



Thanks for buying the VFX pack!

Version 1.24

Cubit Studios - James McWilliams

Instructions

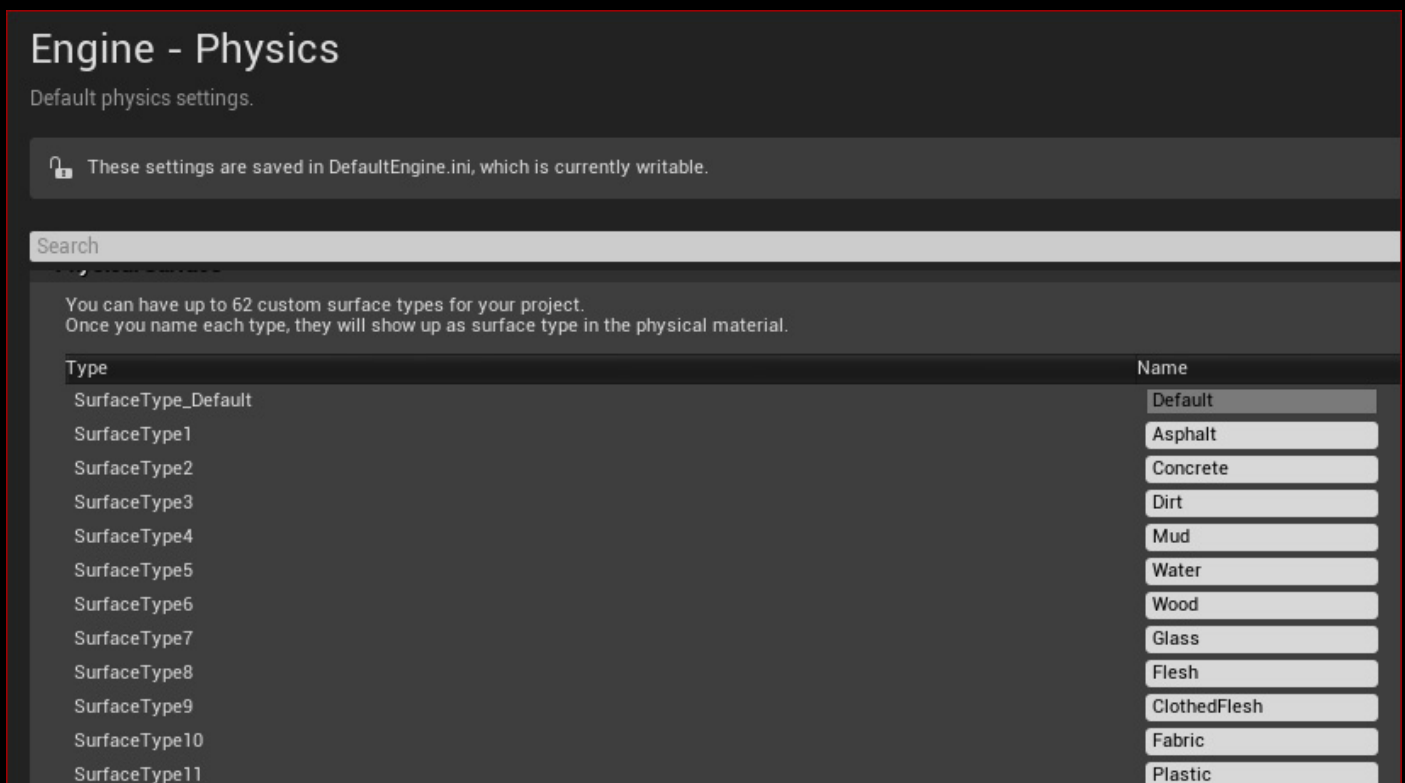
If you plan to simply migrate the FX over to your project without using the example blueprints, then all you need to transfer are the particles and their dependencies (materials, textures, sounds etc).

Epics migration guide here should tell you what you need to know:

<https://docs.unrealengine.com/latest/INT/Engine/Content/Browser/UserGuide/Migrate/>

However, if you plan to use my example projectiles from the demo project then there are some project settings that must also be added to your own project.

The project physics and collision settings are used to determine the material type of an impact and spawn the correct VFX and sounds...



Engine - Physics

Default physics settings.

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

Search

You can have up to 62 custom surface types for your project. Once you name each type, they will show up as surface type in the physical material.

Type	Name
SurfaceType_Default	Default
SurfaceType1	Asphalt
SurfaceType2	Concrete
SurfaceType3	Dirt
SurfaceType4	Mud
SurfaceType5	Water
SurfaceType6	Wood
SurfaceType7	Glass
SurfaceType8	Flesh
SurfaceType9	ClothedFlesh
SurfaceType10	Fabric
SurfaceType11	Plastic

If these settings are not present in your project then you must import them from the ini files here:

<http://www.cubitstudios.com/BallisticsFX/ProjectSettings.zip>

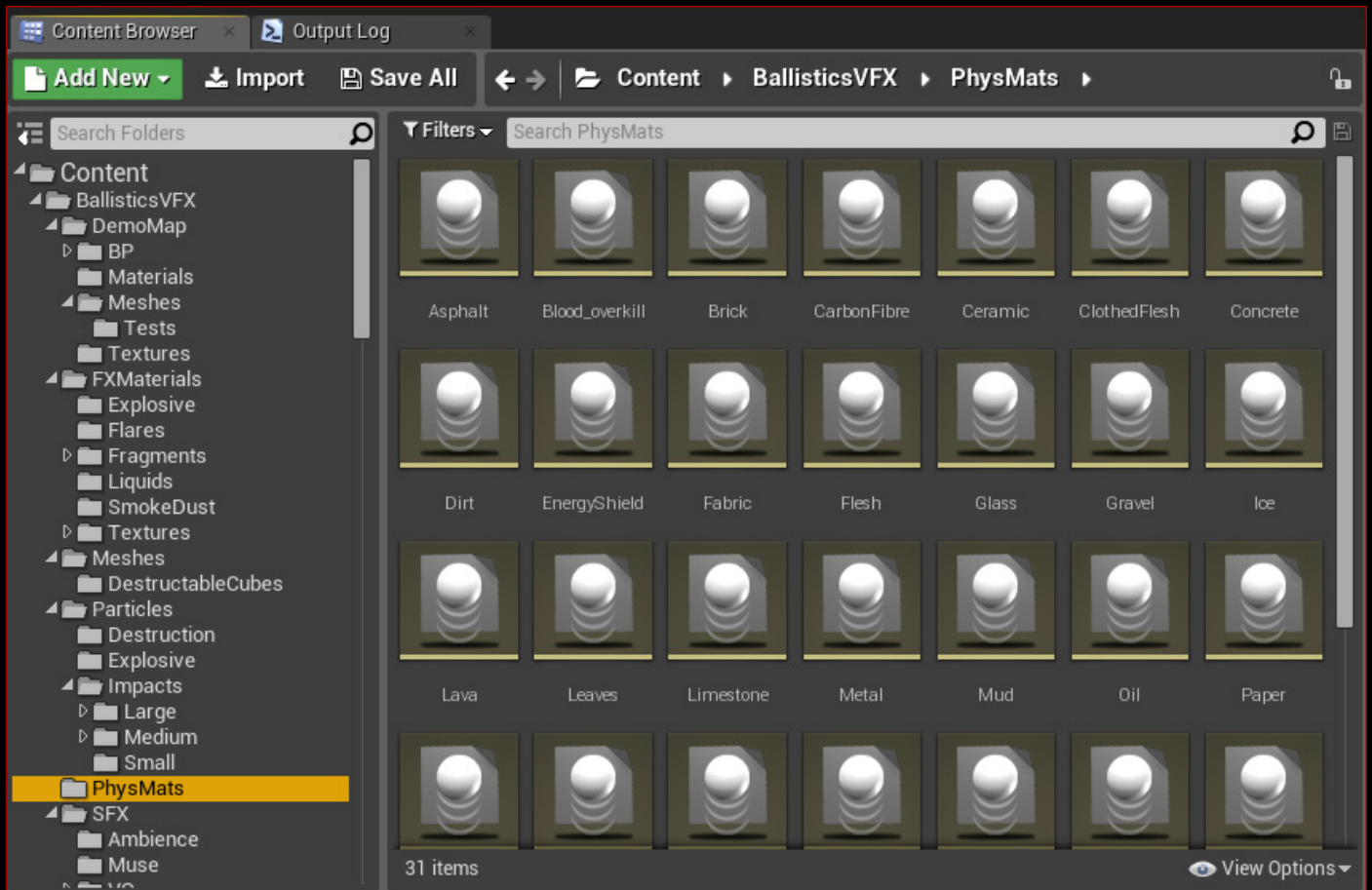
!obviously backup your projects before doing so, just in case!

The above zip file contains ini files for Collision, Physics and Rendering settings. You need to go into each project setting page and import the matching ini file.

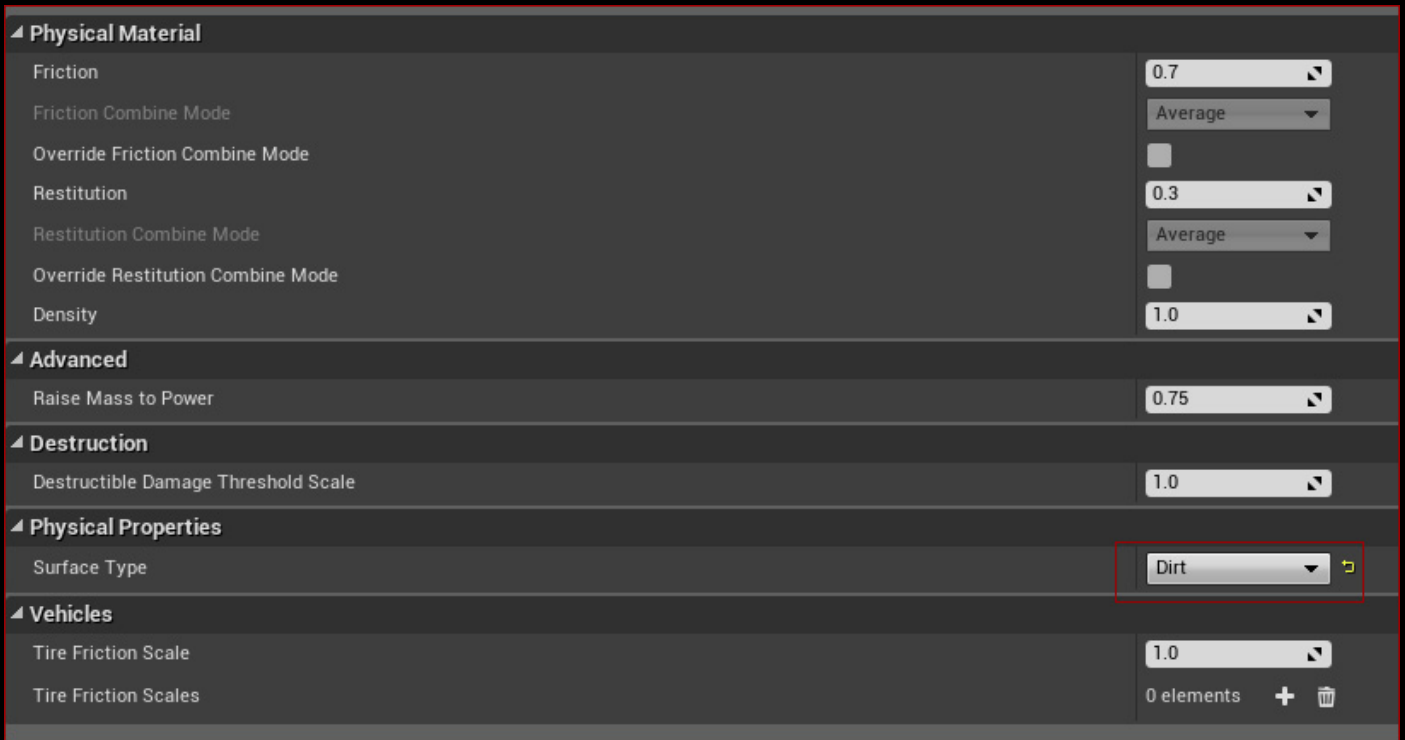
The first decals coming in update 1.1 will require the Dbuffer to be enabled in your rendering project settings (the ini file will enable those if imported).

Once you have imported each ini file into their respective project settings page, you should now be clear to migrate the example project into your own project and it should just work.

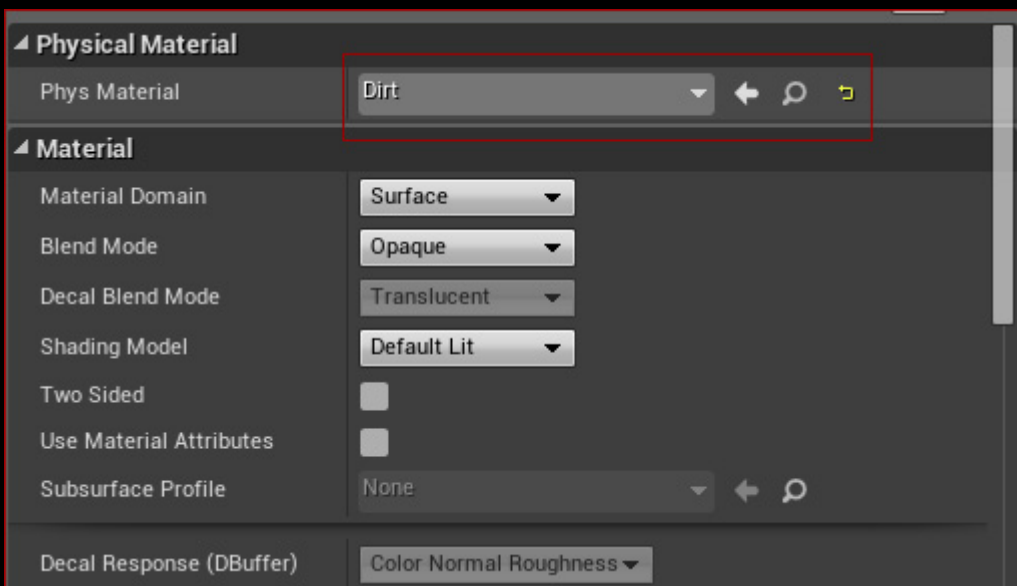
There is a corresponding physmat asset folder that tallies up with the project setting physics material types:



Inside each are the physics simulation properties, such as friction, restitution etc - and the physical properties "surface type", which I have already assigned to a matching physics setting type for each:



Whenever you make a new material in the UE4 material editor, you must then choose what physical material you want it to be by selecting it from the dropdown menu:



That's it!

Everything should be working and the projectile blueprint will query the physmat surface of anything the projectile impacts and will select the appropriate VFX, SFX, Decal to spawn...

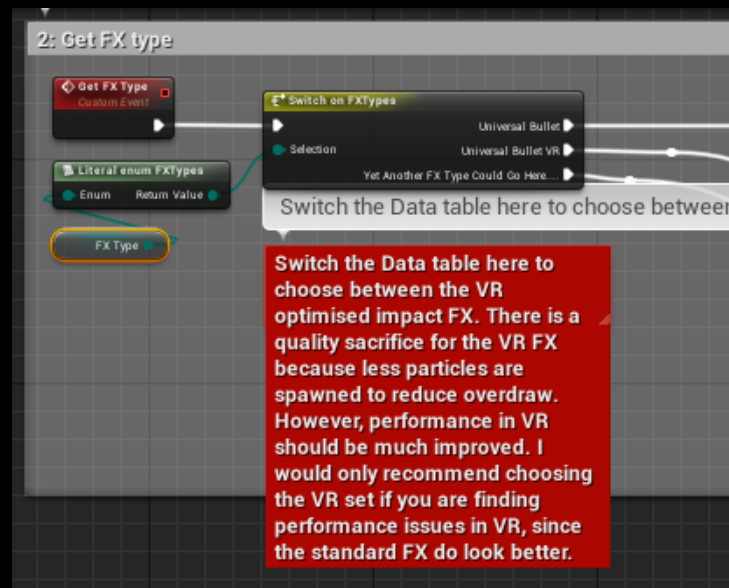
VR optimised FX

In this latest update there is now a new alternative datatable with a different set of impact FX that is stripped down for maximum performance. This may be useful for those of you working in VR since overdraw is significantly reduced. To be clear, there is a visual downgrade by using this VR set, since a reduction of particles spawned for dust/smoke emitters were the primary culprit contributing to overdraw, so I would suggest only using the cheaper set if you really need to.

To enable the VR impact FX, you simply open the Cubit Impact Spawner Blueprint:

BallisticsVFX\FXSpawnerBlueprints\FXSpawners\Cubit_ImpactFX_Spawner.uasset

Then change the FX type enum variable to the VR datatable:



Need help?

Don't hesitate to get in touch with me at: info@cubitstudios.com

Please include your Order number in your email - pirates don't need support ;)