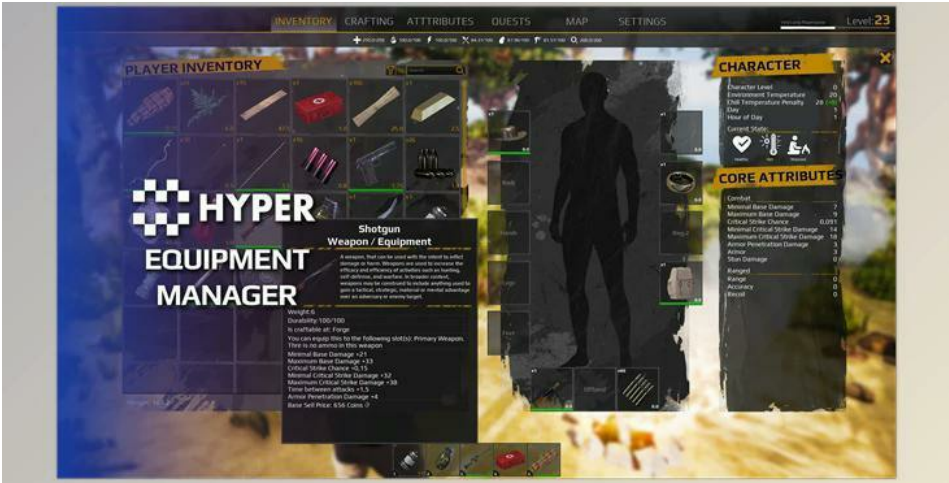




Unreal Engine - Blueprints Hyper Equipment Manager v2 v5.1

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**Unreal Engine - Blueprints Hyper Equipment Manager v2 v5.1:** Experience seamless management of all your static and skeletal mesh equipment, including a master posed skeletal mesh. Ever wanted to swap a tool, equip a weapon, hat, ring, backpack, or even change clothing like a shirt, but struggled with managing relative offsets across numerous equipment items? How about dual-wielding, managing genders in equipment, and replication? Look no further—this is your solution!

The core of this system is equipping and unequipping items. Additionally, it includes several other basic systems to showcase its full capabilities, such as a basic inventory system for picking up items and performing actions on them. The UI Manager handles the creation and deletion of HUD elements, using a beautiful Survival Theme UI as an example.

The basic equipment manager allows you to equip tools and weapons at a socket and perform an action with them. The basic attribute manager lets you change attribute values on certain events, while basic combat enables you to do damage with equipment. The basic building system allows you to place items from an inventory into the world, and the interaction system is designed for any interaction in the world.

- Static Mesh Equipment
- Skeletal Mesh Equipment
- Master Pose Component for swapping character skeletal meshes
- Dual Wield
- Latent Animation Handling
- Gender-specific equipment
- Ammo Management
- ~100 equipment examples
- Basic and Advanced components



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