Unreal Engine - Line Of Sight Dynamic mesh v5.3

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Unreal Engine - Line Of Sight Dynamic mesh v5.3:

Introducing a versatile component designed to create a field of view (FOV) and enable object detection, suitable for various gaming applications including post-processing effects like pseudo lighting and fog of war.

- Offers two geometric types: arch and line, providing flexibility in defining the field of view.
- Allows the creation of two distinct arches for enhanced visualization.
- Enables rotation along X, Y, and Z axes, catering to different game perspectives including top-down views.
- Engineered for high performance, written in C++, ensuring smooth operation.
- Compatible with both 3D and 2D games for versatile application.
- Supports pseudo-lighting effects, as showcased in the provided screenshot.
- Simple integration into Blueprints, requiring just two function calls for basic functionality.
- Additional functions available for interpolation of angles, radius, and rotation, are detailed in the video preview.
- Suitable for execution on a server in multiplayer games.
- Detects enemies even if the mesh is not visible, ensuring accurate gameplay mechanics.

Technical Details:

- Number of C++ Classes: 1
- Network Replicated: No (However, it can run on both client and server. To notify other players, create a Custom Event with replication -> Multicast).
- Supported Development Platforms: Any (Windows, Mac, Linux)
- Supported Target Build Platforms: Any (Tested on Windows 10 and Android 7)

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