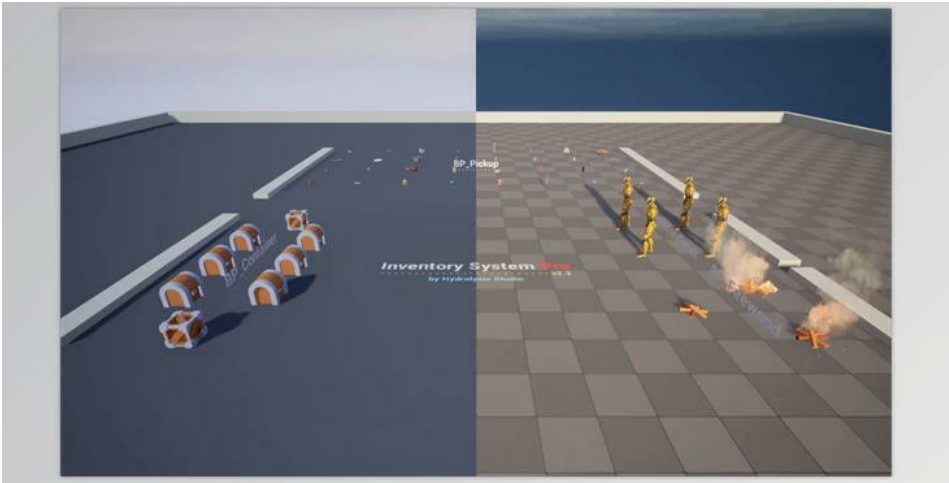




Unreal Engine - Blueprints Inventory System Pro v2.1 (Engine version 4.27, 5.0-5.2)

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Unreal Engine - Blueprints Inventory System Pro v2.1:

This package offers a comprehensive inventory system designed to streamline game development, featuring inventories, containers, items, currency, password protection, pickups, widgets, placement mechanics, attribute management, save/load functionality, debugging tools, and more. With seamless integration into your game, players can engage in a multitude of actions such as picking up, adding, inserting, taking, depositing, splitting, collecting, moving, dragging-and-dropping, stacking, filling, restocking, sorting, removing, dropping, and encountering random items or coins.

- Developed entirely with blueprints and meticulously organized and commented for ease of use.
- Provides essential functions to facilitate the implementation of a wide range of features.
- Encompasses inventories, containers, items, currency, password protection, pickups, widgets, placement mechanics, attribute management, save/load functionality, debugging tools, and more.
- Empowers players with intuitive interactions through a clear, expressive, and organized UI layout enhanced with attractive widgets and animations.
- Includes an Input Hints system featuring widgets for key inputs with dynamic updates.
- Flexible placement system allowing players to rotate and position items according to their preferences.
- Robust save/load functionality covering inventories, containers, pickups, and player data.
- Comprehensive debugging system offering real-time access to extensive data.
- Full gamepad support for enhanced gameplay experience.



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