



Unreal Engine - SKG Shooter Framework V2

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This plugin has undergone a complete rewrite, now operating on Engine Version 5.3 and above. It aims to provide a straightforward, high-performance, modular, and component-based framework.

Performance was a paramount concern throughout the development of all new systems. Unlike some popular kits available on the marketplace that heavily rely on blueprints, execute everything on the game thread, or extensively use multicasts for replication, this plugin adopts a different approach. It utilizes the push model for replication, incorporates worker threads wherever feasible, and eliminates the additional overhead of blueprints.

In terms of multiplayer functionality, replication has been optimized extensively. The core system fully leverages the push model to enhance server performance compared to Unreal Engine's default implementation. Large arrays utilize the fast array serializer to minimize network data transmission when they undergo changes. Variables are compressed into bytes before transmission and decompressed locally upon receipt, further reducing network traffic. Each class includes an option for `bAutoCallForceNetUpdate`, which when enabled, triggers a forced net update and flushes net dormancy upon marking a variable as dirty. This setup allows for a very low `NetUpdateFrequency` while maintaining a responsive replicated system.

Animation performance is often a concern, but this plugin's animation system mitigates many performance issues by offloading heavy processing tasks to worker threads. This approach enables multiple pawns to have their animation data processed simultaneously in parallel, significantly improving efficiency. Additionally, the Animation Budget Allocator tool can provide substantial performance benefits when combined with this system.

The provided procedural system is the most comprehensive available on the marketplace. It fully utilizes IK bones to allow for extensive firearm interactions, such as dynamic switching between right and left-handed poses. Procedurals support unlimited poses driven entirely by curves, including various aiming stances, movement behaviors, recoil effects, and firearm collision responses. The system also includes a diverse set of firearm functionalities and attachments, along with a built-in infrared/night vision system.

The attachment system is designed to be versatile, applicable not only to firearms but also to other entities requiring add-ons, such as characters with clothing or equipment. It is optimized for efficiency and offers full support for skeletal meshes and the lead pose component.

In summary, this plugin provides a robust, high-performance framework for building multiplayer games with advanced animation and procedural systems, extensive firearm functionalities, and versatile attachment support.

- Entirely Implemented in C++ Using Components; No Actor Classes or Interfaces
- Comprehensive Procedural Animation System
- Versatile Attachment System Enabling Customization for Characters and More
- Customizable Physical Materials
- Magnified Scopes with Simulated Eye Boxes
- Support for Lights and Lasers
- Forward Grips for Improved Handling
- Magnifiers for Enhanced Zoom Capability
- Offset Mounts for Flexible Weapon Configurations
- Range Finders for Accurate Distance Measurement
- Red Dot and Holographic Sights with Adjustable Reticles and Brightness
- Night Vision and Thermal Vision Capabilities
- Various Muzzle Devices including Suppressors and Compensators



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- Advanced Firearm Collision Handling
- And Many More Features Beyond this Brief Overview!



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