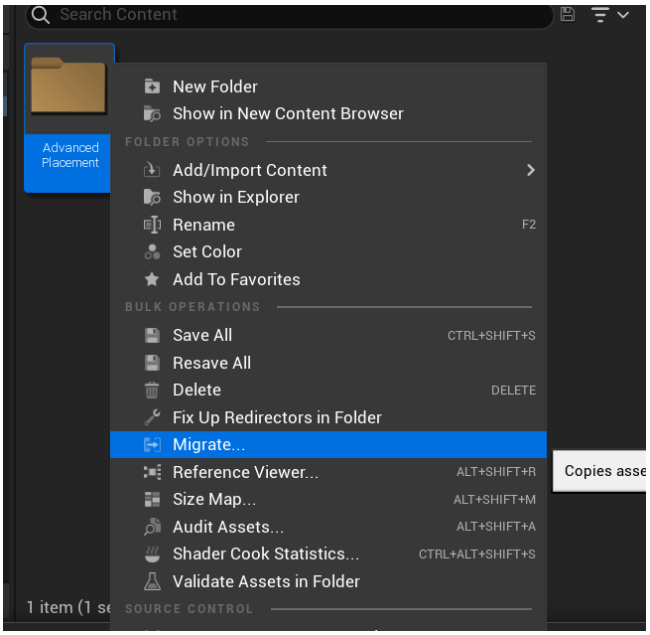
Advanced Placement System



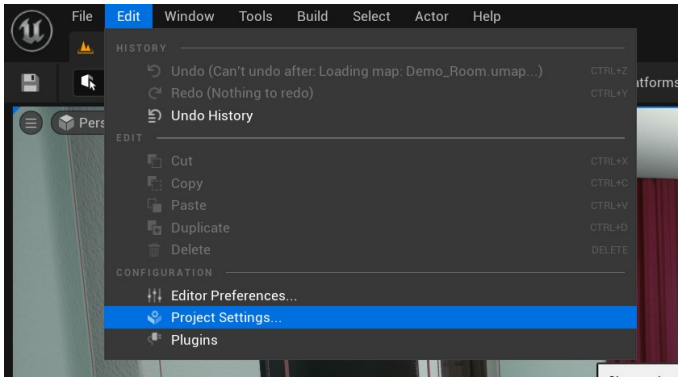
How to Use

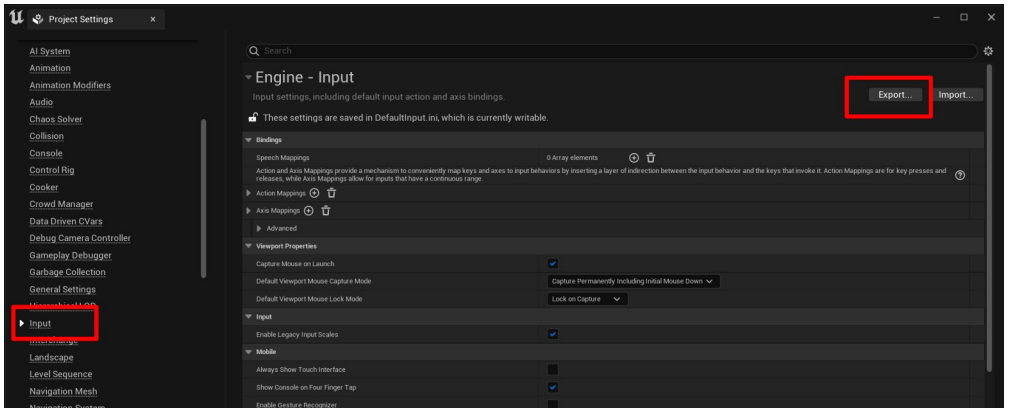
- To transfer the pack into your project, right click on the “AdvancedPlacement” folder and select migrate;

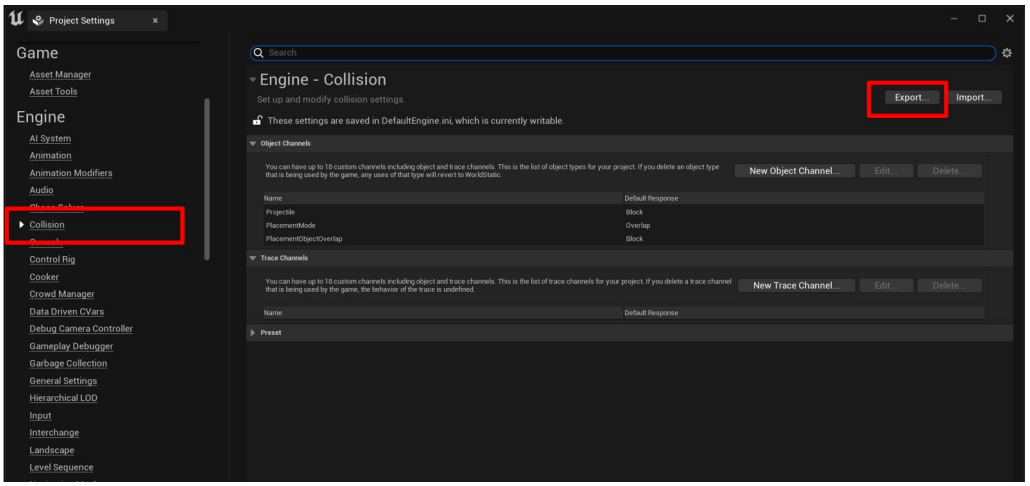


- After successfully migrating the content pack into your game project, do the following to get started on using Advanced Placement System!

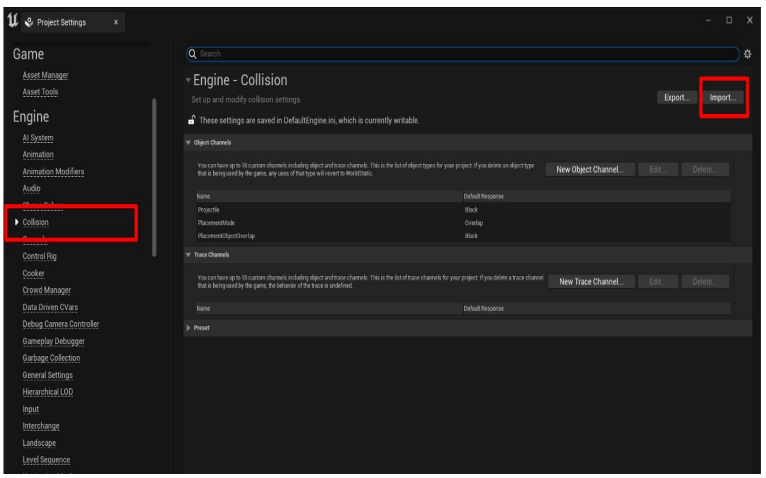
After content migration is done, BEFORE going into migrated project, go to project settings, go to input tab and collision tab, and export their settings.

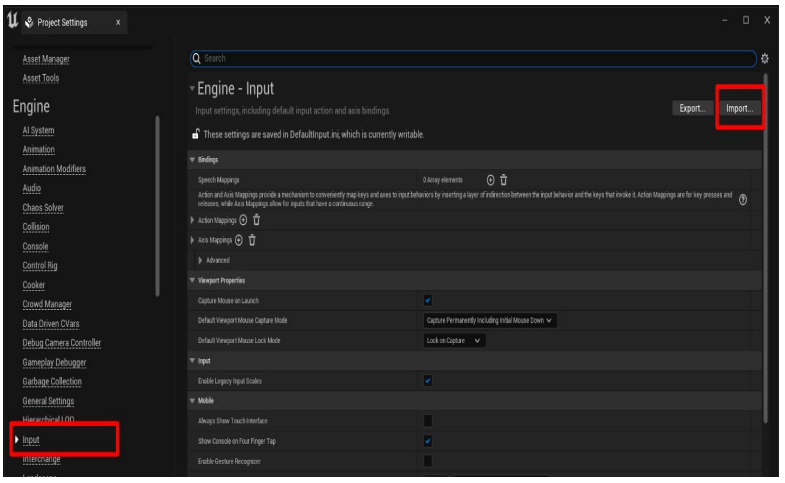
1. 

2. 

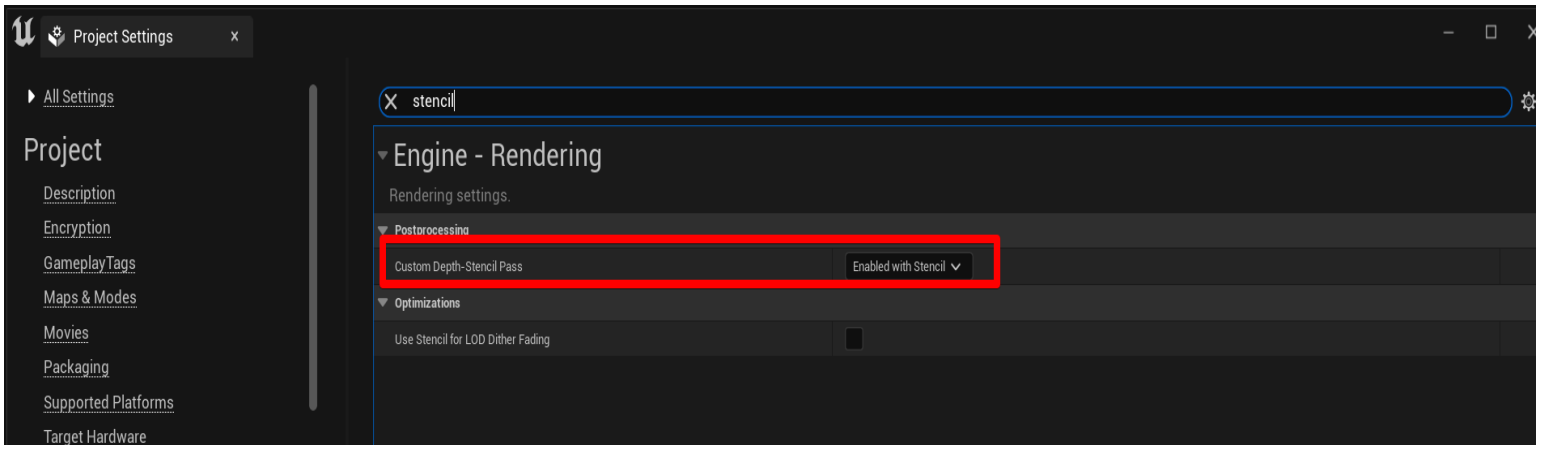
3. 

Now open the new project that you migrated pack to, and open project settings, go into these tabs in the new projet and import settings into corresponding tabs

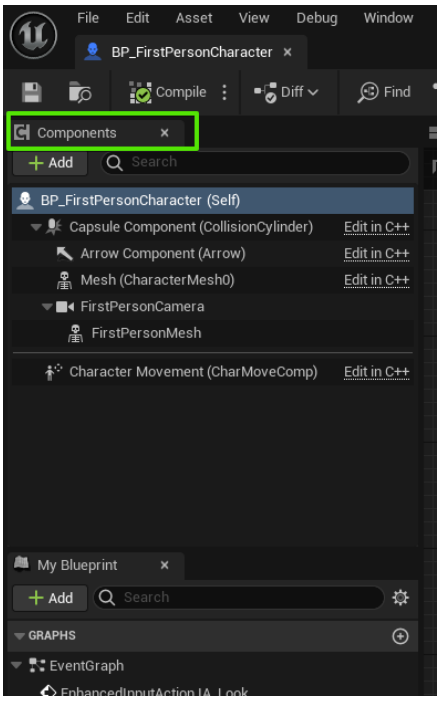




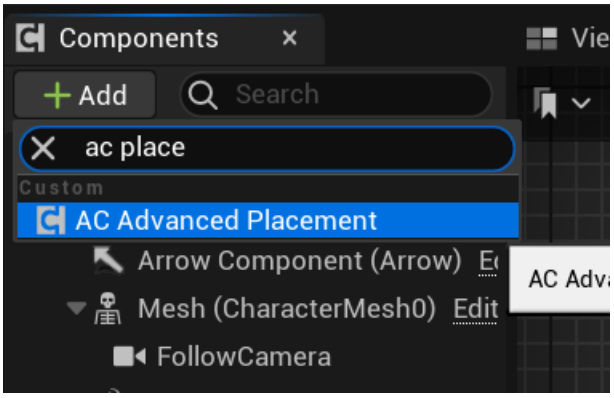
In the new project, we have one last thing to change in the project settings, after opening project settings, to go search bar and type in “Stencil” and change “Custom Depth-Stencil Pass” value to “Enable With Stencil”



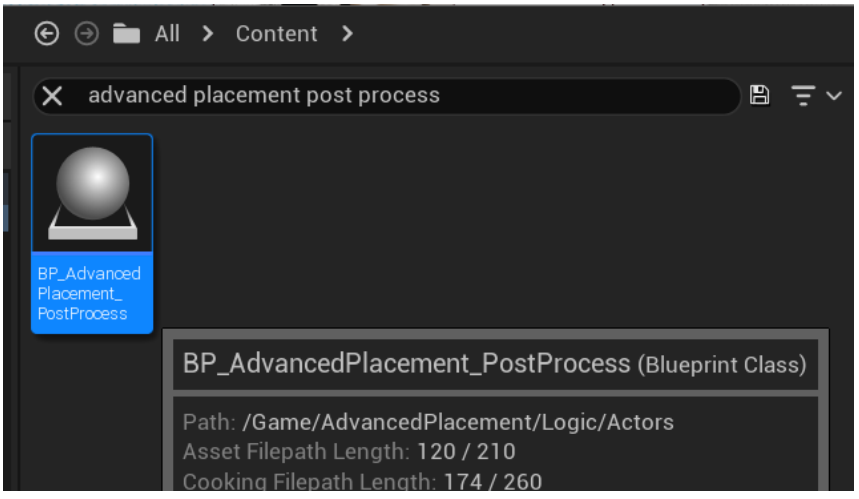
1. Open your pawn class and locate to the components tab.



2. Click on “add” button and type in “ac_advancedplacement”



3. Go to content browser, and type in “advanced placement post process” this blueprint – drag and drop it into the world.
This will manage outline effects on your placement objects :)

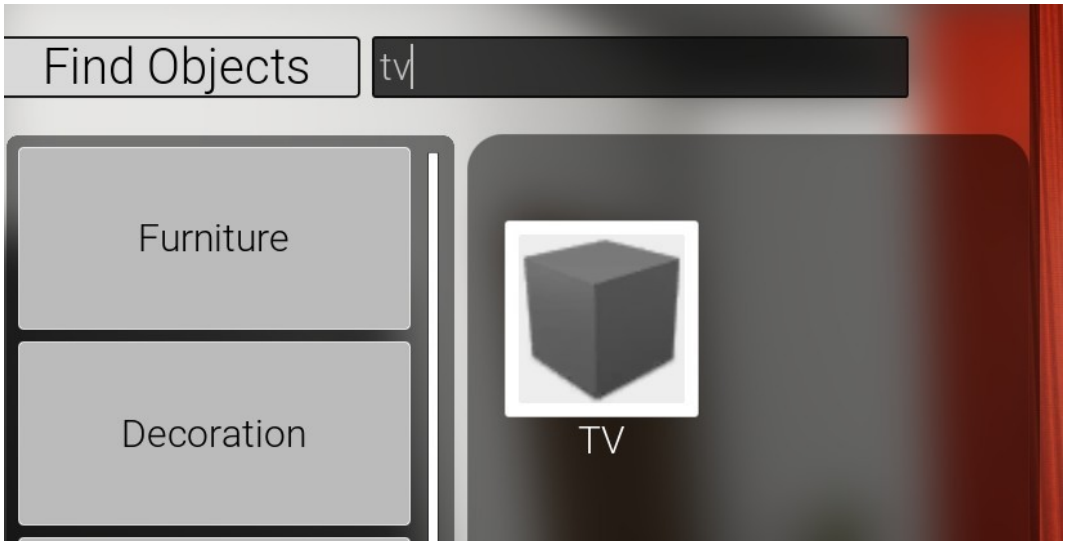


USING PLACEMENT OBJECTS LIST

- By default, “TAB” key is set to toggle placement objects list. Press “TAB” to see the list
  Left click on the object you want to place in your scene.
  On hovering, you’ll see details of the objects.



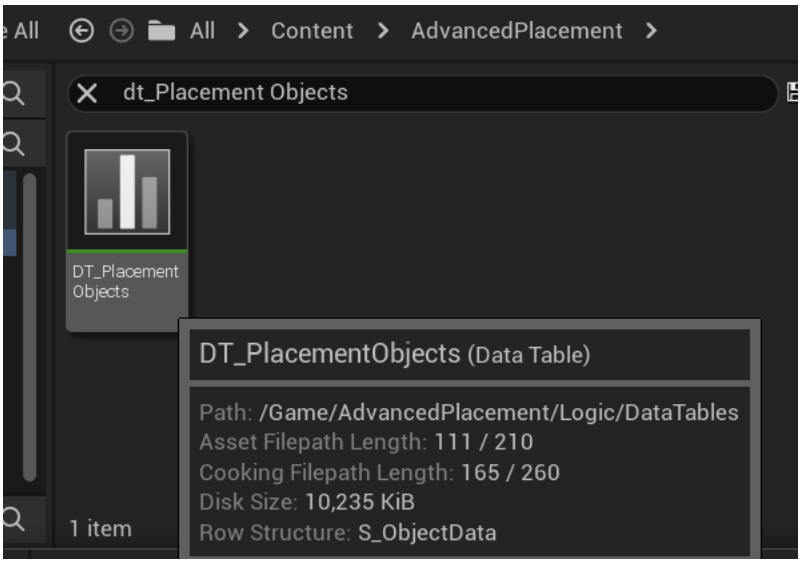
- You can search object by typing their name in the search bar



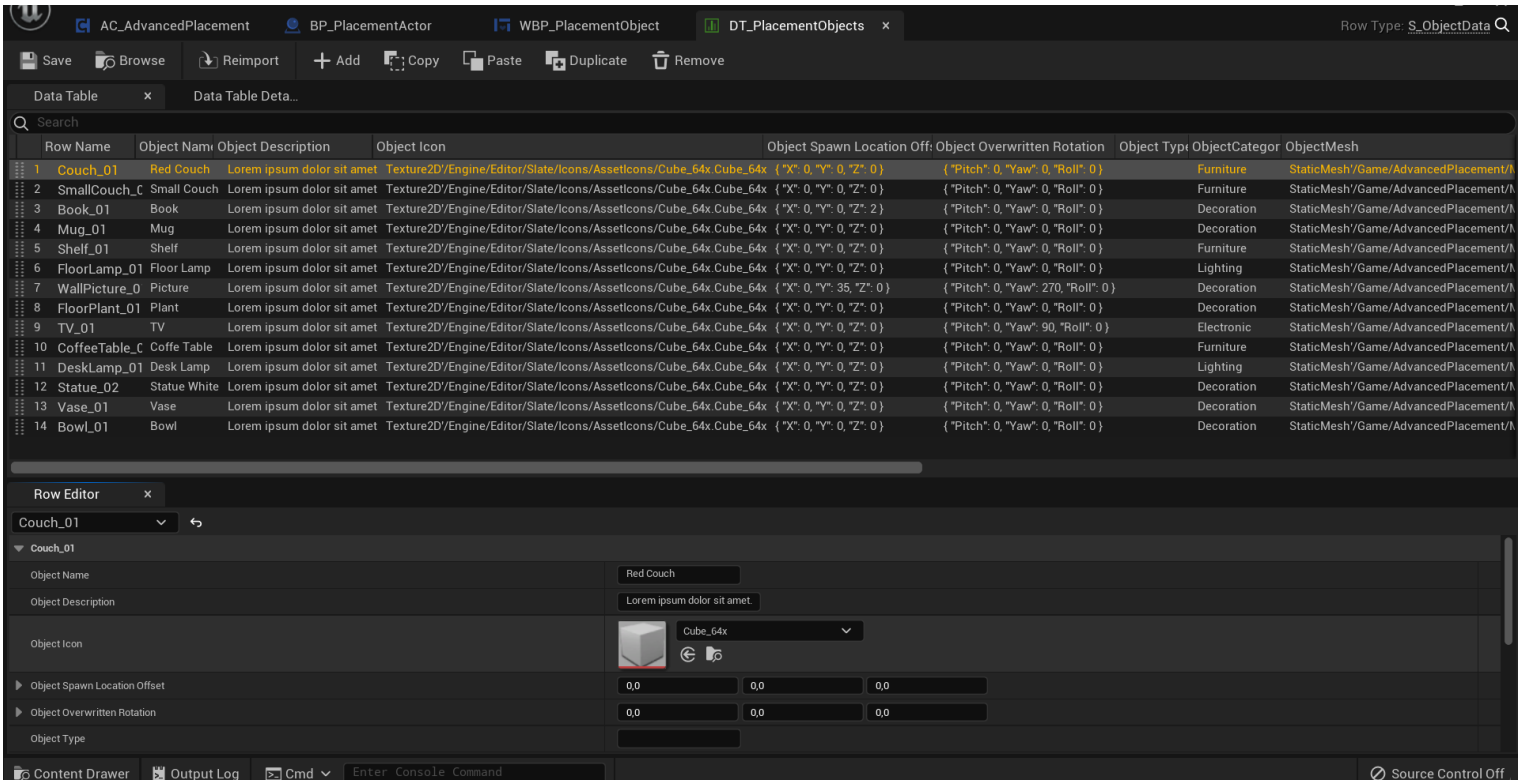
CHANGING PLACEMENT OBJECT PROPERTIES / ADDING NEW PLACEMENT OBJECTS (PAGE 1)

- In Advanced Placement System, everything regarding placement objects are data driven, which makes it pretty useful and user-friendly on setting up new objects/making quick changes on them.

- To find the objects list data table, go to content browser and type in “DT_placementobjects”

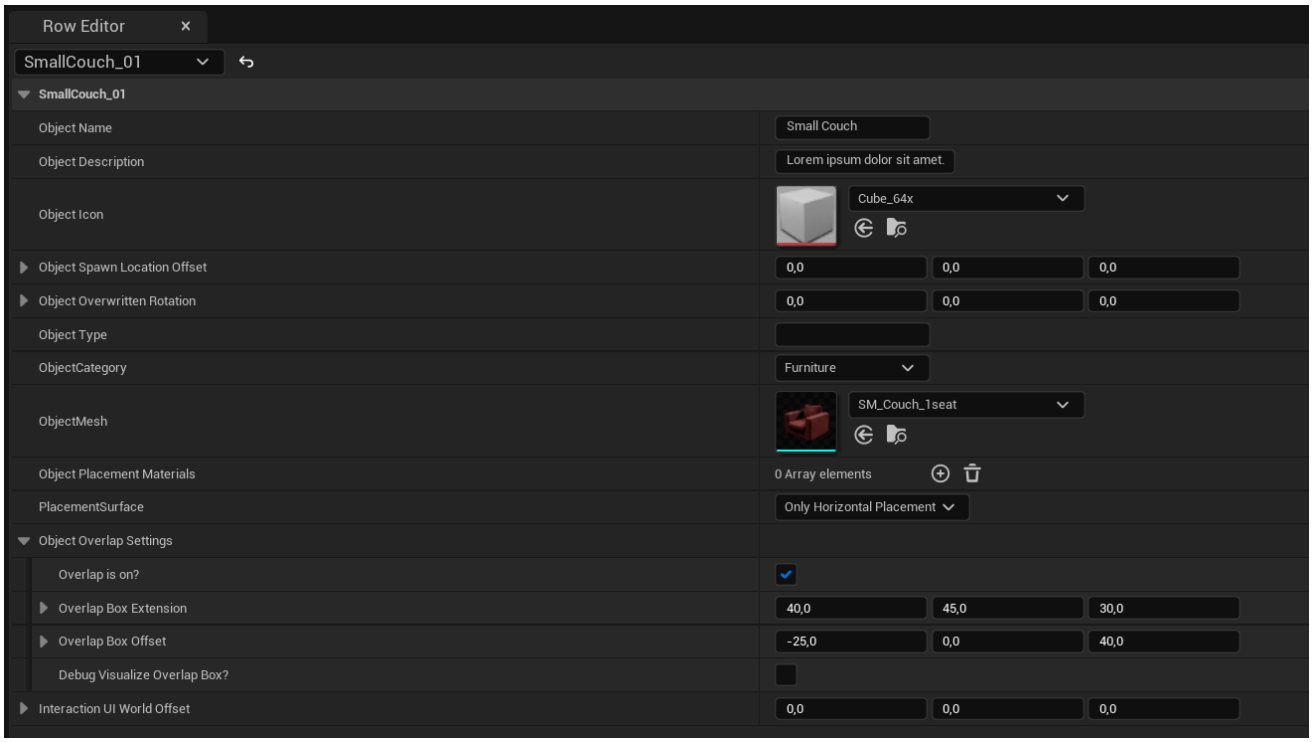


- Open the data table, and you’ll see all properties for each type of placement object exist at the moment.

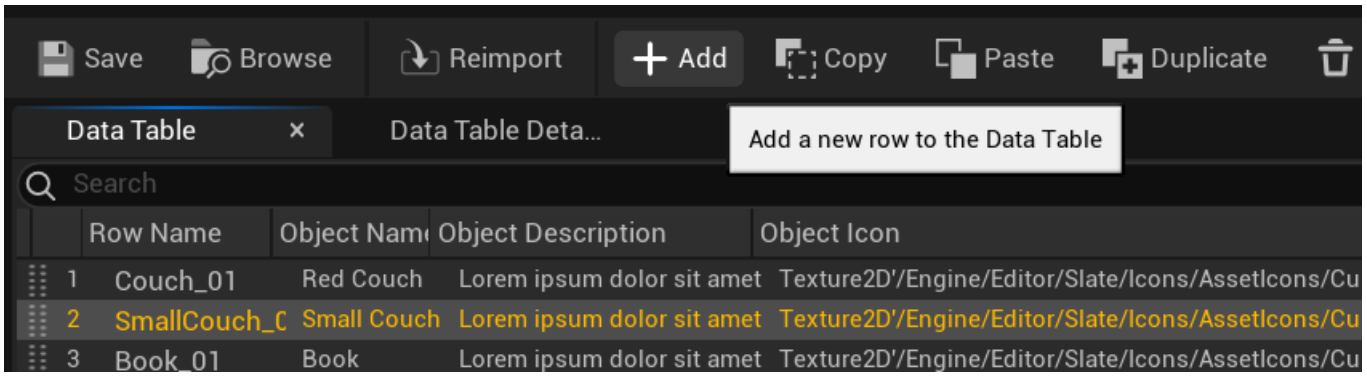


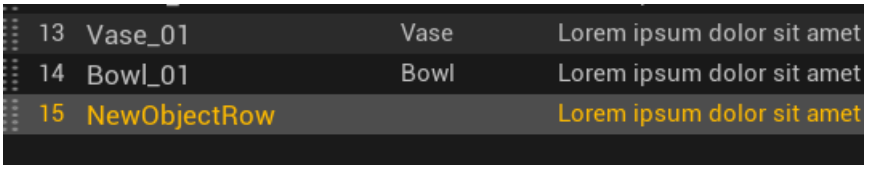
CHANGING PLACEMENT OBJECT PROPERTIES / ADDING NEW PLACEMENT OBJECTS (PAGE 2)

- You can adjust each placement object property individually by clicking on their row name, and then set the properties as you wish, e.g object name, object description, object display icon, object category...



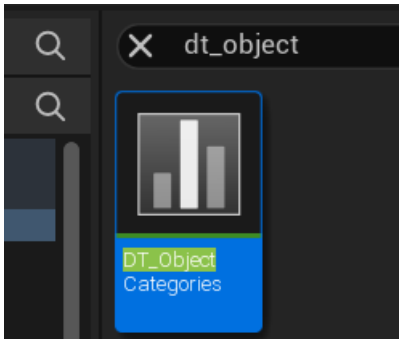
- You can add a new placement object to the list by adding a new row name, and settings it's properties.

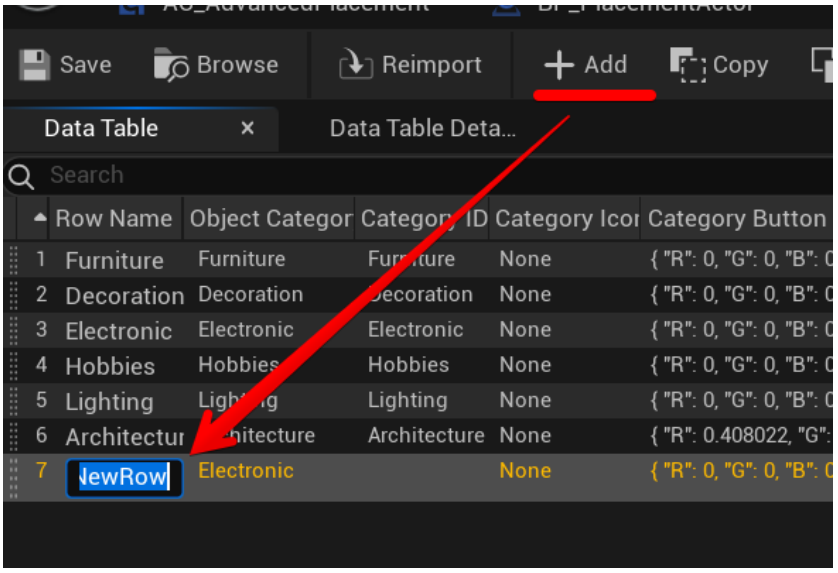




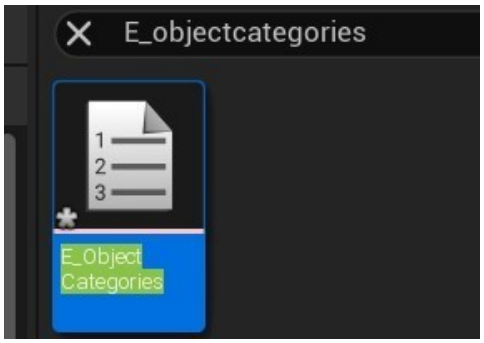
ADDING A NEW PLACEMENT OBJECT CATEGORY

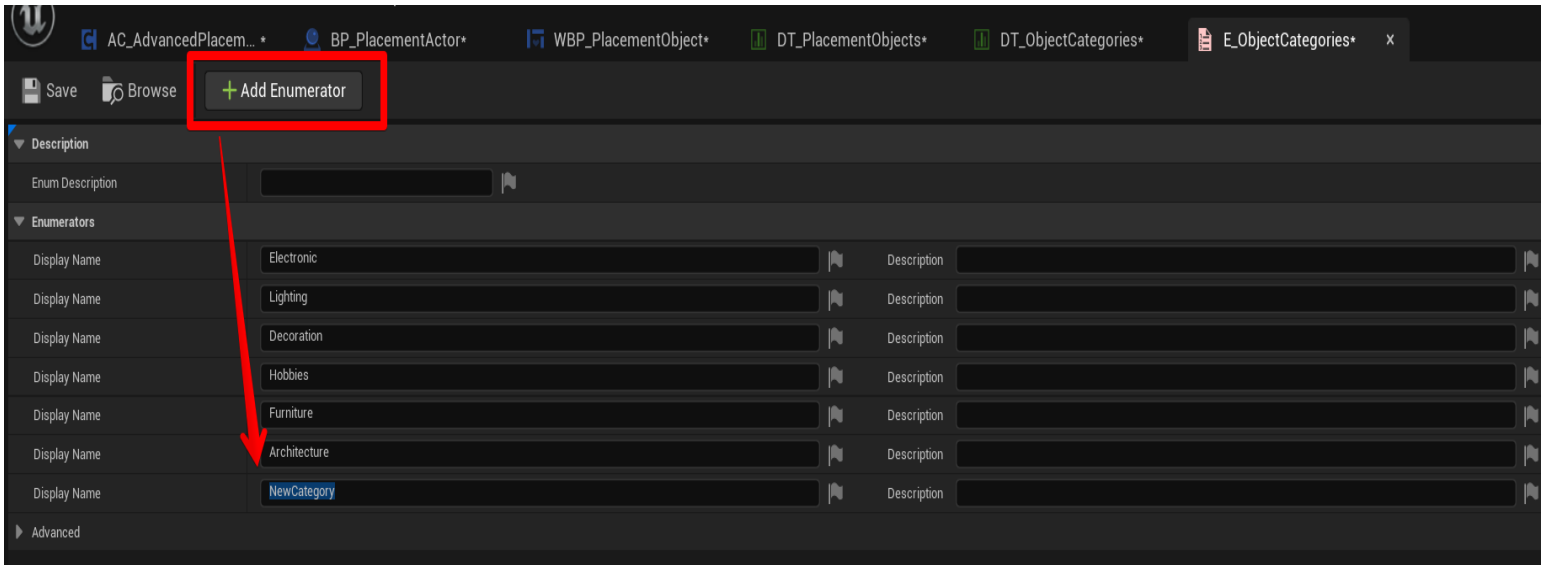
- Each object has a category data assigned for easier use in your game, you can add your own category to your game by opening “”dt_Objectcategories” data table and adding your new category row





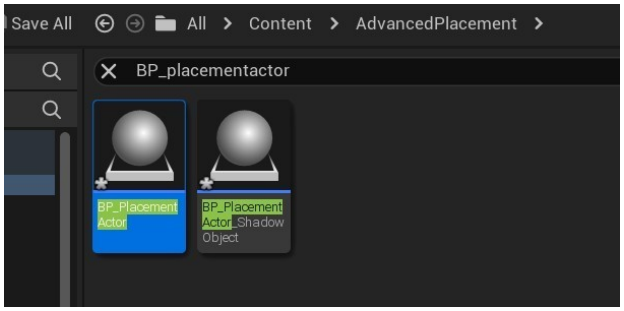
- For the new category you added, as an additional step you need to add the new Enumeration element to the E_Categories enum



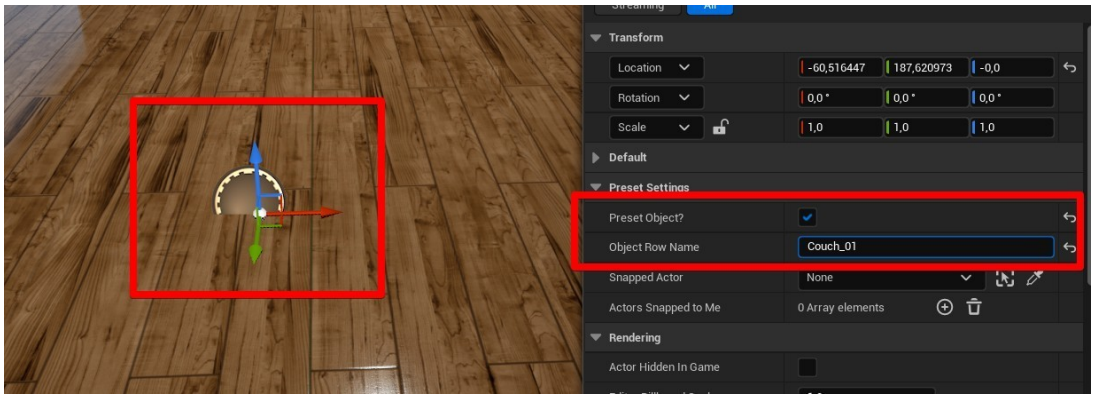


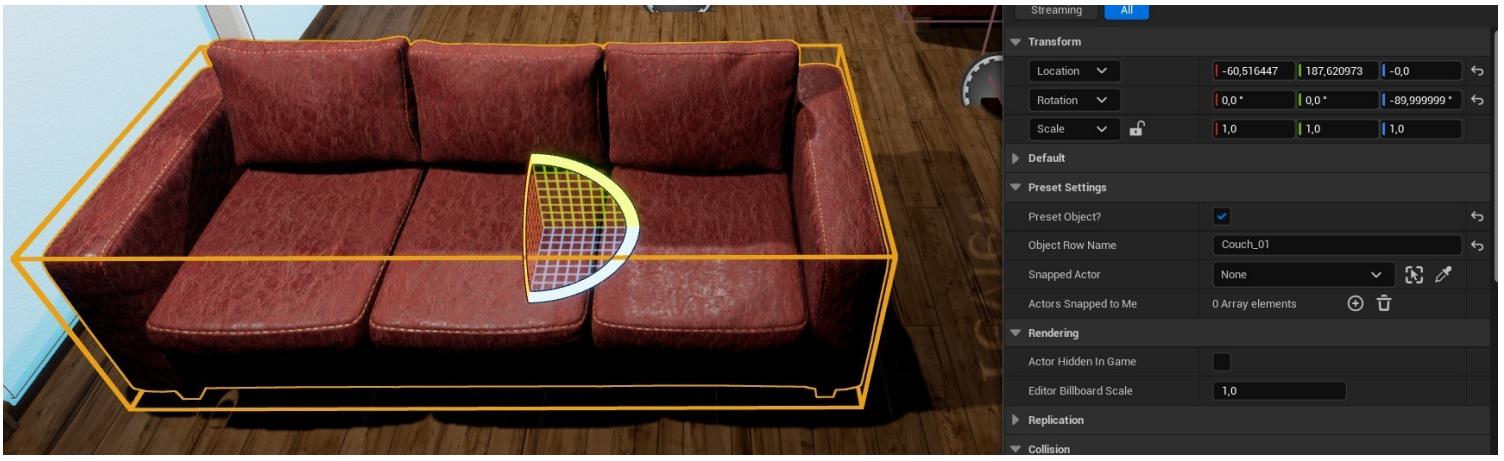
ADDING PRESET PLACEMENT OBJECTS TO THE SCENE

- To add a placement object into the scene, go to content browser and find “bp_placementactor”. Drag and drop the actor into the scene,



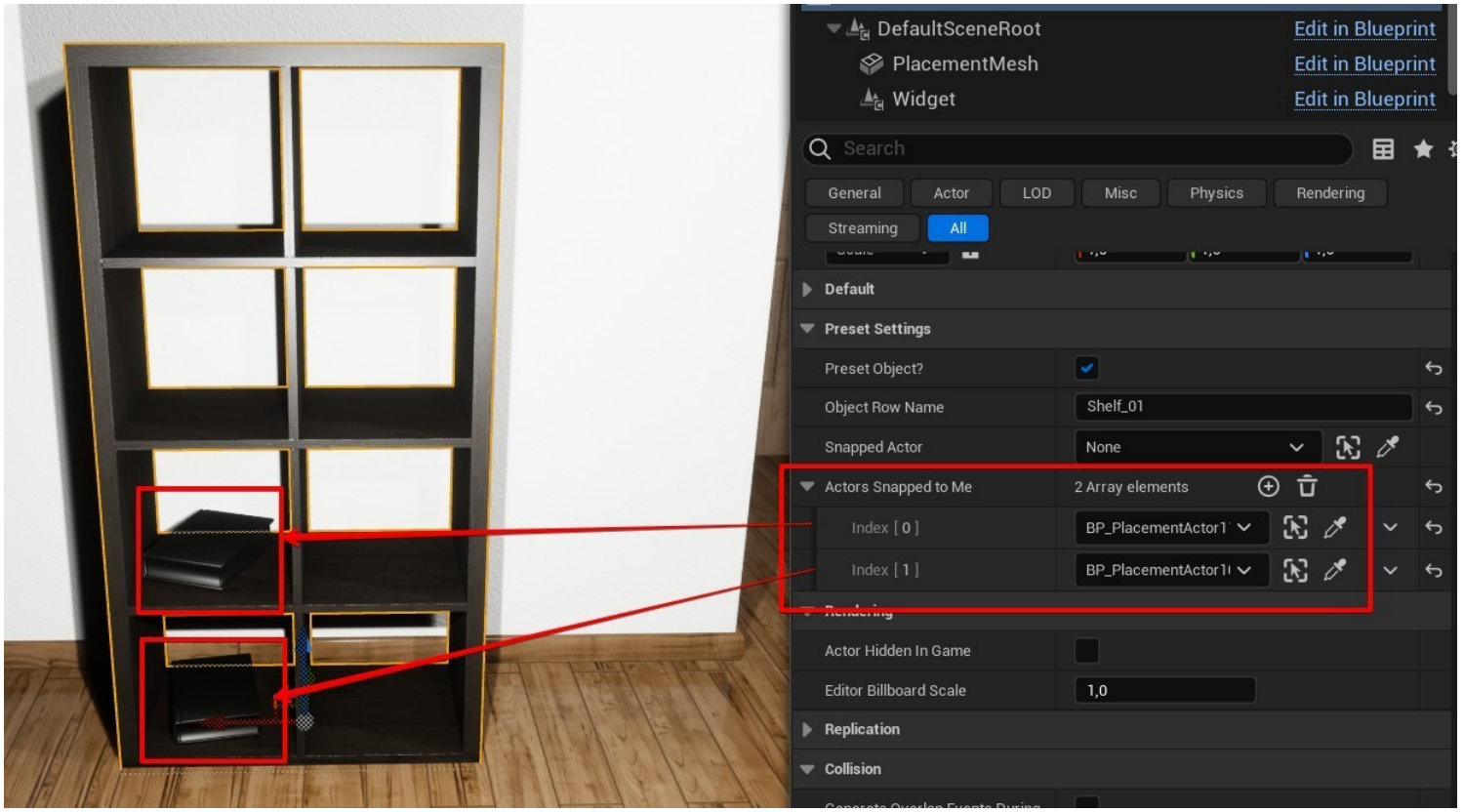
- Once you added the object to the scene, you’ll see an empty actor. To set it to be the desired placement object, go to details panel and ENABLE “preset object?” boolean, and type in the row name of the corresponding object from objects data table and press enter, in this example we used Couch_01 row named object..



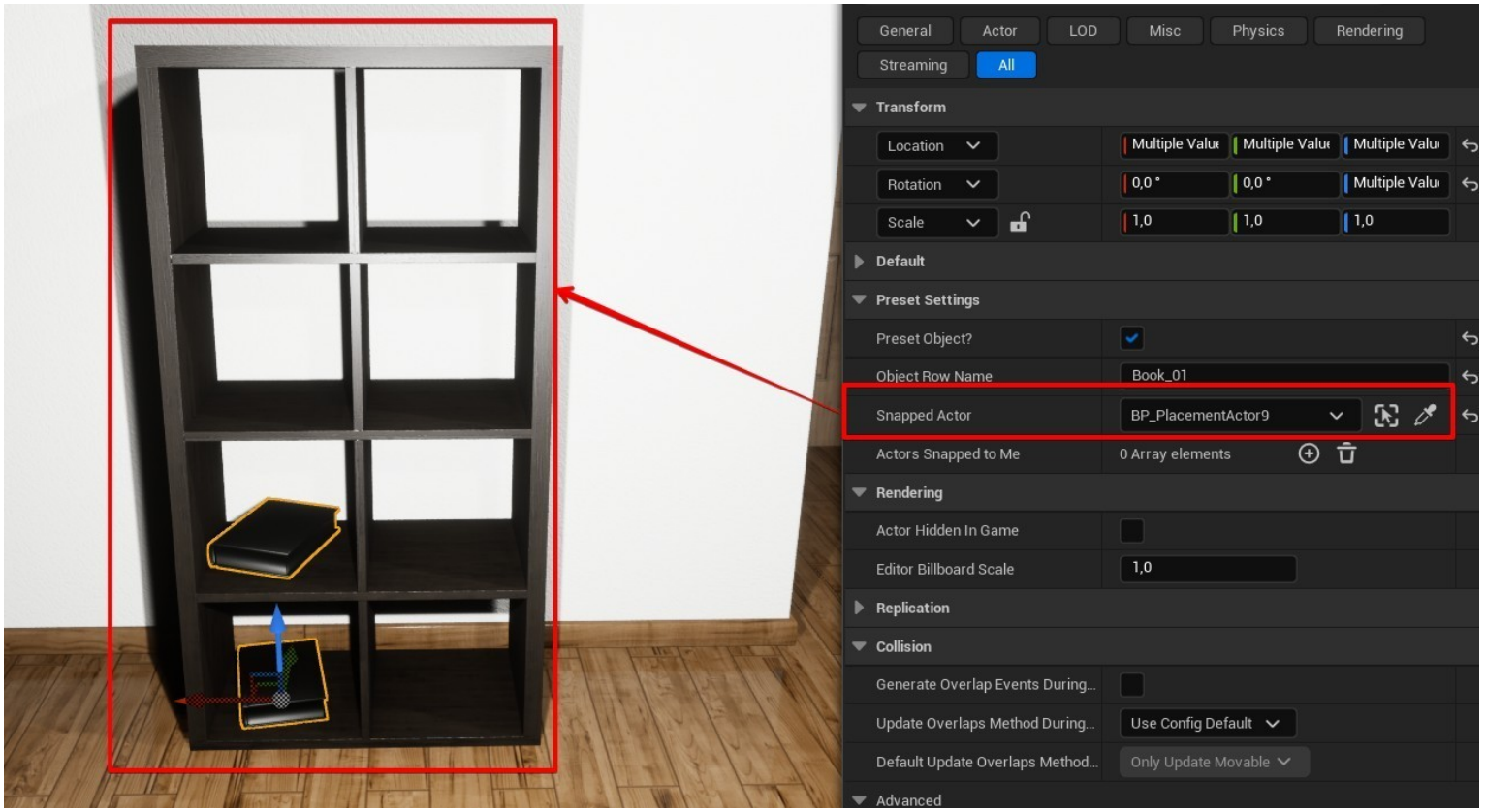


ADD SNAPPED OBJECTS TO PRESET SCENE OBJECTS

- If you want to use the “snap” feature on preset objects, you can simply go to the details panel of the object that will be parent, and add the object actors to the list of “Actors snapped to me”



- And go to the details panel of each snapped object, and set snapped actor(represents parent object) and set the parent as snapped actor.



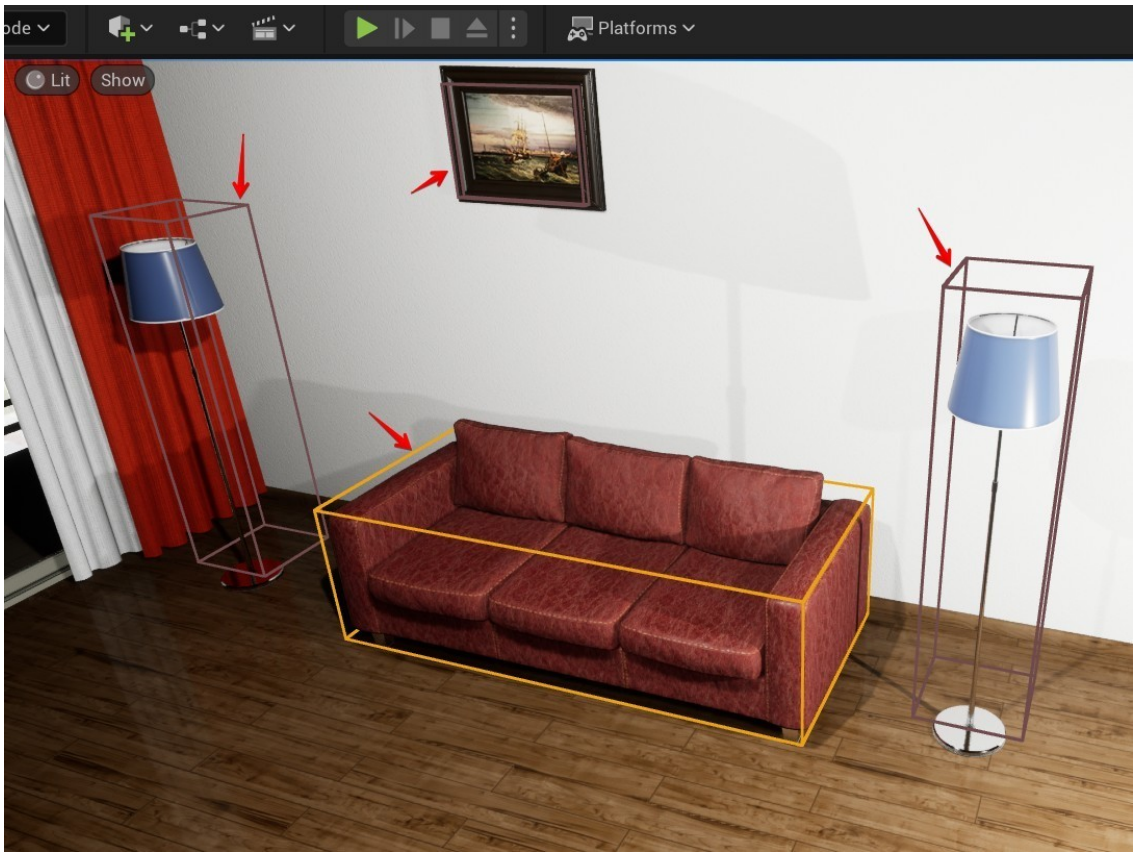
ADJUSTING OVERLAP COLLISION BOXES OF THE OBJECTS

- For easier and more bug-free system, we decided handling the collision overlaps with individual boxes which can be adjusted freely with the “object overlap settings” structure property from the data tables. This gives a more professional look and more stable results for the game you’ll be building.



- You can visualize for the overlap boxes in the objects data table to see how it is looking so far.





SURFACE RECOGNITION FOR VERTICAL PLACEMENT

- Each object has it’s own placement surface type, horizontal placement (like couch) has a more free usage while vertical placement works a bit different (like wall picture)



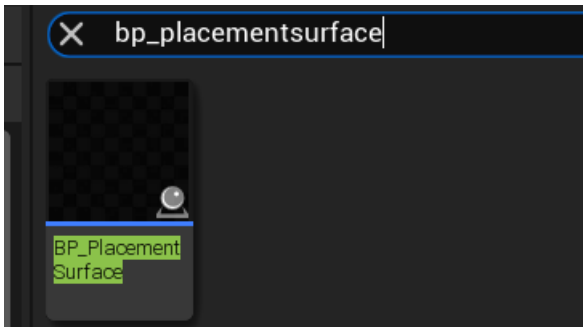
How Vertical Placement Works?

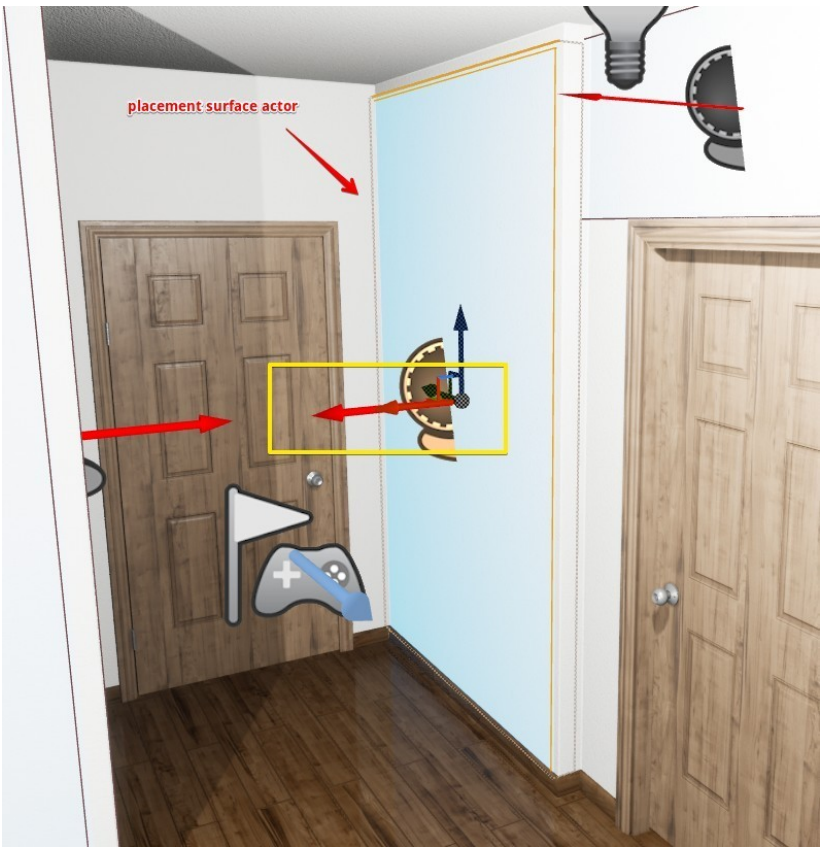
- In Advanced Placemen System, any vertical placement object looks for the actor named “placement surface” this is again restricted by placement surface actors for more stable and professional results.

- If you want to use the vertical placement objects in your game, make sure to cover all desired vertical placement areas with the actor “BP_PlacementSurfaace”
  To find the actor, to go content browser and type in “bp_placement surface” – and drag and drop it into the scene, make sure for it to cover areas that you want to be able to placed vertical objects. You can use many of them until making sure the surface is covered.

  ----- NOTE: This restriction is only for vertical placement objects, horizontal placement does not need placement surface in the scene.

- The vertical placement objects will recognize the rotation of the surface from the arrow point of the placement surface that you are hovering on, so make sure every arrow has the correct rotation for the surfaces





CONGRATULATIONS!

You are ready to use the Advanced Placement System :)

Enjoy! Thank you for choosing our product
and join our Discord server for further help!

(https://discord.com/invite/eHF3ujfvqr)