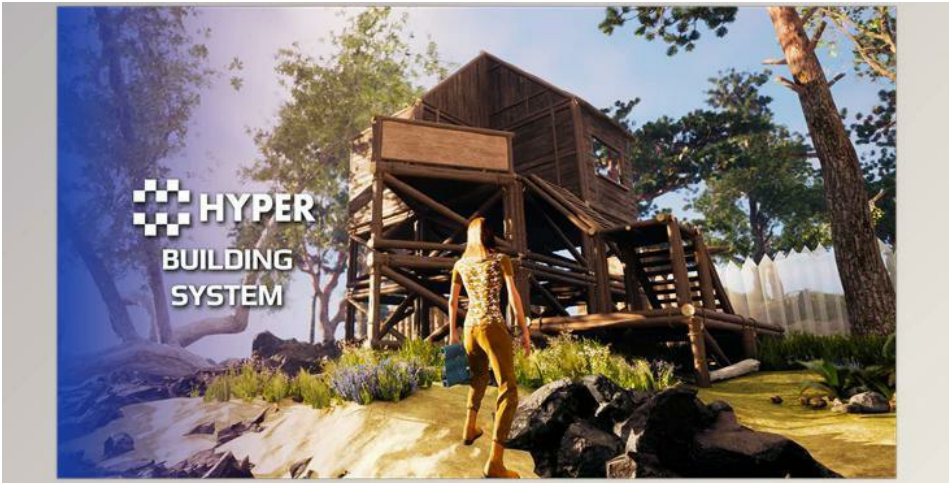




Unreal Engine - Blueprints Hyper Building System v2 v5.1

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Unreal Engine - Blueprints Hyper Building System v2 v5.1:

Introducing a versatile and data-driven building system designed to elevate the construction aspect of any survival, RPG, or open-world game to new heights. With this adaptable and replicated system, you can supercharge your project with advanced structures and seamless building mechanics.

- Ghost Building Placement: Similar to The Forest, visualize structures before placement for precise positioning.
- Direct Placement Mode: Like ARK Survival, seamlessly place structures directly into the world.
- Modular Buildables: Utilize snap logic with trace channels and/or tags for seamless integration of modular components.
- Placeables: From campfires to cabinets, add various placeable items to enhance gameplay. (Note: No logic implemented in the placeables themselves in this system.)
- Rotation and Elevation: Fine-tune the orientation and height of structures for optimal placement.
- Dynamic Extension Addition: Expand existing structures dynamically as needed.
- Parent and Child Connection: Establish hierarchical relationships between building components for complex structures.
- Damage and Repair: Implement damage and repair mechanics to maintain structures over time.
- Spline Building: Construct structures along splines for curved or irregular shapes.
- Align Buildable to Normal: Snap rotation of hit surfaces for seamless integration with terrain.
- Lock System: Secure structures in place to prevent unintended modifications.
- Automatic Radial Menu Generation: Generate intuitive radial menus for easy access to building categories.
- Basic and Advanced Components: Catering to both novice and experienced developers, our system offers basic and advanced components for flexible integration.

Integration Examples Included:

- Basic Inventory System: Collect items and execute actions seamlessly.
- UI Manager: Manage HUD elements effortlessly with a visually appealing Survival Based Theme UI as a prime example.
- Basic Equipment Manager: Equip tools and weapons at designated sockets and execute actions with ease.
- Interaction: Facilitate interactions within the game world, enhancing player immersion and engagement.

Even if you choose not to utilize our other modular assets, fear not! Our basic integration examples serve as perfect templates for integrating with your existing projects. So, unleash your creativity and build epic structures with our adaptable and data-driven building system!



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