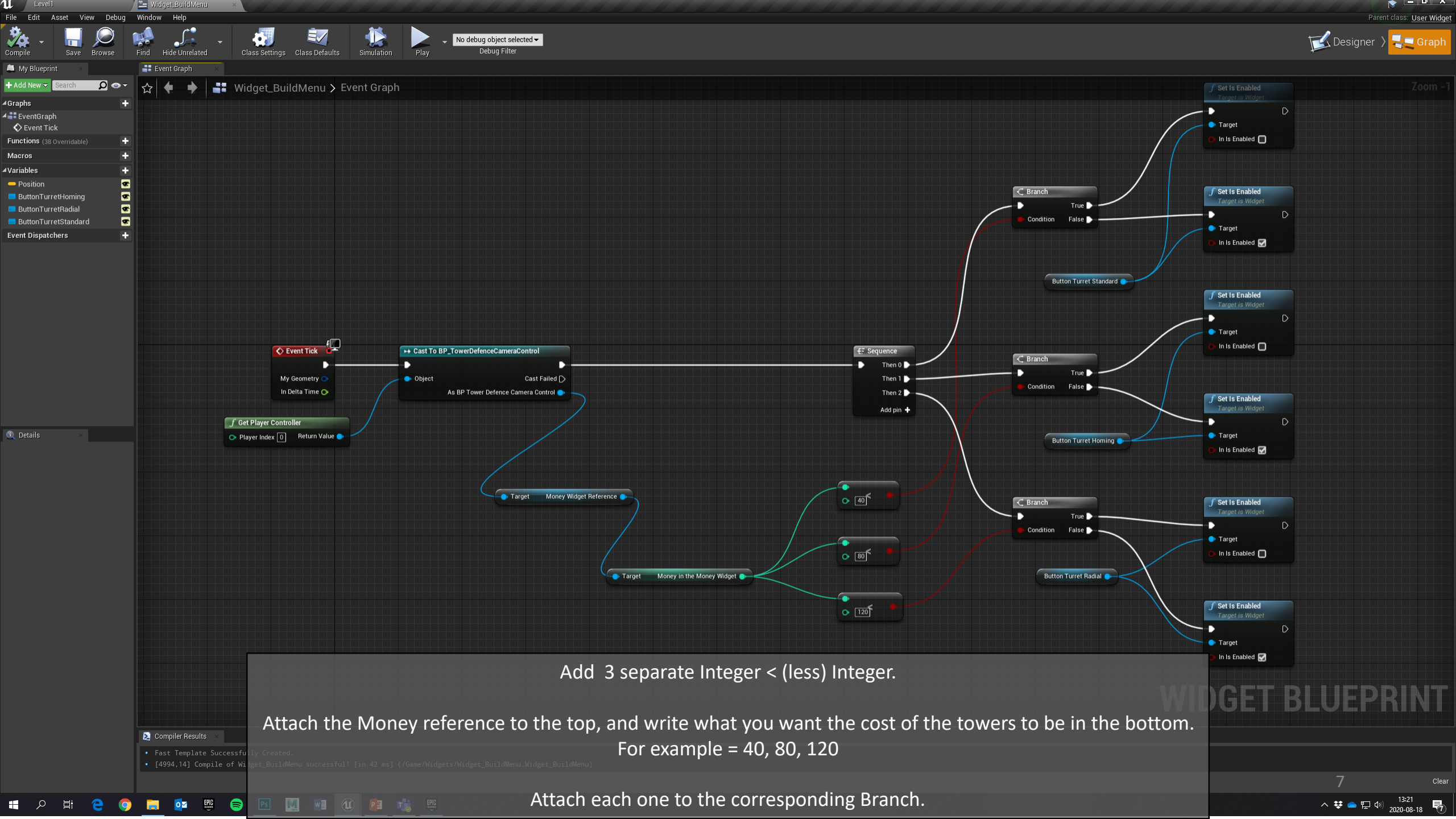
- Fast Template Successfully Created.
- [3957,78] Compile of Widget_BuildMenu successful! [in 34 ms] (//Game/Widgets/Widget_BuildMenu.Widget_BuildMenu)

Repeat the procedure with the 2 other Buttons, so that each has checked and unchecked Set Is Enabled node.



Fast Template Successfully Created.
[3957,78] Compile of Widget_BuildMenu successful! [in 34 ms]

From the As BP Camera Controls, drag and Get Money Widget Reference.
From that, drag and Get Money in the Money Widget.

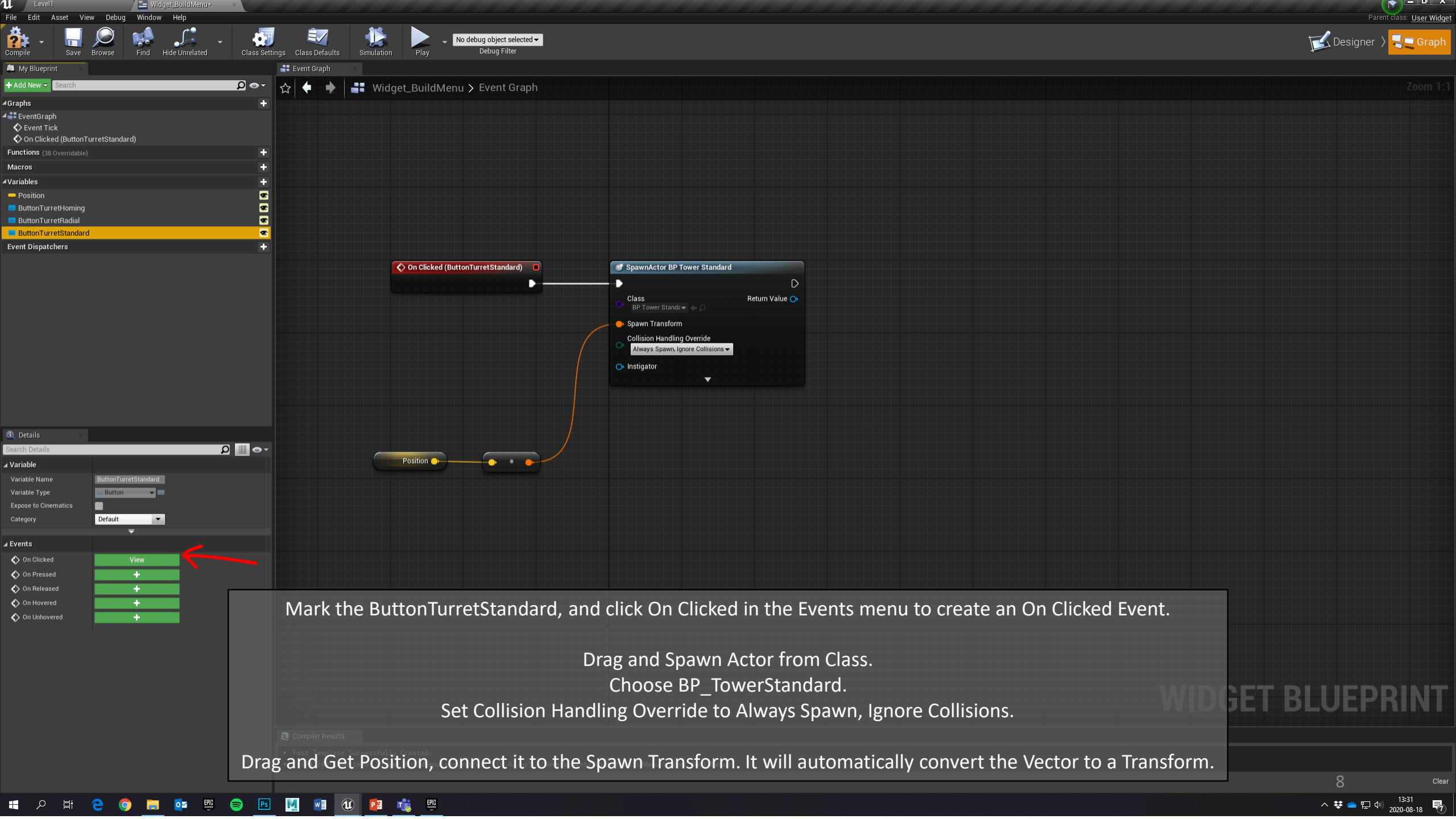


Add 3 separate Integer < (less) Integer.

Attach the Money reference to the top, and write what you want the cost of the towers to be in the bottom.
For example = 40, 80, 120

Attach each one to the corresponding Branch.

WIDGET BLUEPRINT



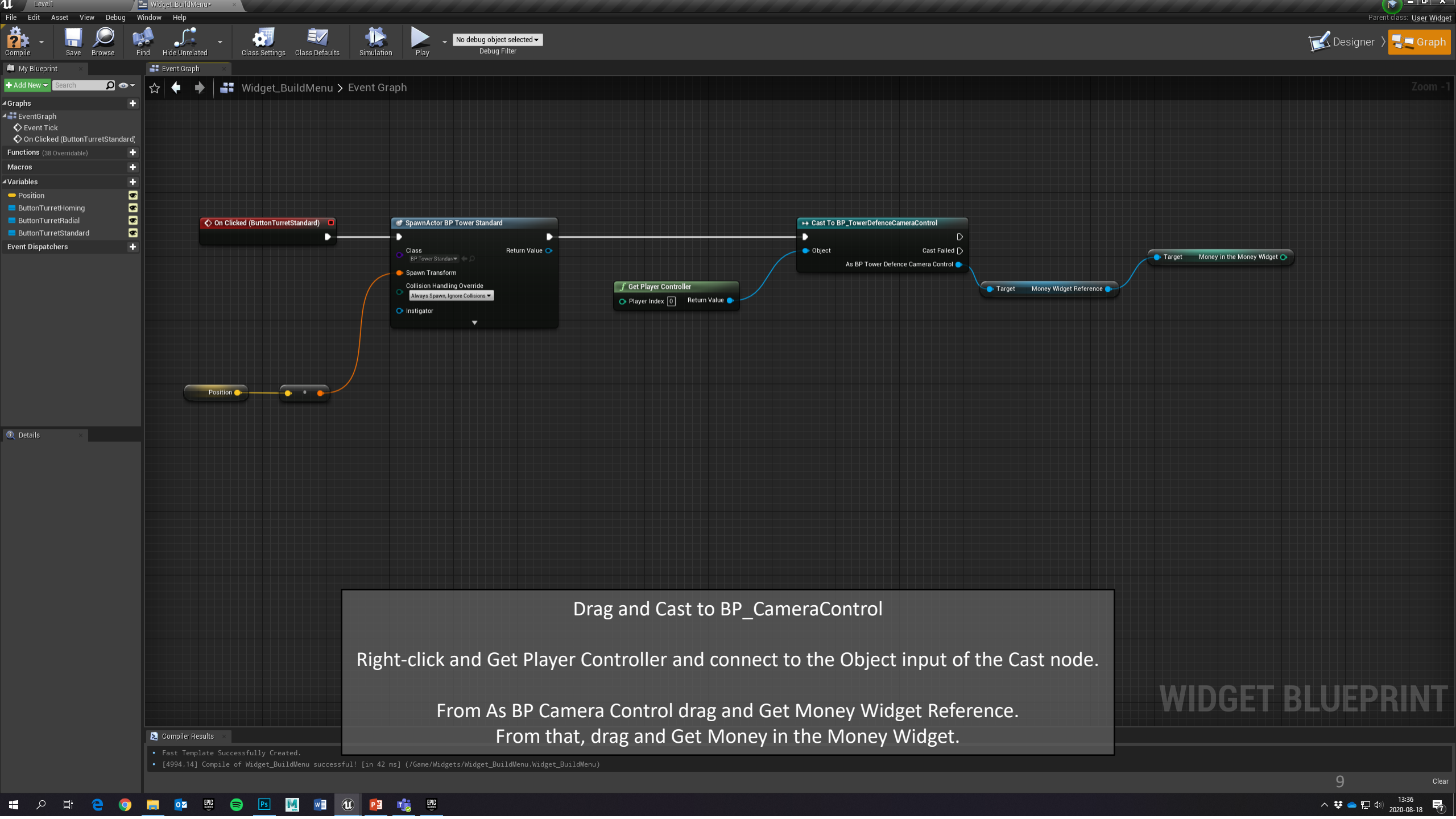
Mark the ButtonTurretStandard, and click On Clicked in the Events menu to create an On Clicked Event.

Drag and Spawn Actor from Class.
Choose BP_TowerStandard.

Set Collision Handling Override to Always Spawn, Ignore Collisions.

Drag and Get Position, connect it to the Spawn Transform. It will automatically convert the Vector to a Transform.

WIDGET BLUEPRINT



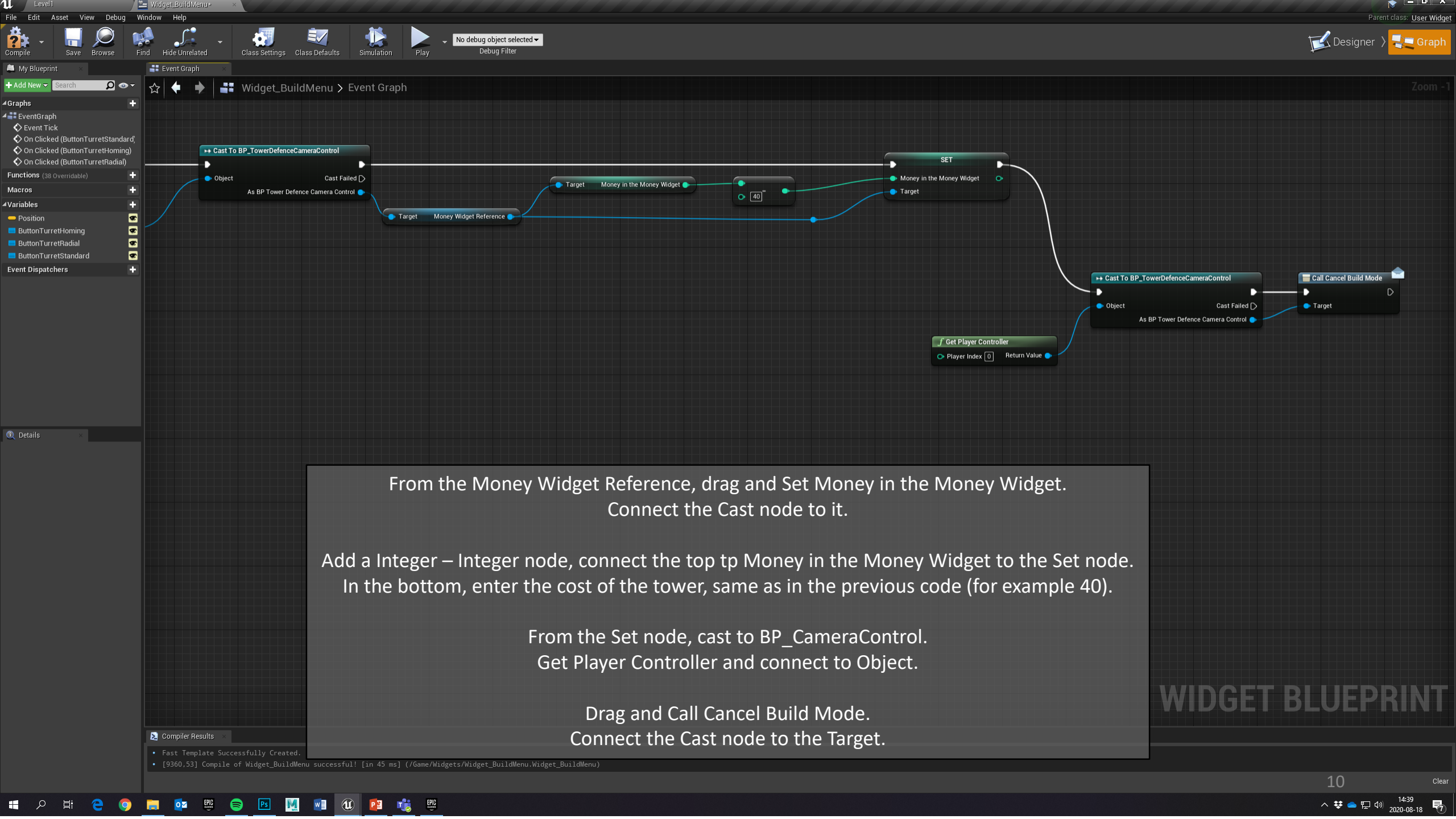
Drag and Cast to BP_CameraControl

Right-click and Get Player Controller and connect to the Object input of the Cast node.

From As BP Camera Control drag and Get Money Widget Reference.

From that, drag and Get Money in the Money Widget.

WIDGET BLUEPRINT



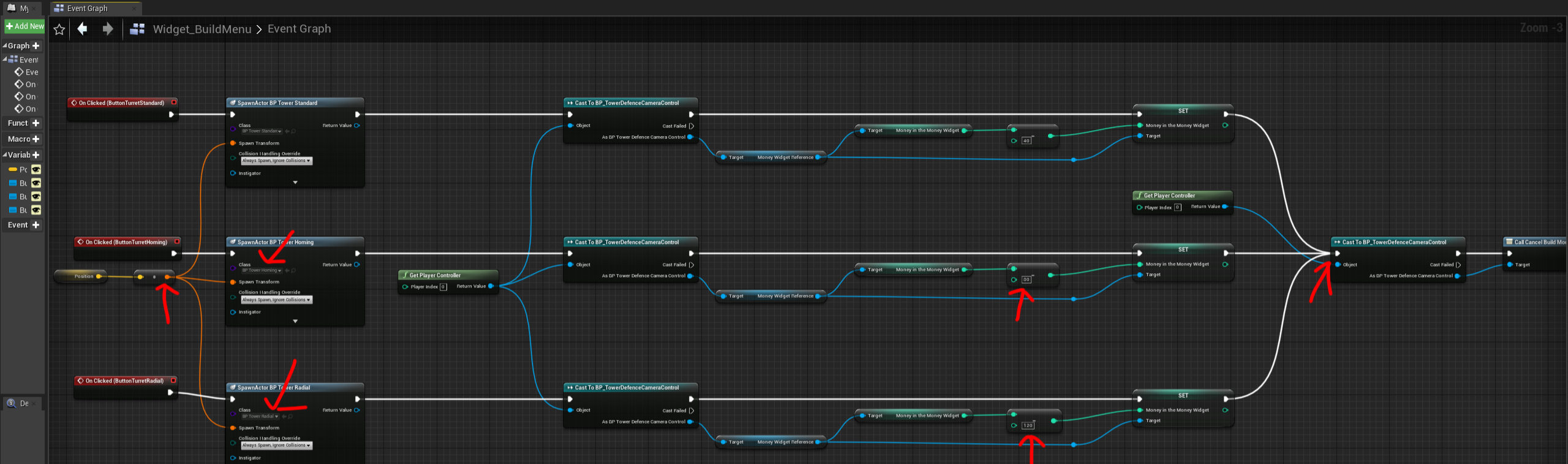
From the Money Widget Reference, drag and Set Money in the Money Widget.
Connect the Cast node to it.

Add a Integer – Integer node, connect the top tp Money in the Money Widget to the Set node.
In the bottom, enter the cost of the tower, same as in the previous code (for example 40).

From the Set node, cast to BP_CameraControl.
Get Player Controller and connect to Object.

Drag and Call Cancel Build Mode.
Connect the Cast node to the Target.

WIDGET BLUEPRINT



Copy the code for each type of tower you have.

Add an On Clicked Event for the different buttons.

Change the SpawnActors to the different towers.
Connect the Position Variable to each Spawn Actor node.

Change the cost to the cost of each tower.

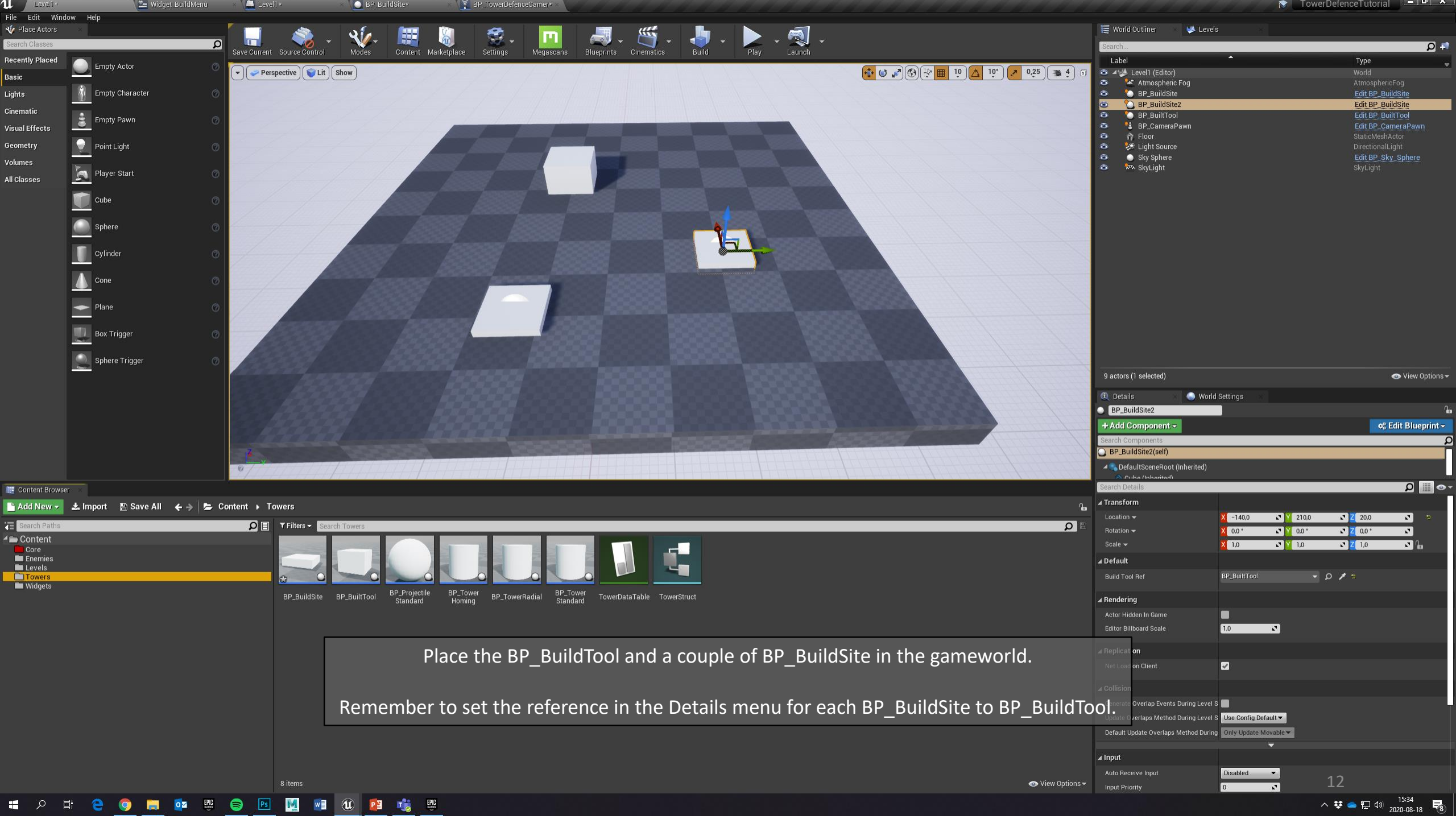
Connect all of them to the Cast node at the end.

Compile and exit.

WIDGET BLUEPRINT

Compiler Results

- Fast Template Successfully Created.
- [9360,53] Compile of Widget_BuildMenu successful! [in 45 ms] (//Game/Widgets/Widget_BuildMenu.Widget_BuildMenu)



Place the BP_BuildTool and a couple of BP_BuildSite in the gameworld.
Remember to set the reference in the Details menu for each BP_BuildSite to BP_BuildTool.

World Outliner

Levels

Search

Label	Type
Level1 (Editor)	World
Atmospheric Fog	AtmosphericFog
BP_BuildSite	Edit BP_BuildSite
BP_BuildSite2	Edit BP_BuildSite
BP_BuildTool	Edit BP_BuildTool
BP_CameraPawn	Edit BP_CameraPawn
Floor	StaticMeshActor
Light Source	DirectionalLight
Sky Sphere	Edit BP_Sky_Sphere
SkyLight	SkyLight

9 actors (1 selected) View Options

Details World Settings

BP_BuildSite2 Edit Blueprint

+ Add Component

Search Components

BP_BuildSite2(self)

DefaultSceneRoot (Inherited)

Cube (Inherited)

Search Details

Transform

Location	X -140.0	Y 210.0	Z 20.0
Rotation	X 0.0°	Y 0.0°	Z 0.0°
Scale	X 1.0	Y 1.0	Z 1.0

Default

Build Tool Ref BP_BuildTool

Rendering

Actor Hidden In Game

Editor Billboard Scale 1.0

Replication

Net Load on Client

Collision

Generate Overlap Events During Level S

Update Overlaps Method During Level S Use Config Default

Default Update Overlaps Method During Only Update Movable

Input

Auto Receive Input Disabled

Input Priority 0

12

Content Browser

Add New Import Save All Content Towers

Search Paths

Content

- Core
- Enemies
- Levels
- Towers**
- Widgets

Filters Search Towers

BP_BuildSite BP_BuildTool BP_Projectile Standard BP_Tower Homing BP_TowerRadial BP_Tower Standard TowerDataTable TowerStruct

8 items View Options