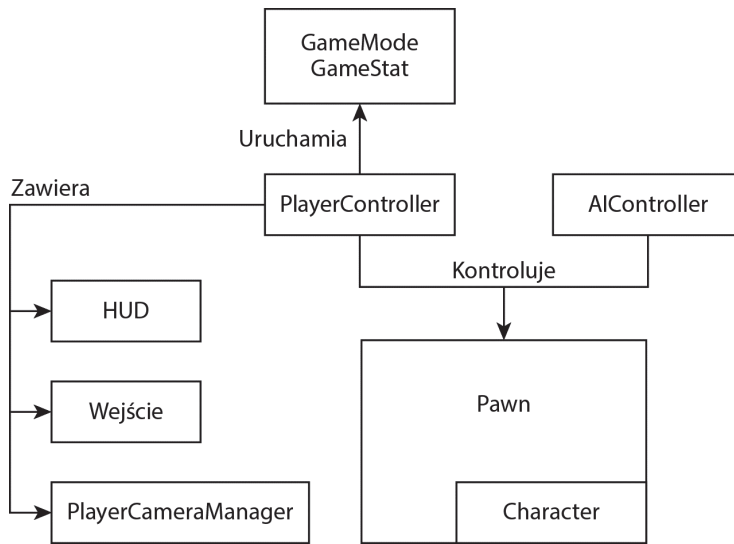
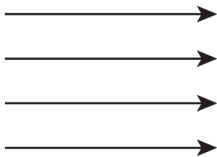


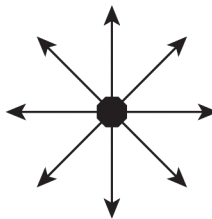
Rozdział 1.



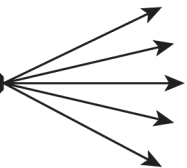
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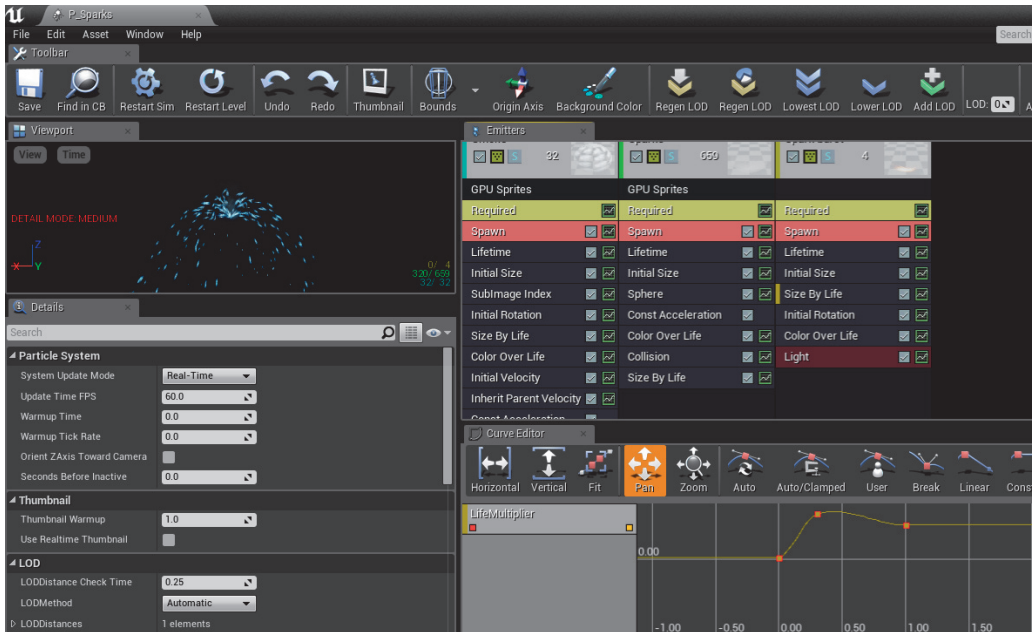
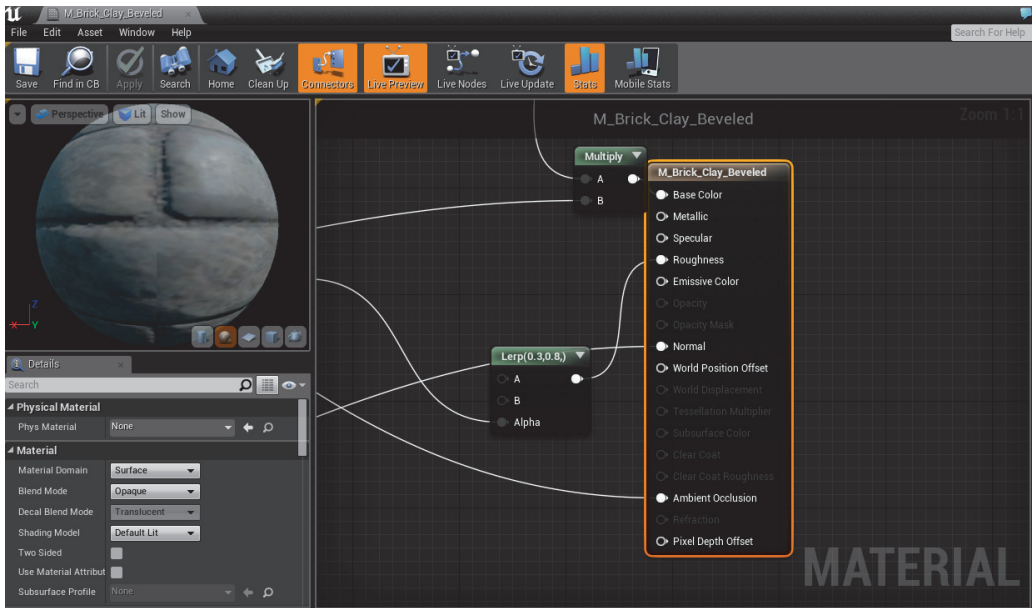


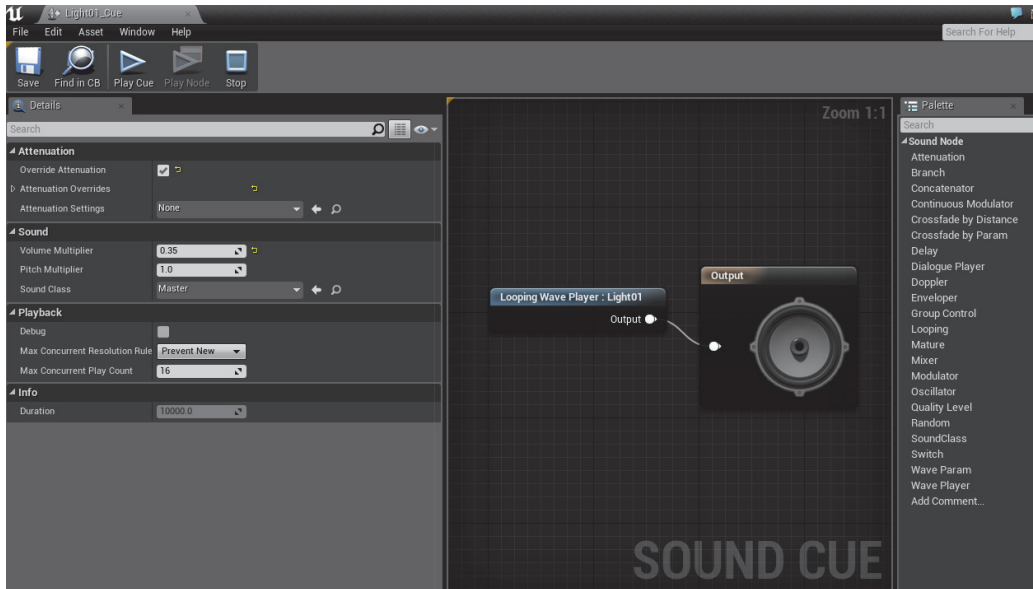
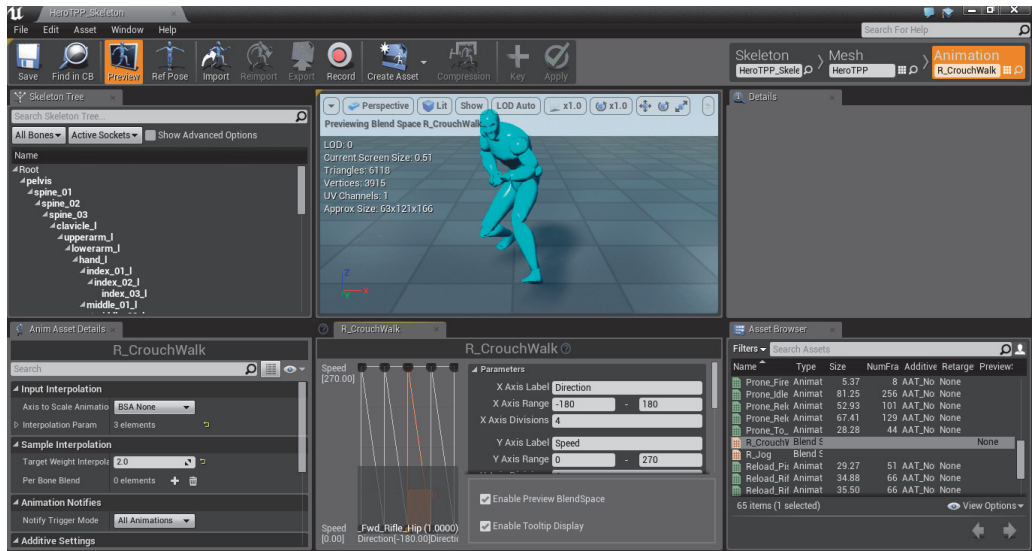
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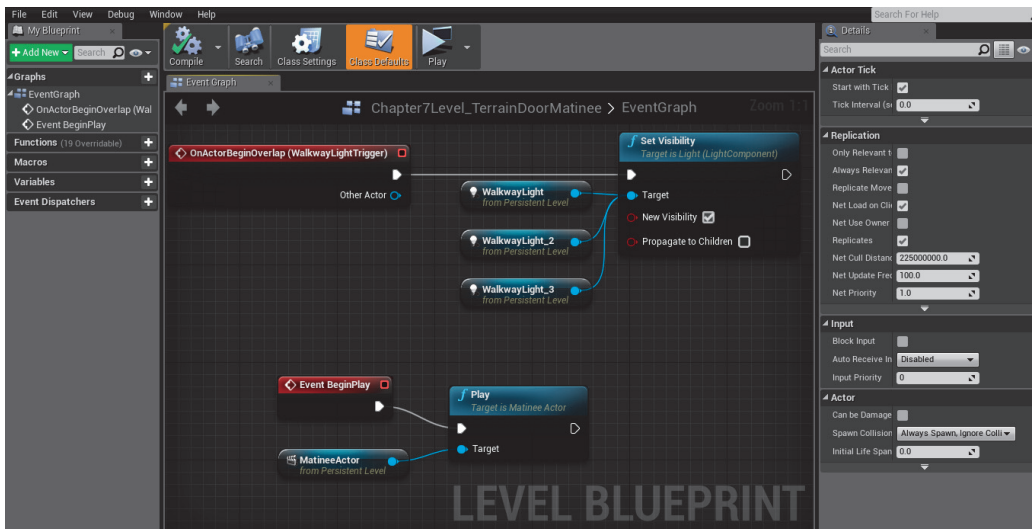
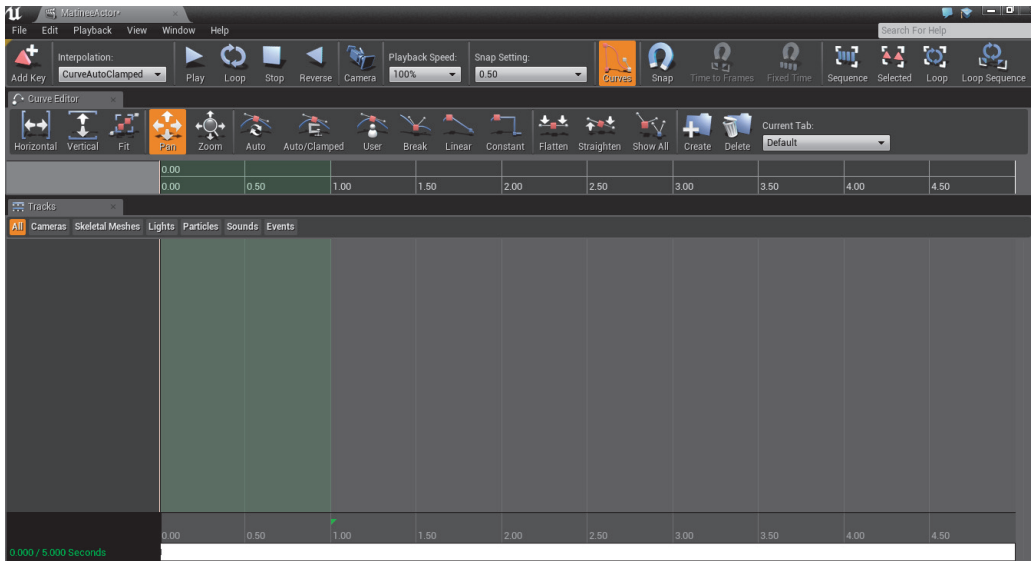


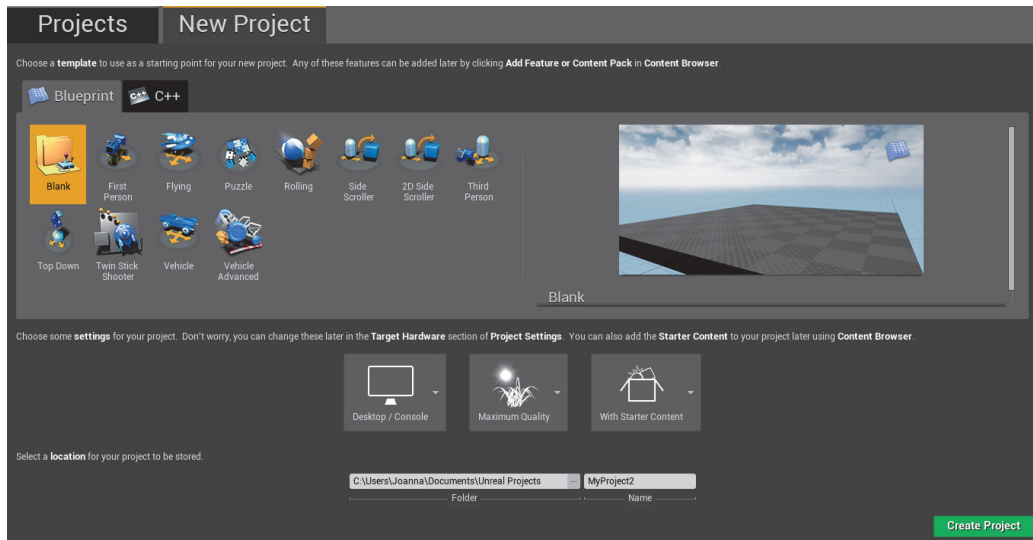
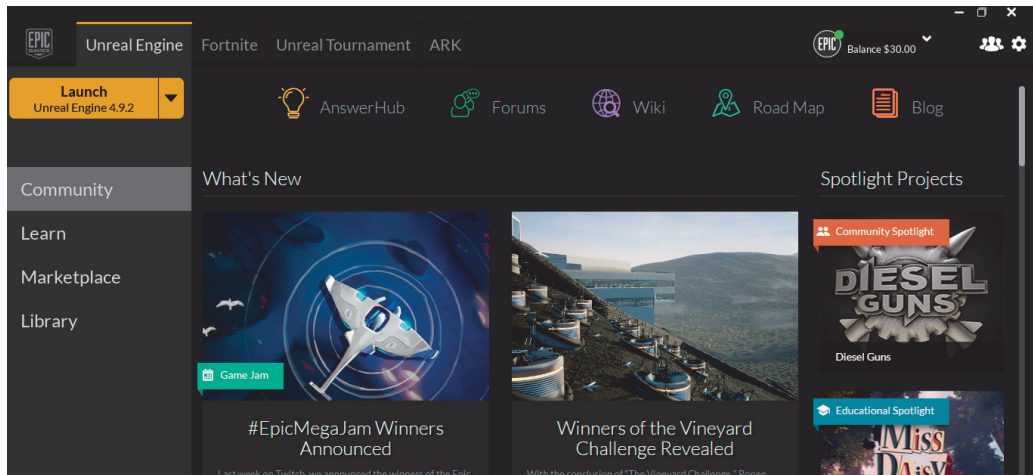
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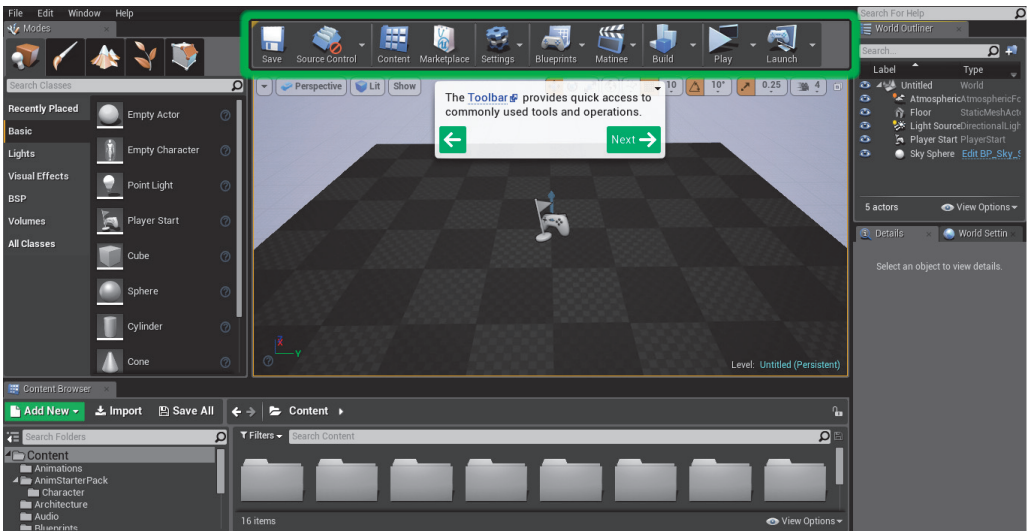
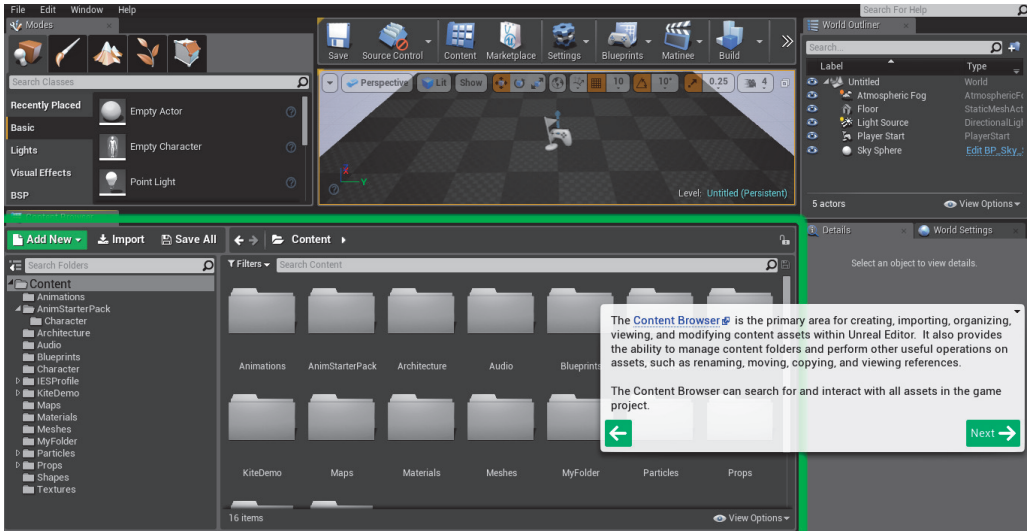


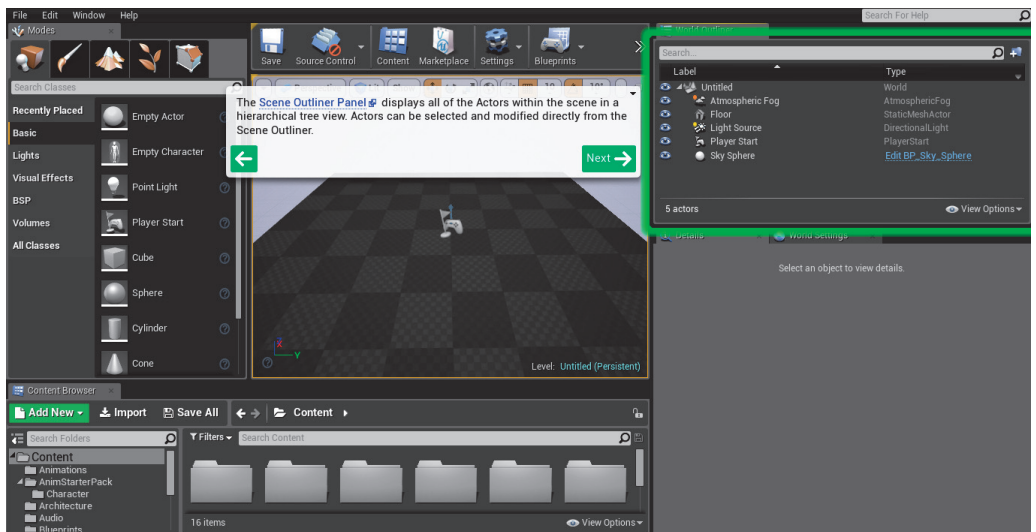
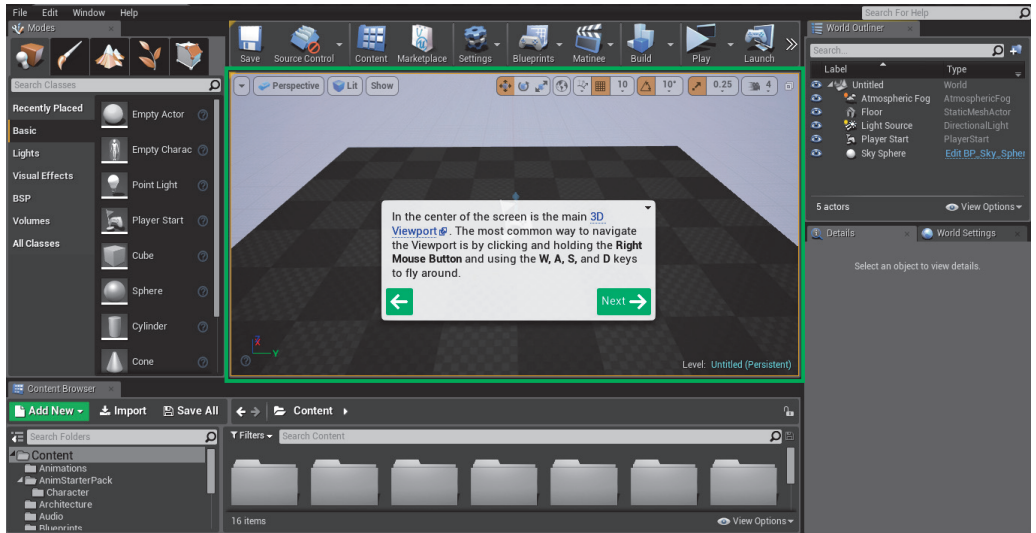


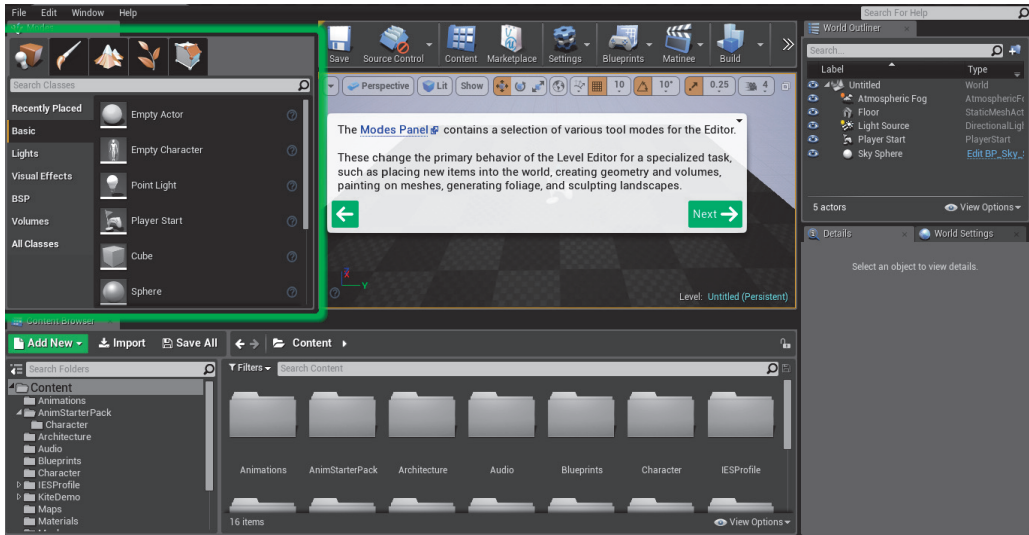




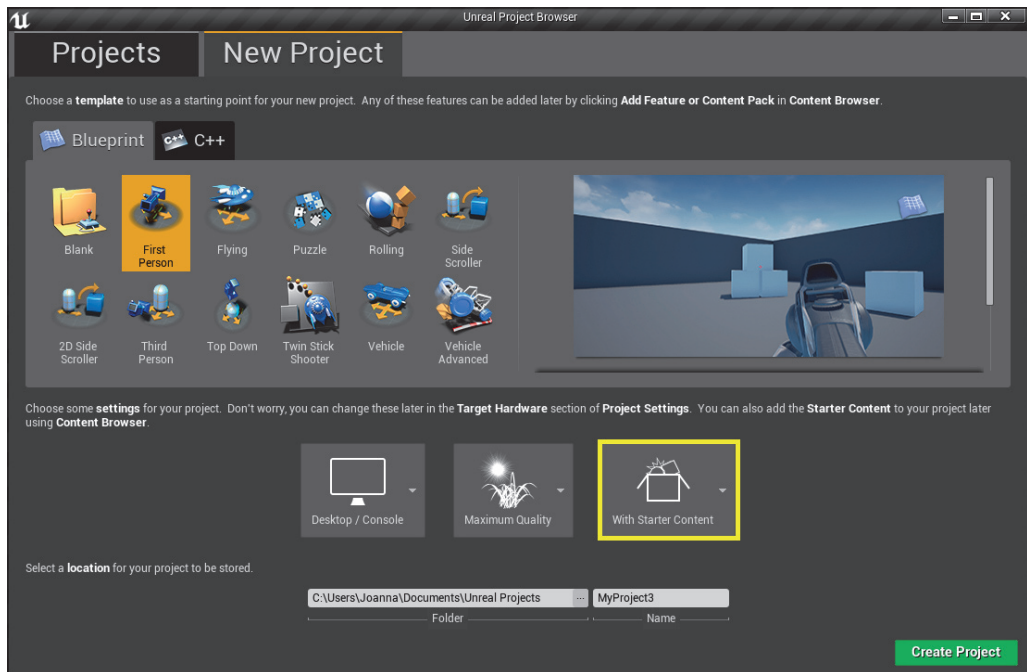


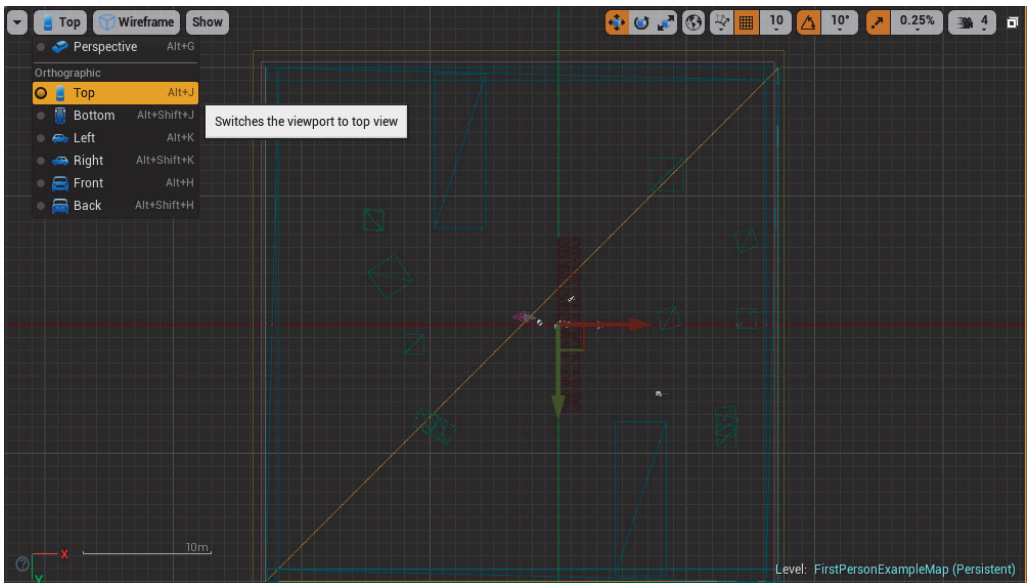
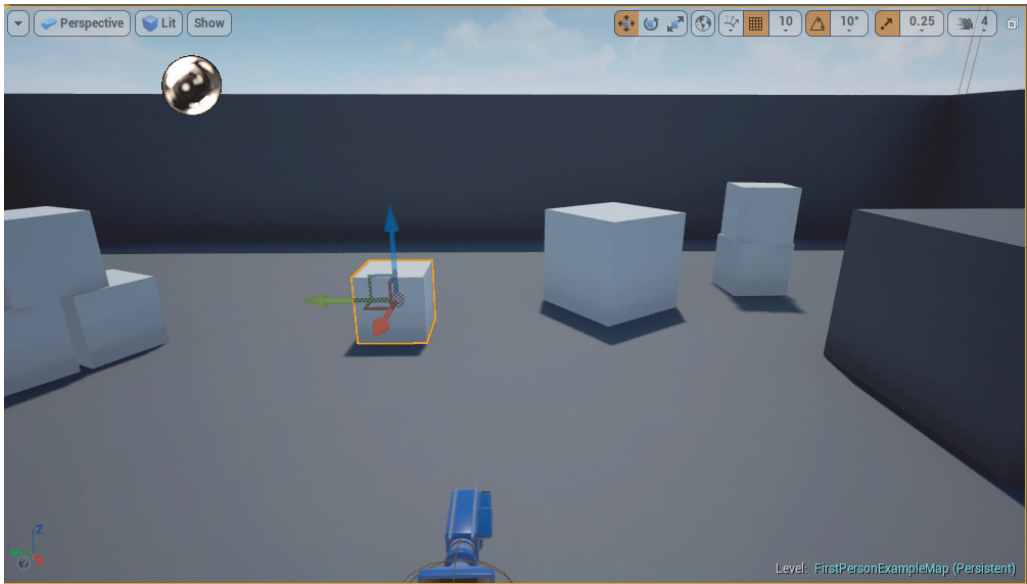


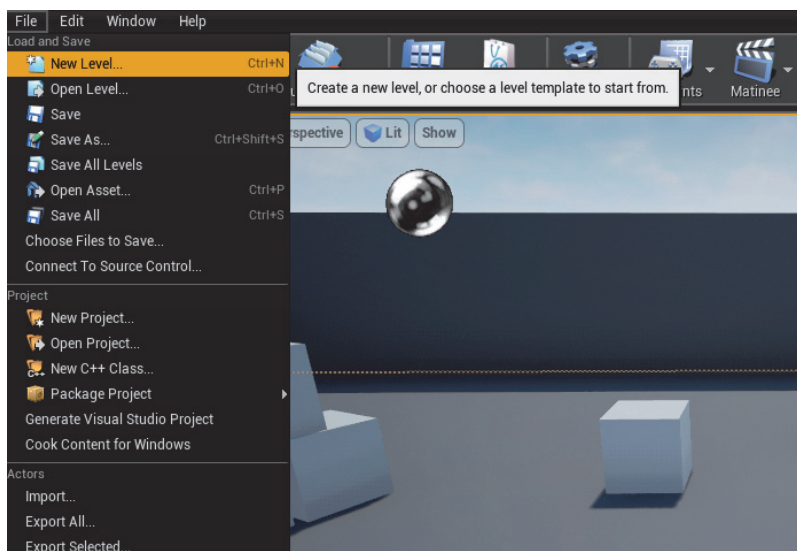
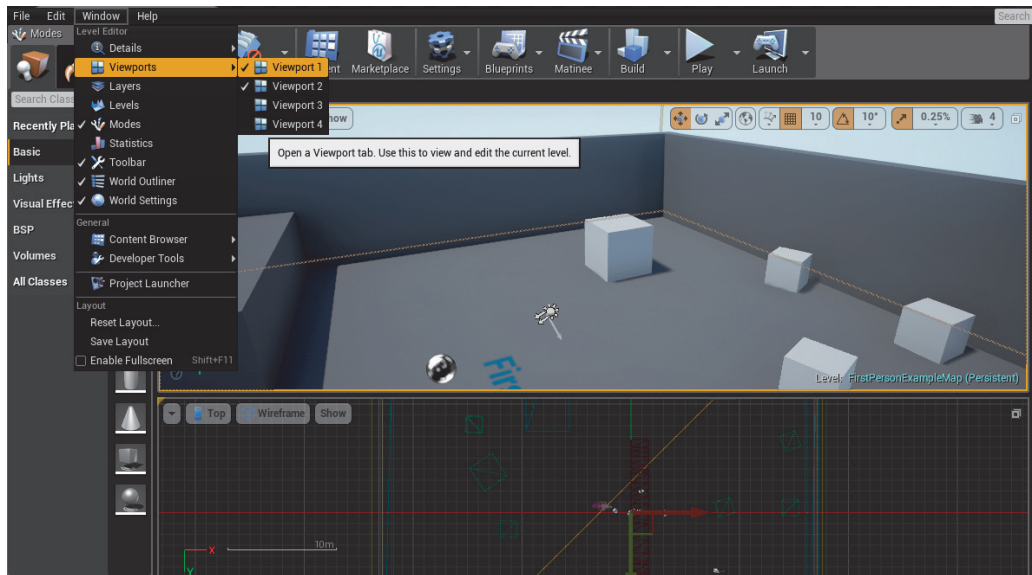


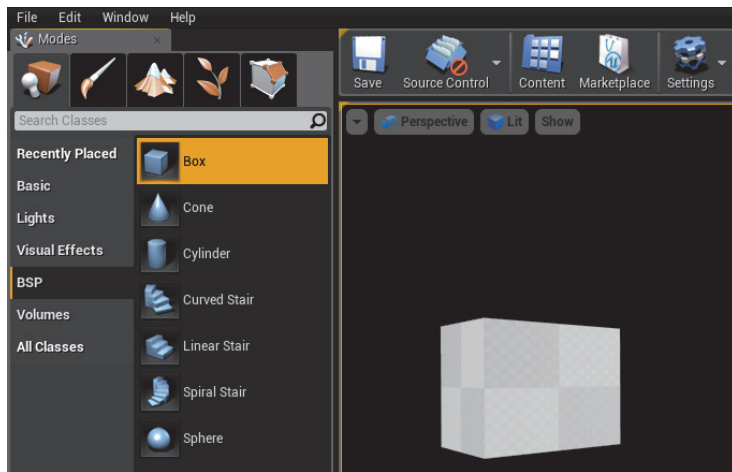
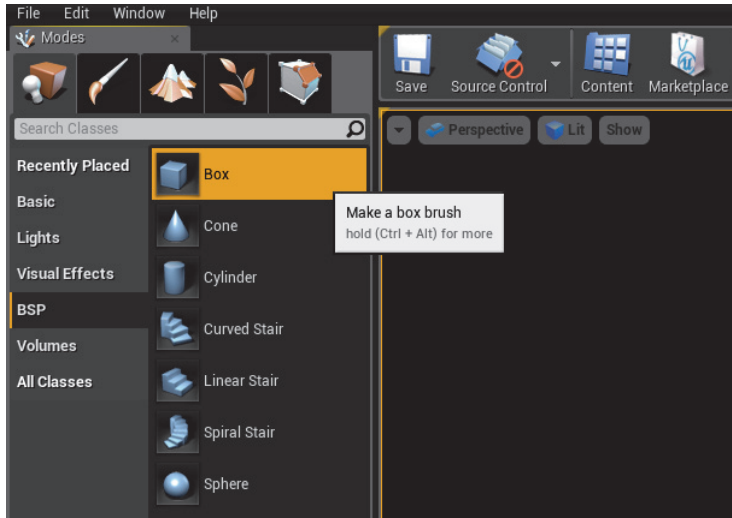


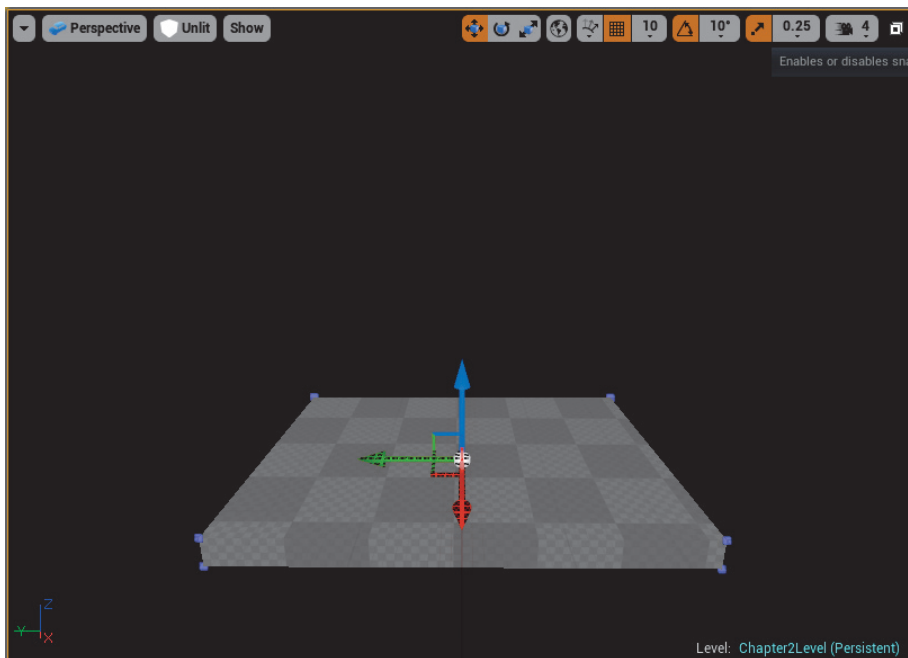
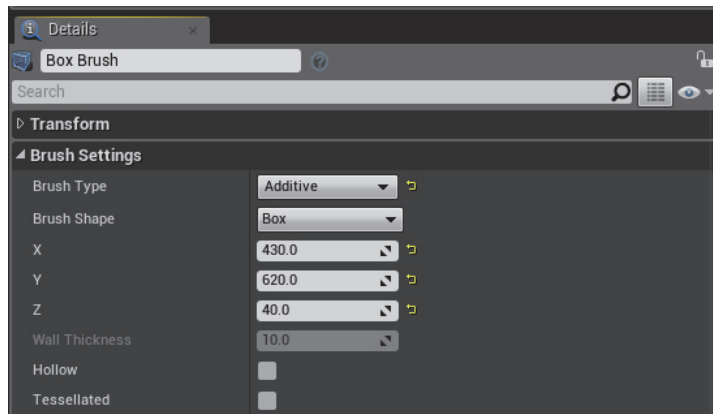
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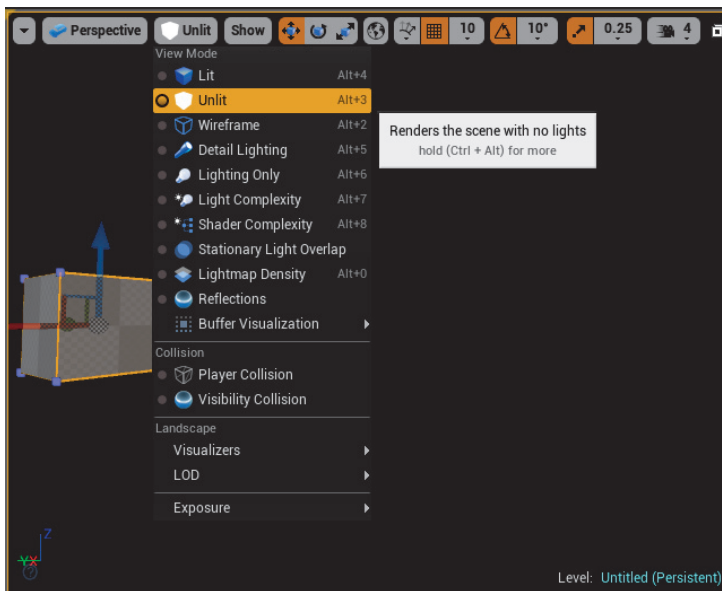
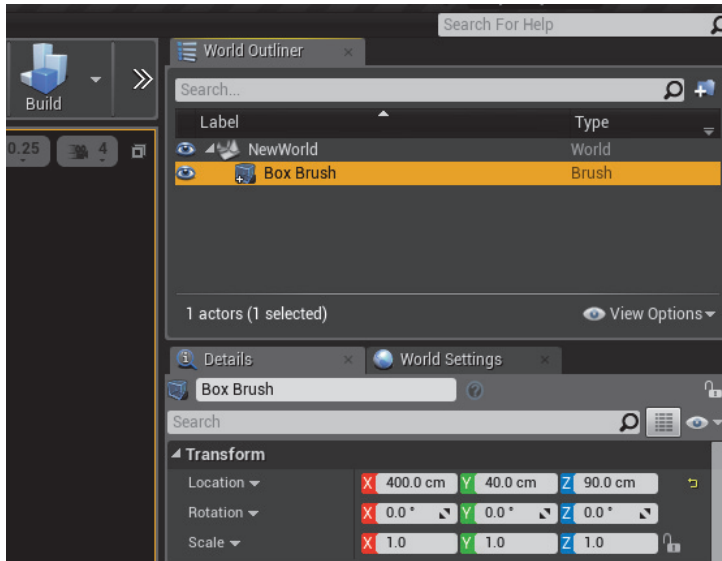


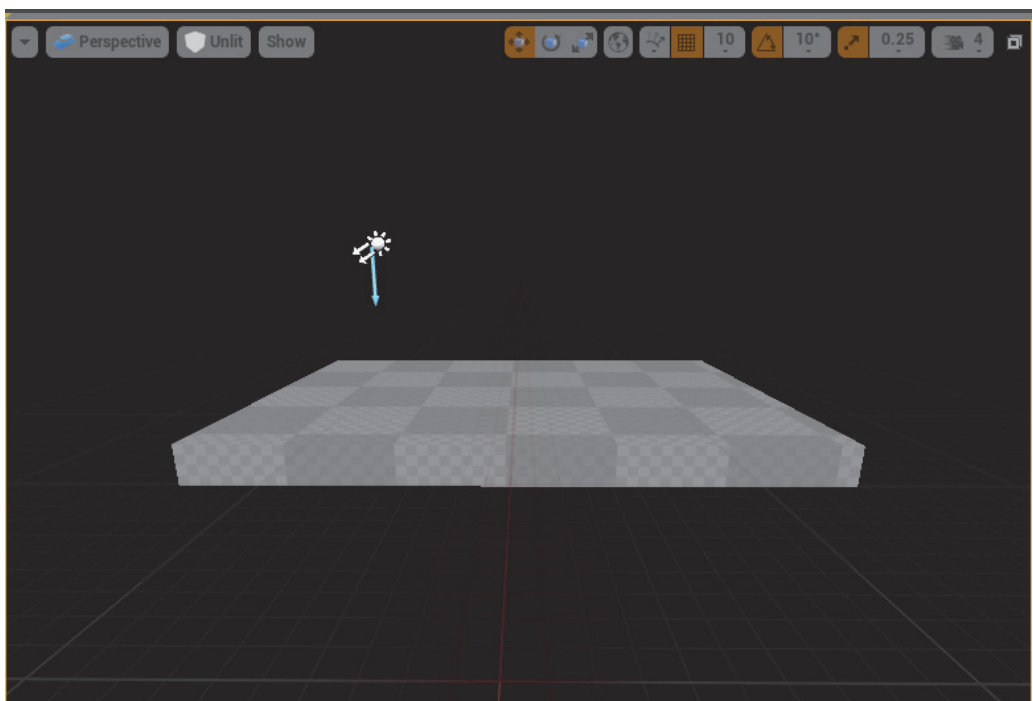
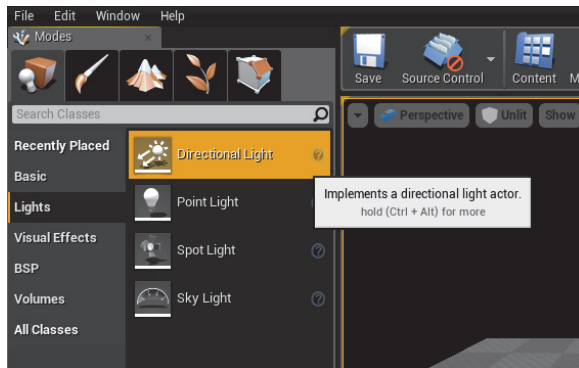


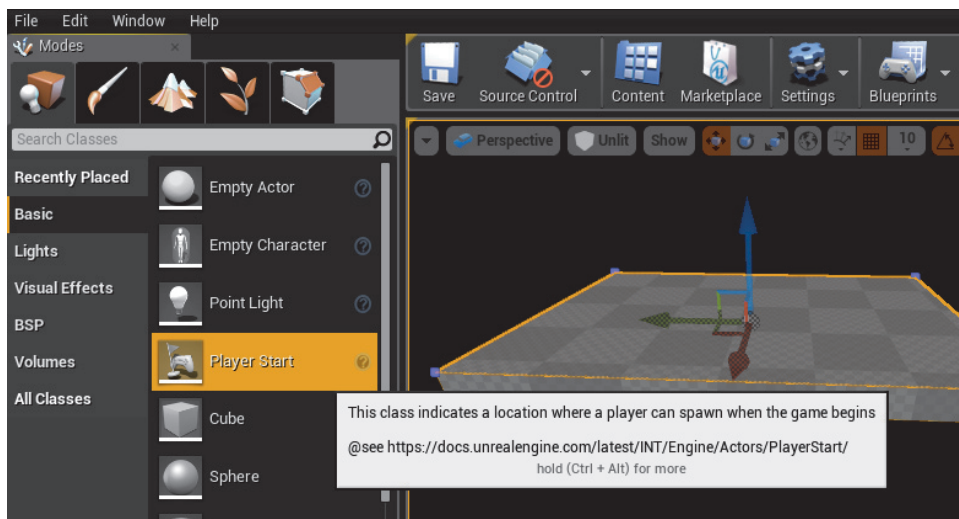
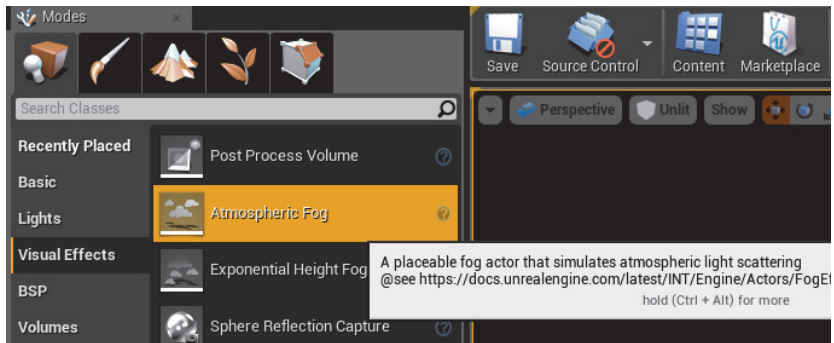


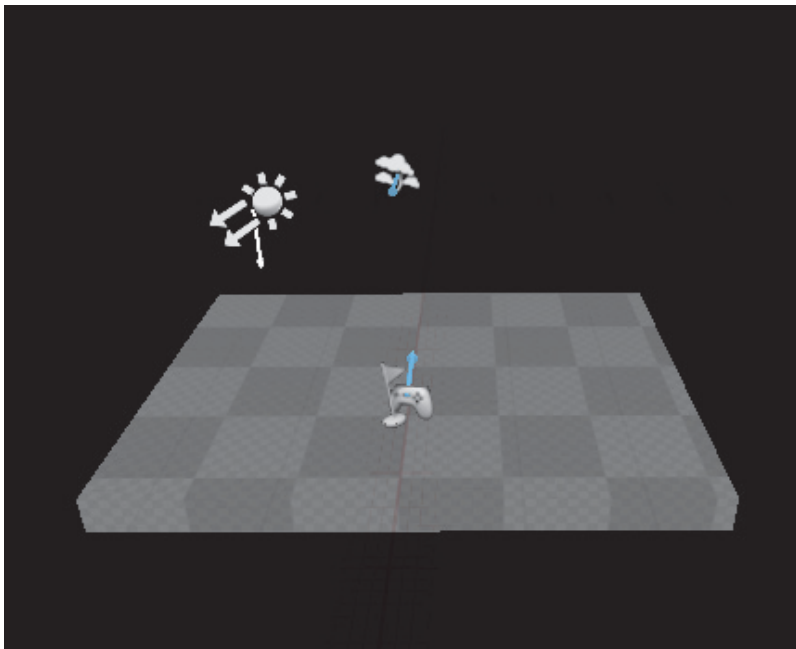
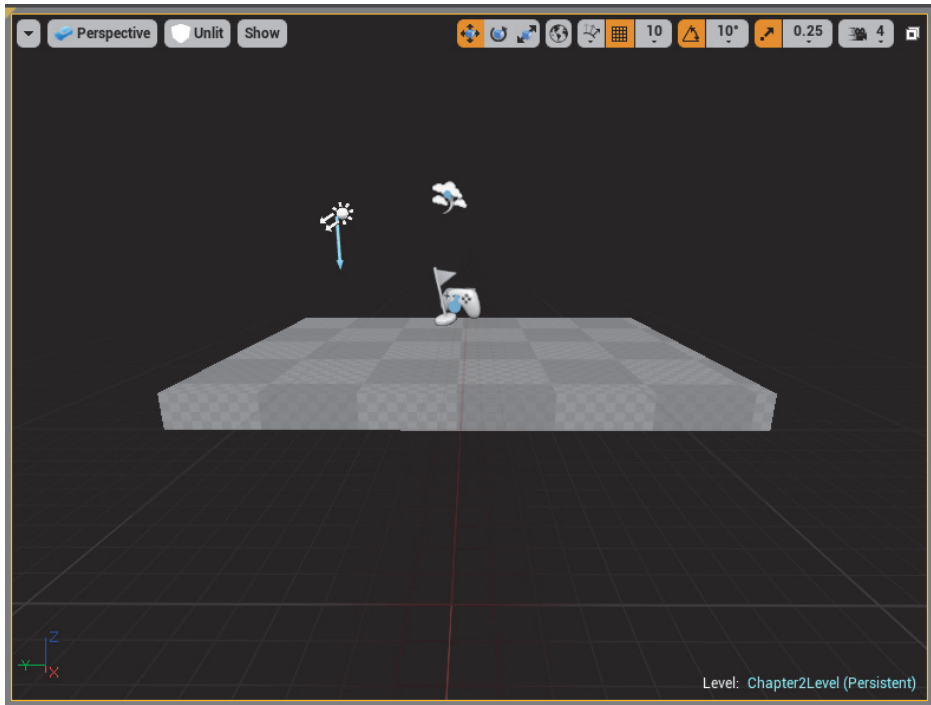


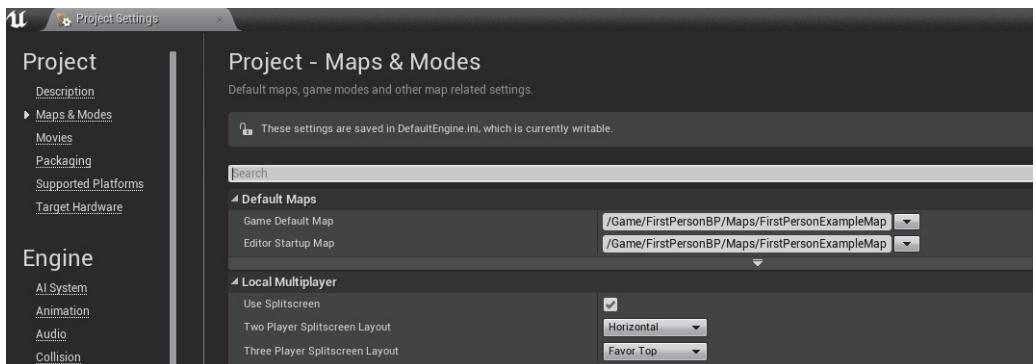
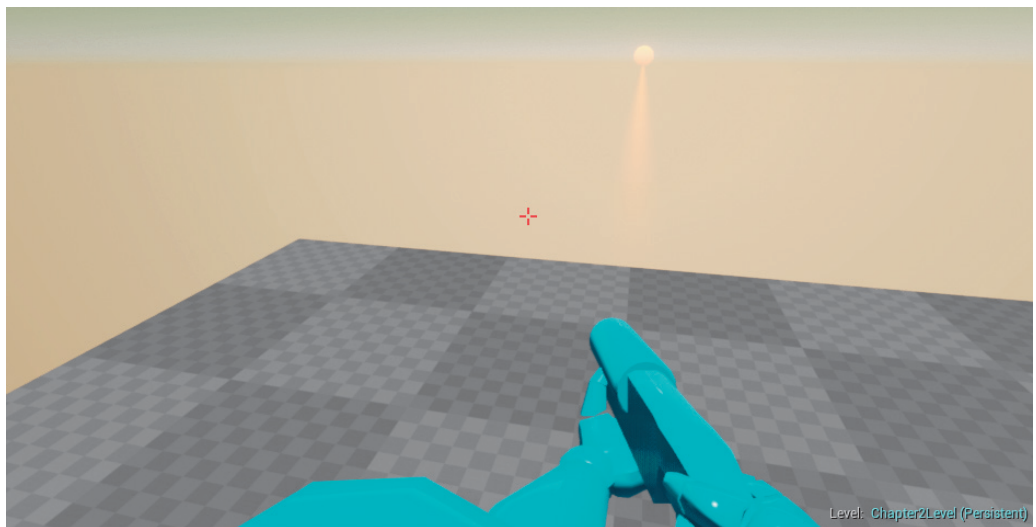
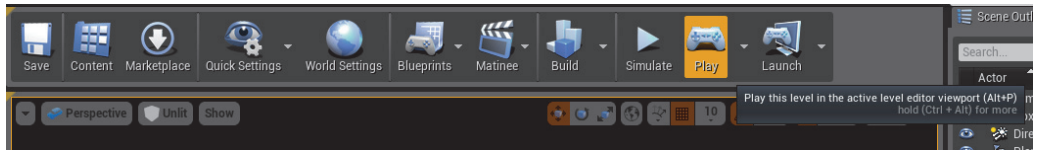
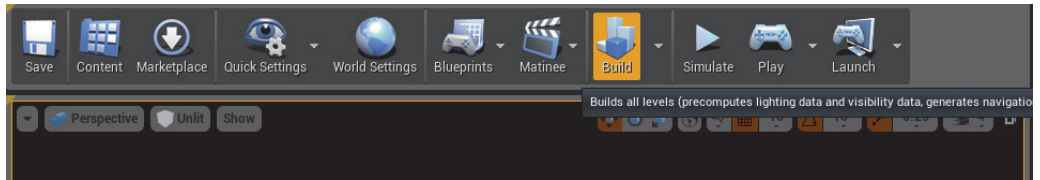


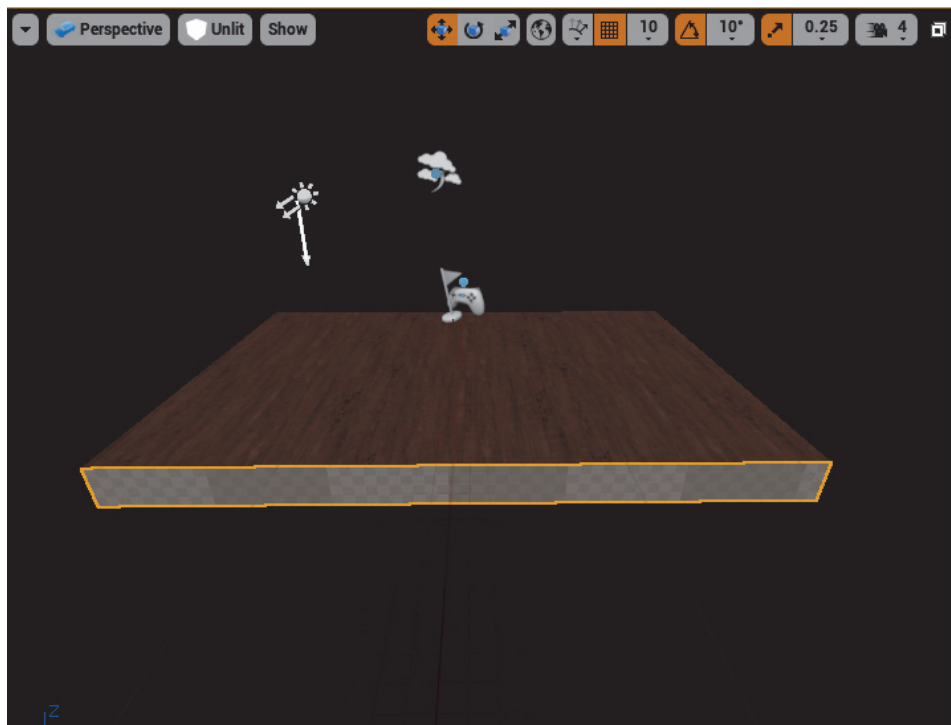
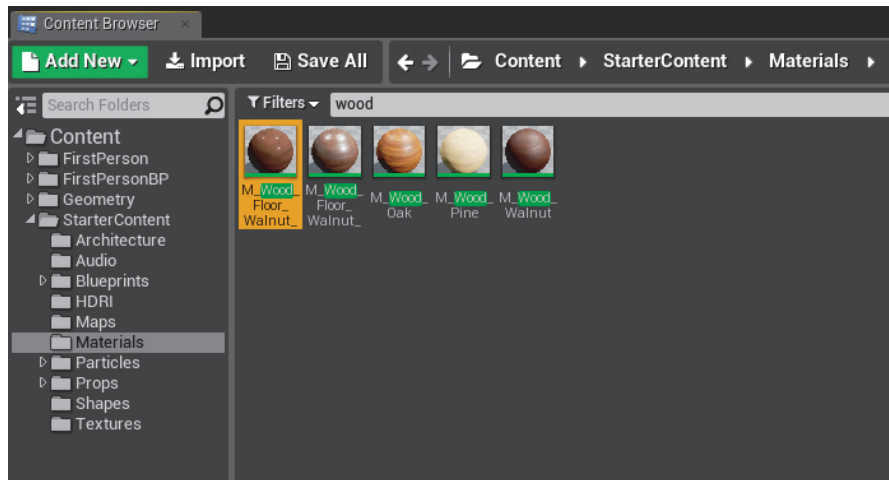


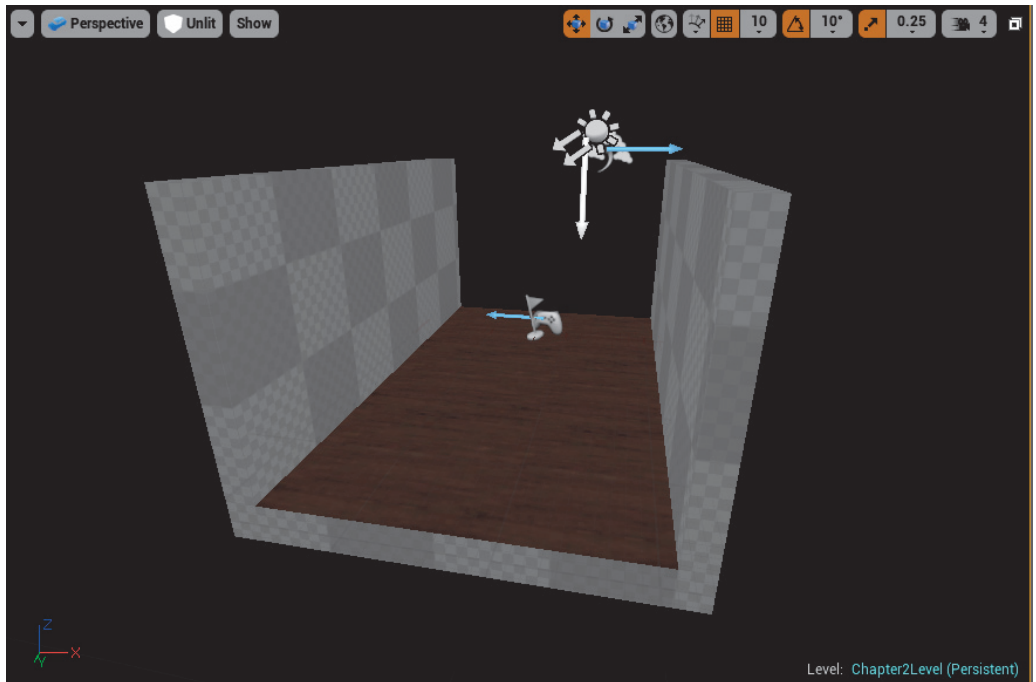
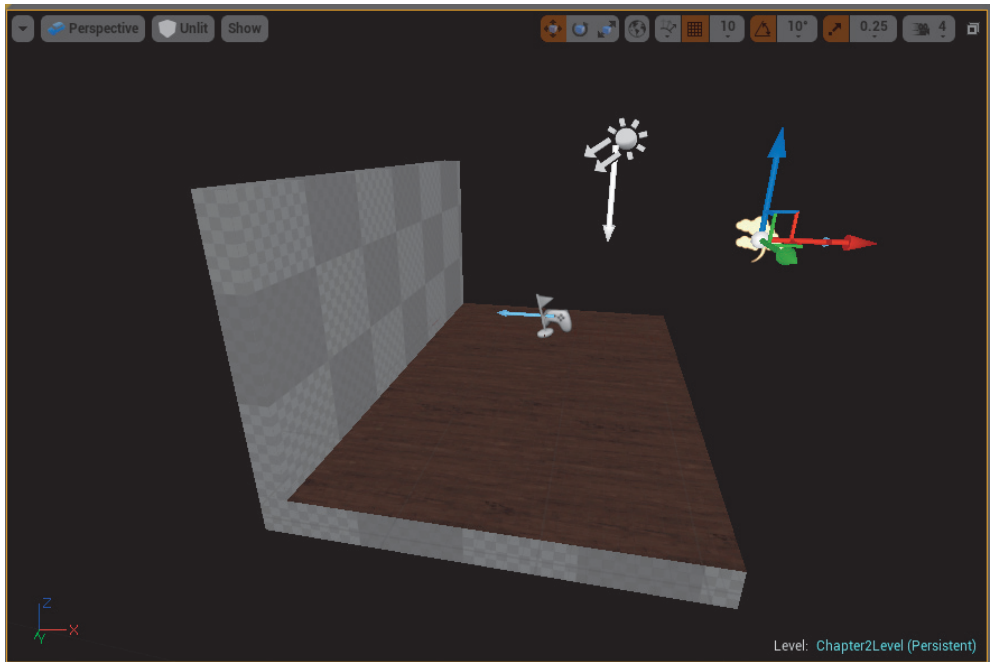


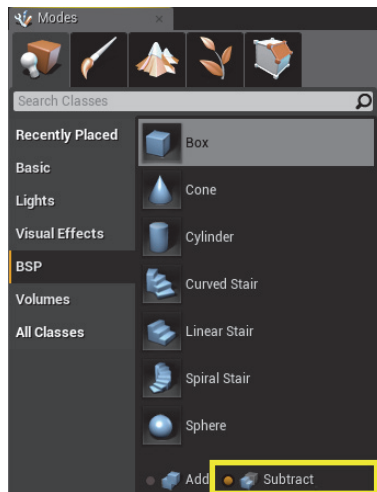
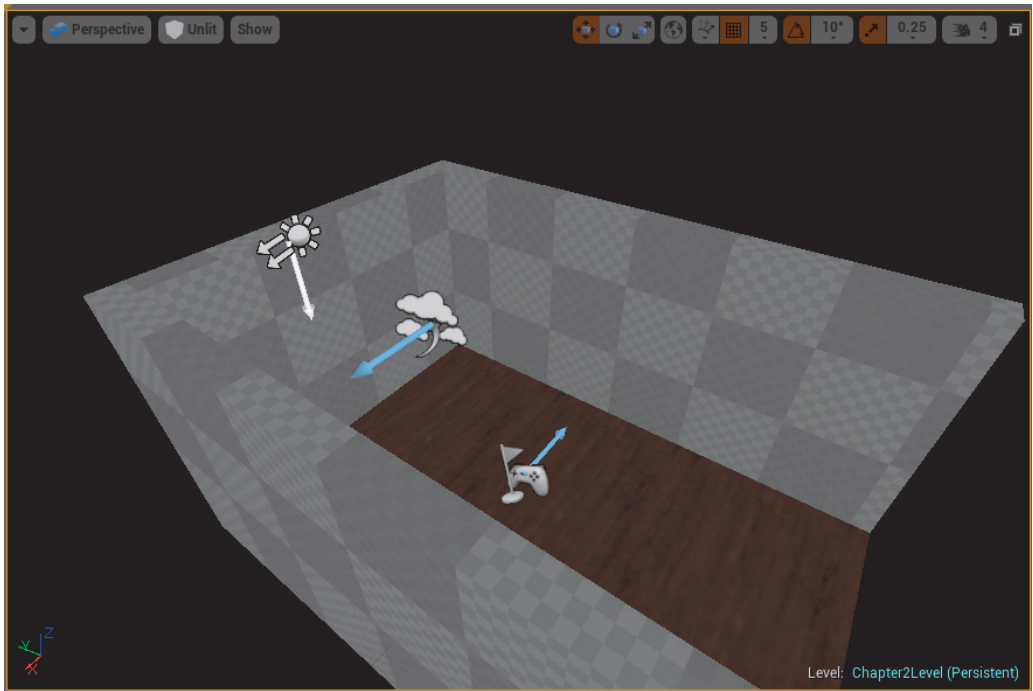


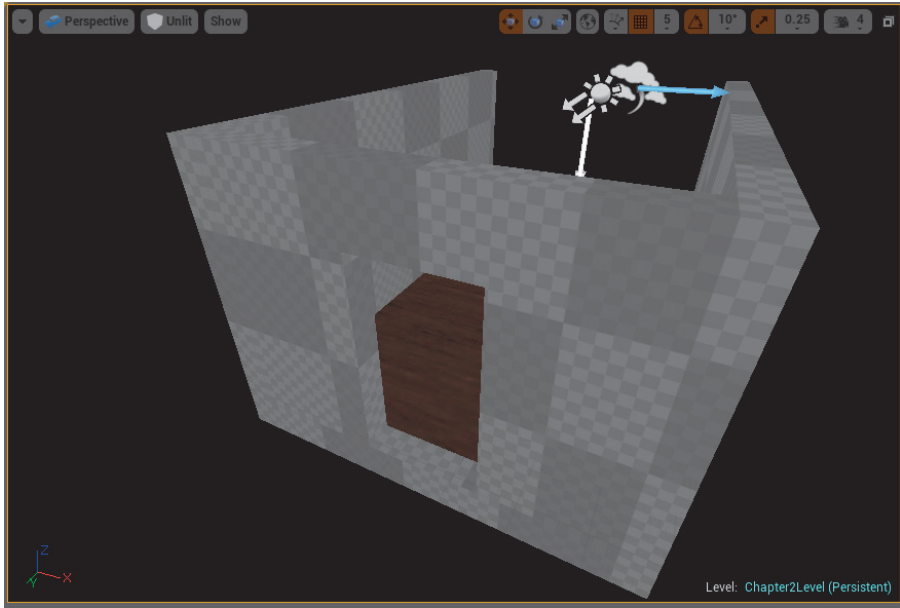


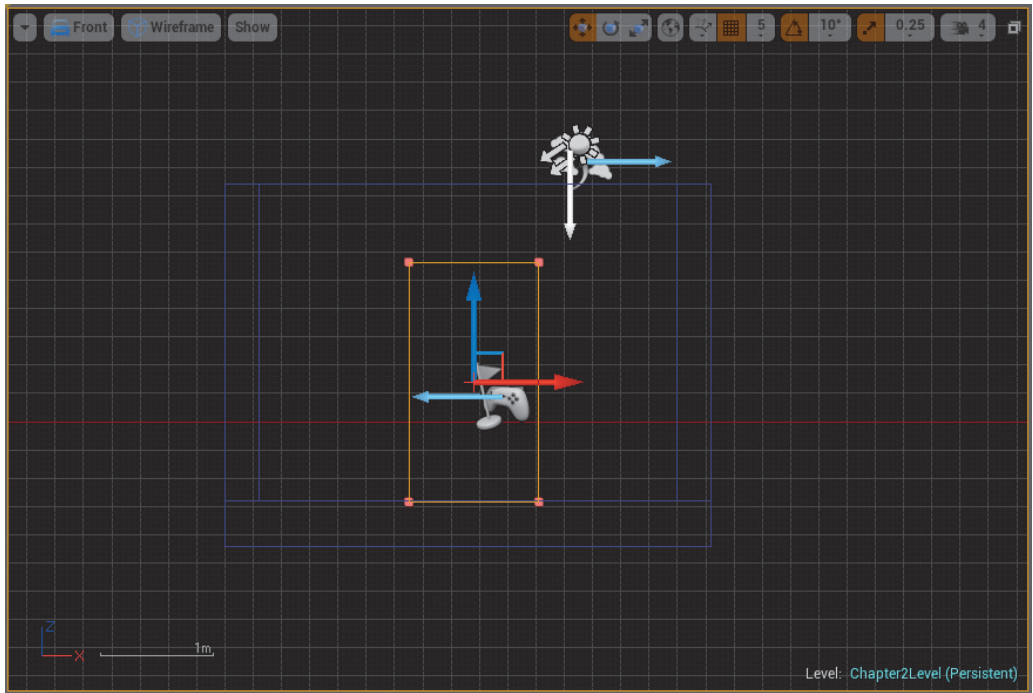


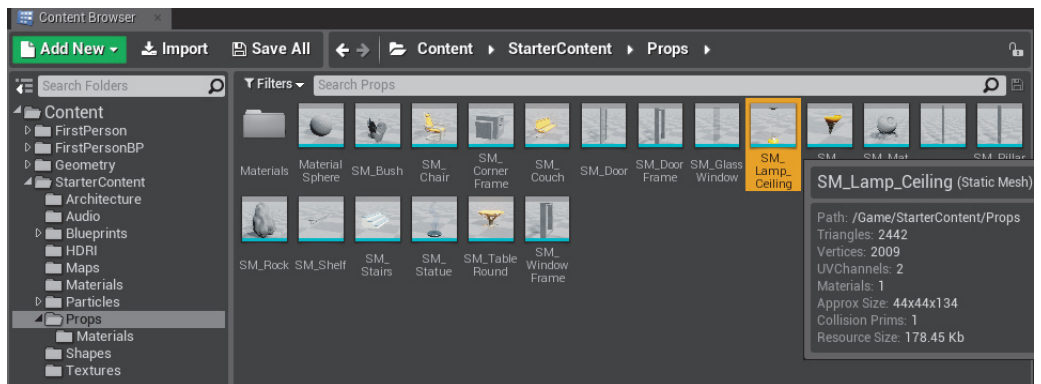
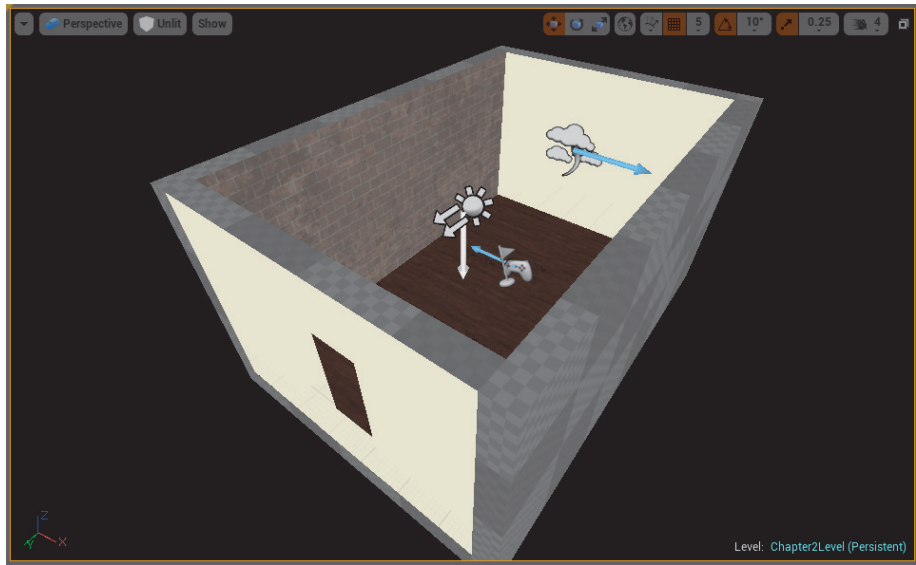


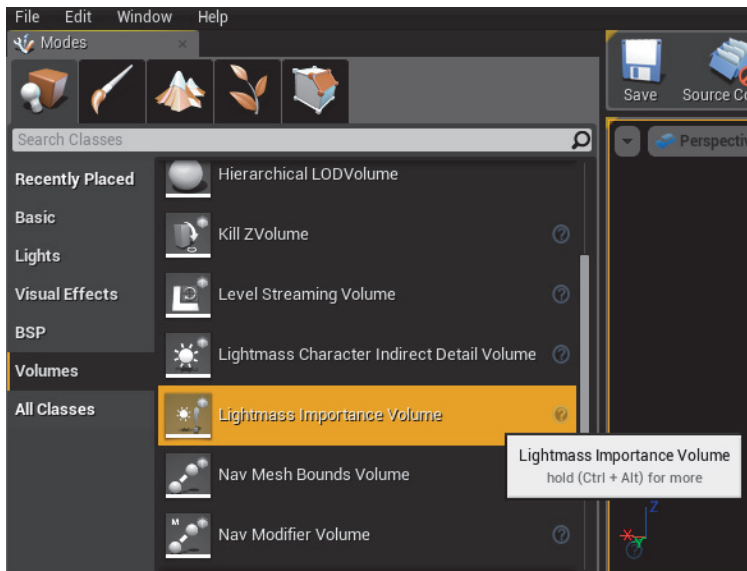


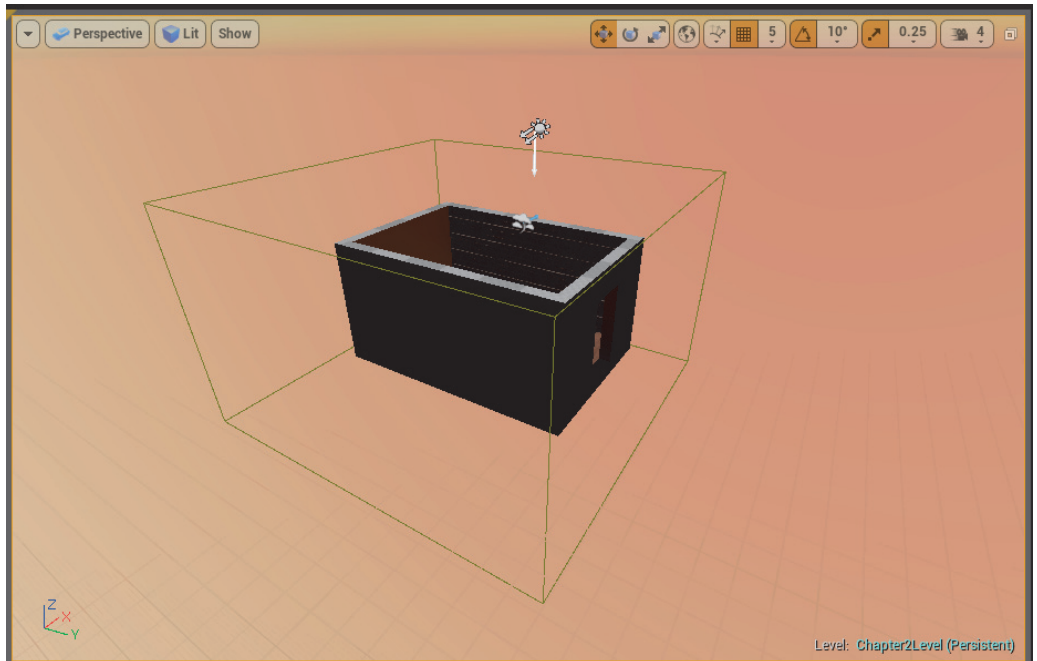
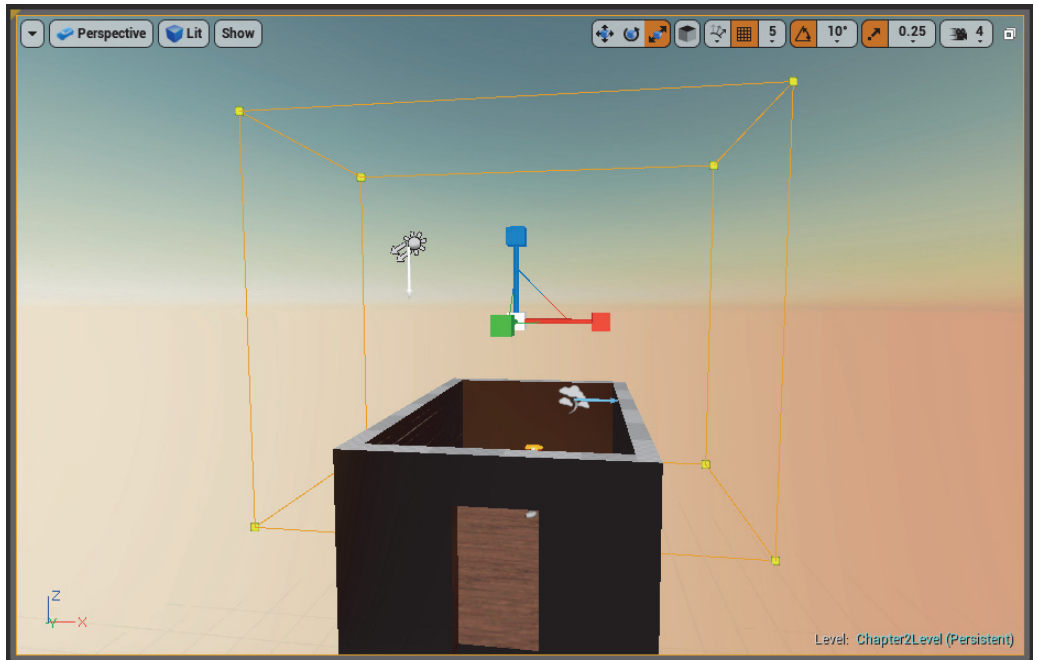


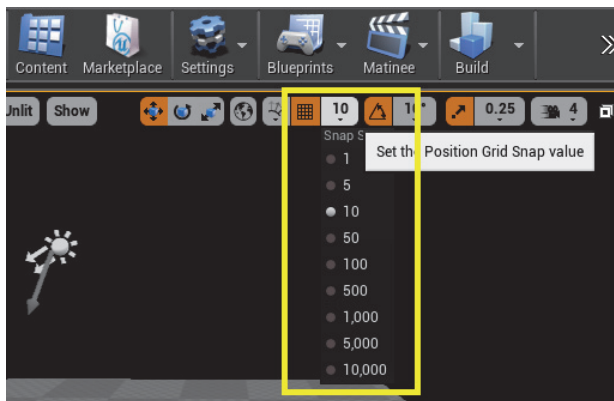
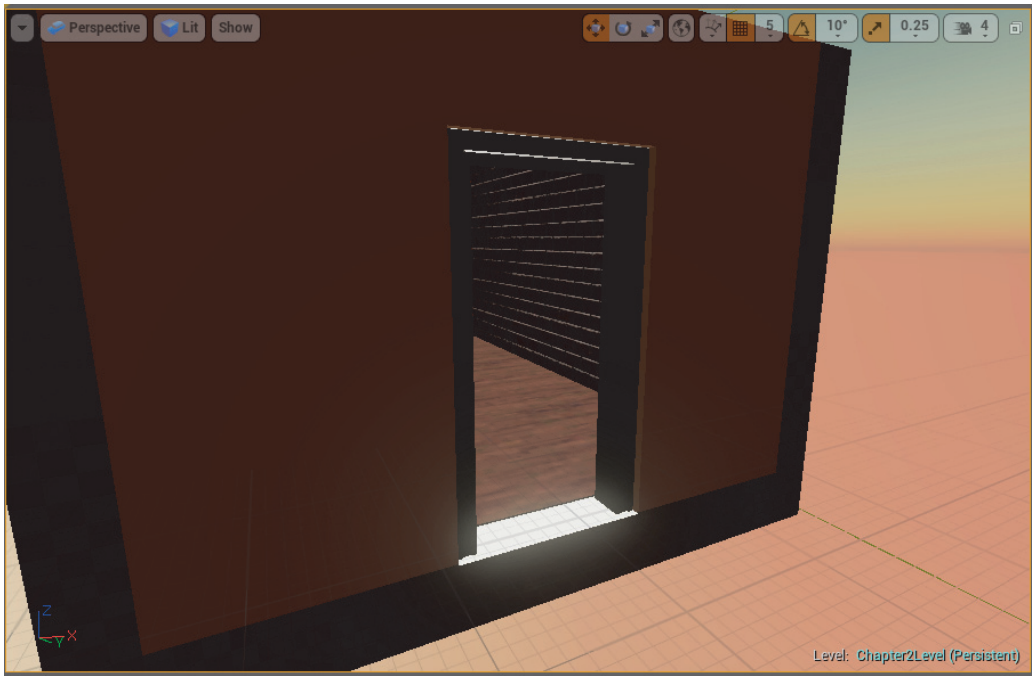






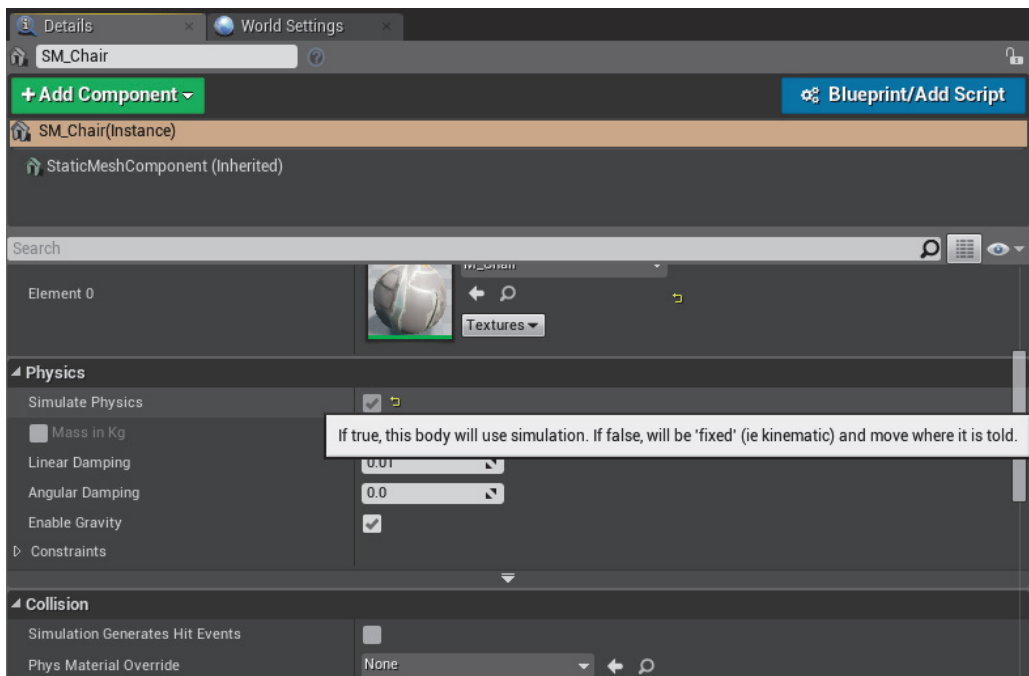
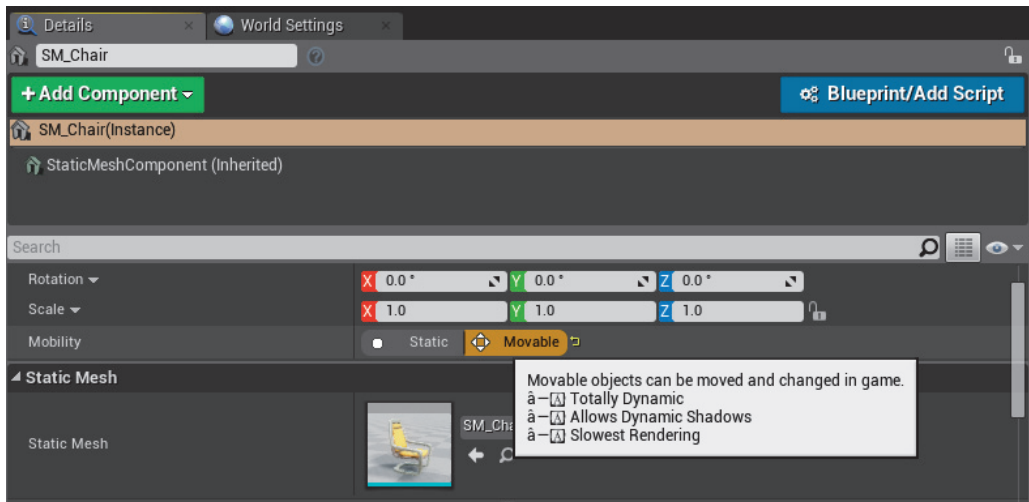


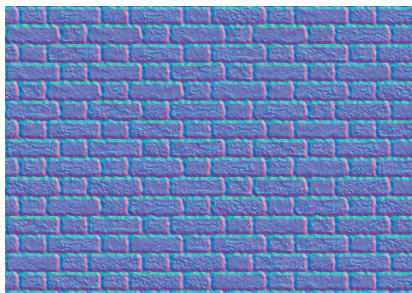
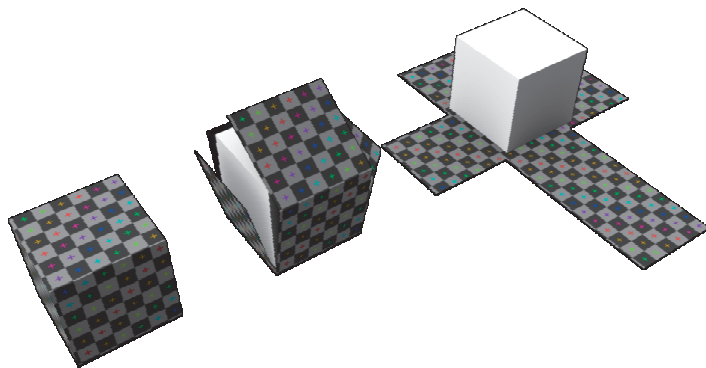
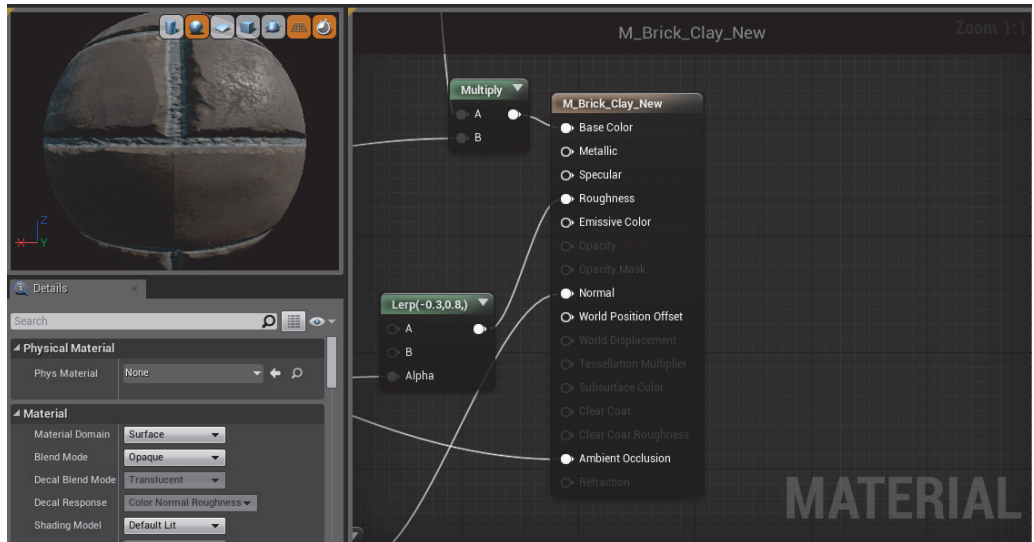






Rozdział 3.





Collision

Simulation Generates Hit Events

Phys Material Override

Generate Overlap Events

Collision Presets

Collision Enabled

Object Type

Collision Responses ?

Trace Responses

Visibility

Camera

Object Responses

WorldStatic

WorldDynamic

Pawn

PhysicsBody

Vehicle

Destructible

Can Character Step Up On

Use CCD

Always Create Physics State

☐

None

☐

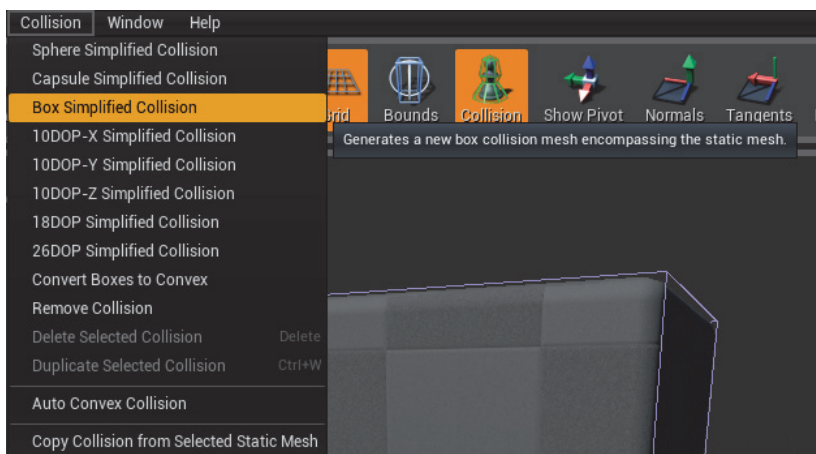
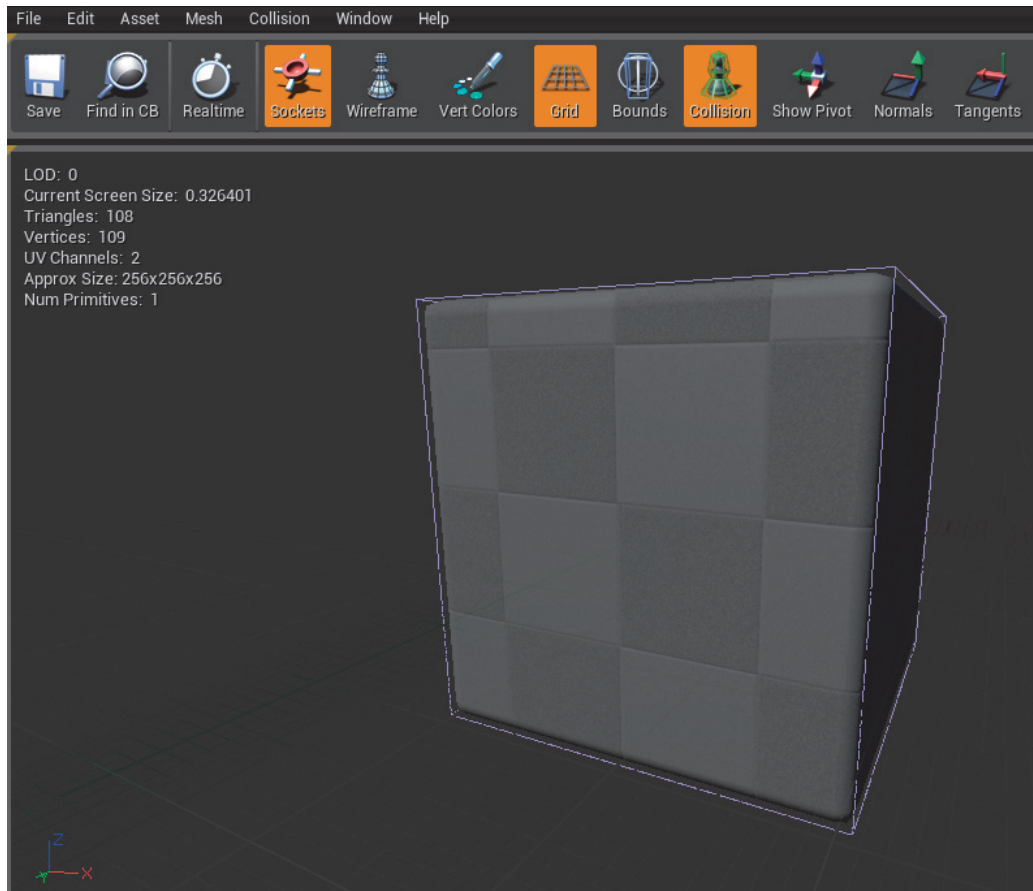
BlockAllDynamic

Collision Enabled (Query and Physics)

WorldStatic

Ignore	Overlap	Block
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<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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ECB Yes



BlockingVolume7

Search

Transform

Mobility

☐ Static

Movable

Brush Settings

Brush Shape

Box

X

200.0

Y

200.0

Z

200.0

Wall Thickness

10.0

Hollow

☐

Tessellated

☐

Tags

Tags

0 elements

Collision

Simulation Generates Hit Events

☐

Generate Overlap Events

☒

Collision Presets

InvisibleWall

Actor

1 selected in

Persistent Level

Convert Actor

Select a Type

Can be Damaged

☐

Blueprint

Find BlockingVolume7 in Level Blueprint

Add Level Events for BlockingVolume7

Replace With Composited Blueprint

Layers

Cube

PhysicsVolume1

Search

Character Movement

Terminal Velocity

4000.0

Priority

0

Fluid Friction

0.3

Water Volume

☐

Volume

Physics on Contact

☐

Collision

Simulation Generates Hit Events

☐

Generate Overlap Events

☒

Collision Presets

OverlapAllDynamic

PainCausingVolume1

Search

Pain Causing Volume

Pain Causing

☒

Damage Per Sec

1.0

Damage Type

DamageType

Pain Interval

1.0

Entry Pain

☒

Character Movement

Terminal Velocity

4000.0

Priority

0

Fluid Friction

0.3

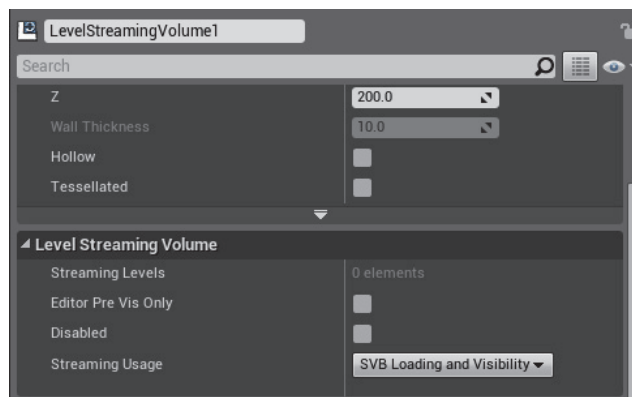
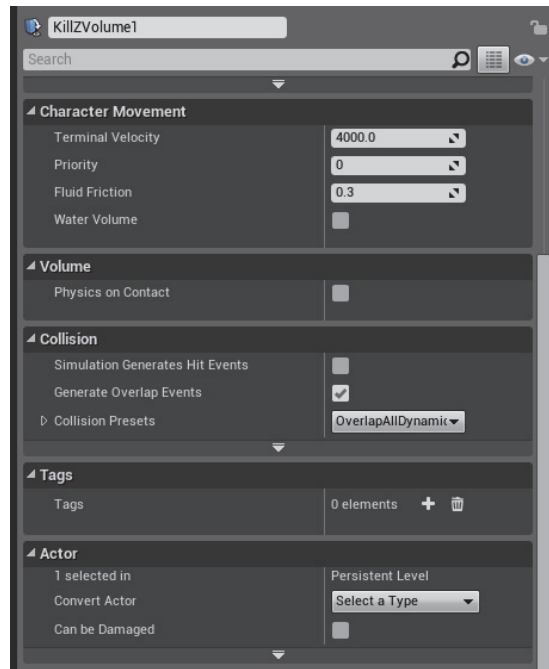
Water Volume

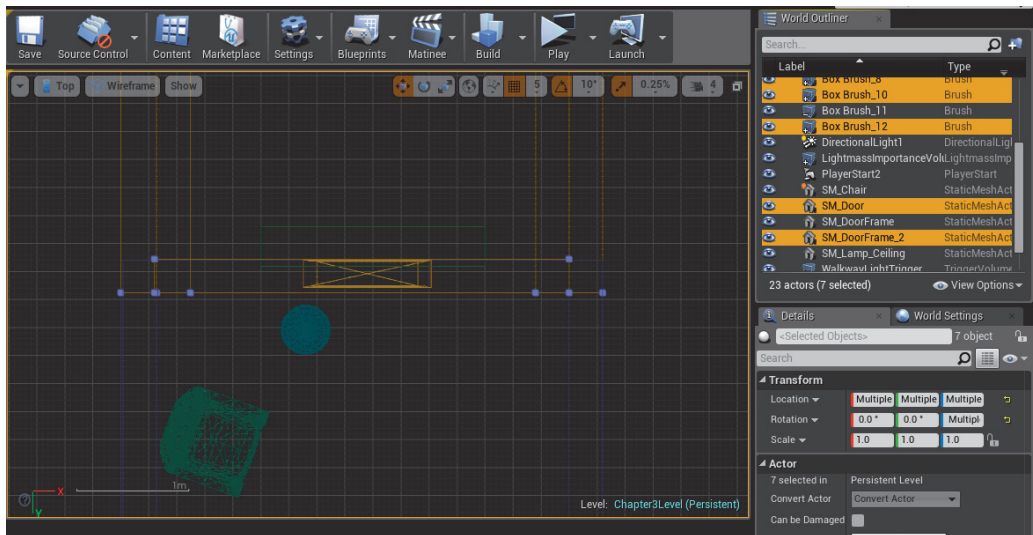
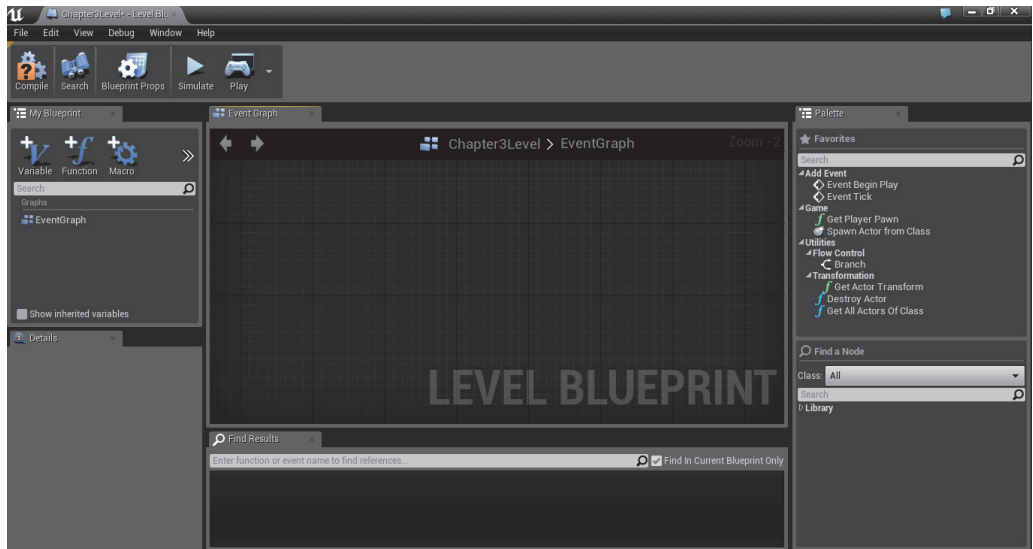
☐

Volume

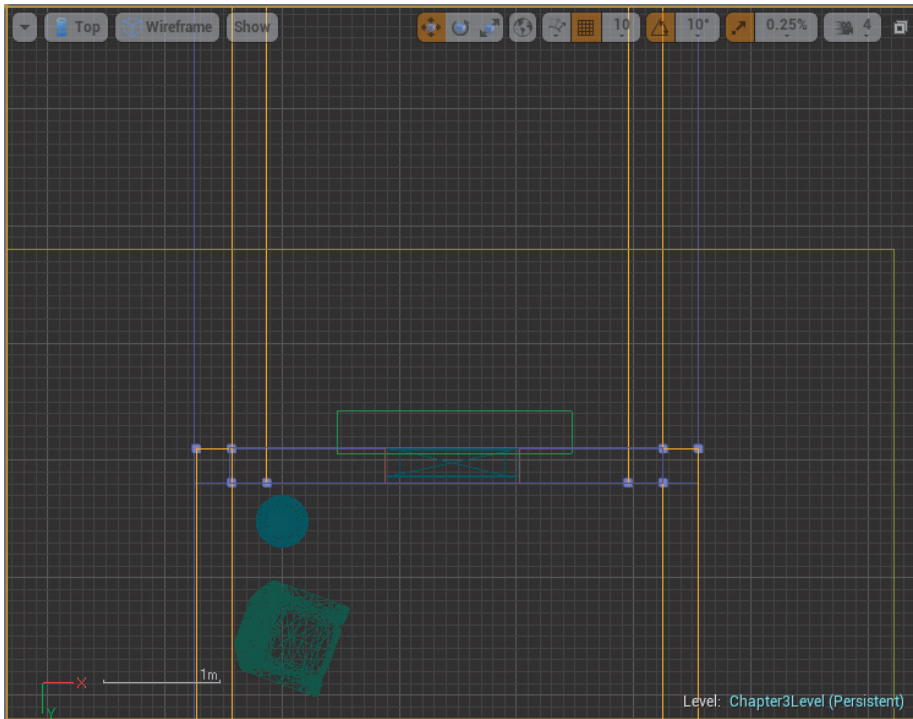
Physics on Contact

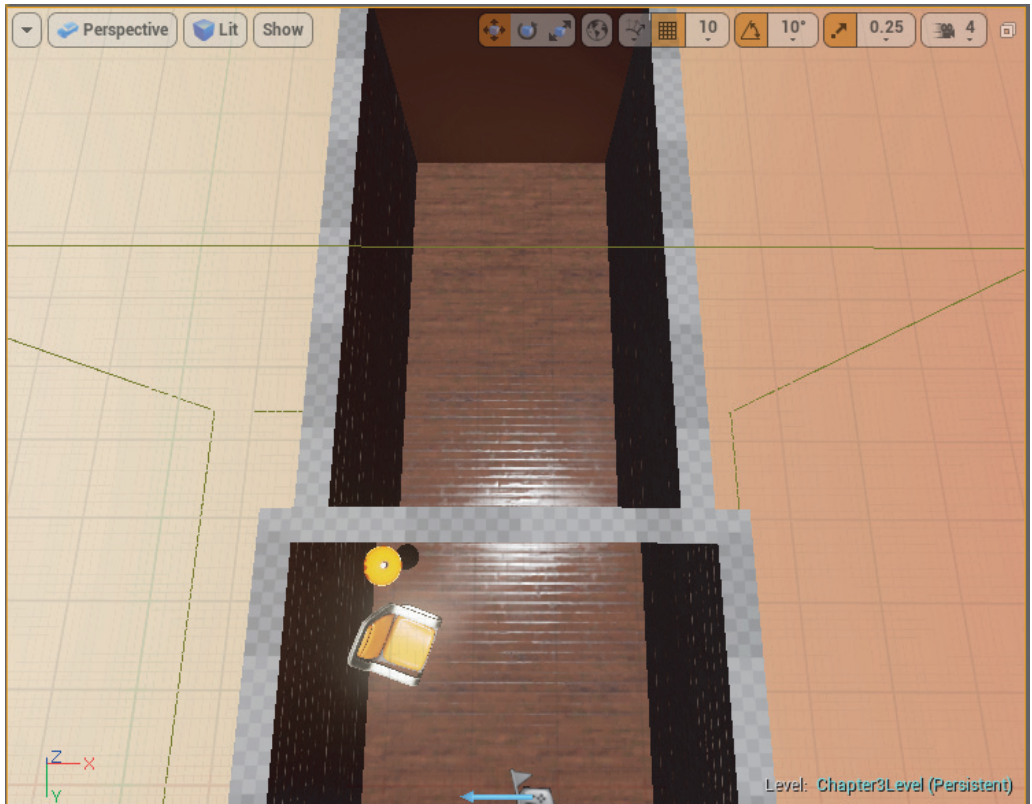
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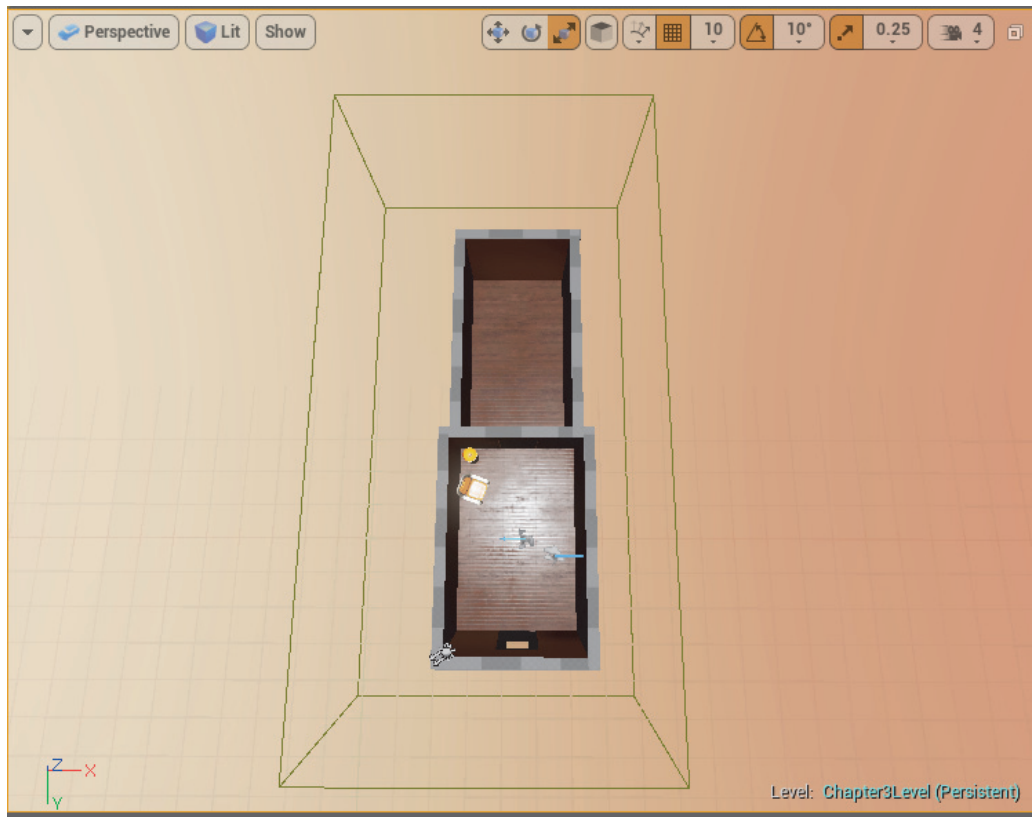


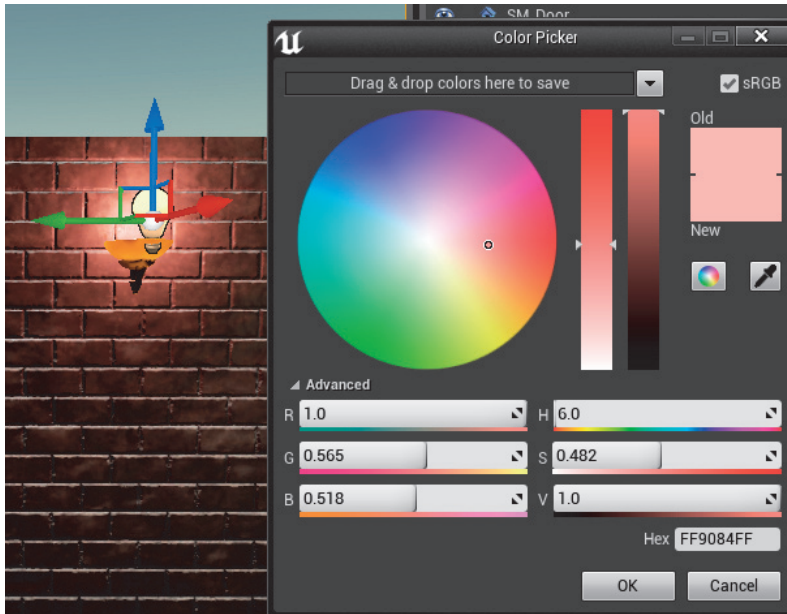
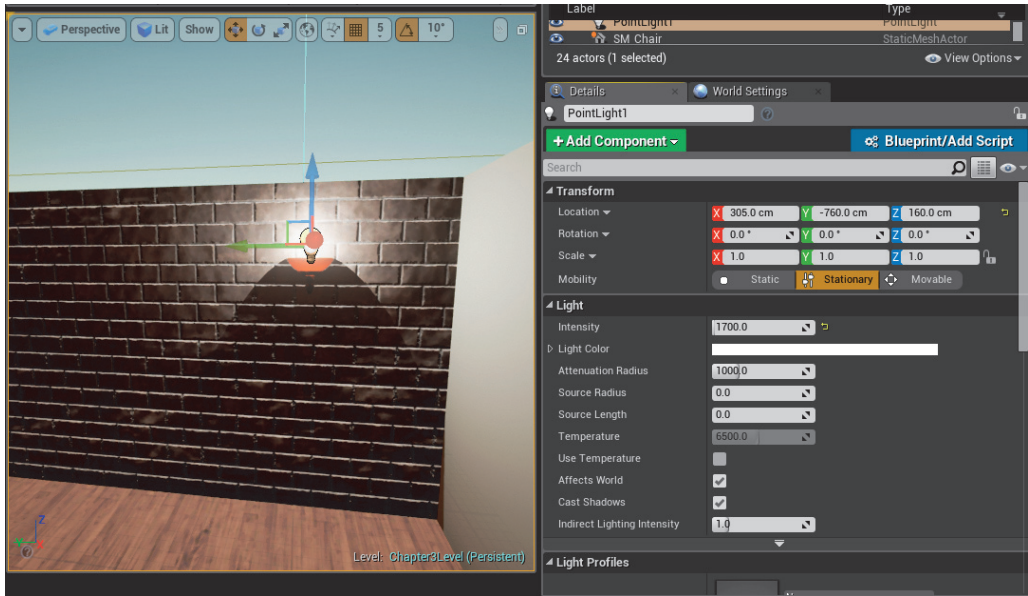


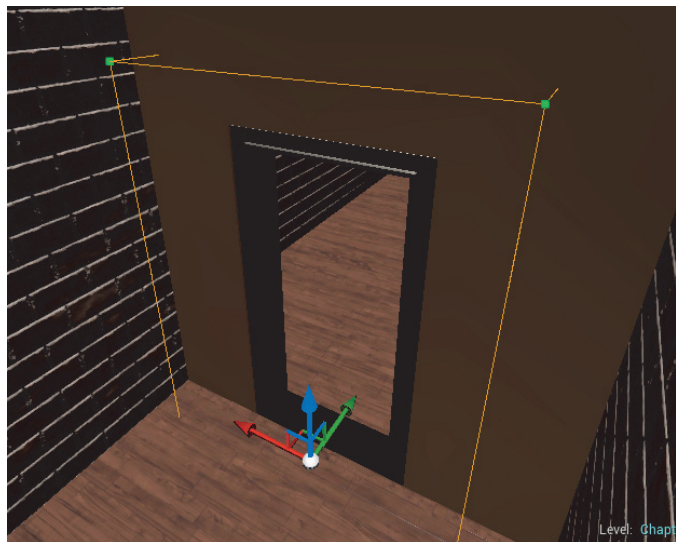
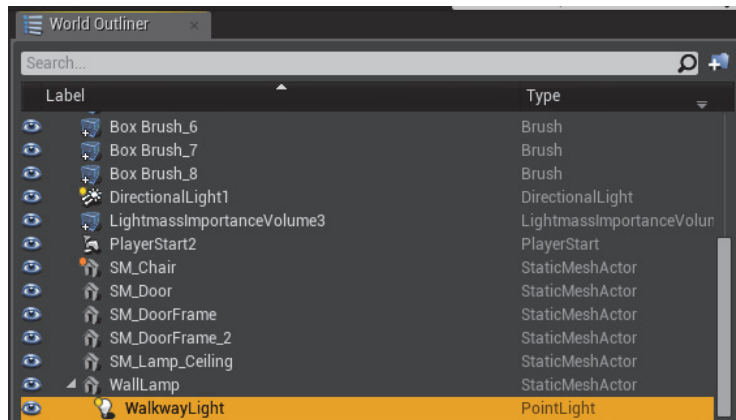


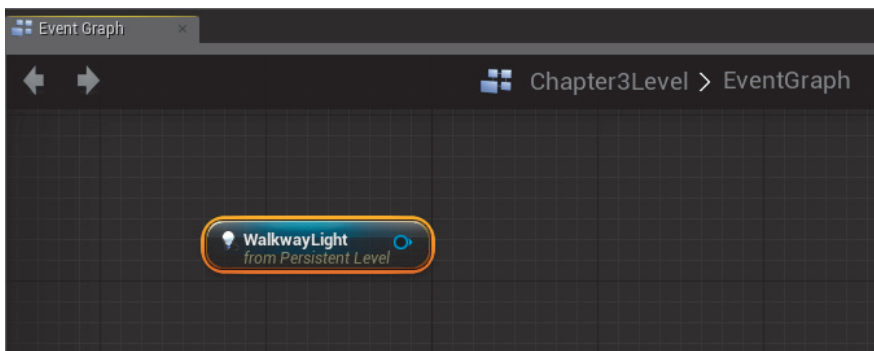
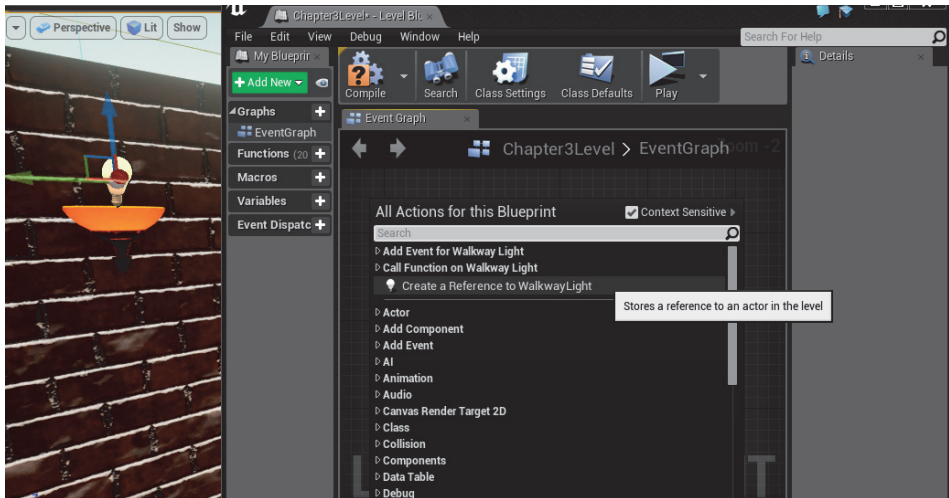
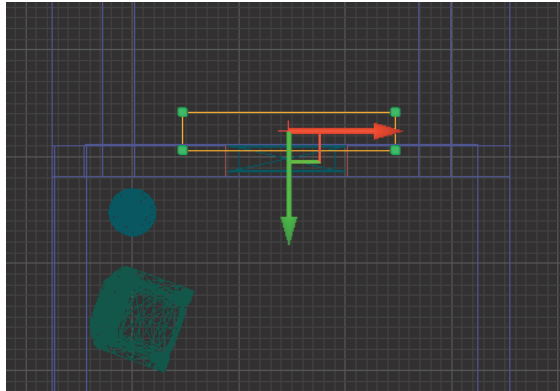


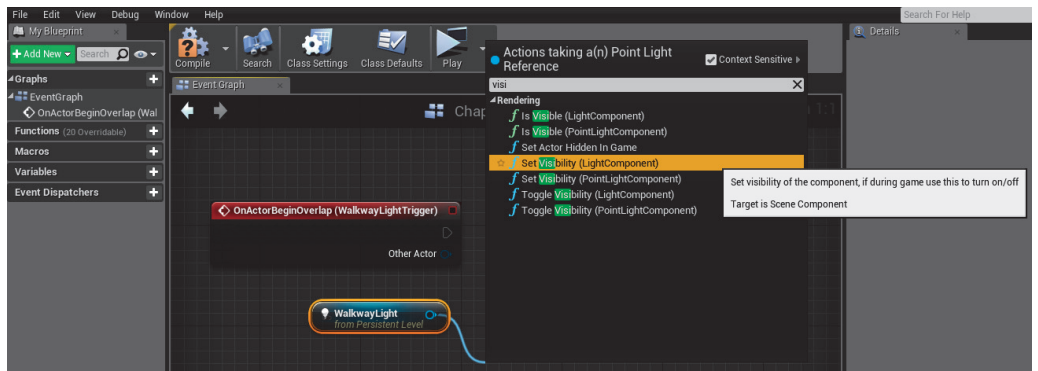
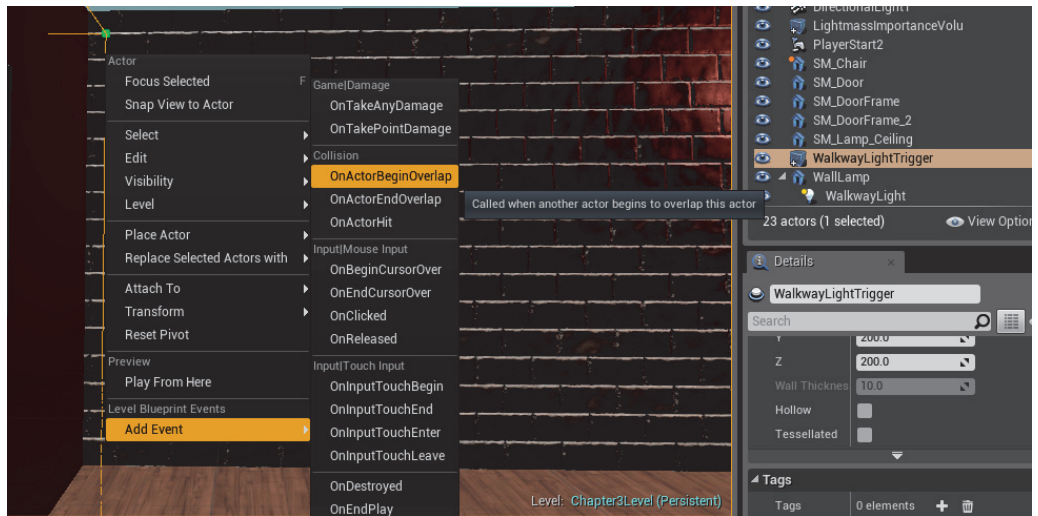


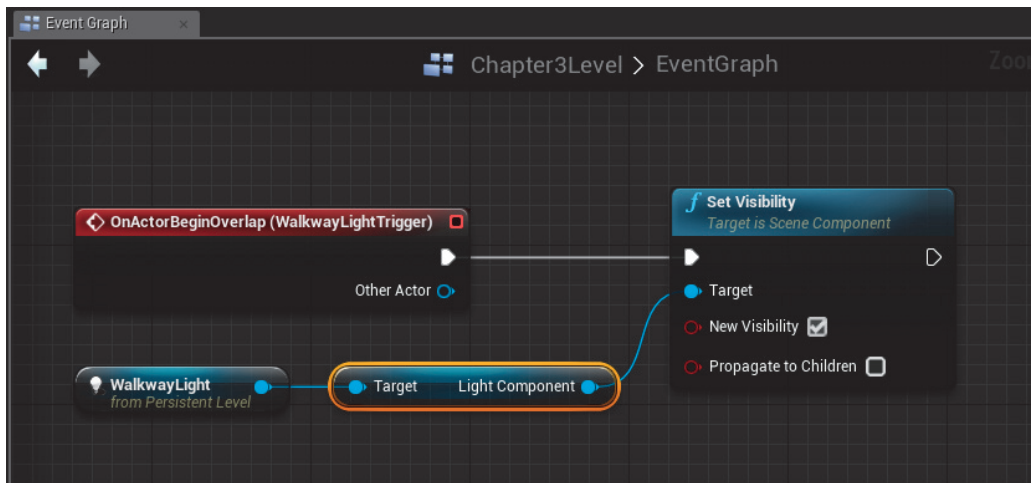
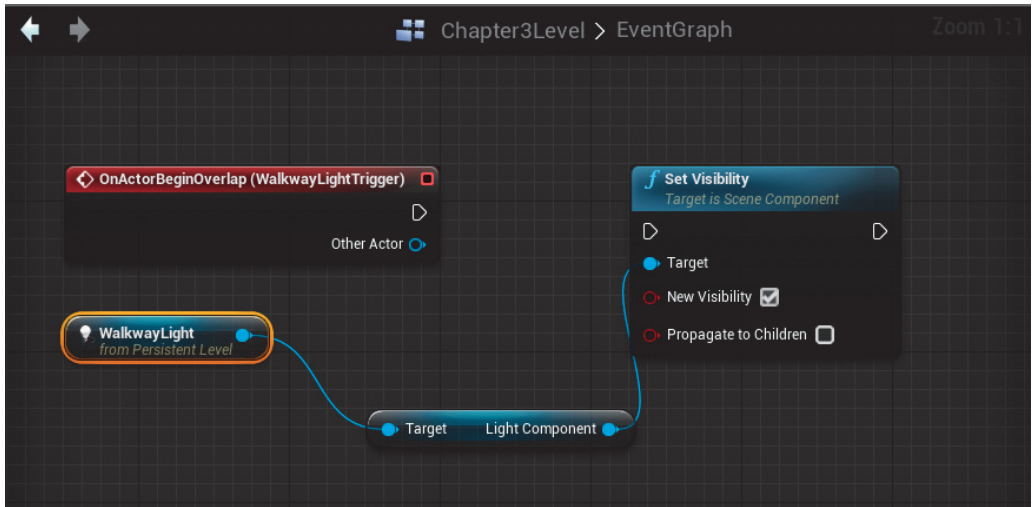


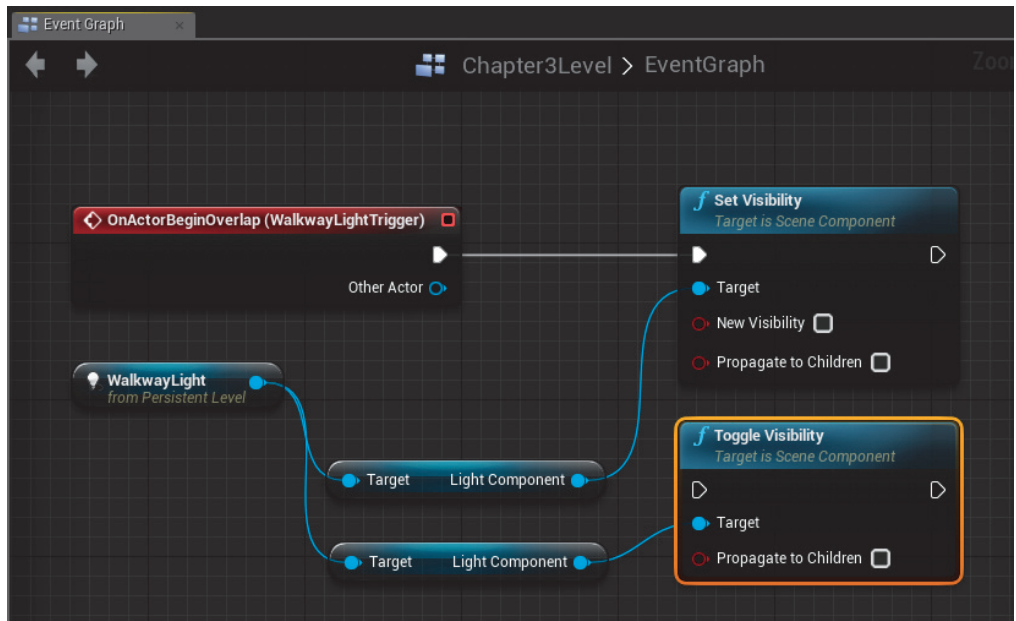
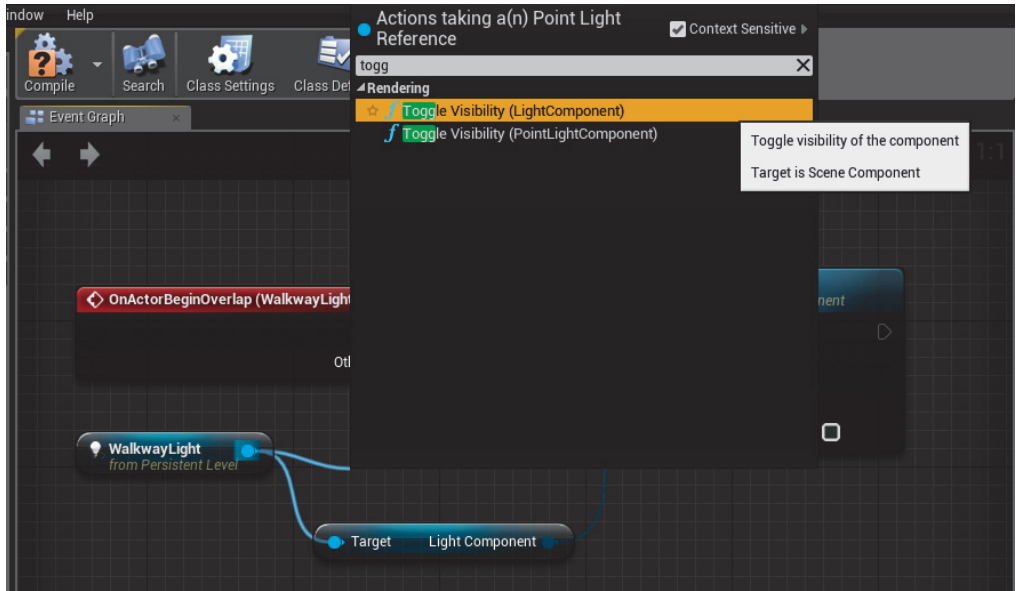


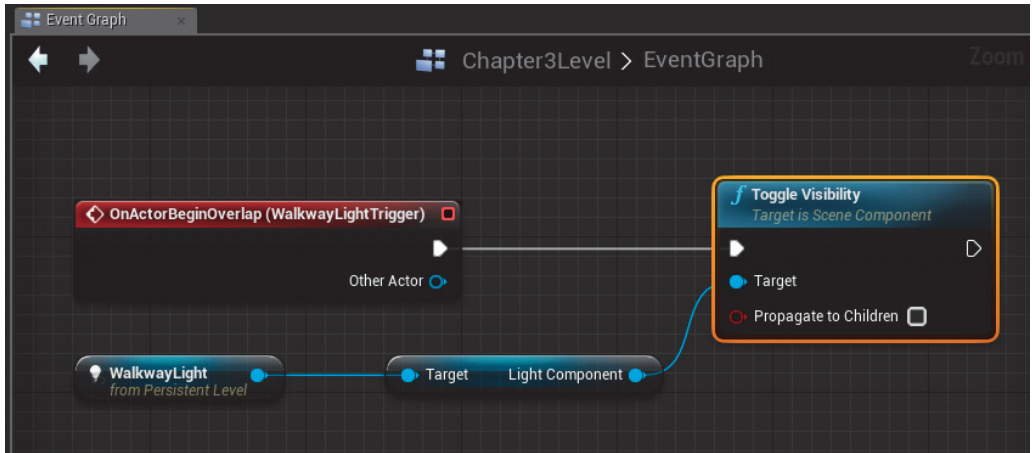




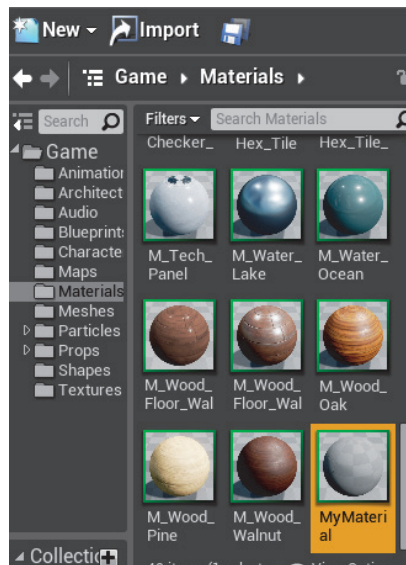
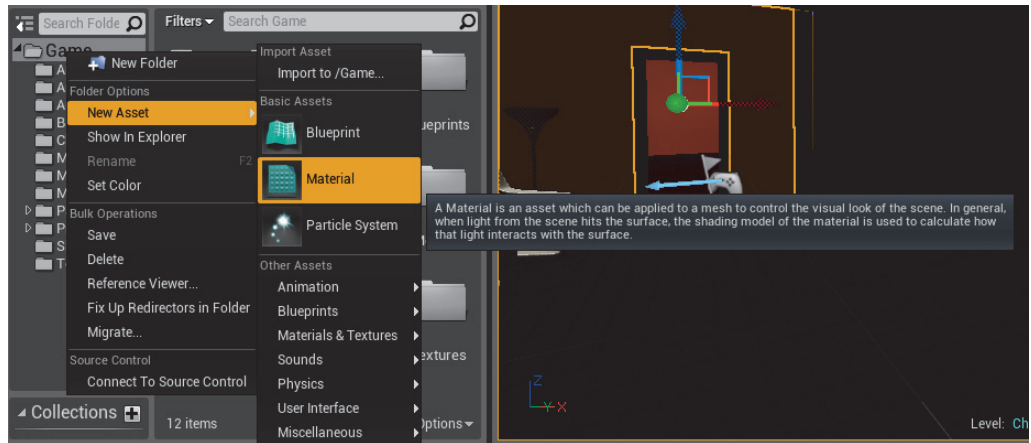


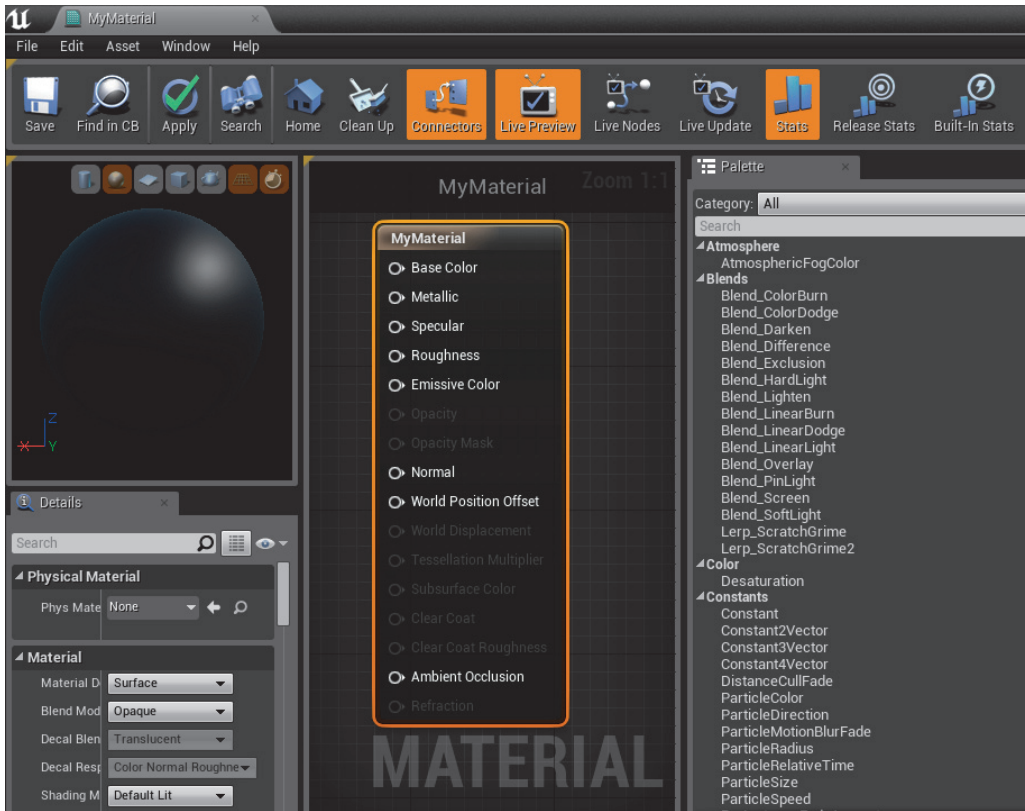


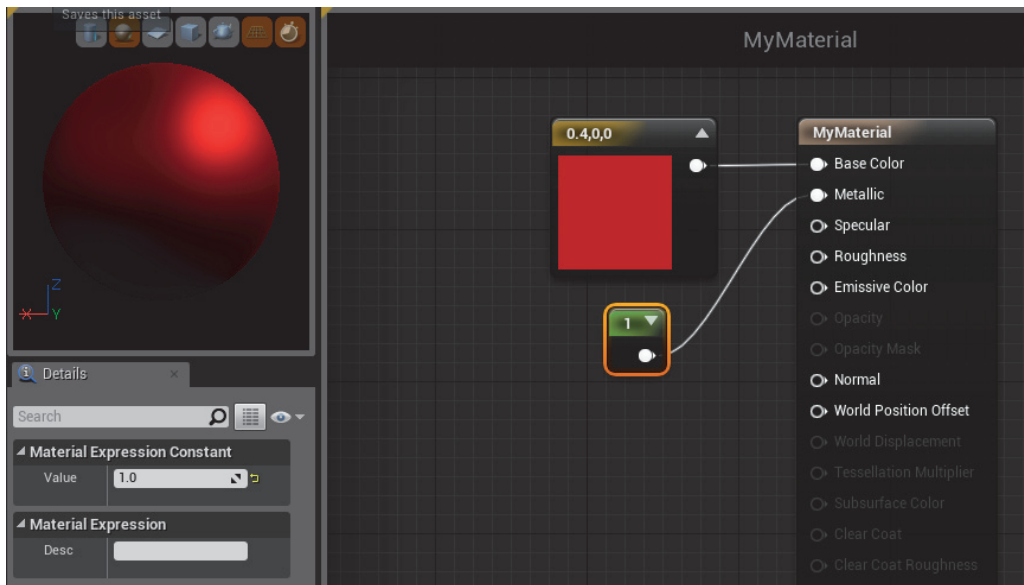
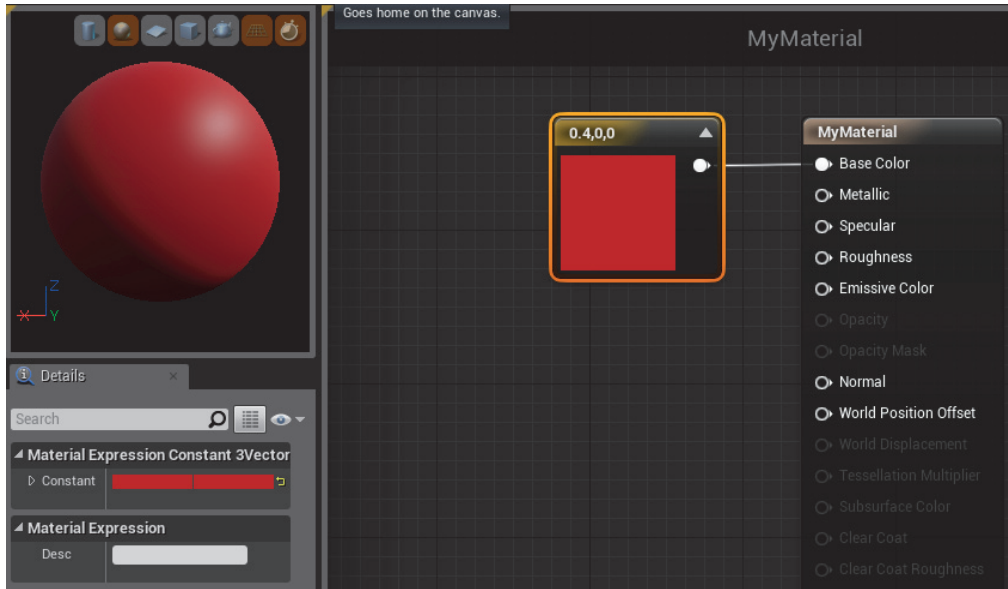


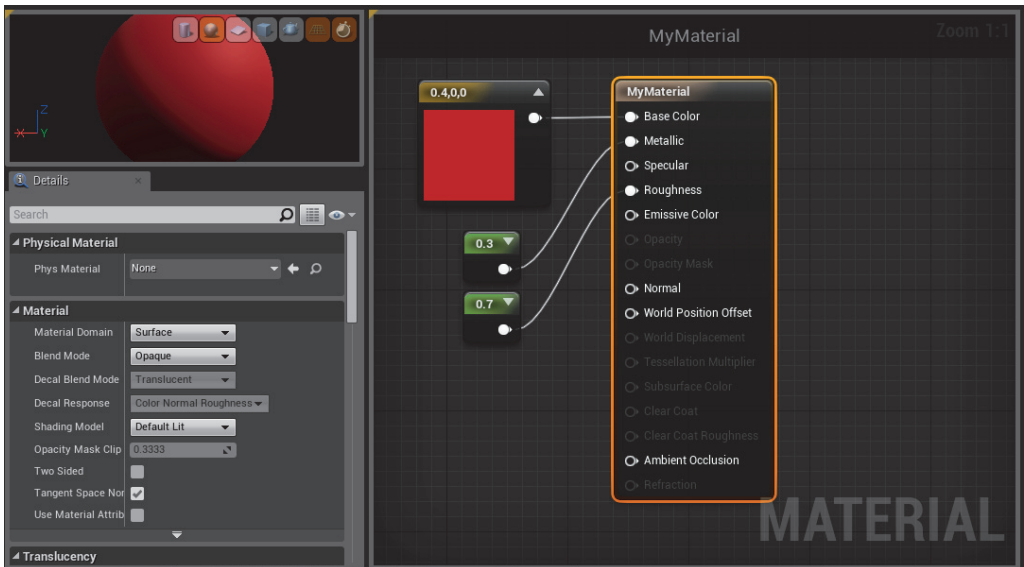
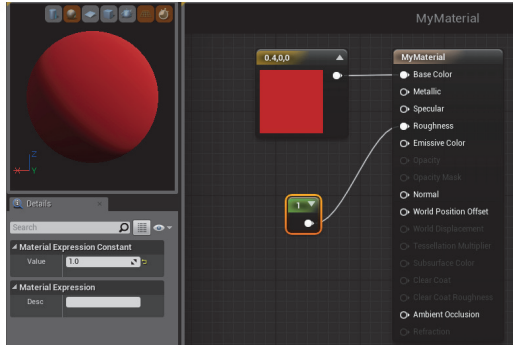
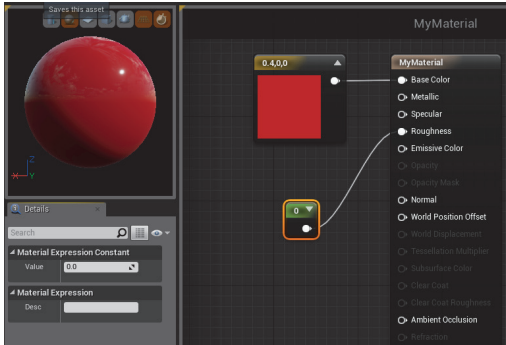


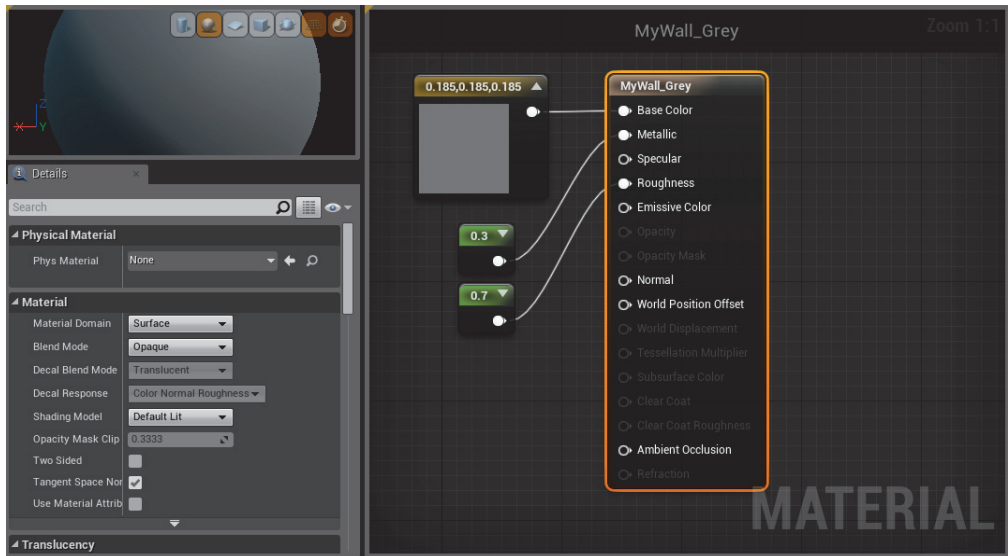
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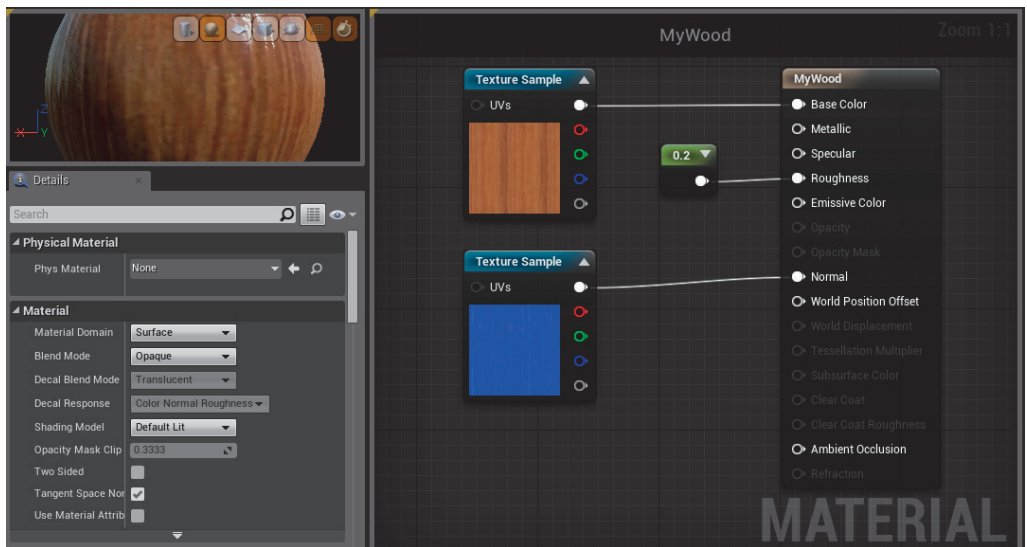
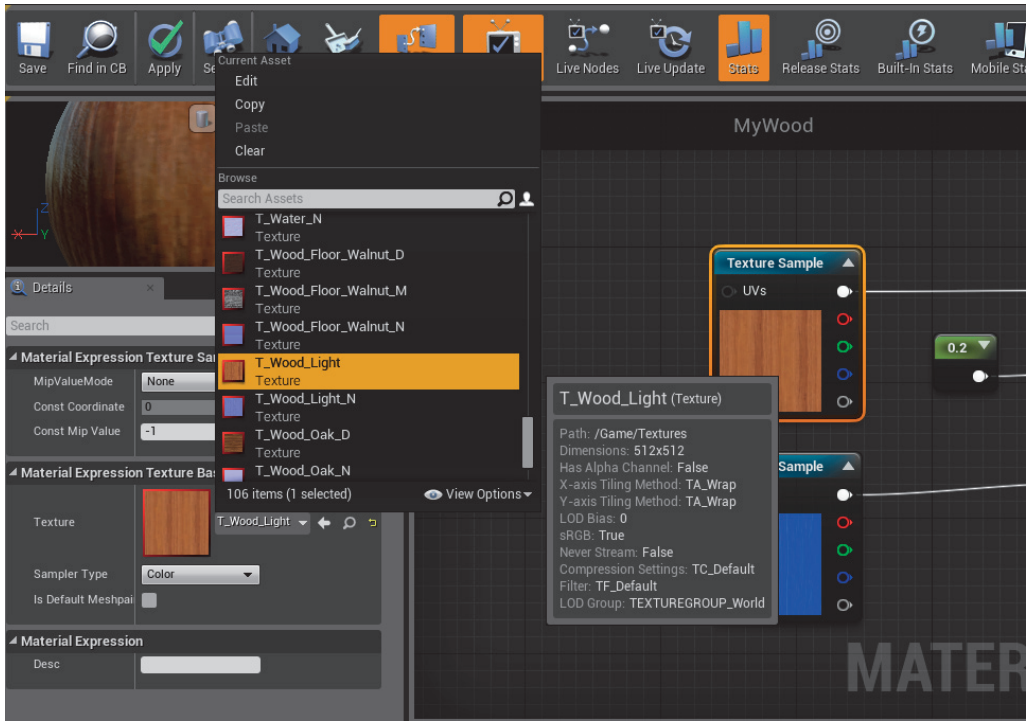


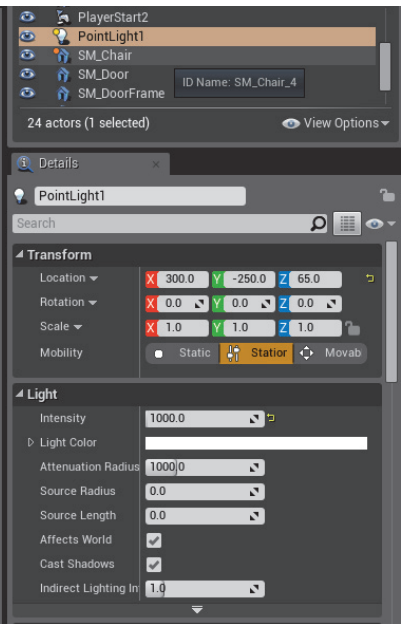
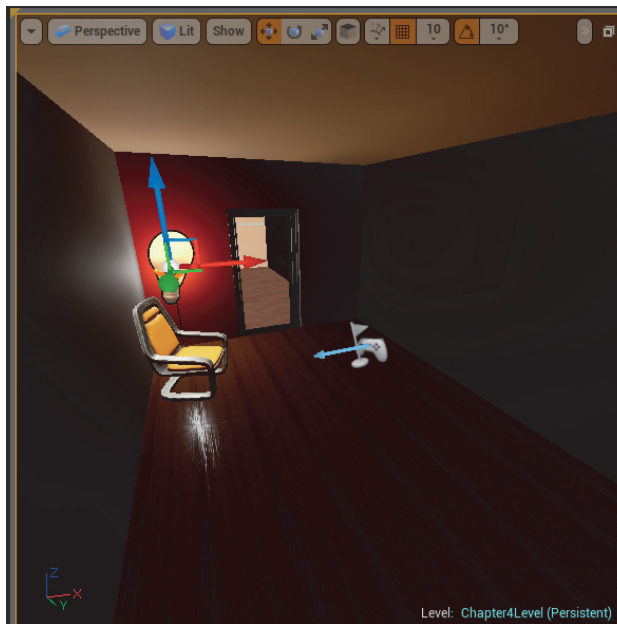
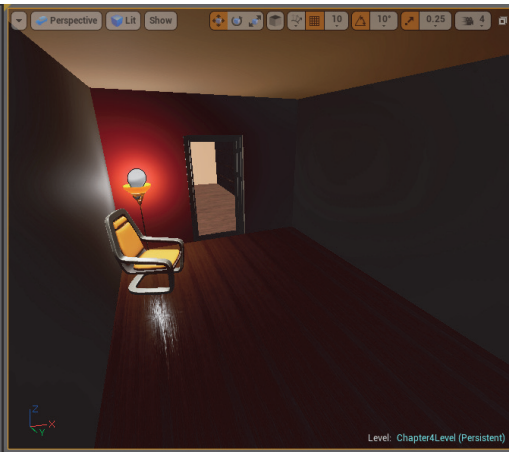


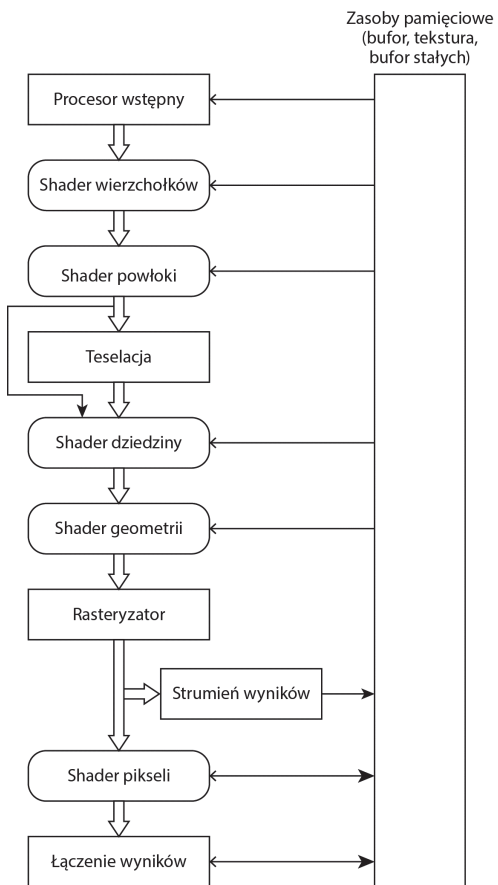


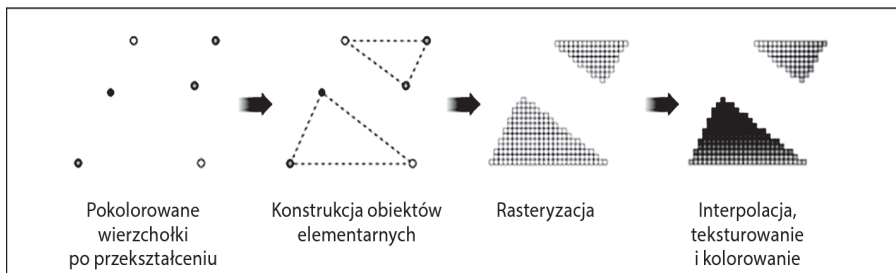
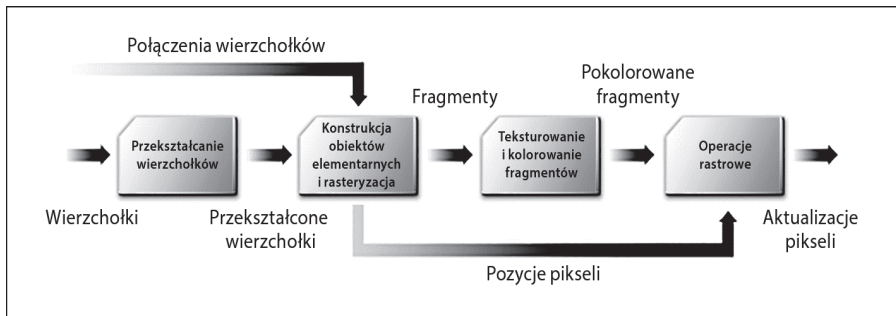


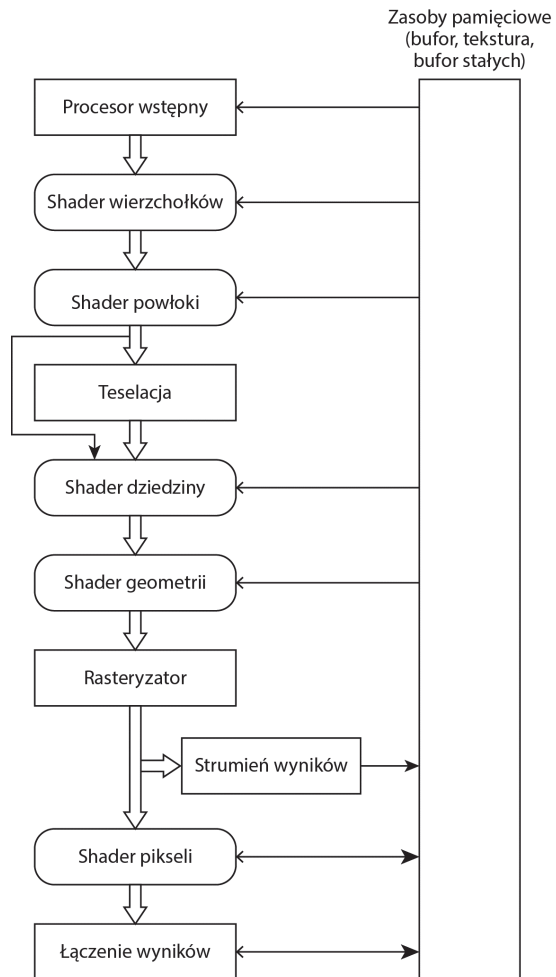




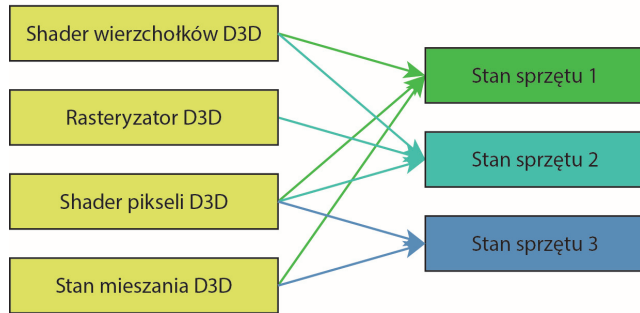




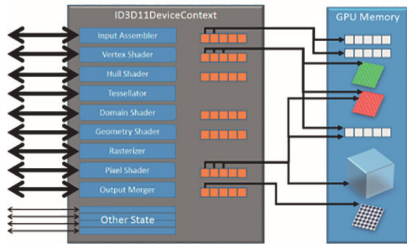




Małe obiekty stanowe → Narzut dysharmonii sprzętowej

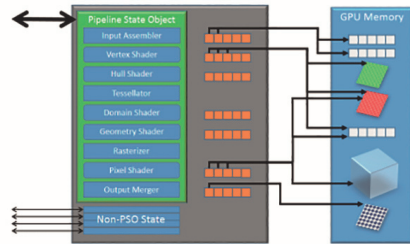


Kontekst renderowania:
Direct3D 11

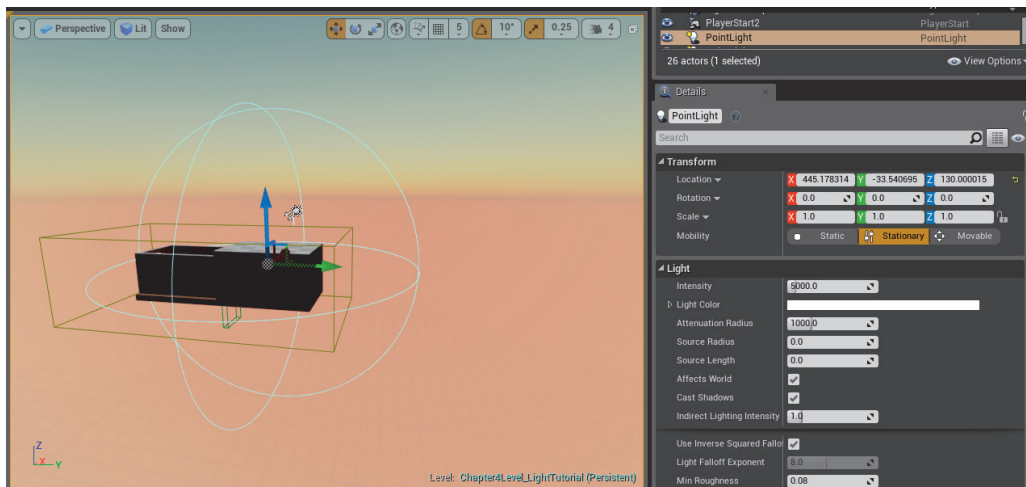


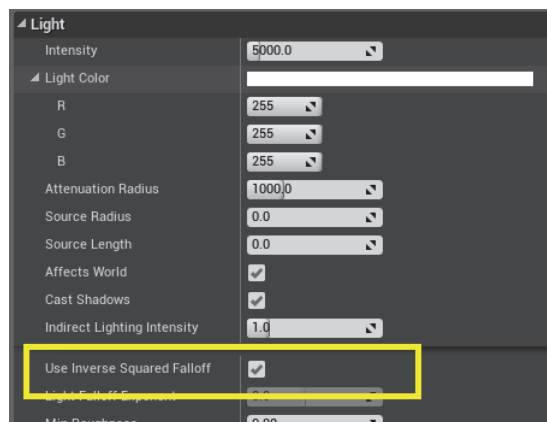
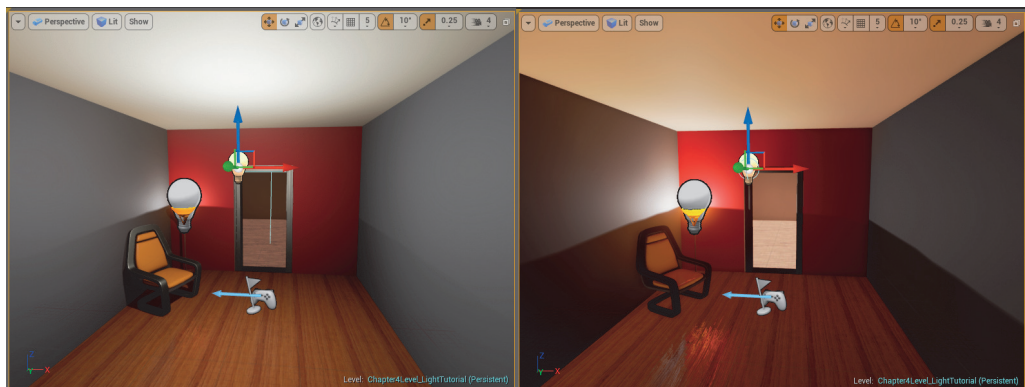
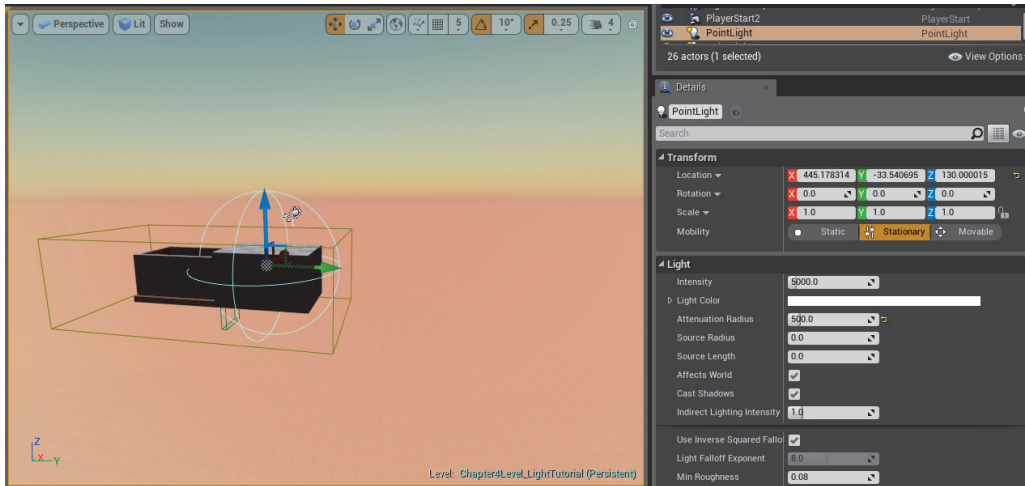
DirectX 11

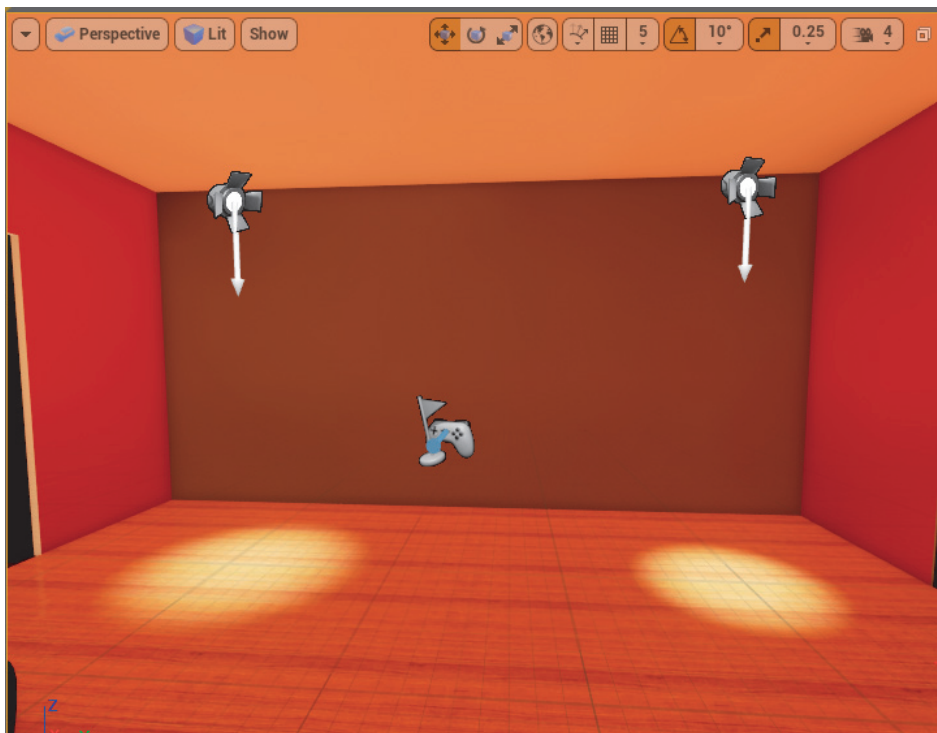
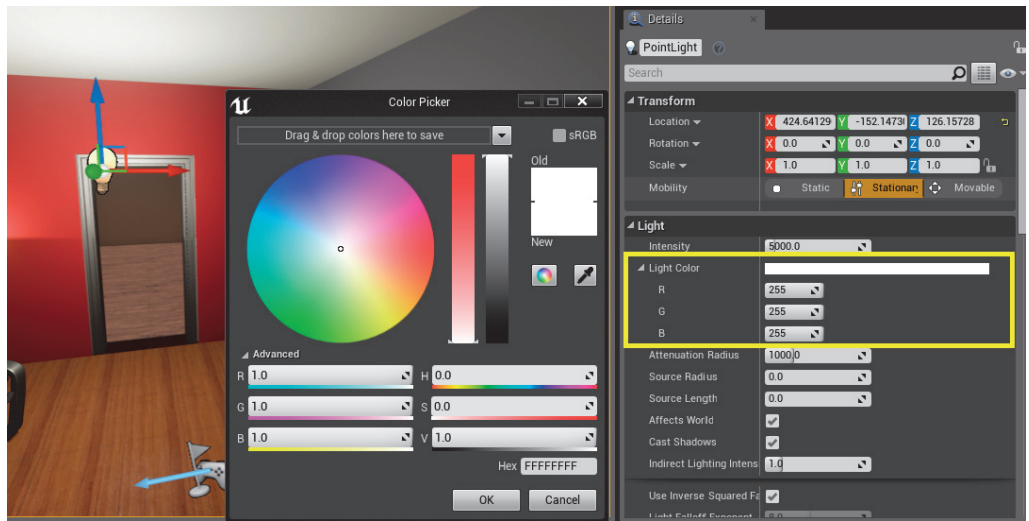
Kontekst renderowania:
obiekt stanu potoku (PSO)

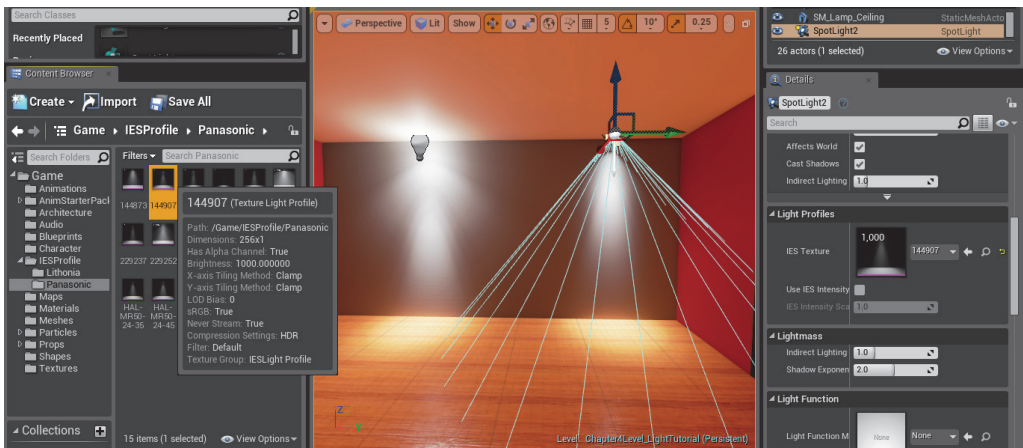
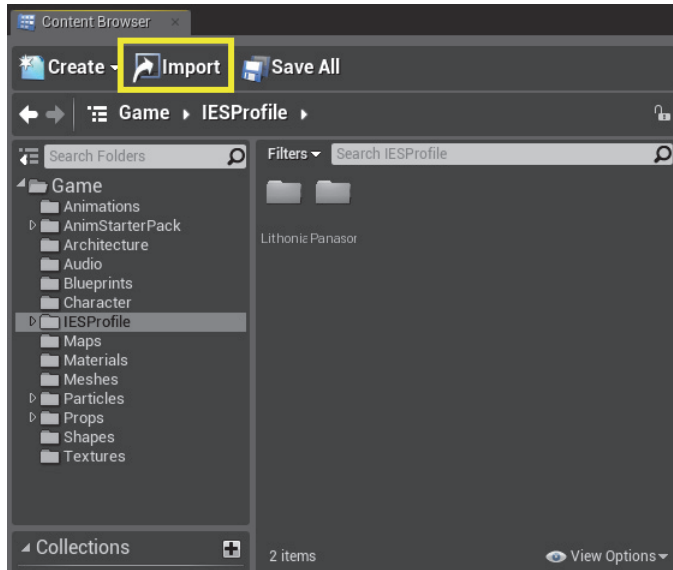


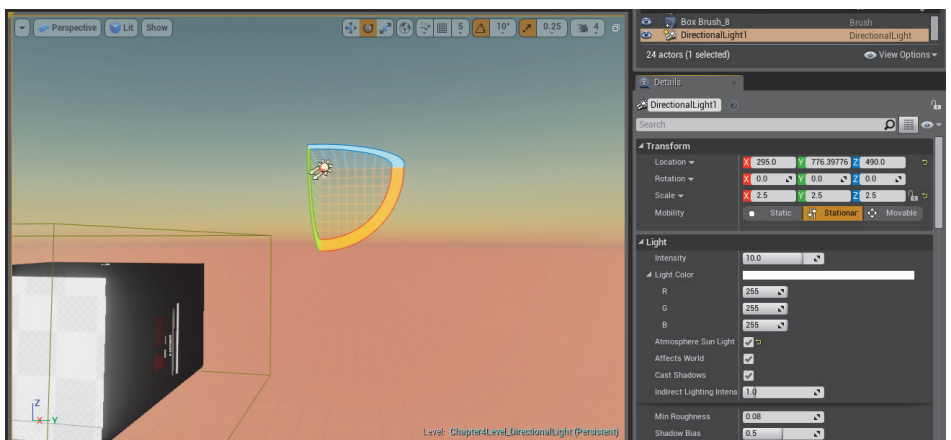
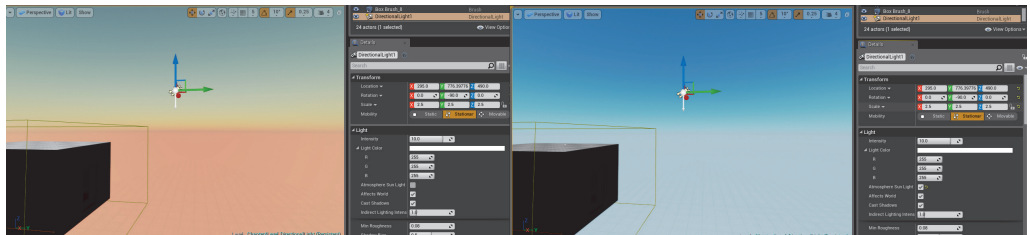
DirectX 12

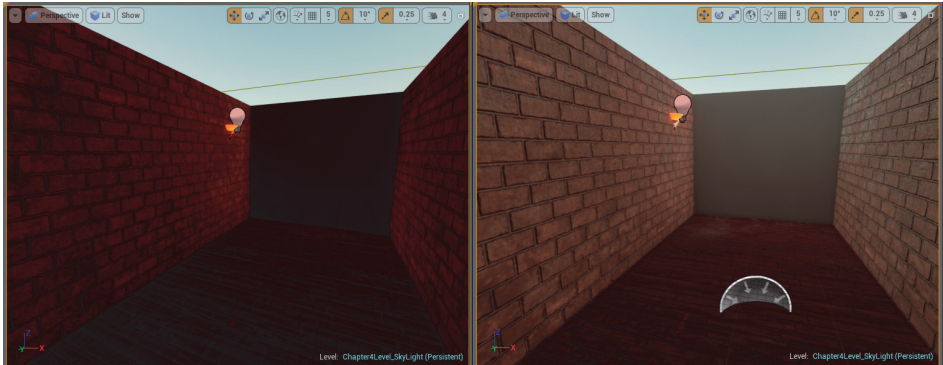


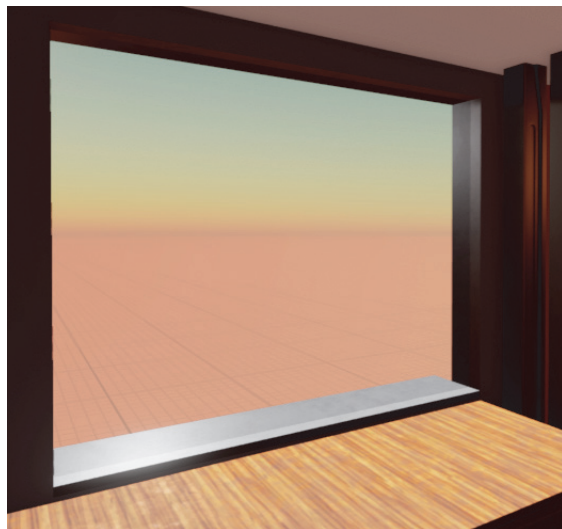
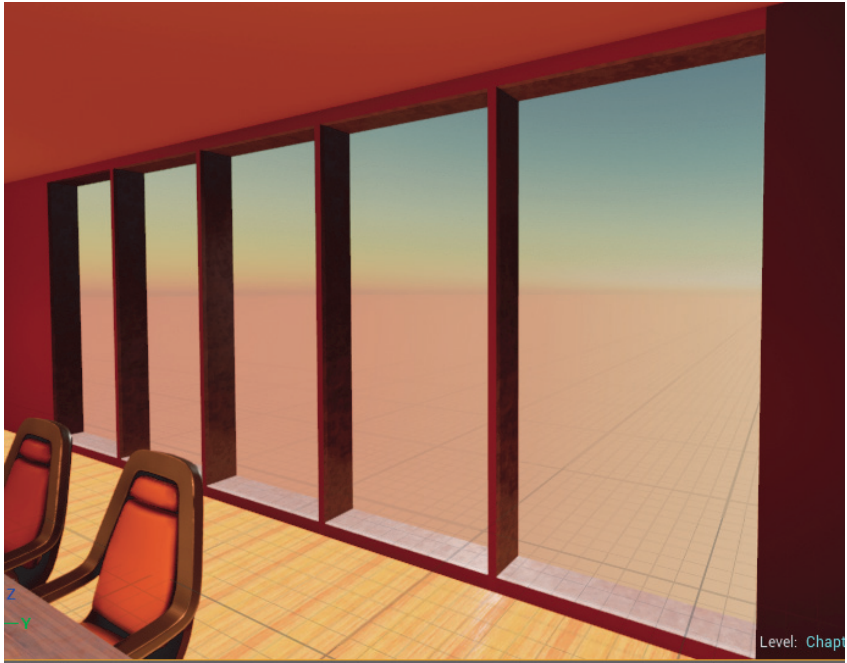




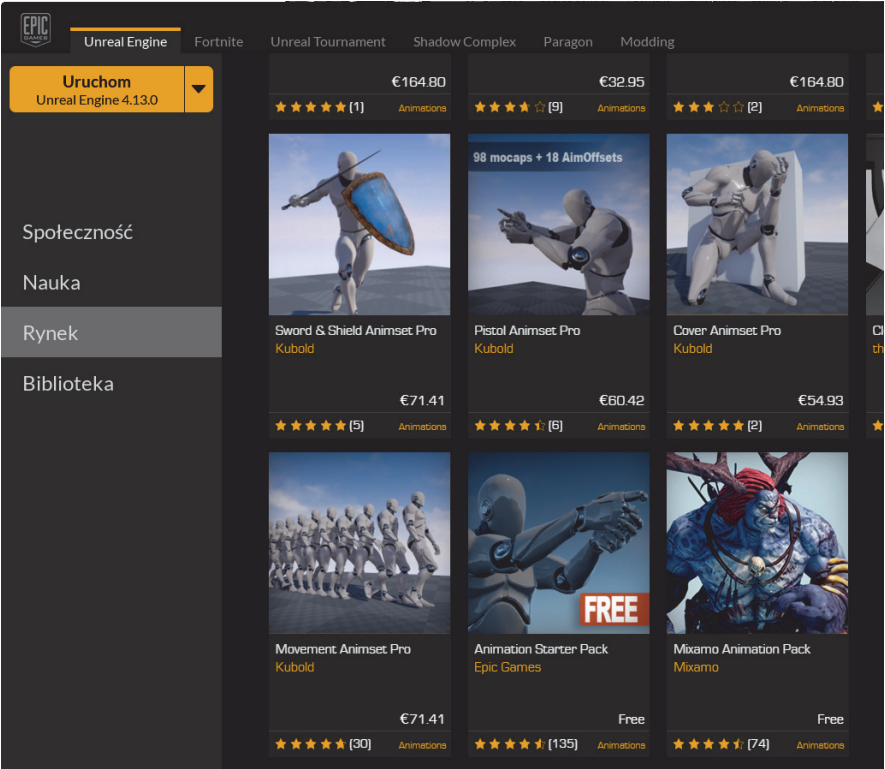


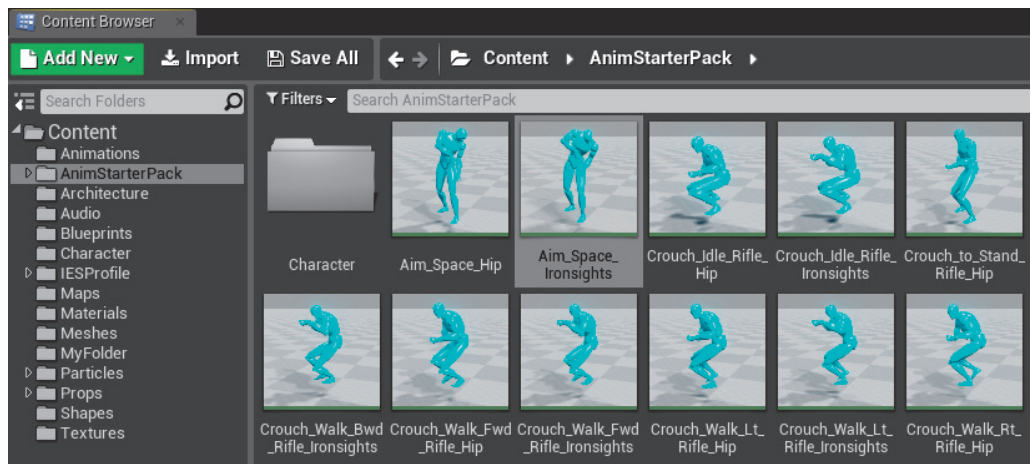
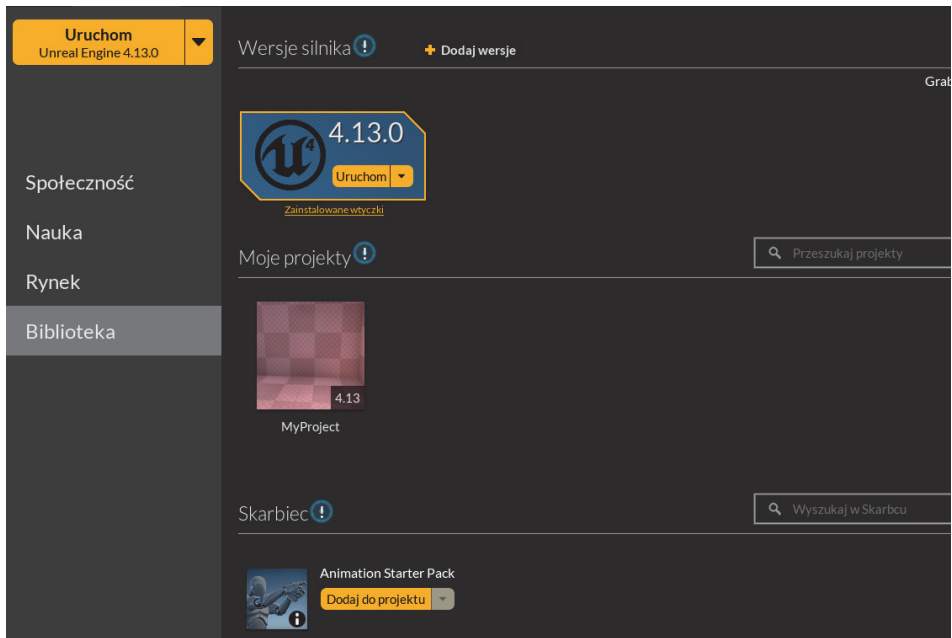


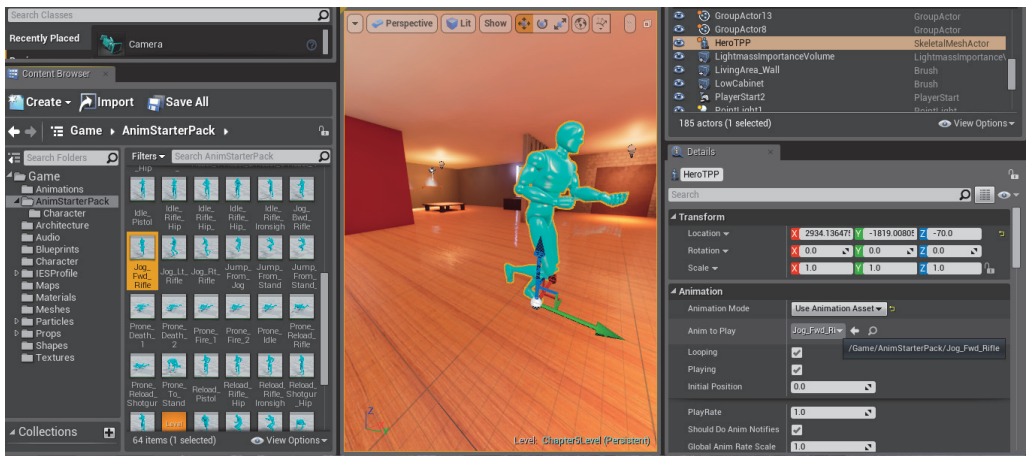


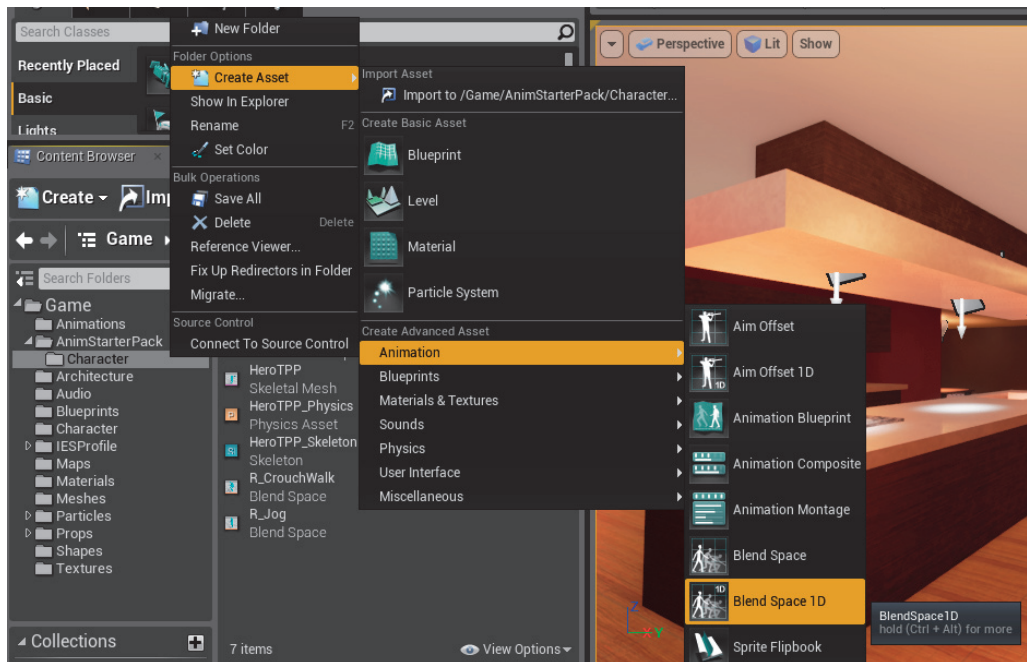
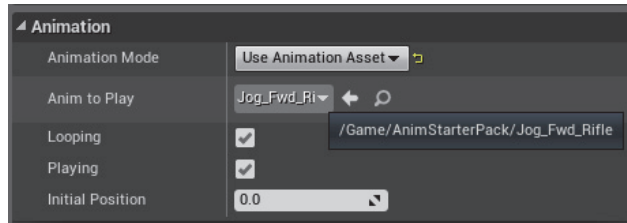


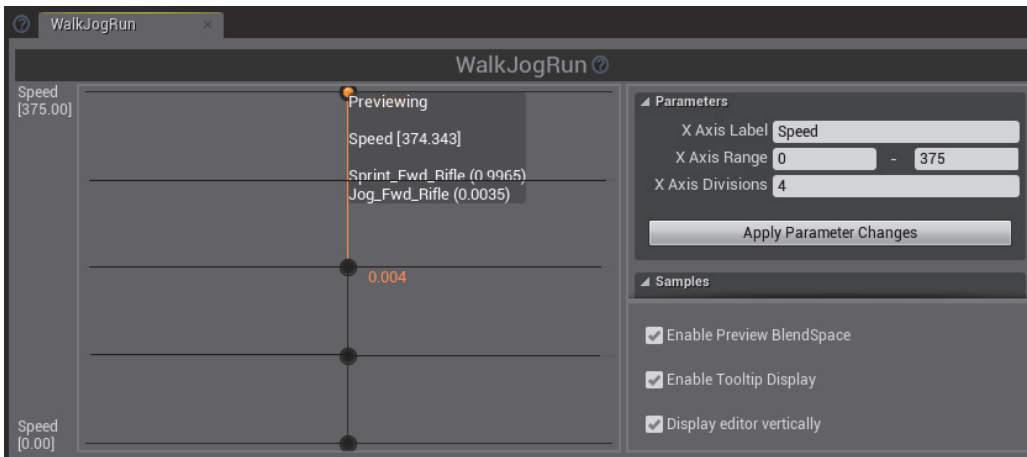
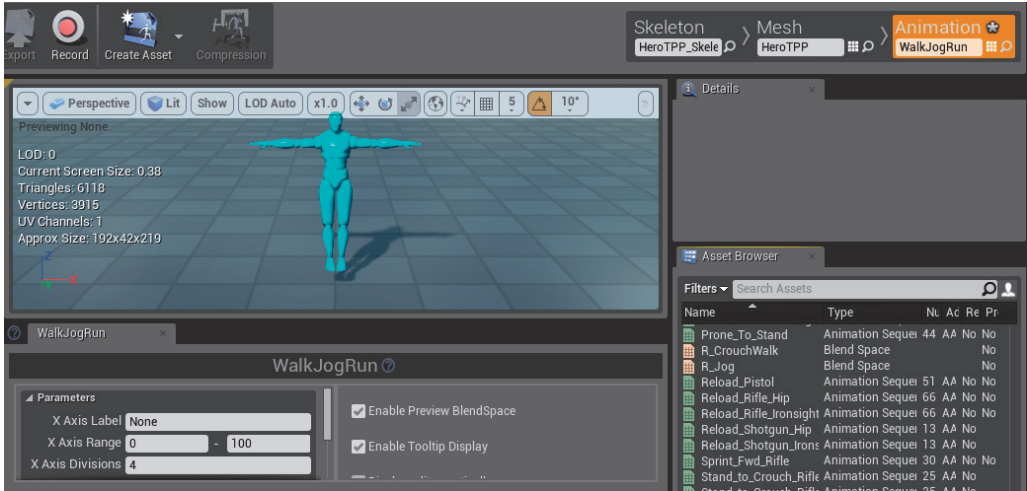
Rozdział 5.

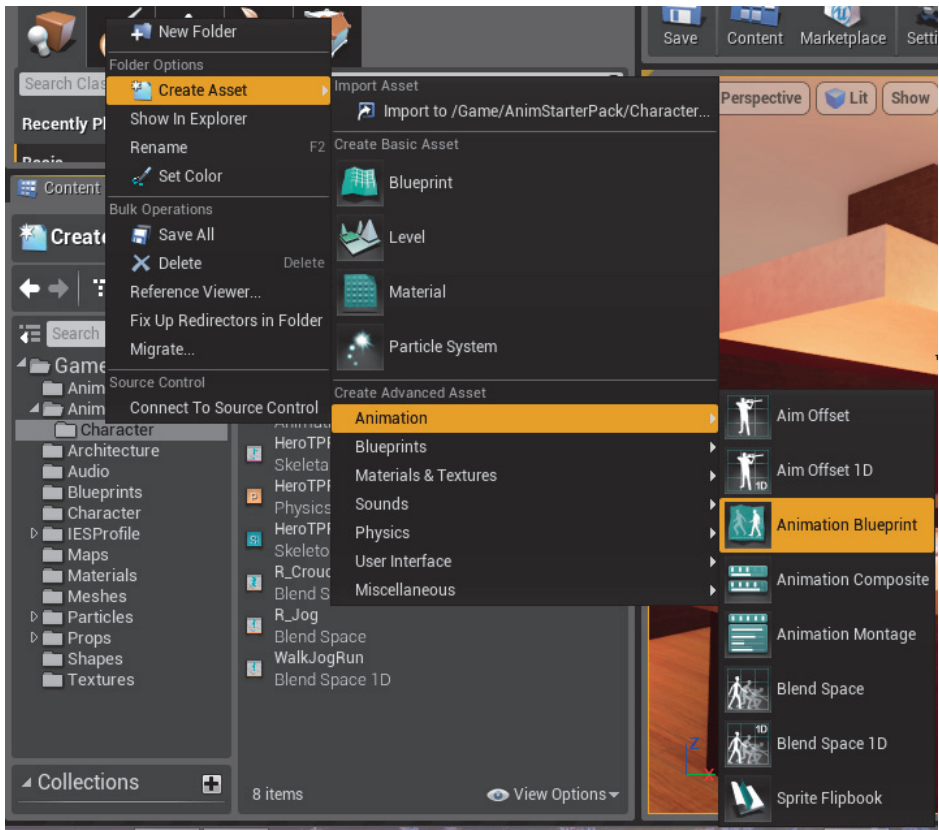


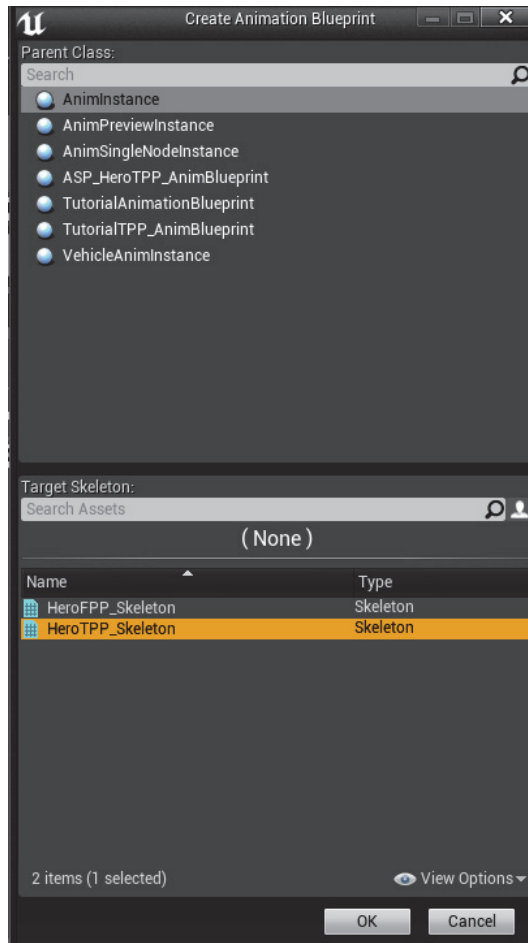


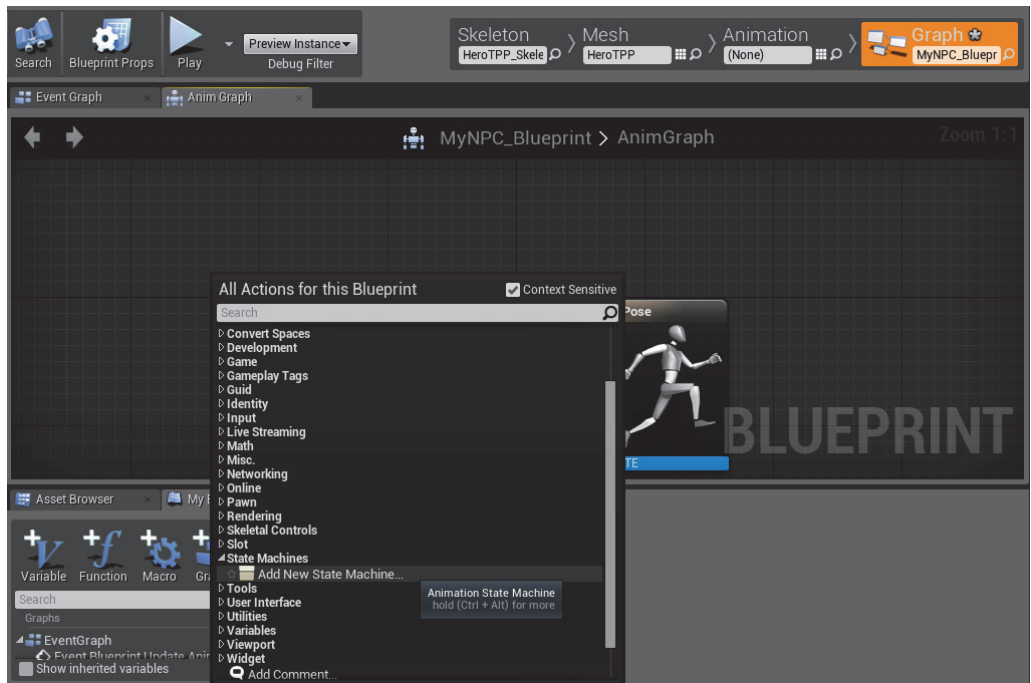
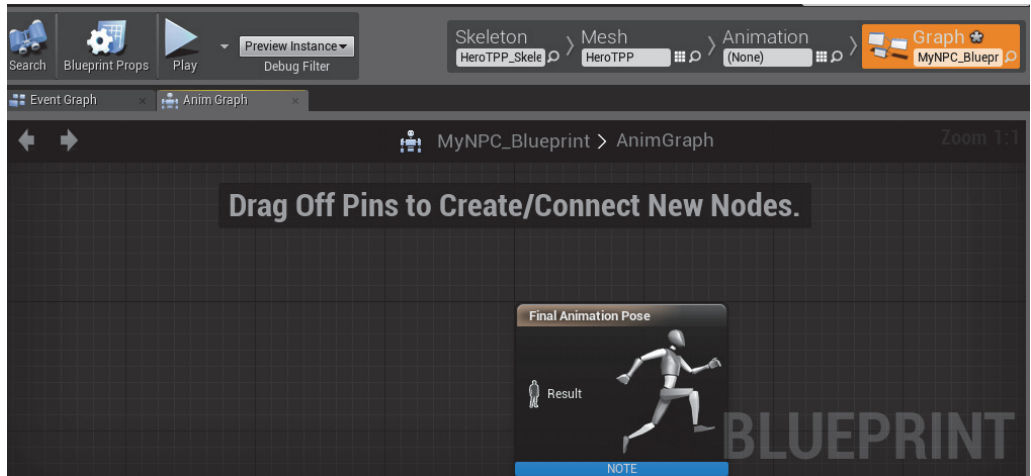


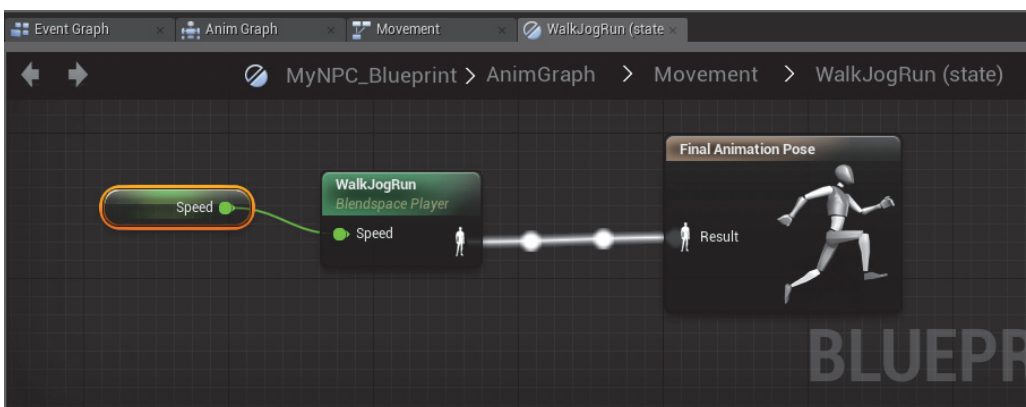
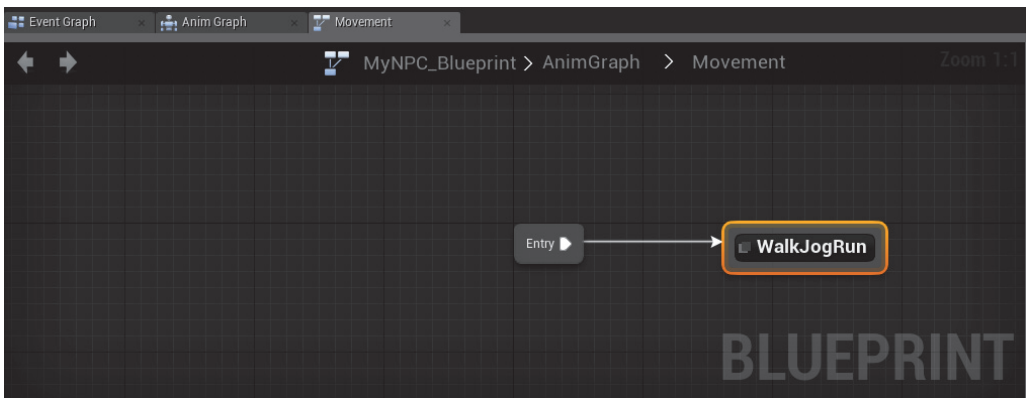
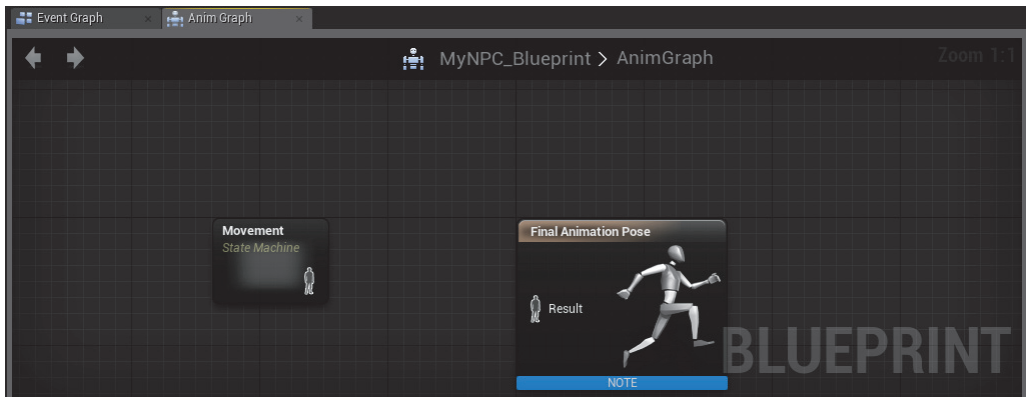


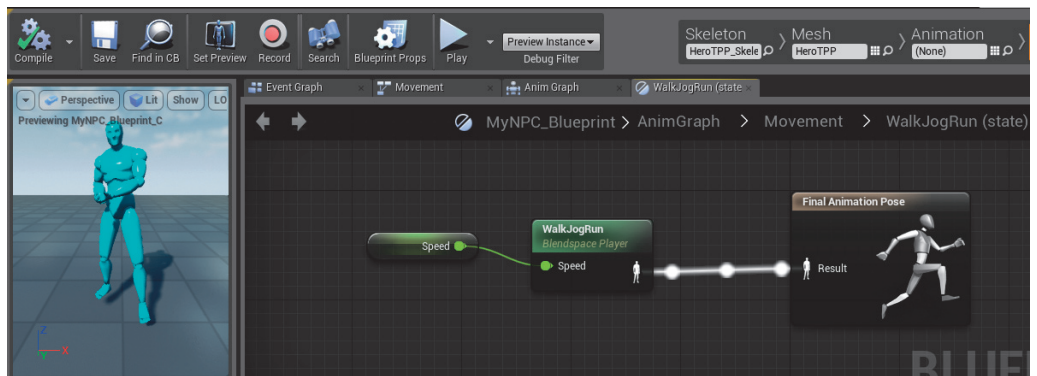
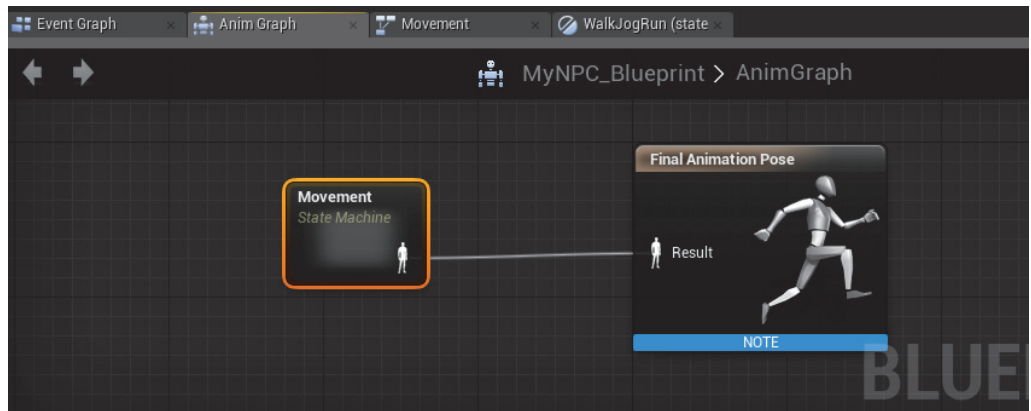


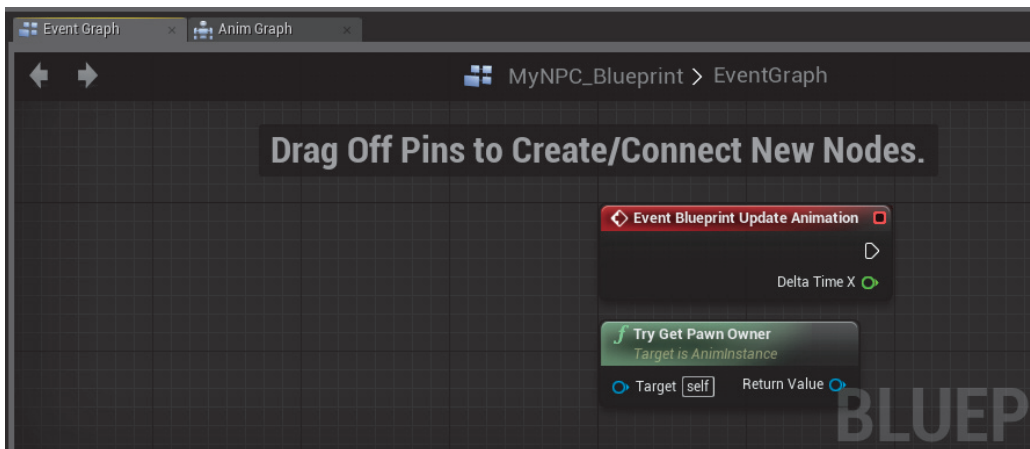


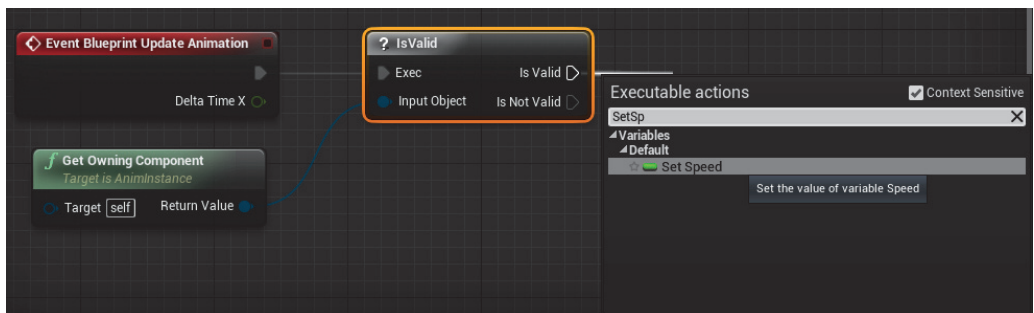
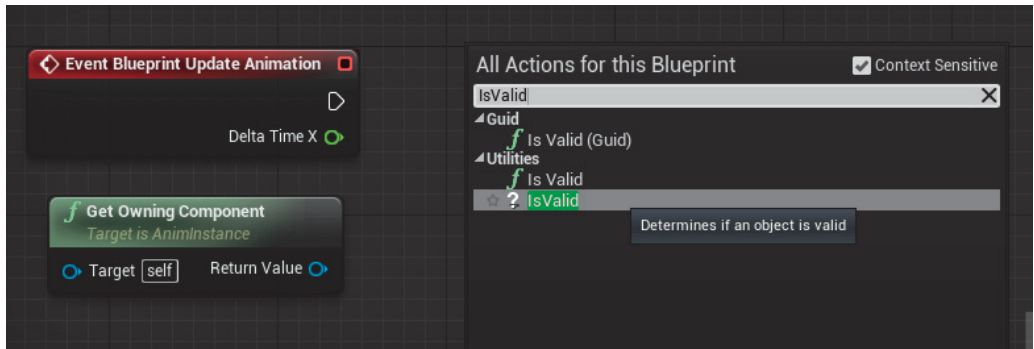
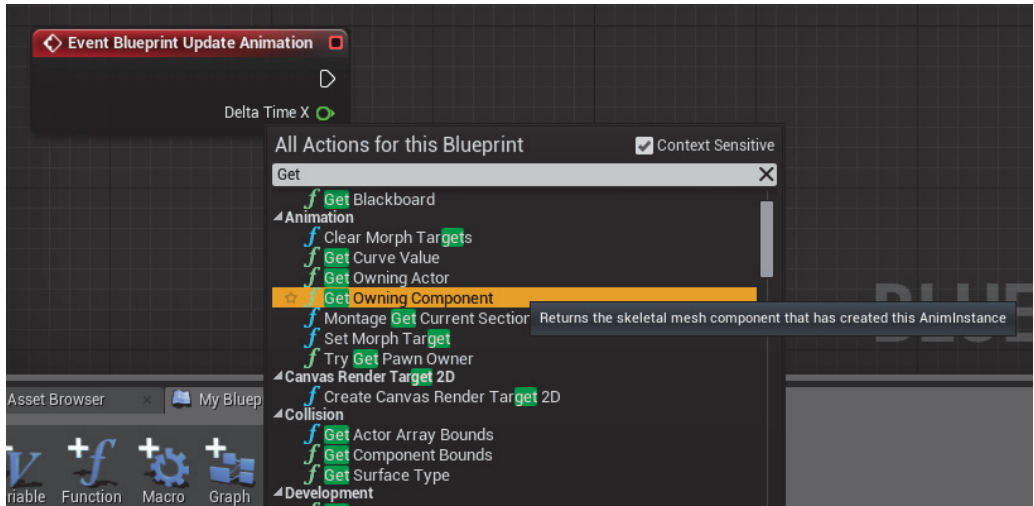


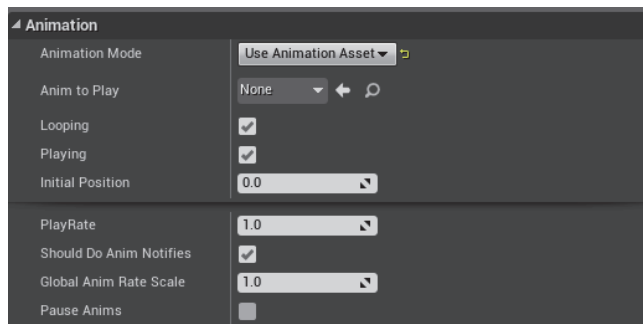
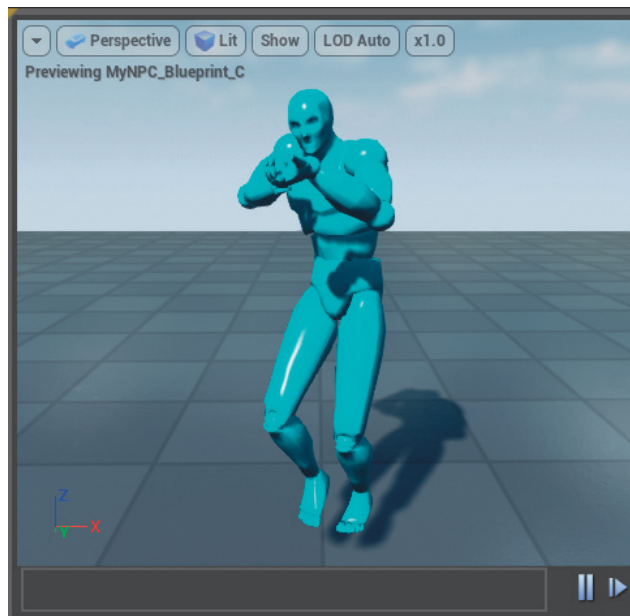
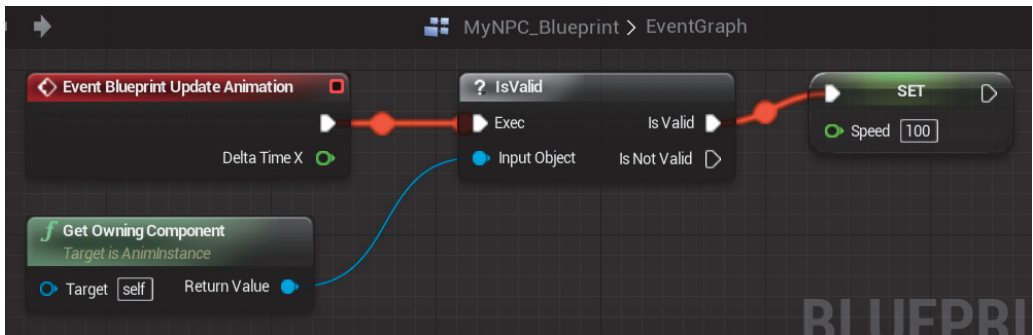


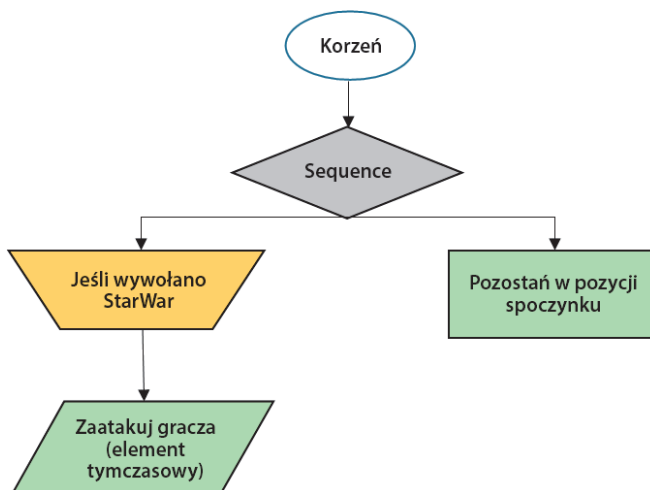
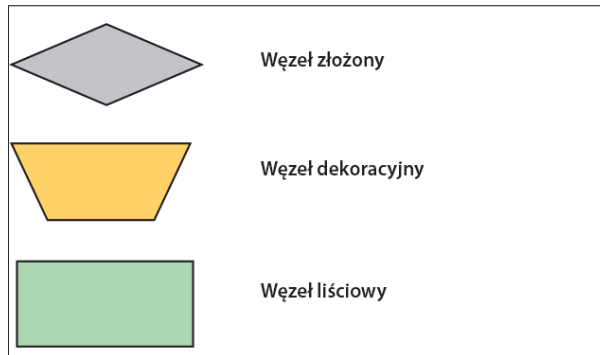
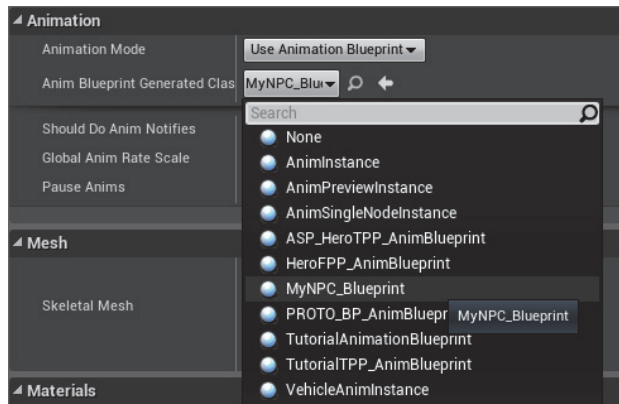


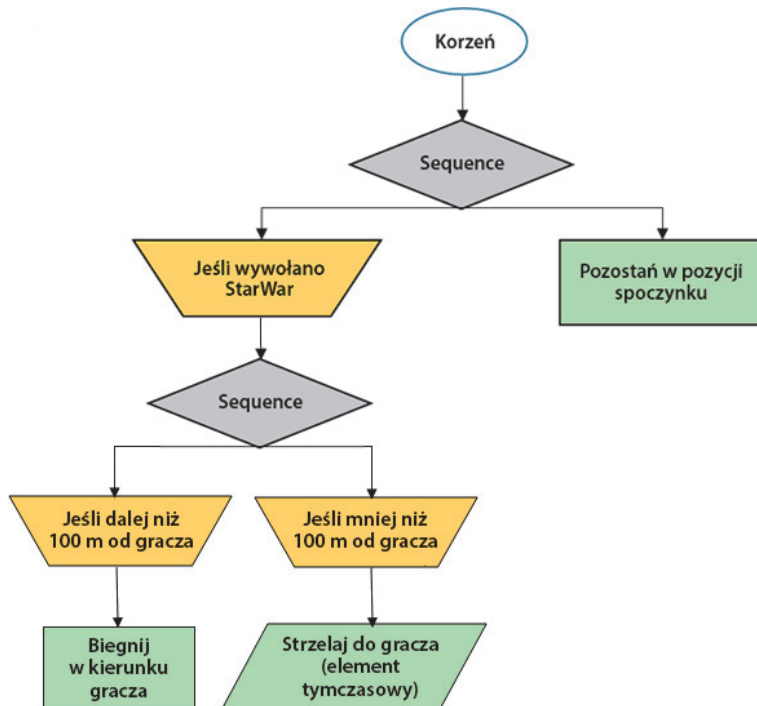


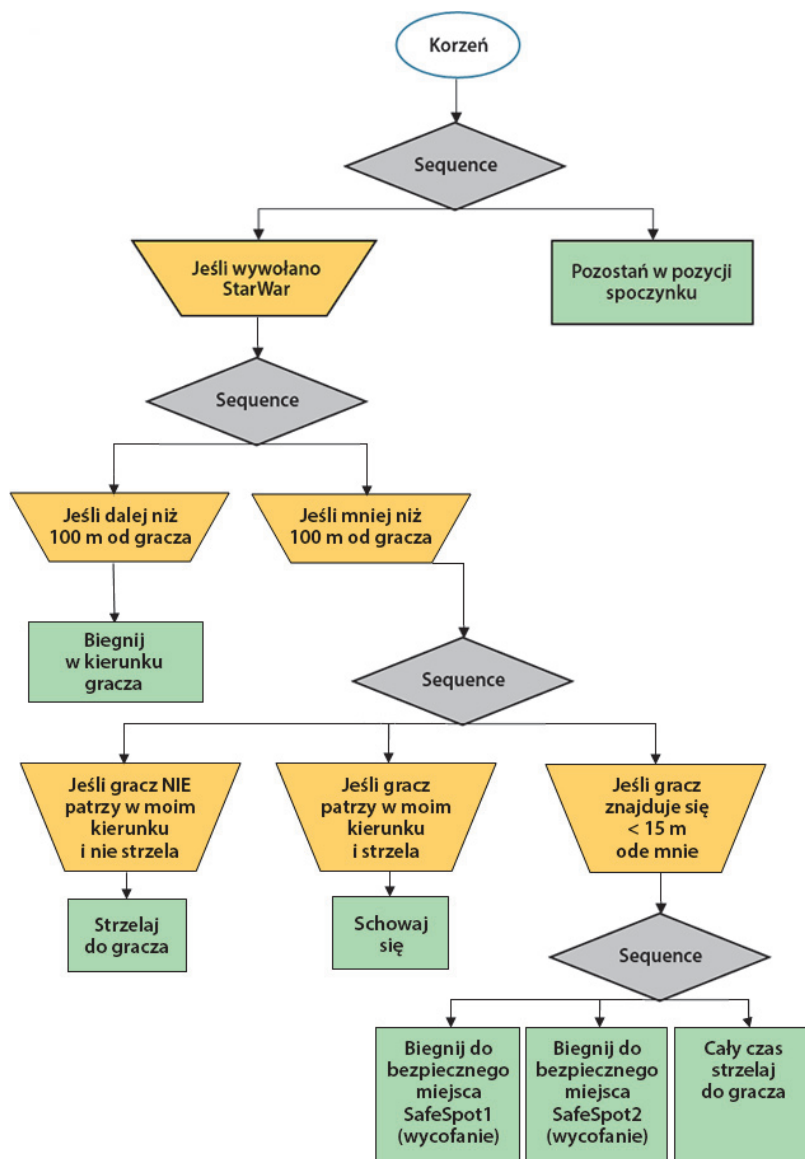


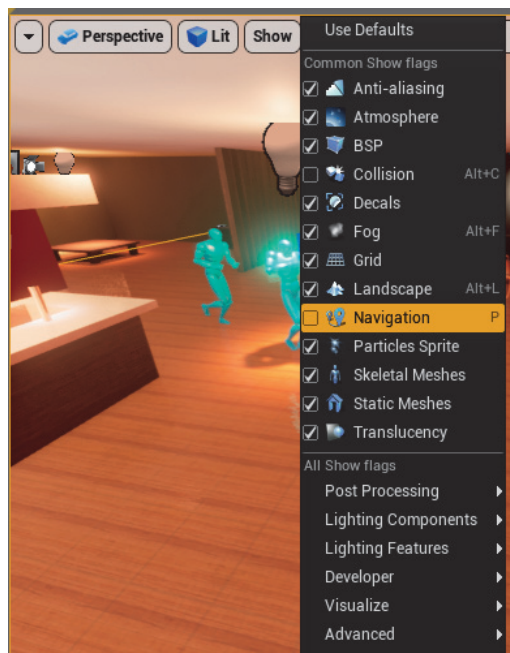
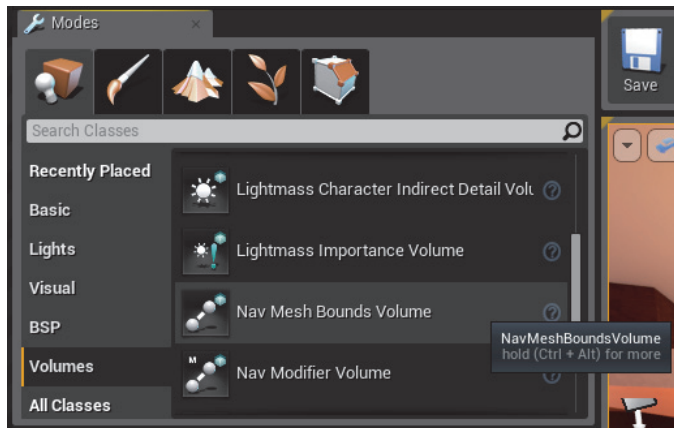




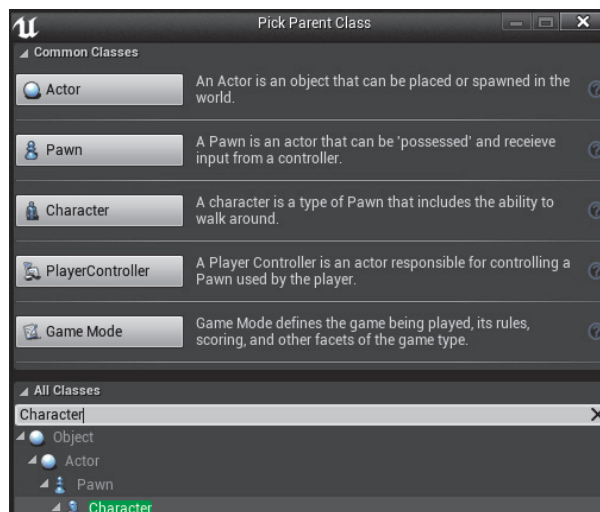
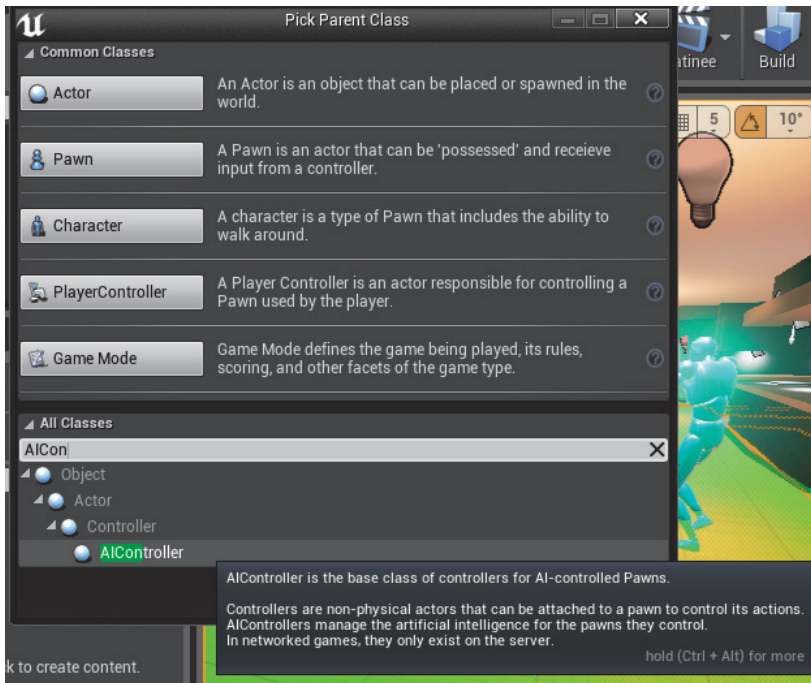


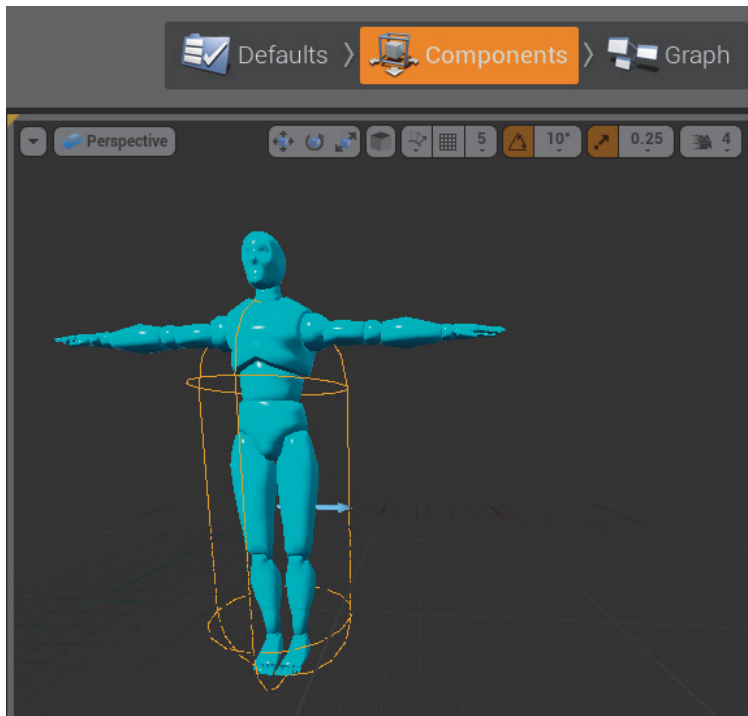
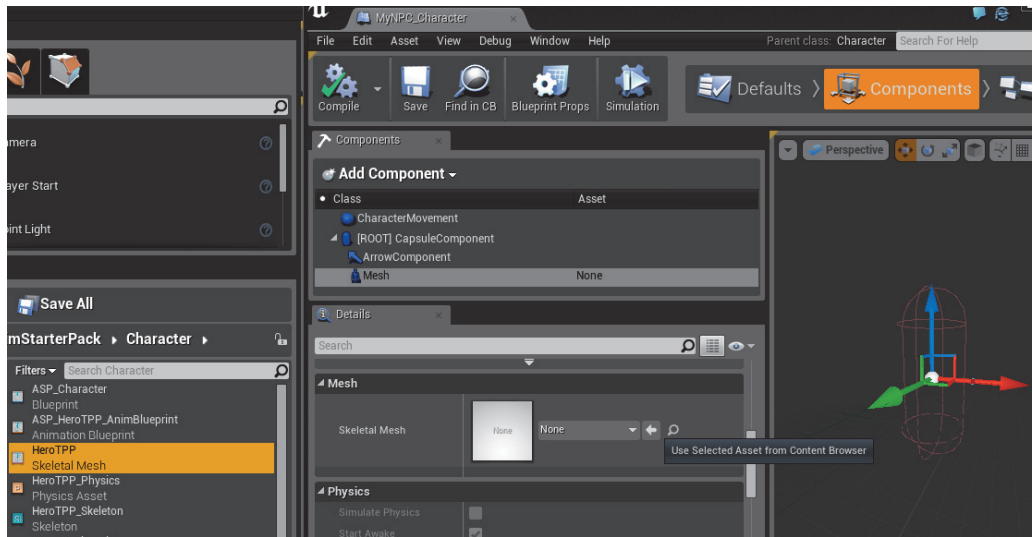


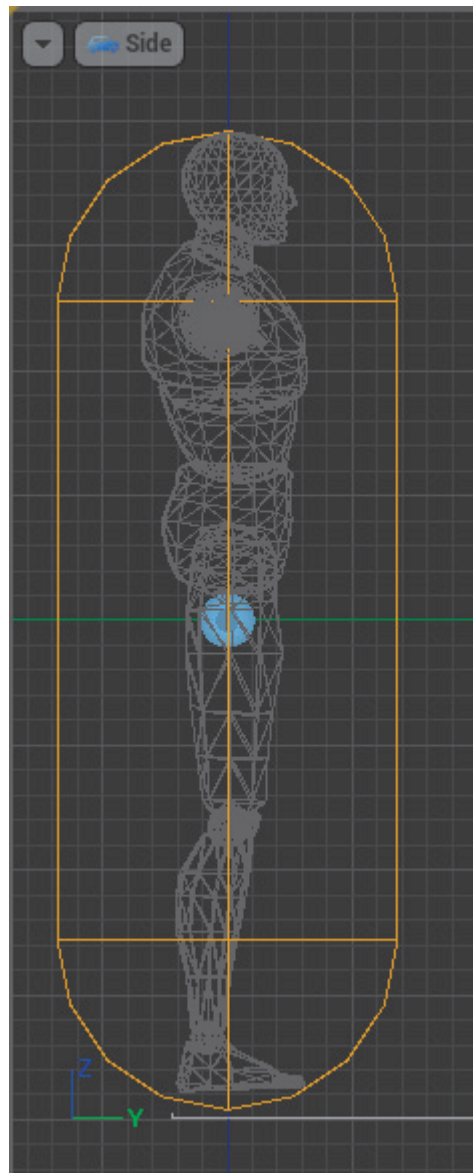


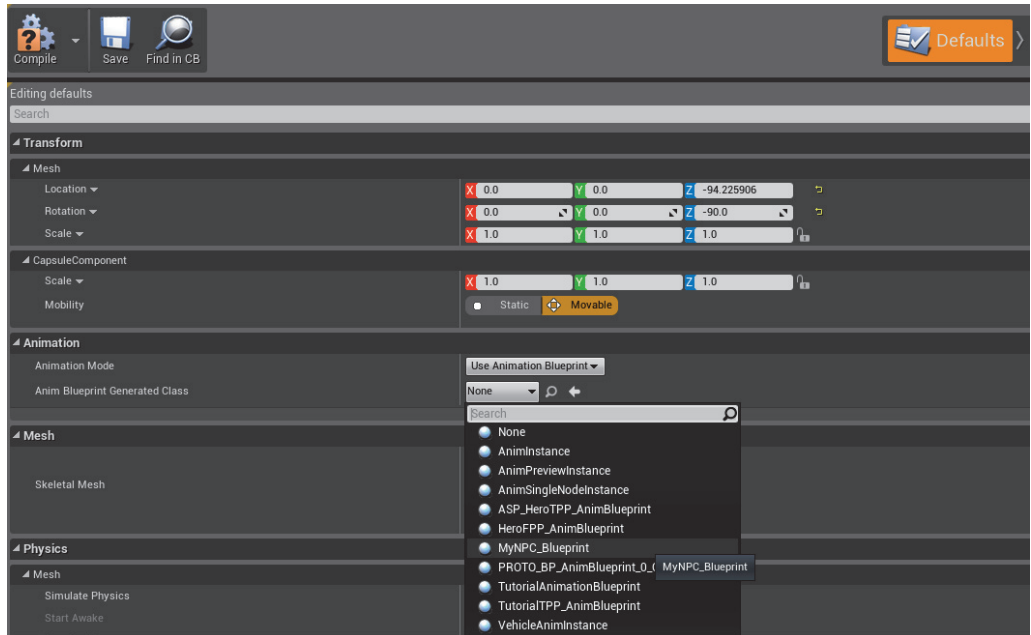
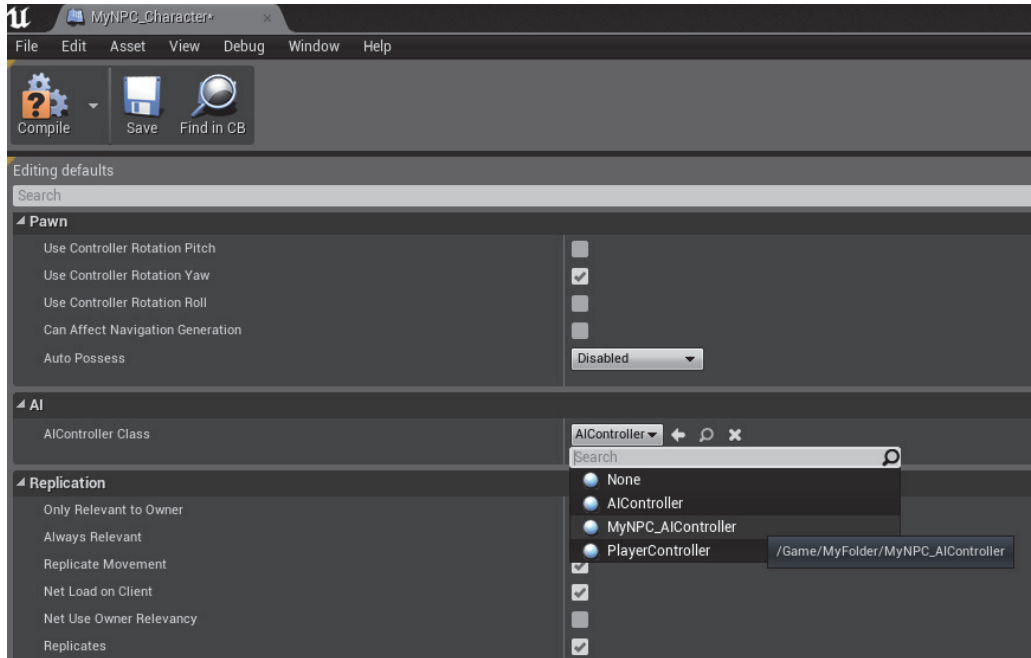


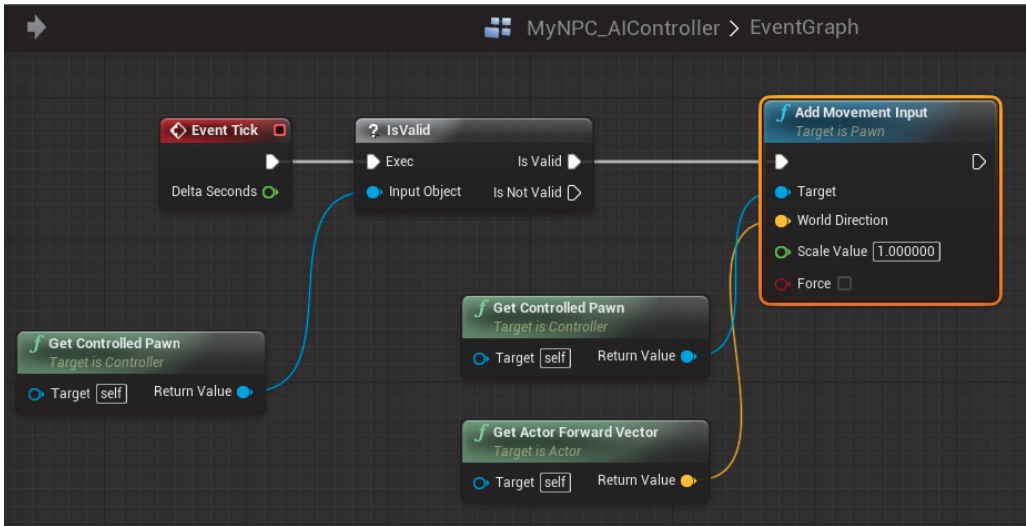










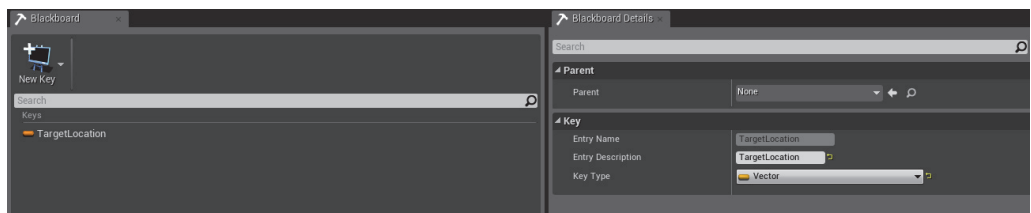
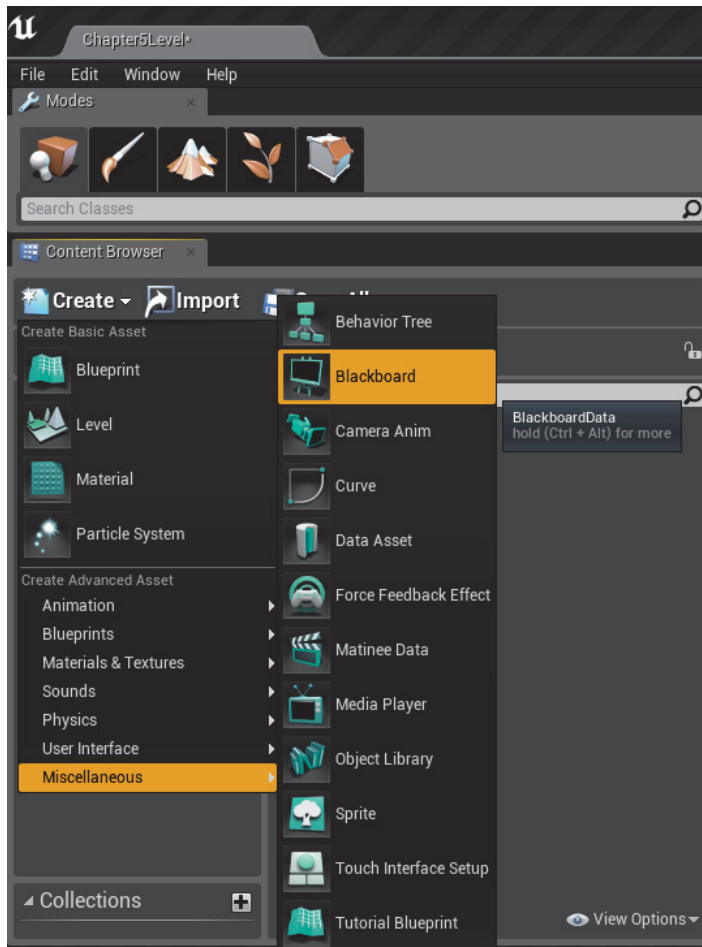


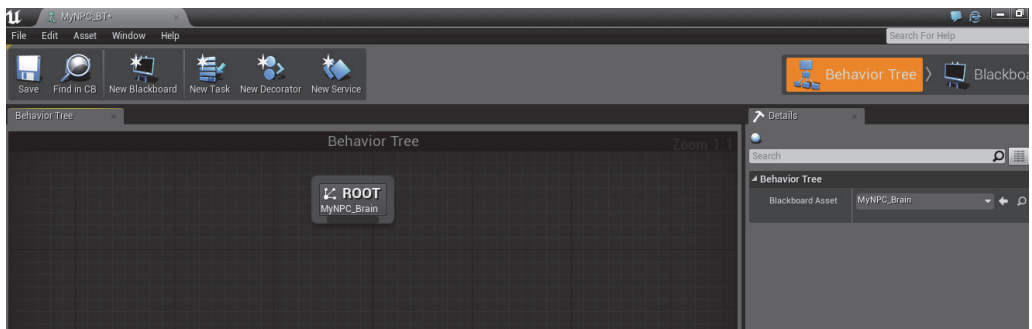
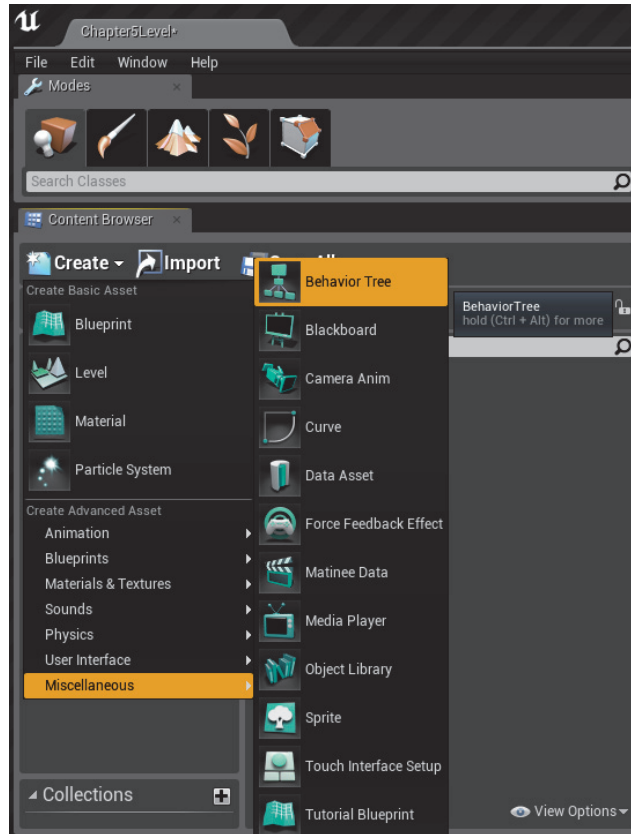
Compile Save Find in CB Defaults >

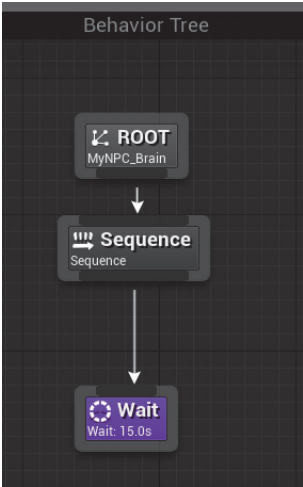
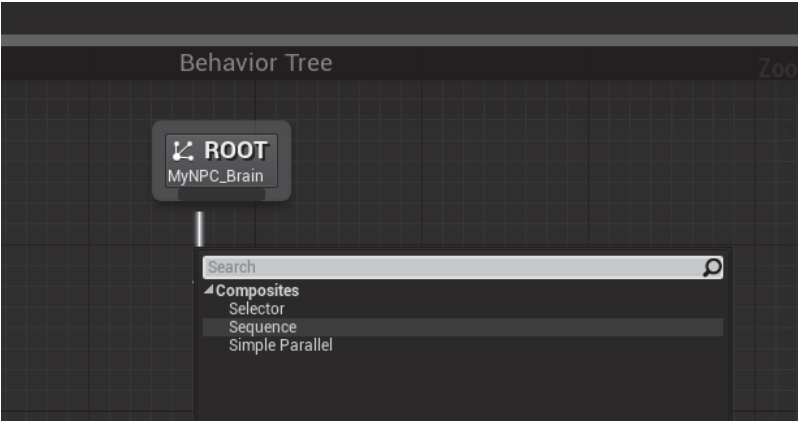
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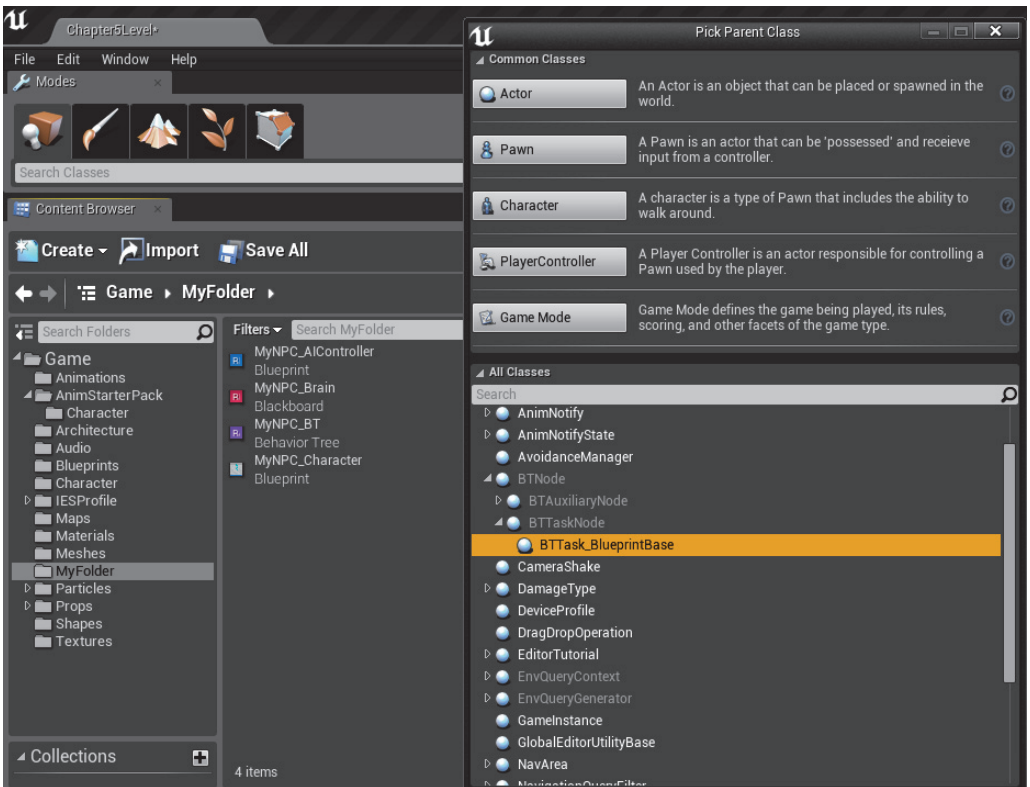
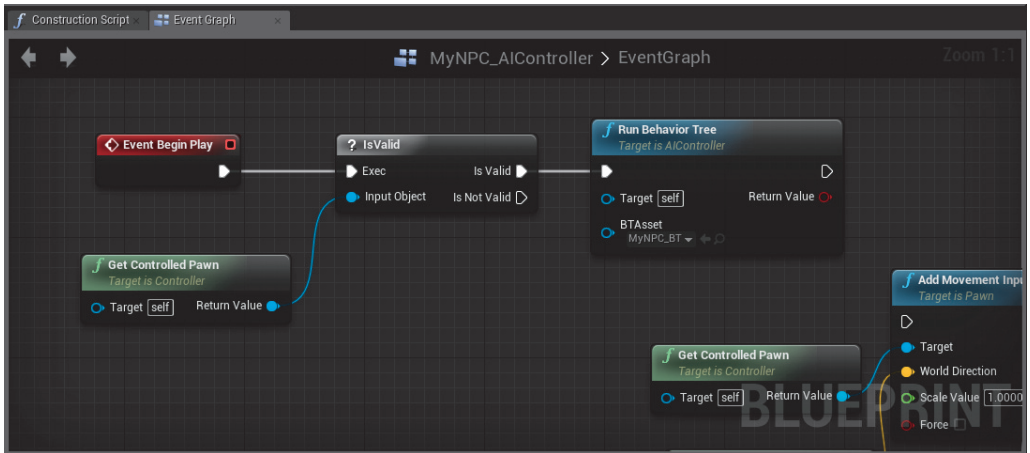
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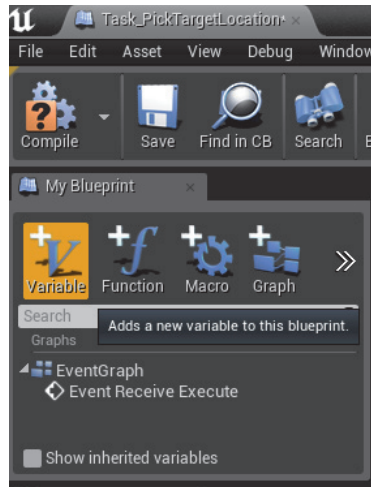
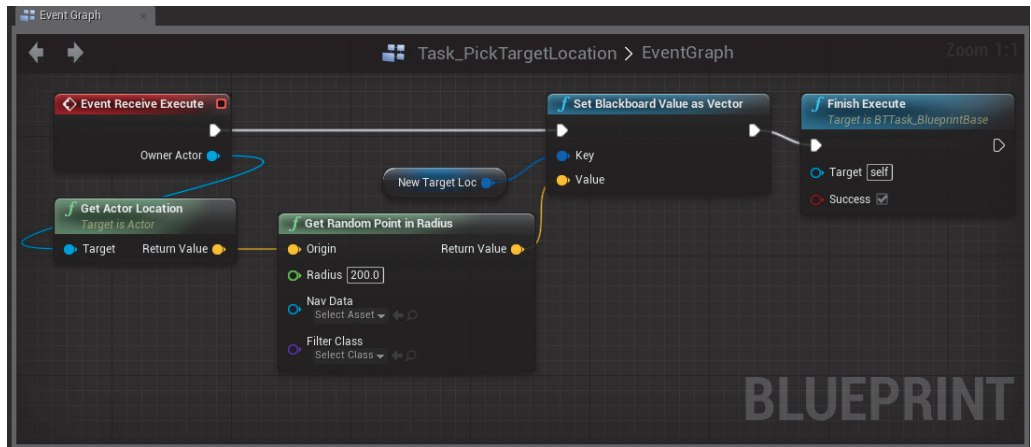
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Activation	
Mesh	
Auto Activate	<input checked="" type="checkbox"/>
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Character Movement	
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Jump Z Velocity	420.0
Walkable Floor Angle	44.765083
Walkable Floor Z	0.71
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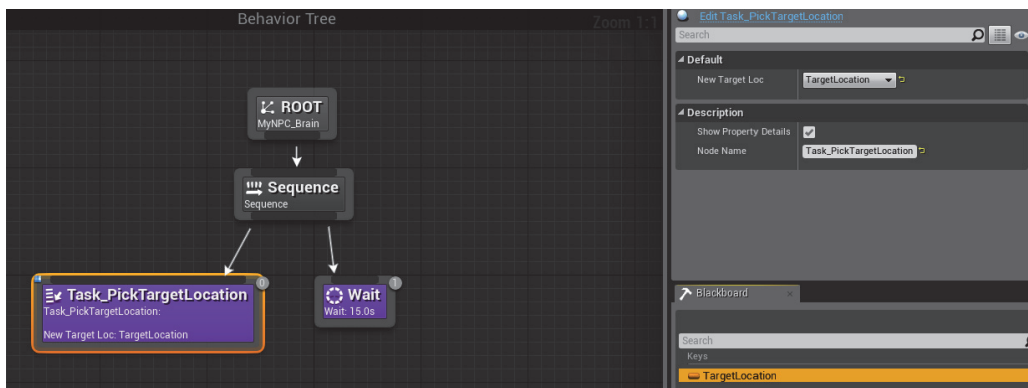
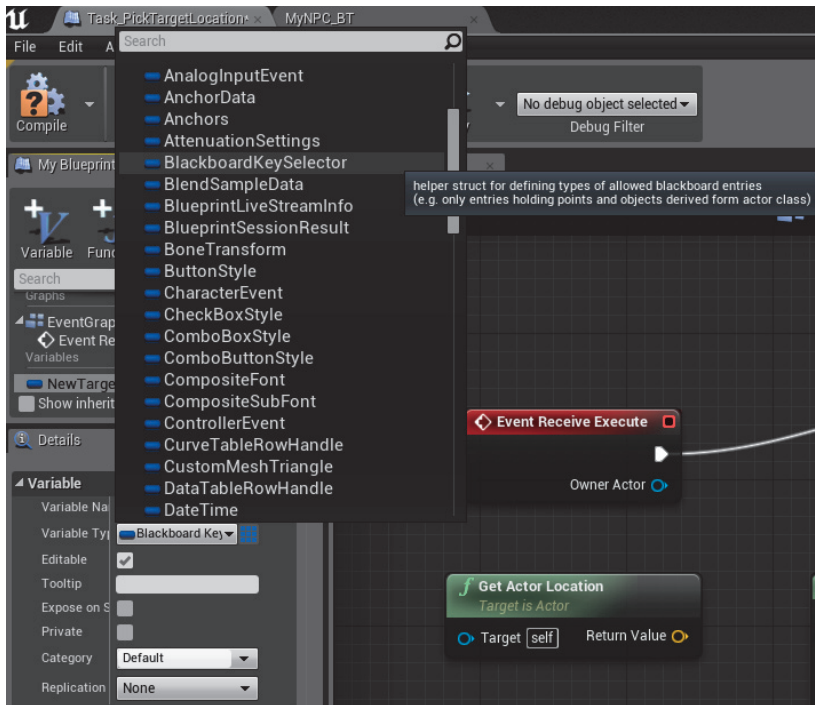


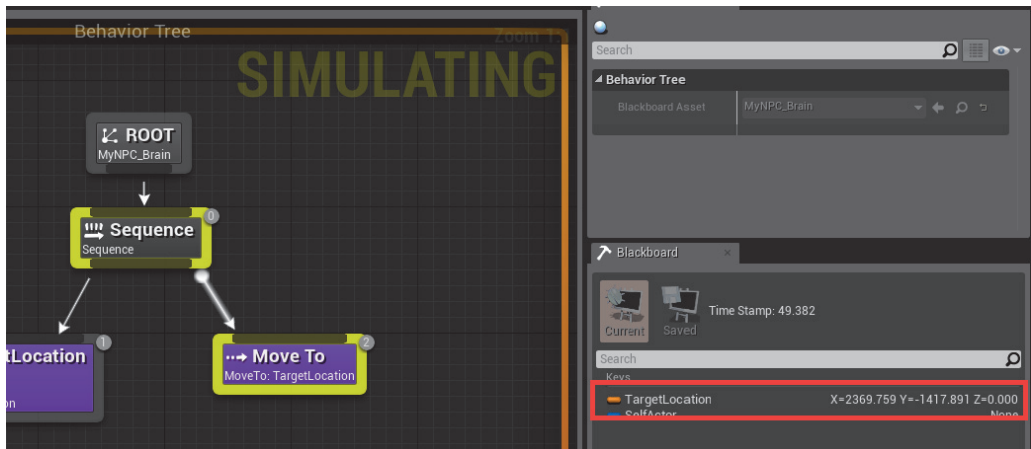
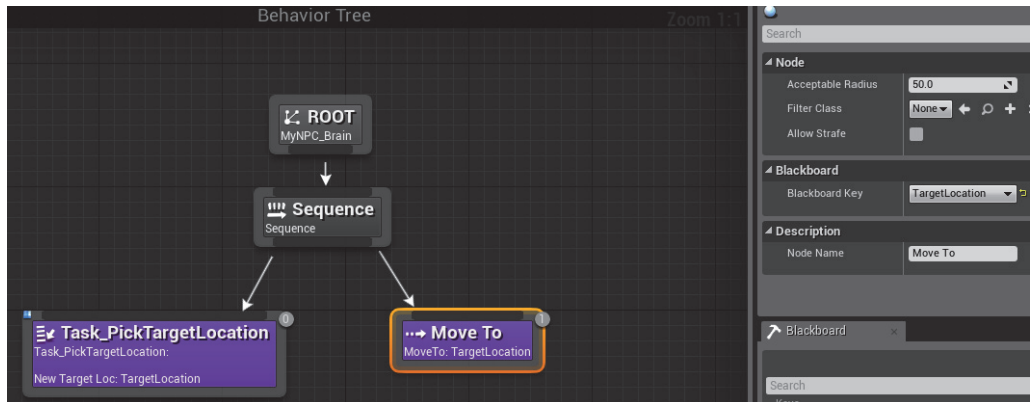




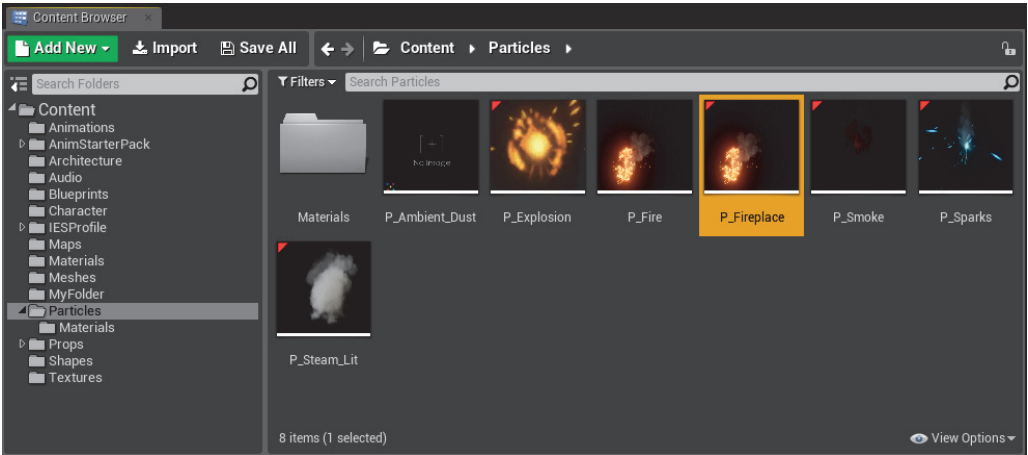
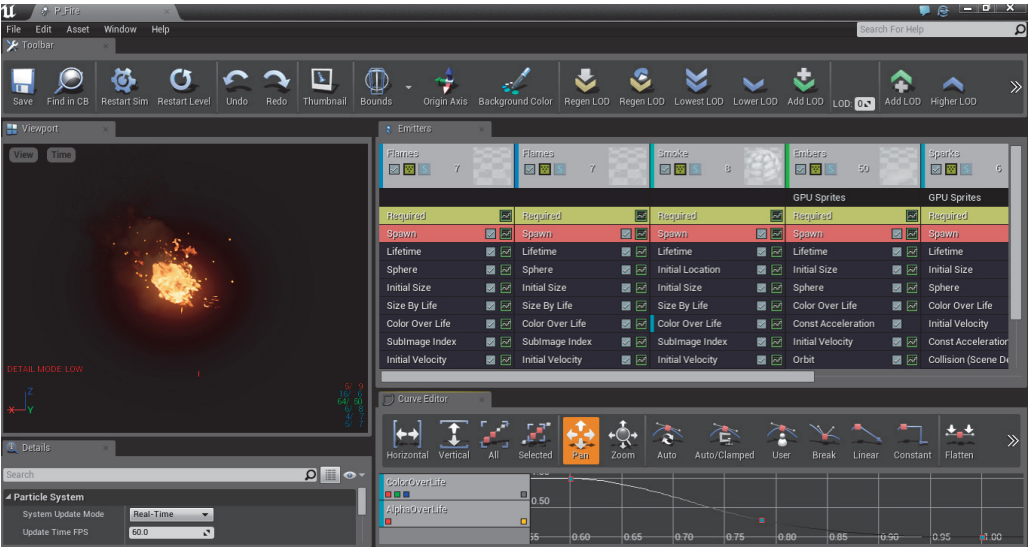




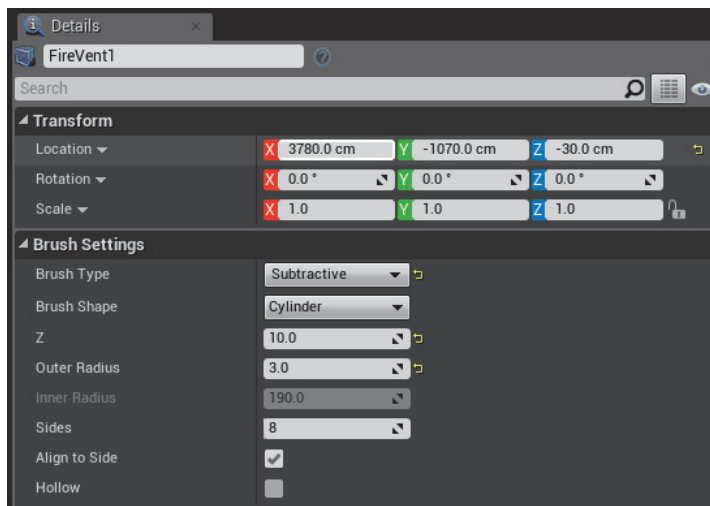
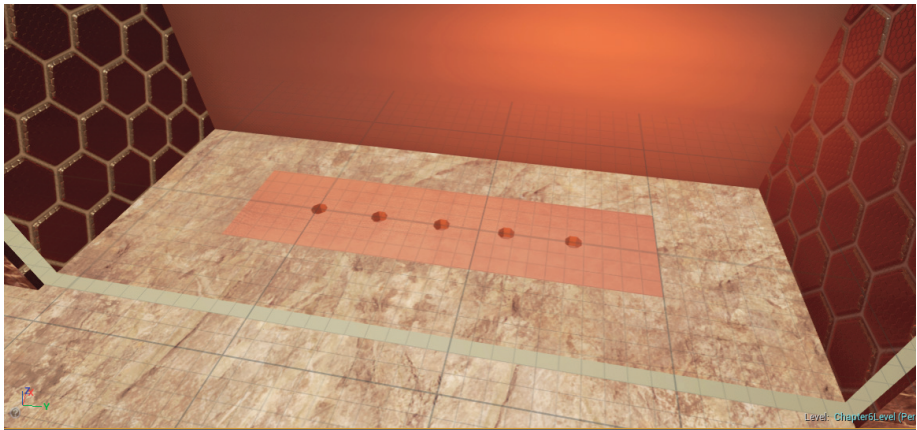


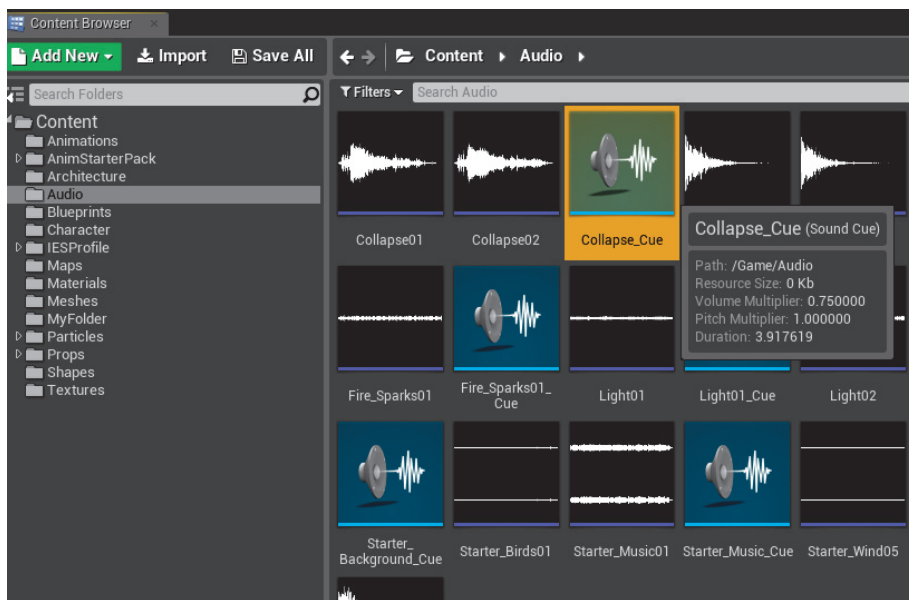
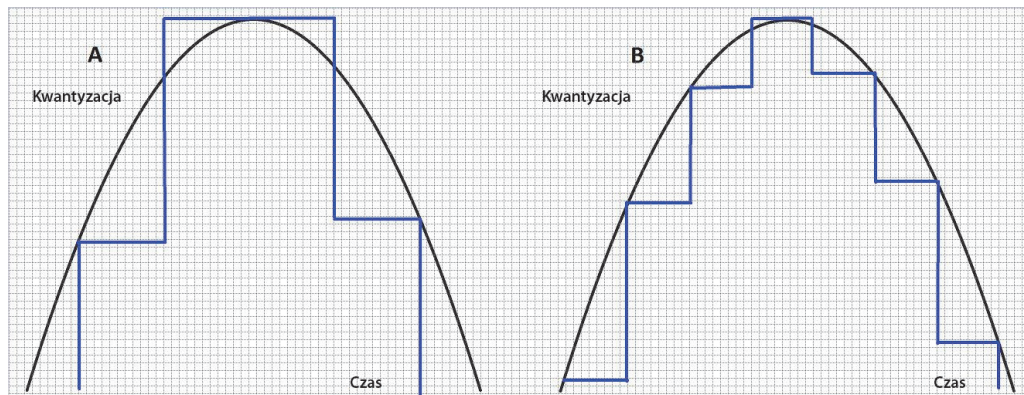


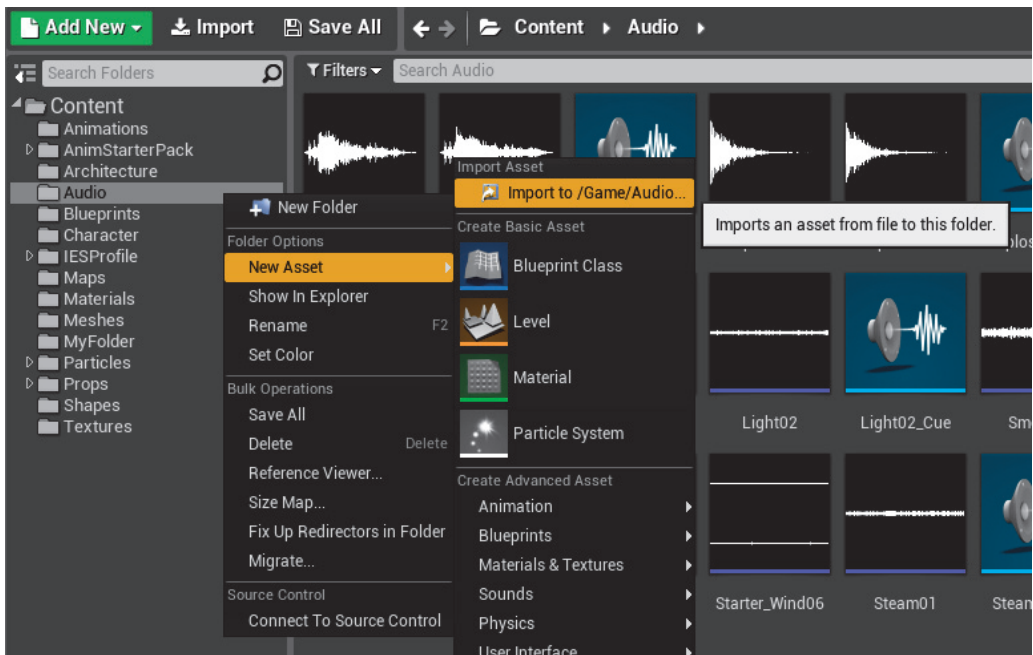
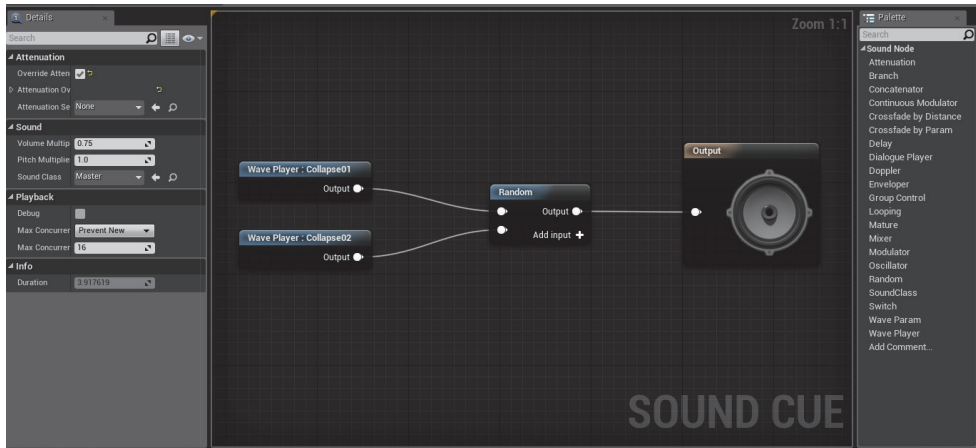
Rozdział 6.

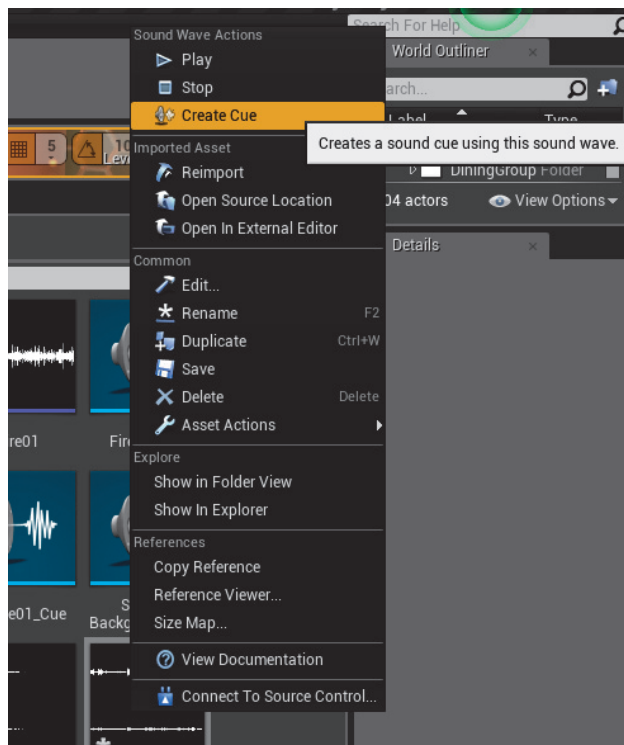
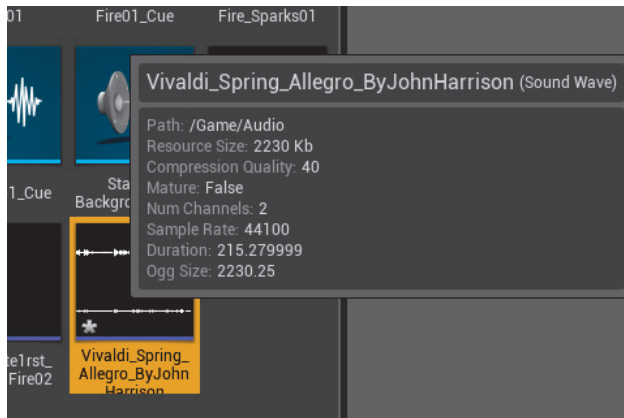


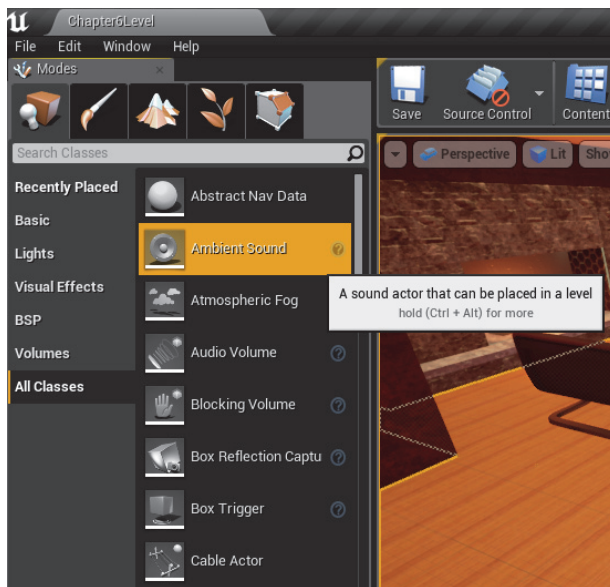
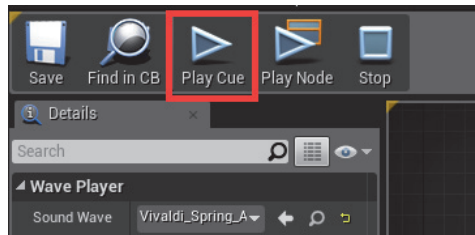
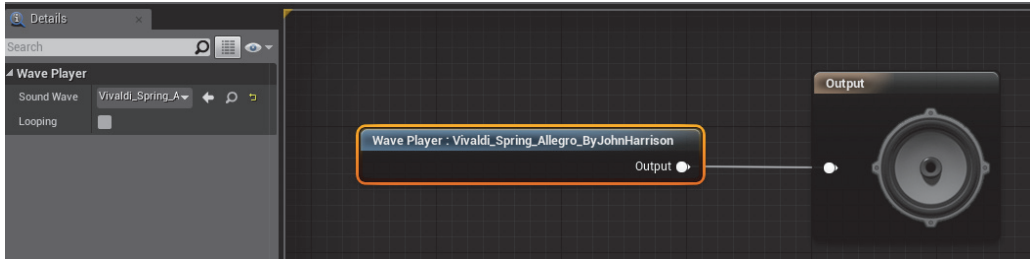


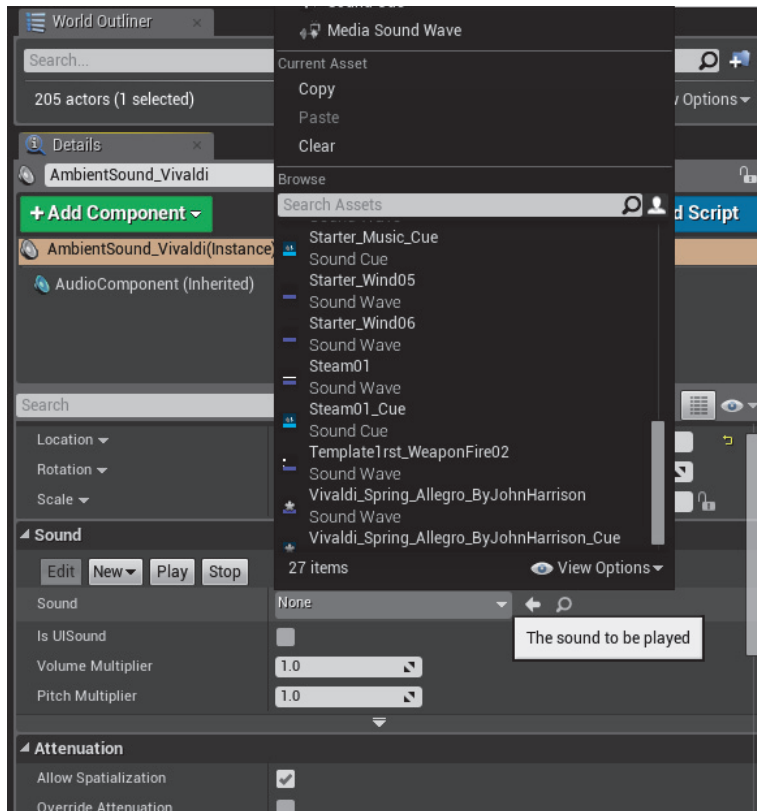


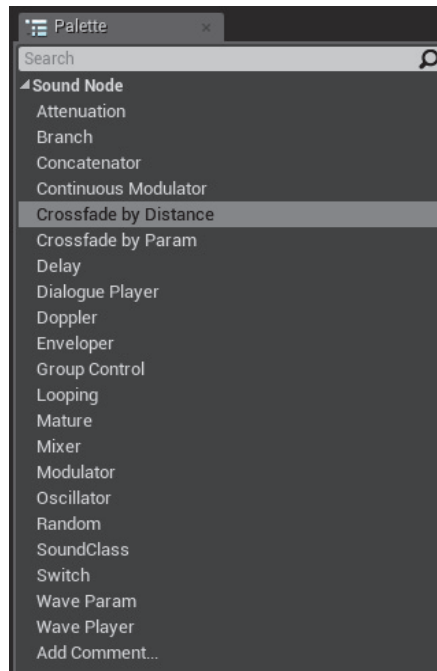




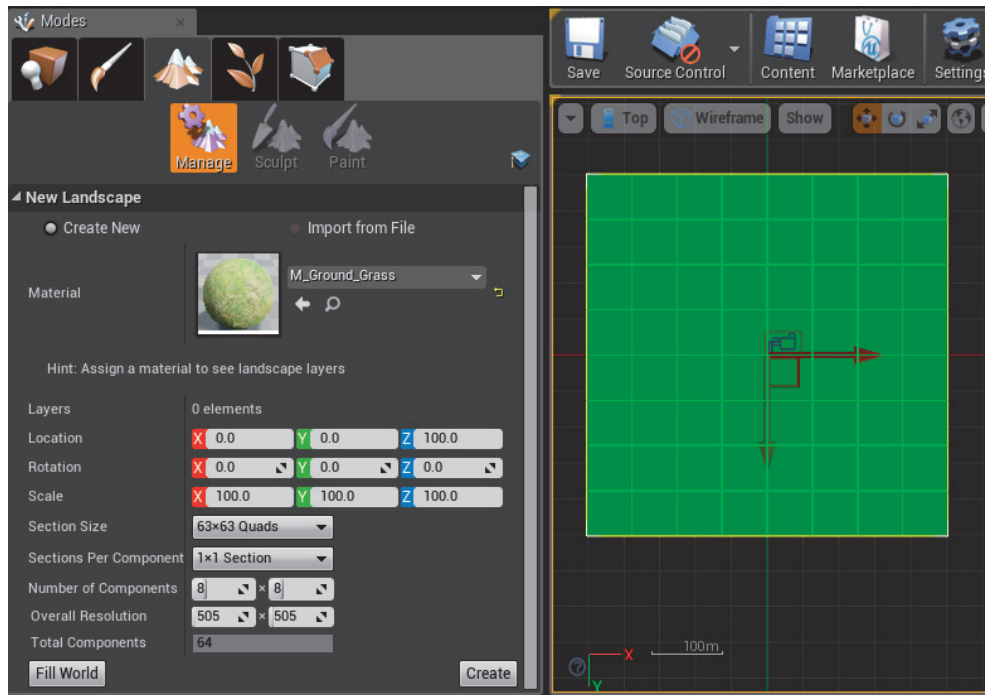


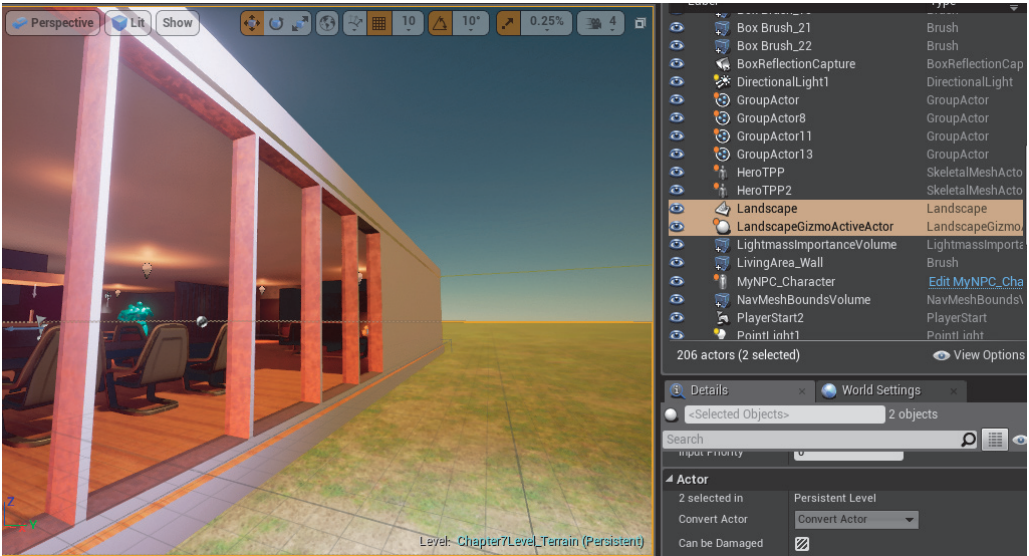
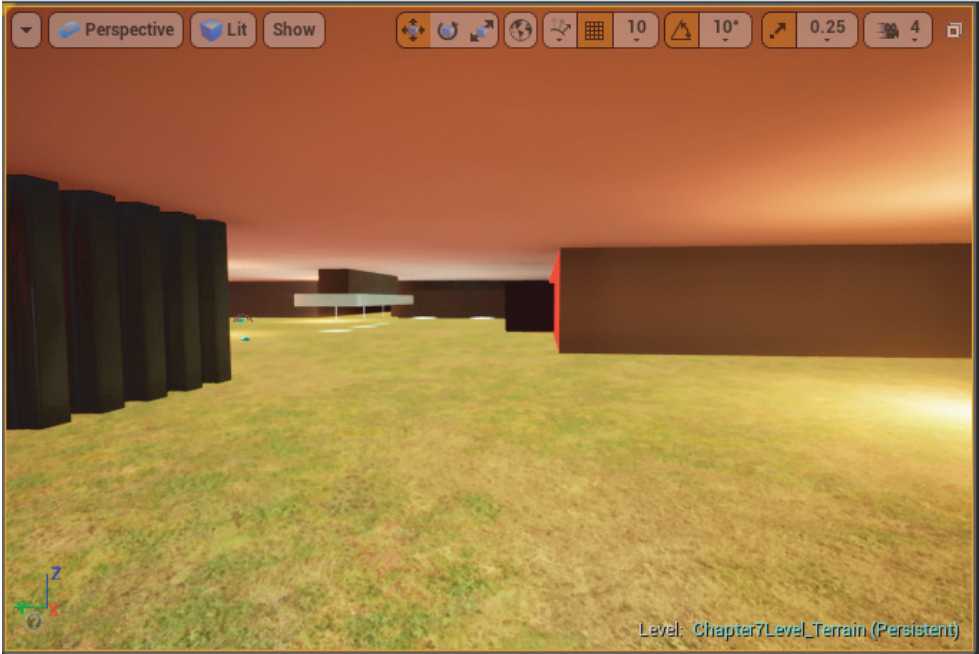


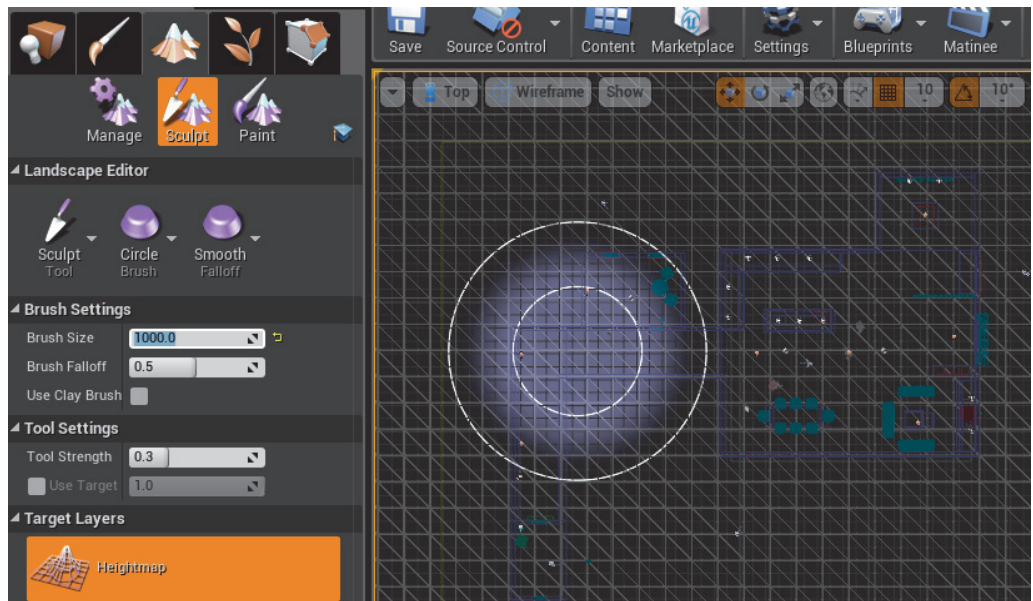
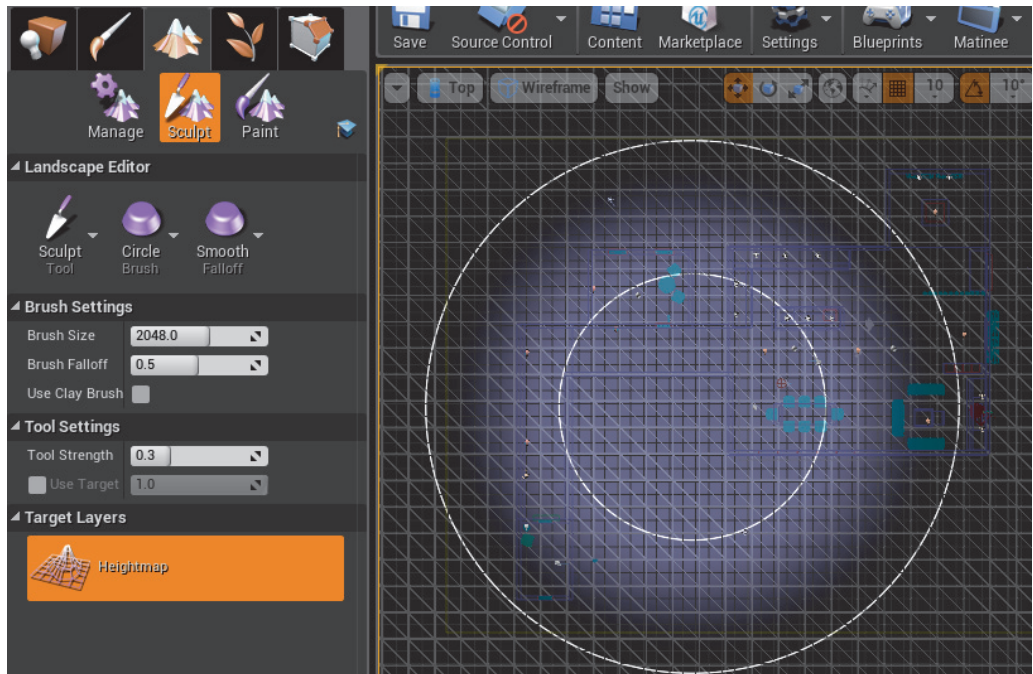


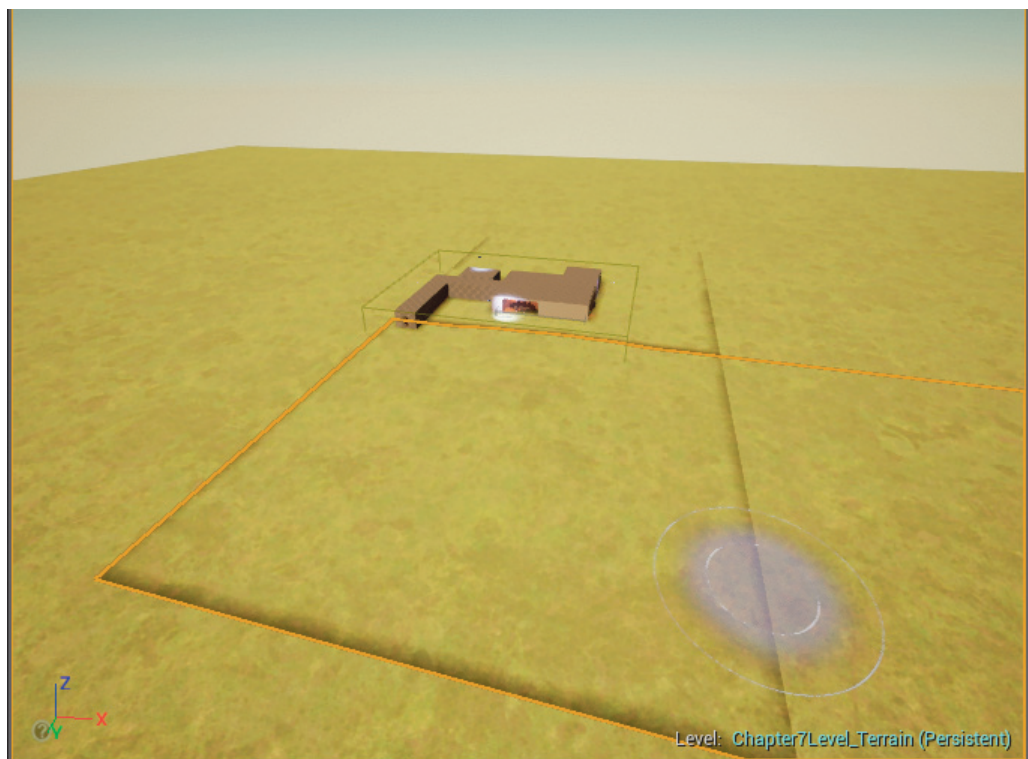


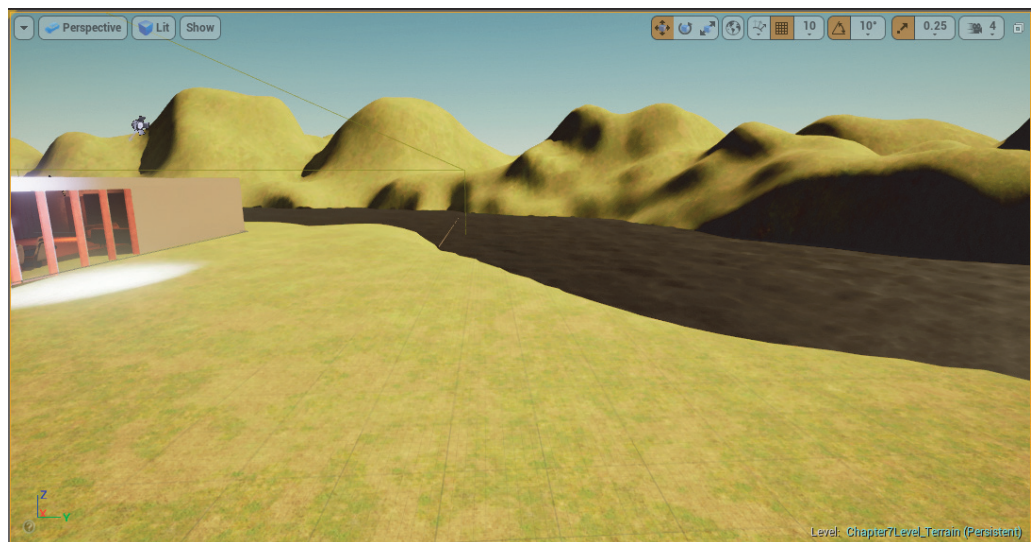
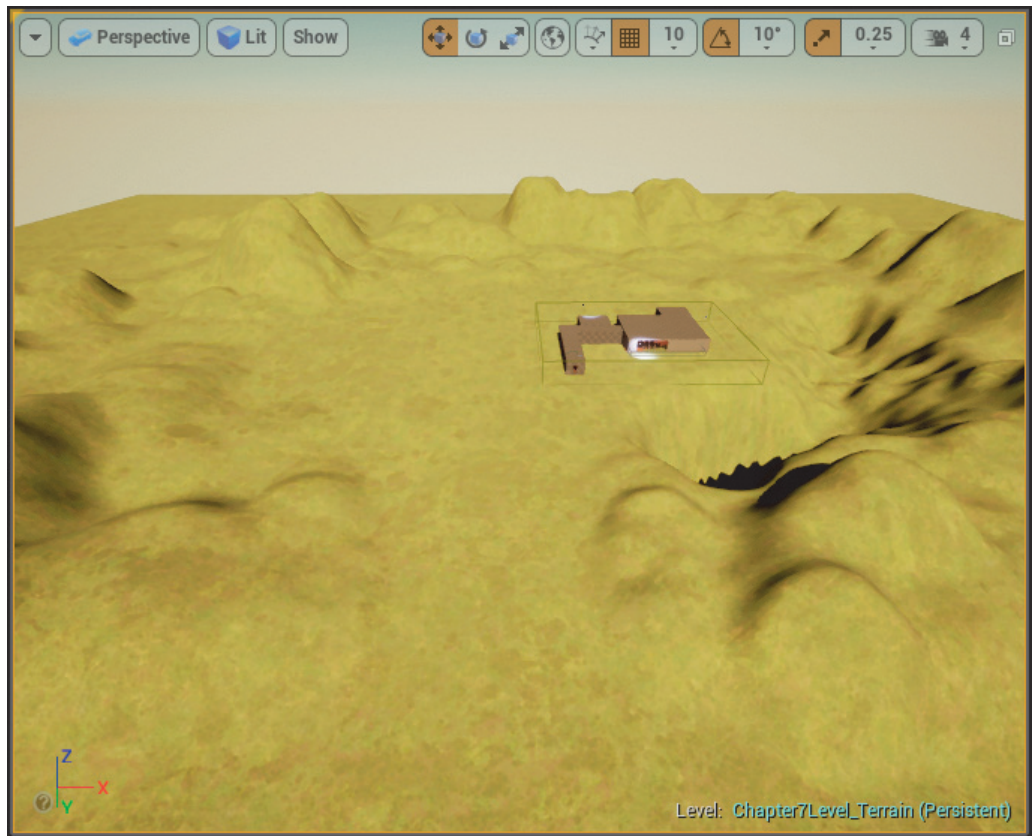
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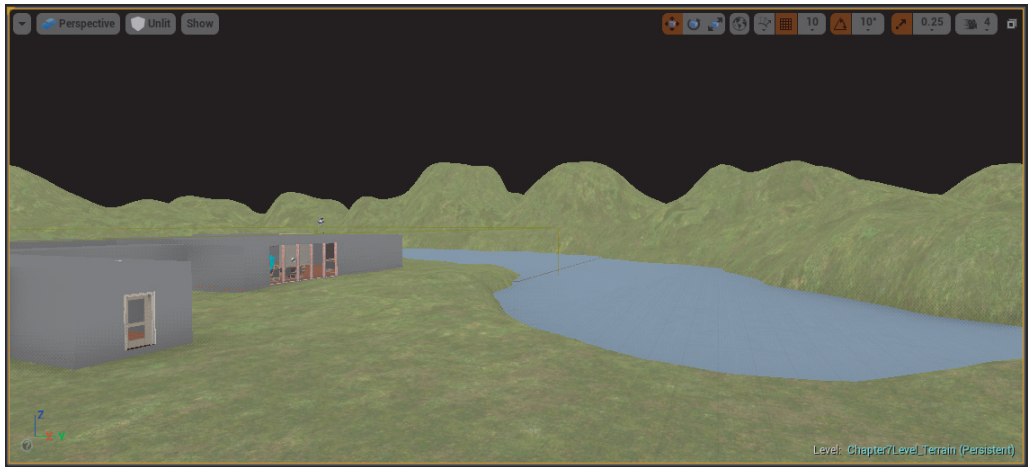















		
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