

## Unreal engine - Inventory System X v5.3

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**Unreal engine - Inventory System X v5.3:** The Inventory System X stands out as a user-friendly and versatile tool, meticulously crafted with an array of top-notch features. Its attention to detail ensures a seamless experience for developers seeking a comprehensive inventory solution.

### Code Modules:

- InventorySystemX [Runtime]
- Input\_ISX [Runtime]
- InventorySXEditor [Editor]

With 37 Blueprints (including 23 UMG) and 9 C++ Classes, the system offers a robust foundation for developers. Network replication support ensures smooth multiplayer experiences, while compatibility with Windows, Linux, Mac, and various target build platforms, including Win64, Mac, Linux, PS4, and Xbox One, ensures broad accessibility and versatility.

- Customizable inventory and item sizes, providing flexibility to tailor the system to specific project needs.
- Equipment slots can be personalized, allowing for easy customization, such as adding, removing, and resizing slots.
- Switchable tabs enhance user experience, enabling the addition of custom widgets and effortless tab navigation.
- Full gamepad support with dynamic icon changes ensures accessibility across various input devices.
- A robust interaction component facilitates easy integration into any system, offering functionalities like item combination, usage, splitting, rotation, movement, disposal, and inspection.
- Shortcut bar functionality enables quick access to frequently used items, enhancing user convenience.
- Save and Load System preserves game progress by saving and loading items, including dropped items, chest contents, and inventory states.
- Additional slots panel option provides added organizational convenience during inventory management.
- Extensive customization options include over 20 sounds for various interactions, allowing developers to fine-tune auditory feedback.
- Seamless integration with weapon systems streamlines development processes, ensuring compatibility and ease of implementation.



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