Unreal Engine - Blueprints Hyper Mineable Rocks v2 v5.1

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Unreal Engine - Blueprints Hyper Mineable Rocks v2 v5.1: Embark on an ore-rich adventure by filling your world with rocks to mine ores from. This system offers two types of logic: Static Mesh and Chaos Rocks. Choose the one that best suits your needs. The staged rocks, based on a static mesh, are easy to configure—simply select your mesh, and you're good to go! Though they have fewer visual effects, they are predictable and stable. On the other hand, the Chaos-based rocks look amazing but require some configuration. They are less predictable and stable. The system spawns ores in different stages of destruction of the rock, and the respawn logic is fully configurable.

- Two types of rocks: Static Mesh and Chaos Rocks
- Staged rocks based on a static mesh: Predictable and stable with fewer visual effects
- Chaos-based rocks: Spectacular visuals but require some configuration, less predictable and stable
- Spawns ores in different stages of destruction of the rock, fully configurable
- Respawn logic
- Basic and Advanced components

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