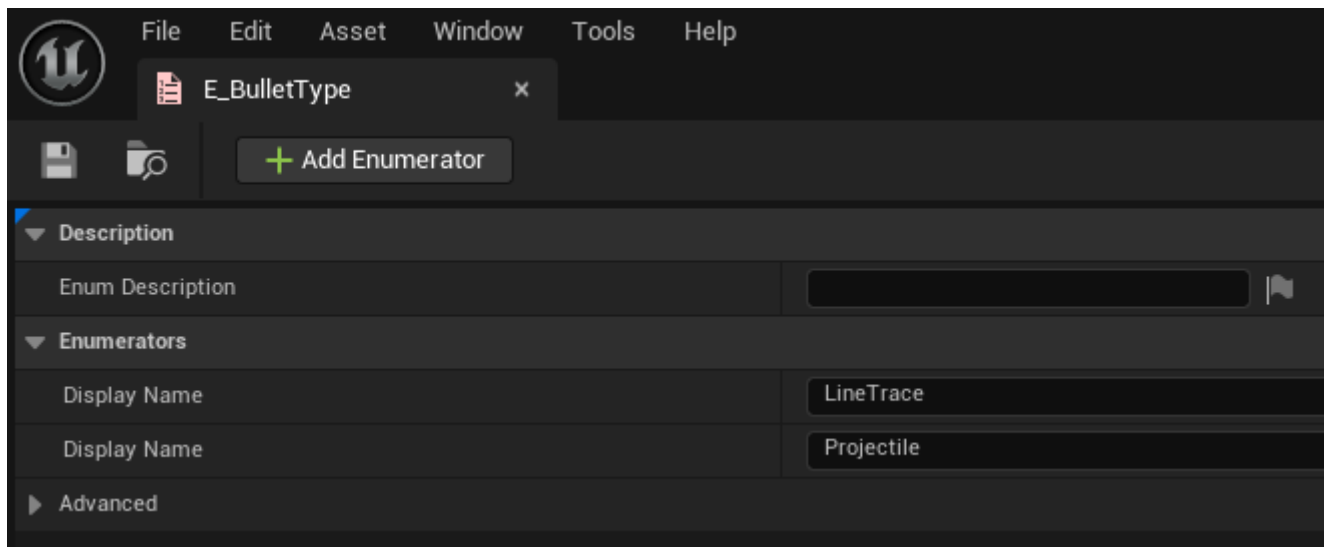


Configuration

/All/Game/WeaponComponent/Data

E_BulletType



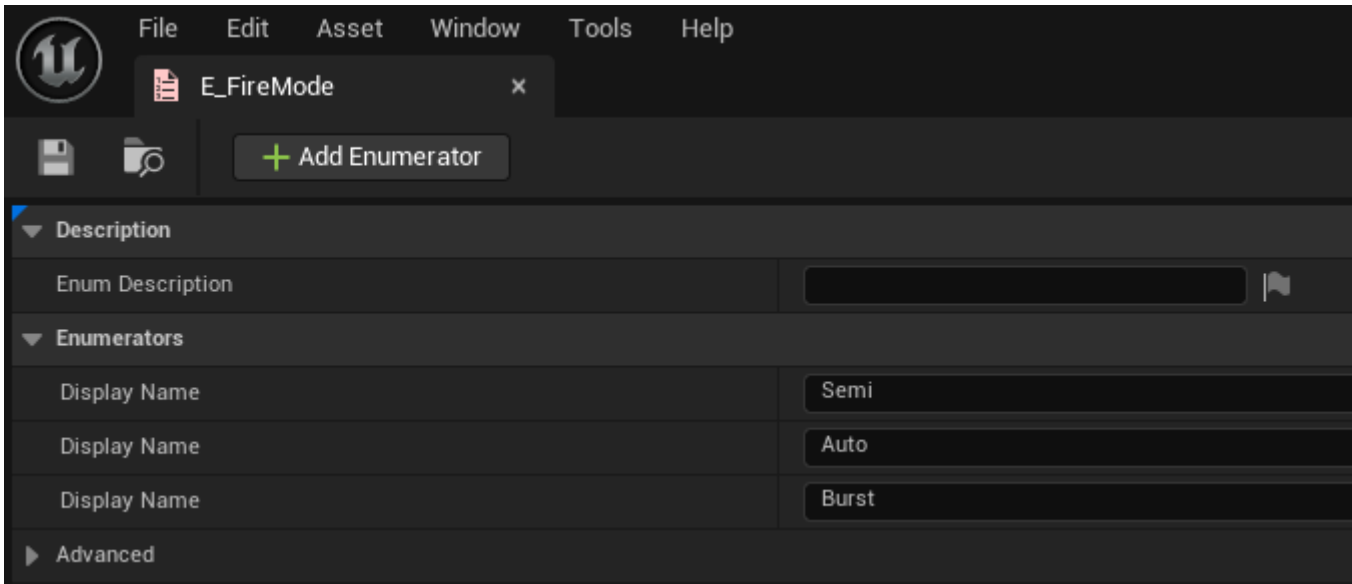
Description

- Enum for type of bullet - i.e. can be hitscan or projectile based

Possible values

- **LineTrace** - used for hitscan ("bullet" hit will be instant)
- **Projectile** - used for spawning projectile when shooting

E_FireMode



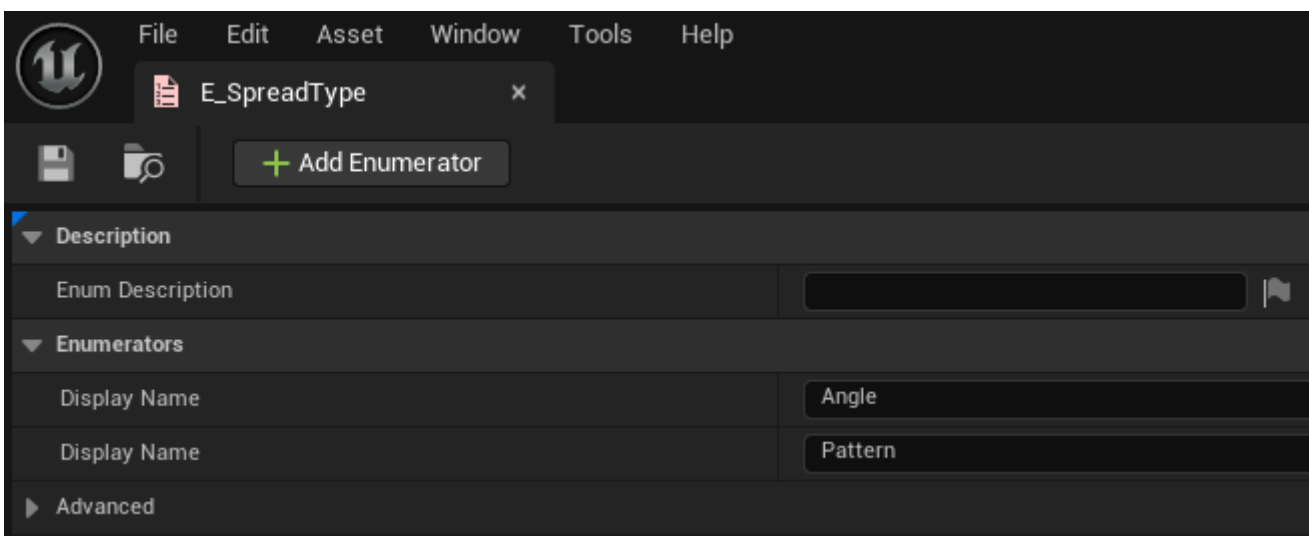
Description

- Enum for fire mode of the weapon

Possible values

- **Semi** - semi automatic - it will shoot one bullet per input pressed
- **Auto** - automatic - it will shoot multiple bullets, one after the other, as long as input is pressed
- **Burst** - burst - it will shoot multiple bullets, all at once, when input is pressed

E_SpreadType



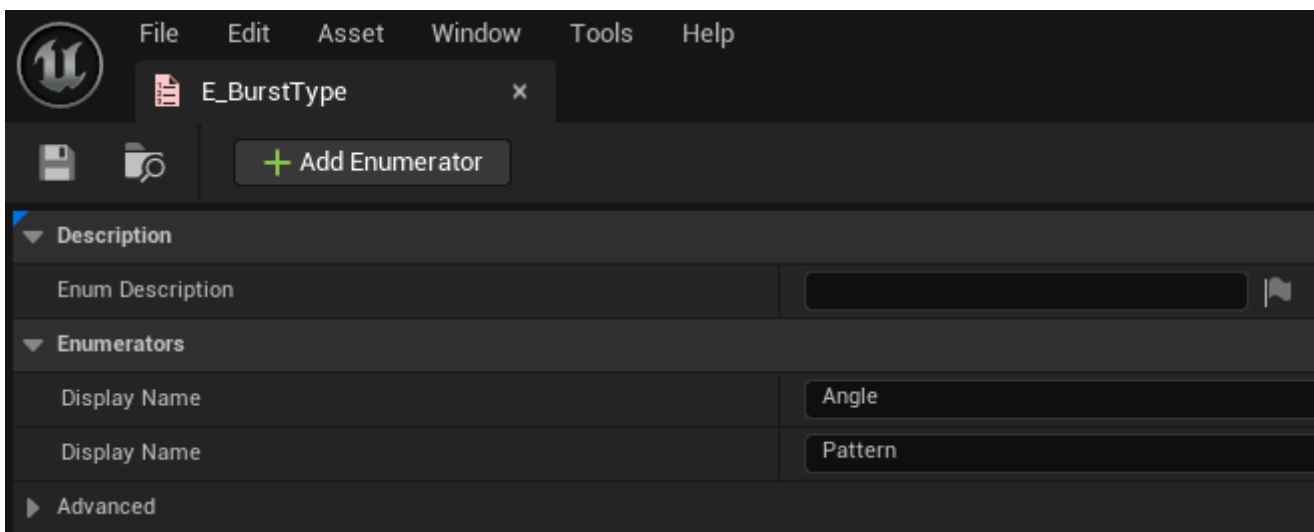
Description

- Enum for bullet spread

Possible values

- **Angle** - bullet spread will be based on provided angle(float value) - the spread will be in a cone with that angle as diameter
- **Pattern** - pattern exported from **EUW_SpreadPattern** tool(shipped with the product) will be used for bullet spread

E_BurstType



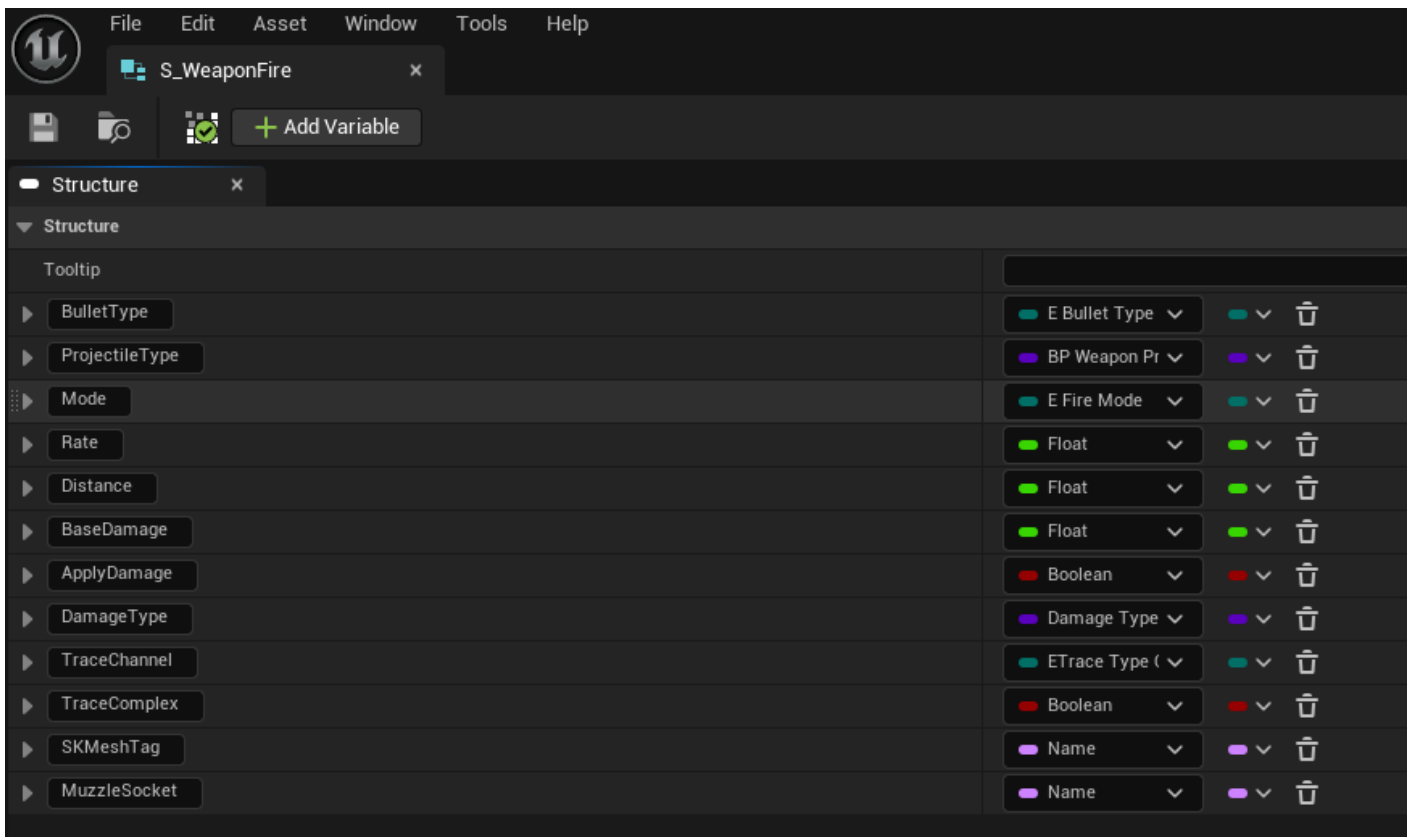
Description

- Enum for burst - same as the one for bullet spread but will be used only for Burst fire mode

Possible values

- See **E_SpreadType** - it's the same

S_WeaponFire



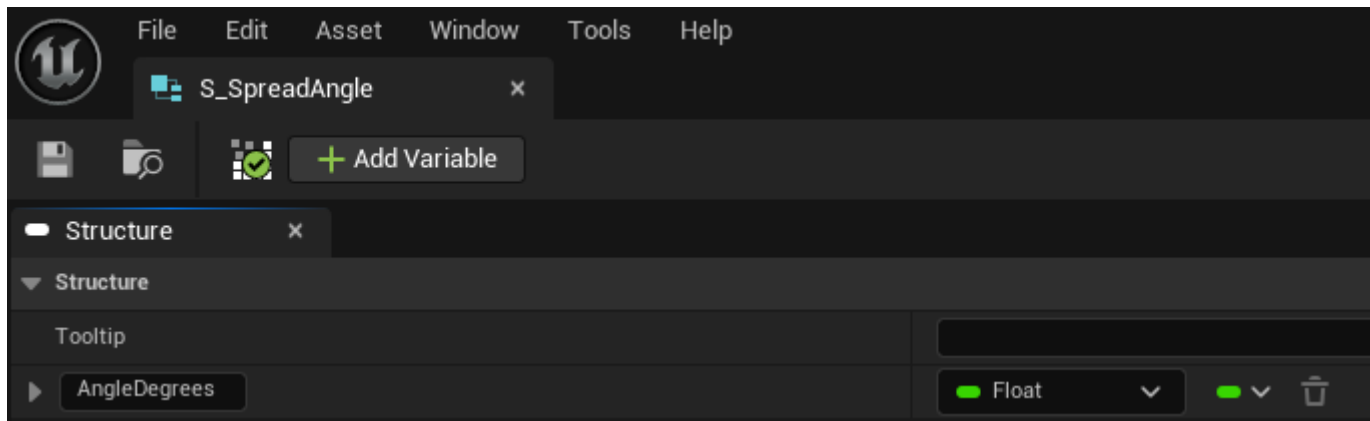
Description

- General configuration for weapon firing

Parameters

- **BulletType** - the type of firing (hitscan or projectile based) (see E_BulletType)
- **ProjectileType** - the class type of the projectile, only used if BulletType = Projectile
- **Mode** - firing mode of the weapon (see E_FireMode)
- **Rate** - fire rate of the weapon in bullets/second
- **Distance** - distance that the bullet can travel in UE units (cm)
- **BaseDamage** - base damage to apply per bullet hit
- **ApplyDamage** - let the AWC handle the damage application (UE5 damage system) or let user handle it - if false, no damage application will be done
- **DamageType** - type of damage for weapon
- **TraceChannel** - channel to be used for traces when firing (this is also used for projectile based fire, not only for hitscan)
- **SKMeshTag** - tag that is set on the Weapon skeletal mesh - this is needed in order to find the **MuzzleSocket**
- **MuzzleSocket** - the muzzle socket on the Weapon skeletal mesh - basically, it's the starting position of the bullet

S_SpreadAngle



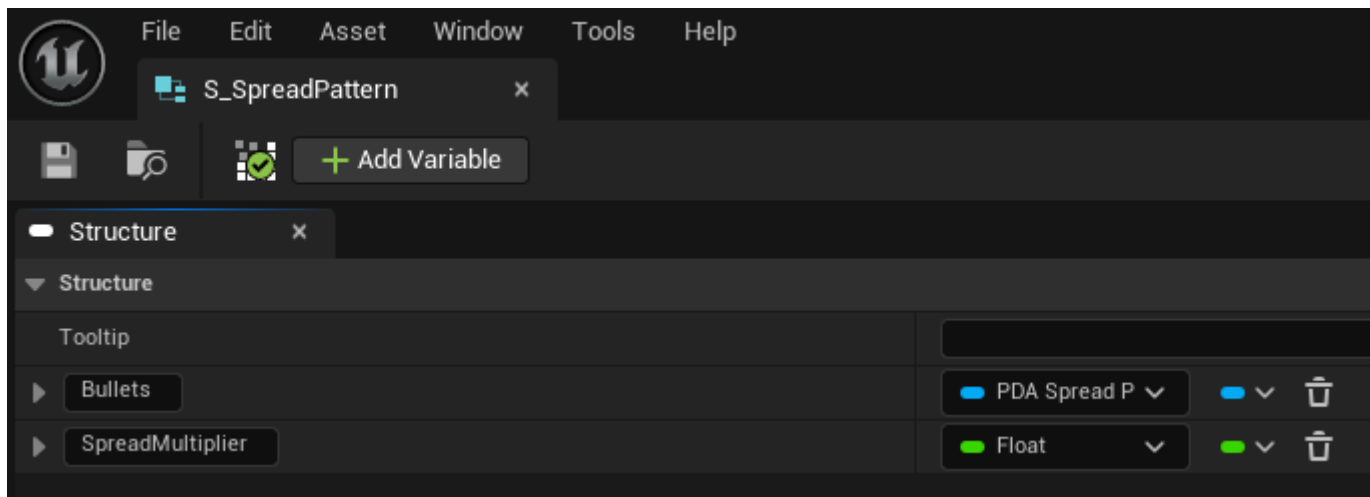
Description

- Used for weapon spread - only if SpreadType == Angle (see E_SpreadType)

Parameters

- **AngleDegrees** - the angle in degrees for the cone in which the bullets will spawn

S_SpreadPattern



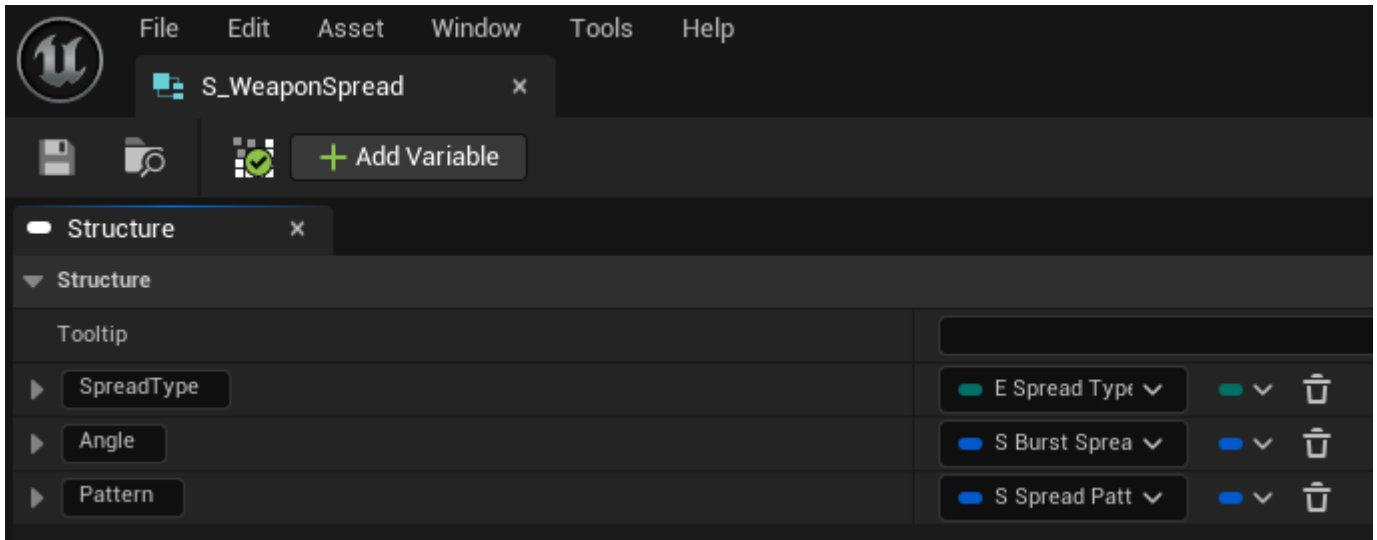
Description

- Used for weapon spread - only if SpreadType == Pattern(see E_SpreadType)

Parameters

- **Bullets** - spread pattern generated by **EUW_SpreadPattern** tool
- **SpreadMultiplier** - the spread pattern is normalized and this is used for how much spread to apply - can be changed for more/less spread per bullet

S_WeaponSpread



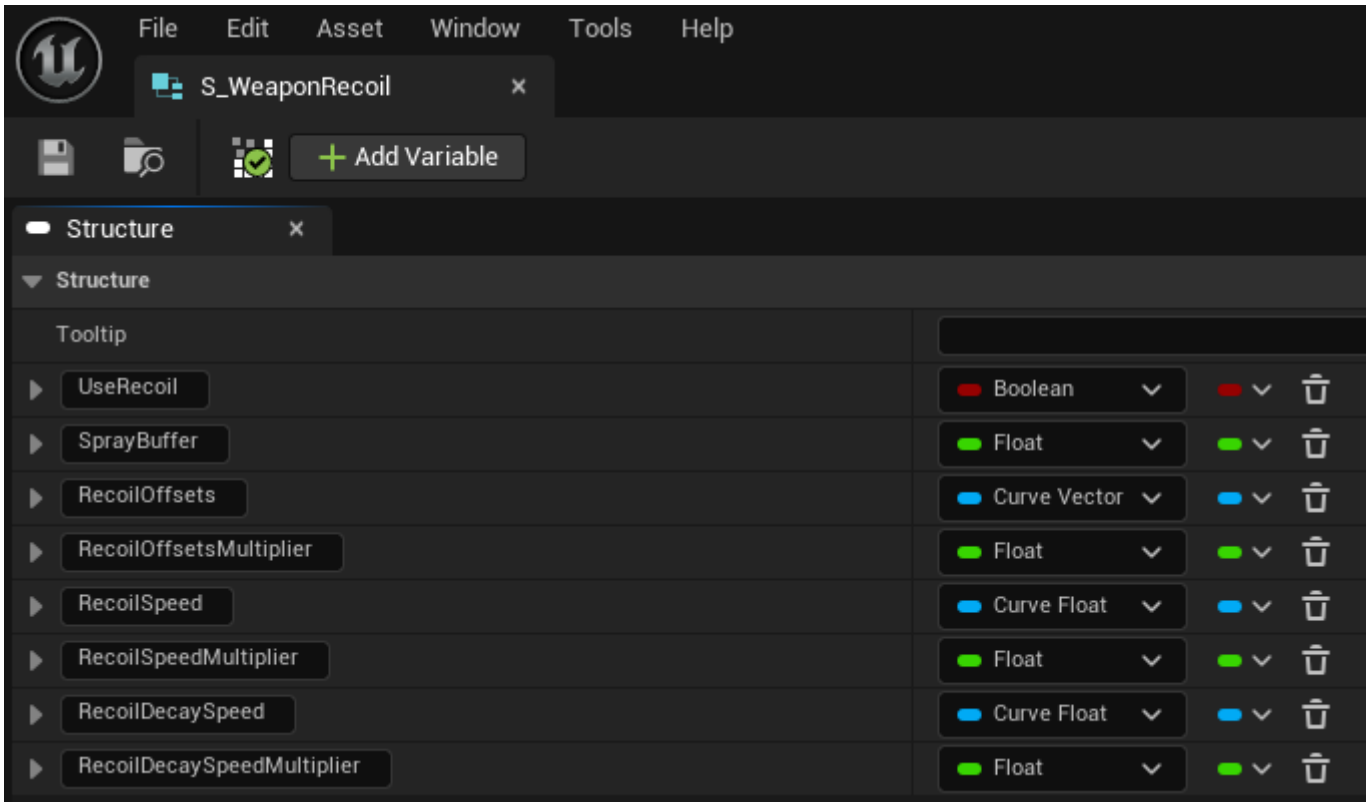
Description

- Weapon spread settings - uses **E_SpreadType**, **S_BurstSpreadAngle** and **S_SpreadPattern**

Parameters

- **SpreadType** - how to calculate the spread (angle or pattern)
- **Angle** - if **SpreadType** == **Angle**, see **S_BurstSpreadAngle**
- **Pattern** - if **SpreadType** == **Pattern**, see **S_BurstPattern**

S_WeaponRecoil



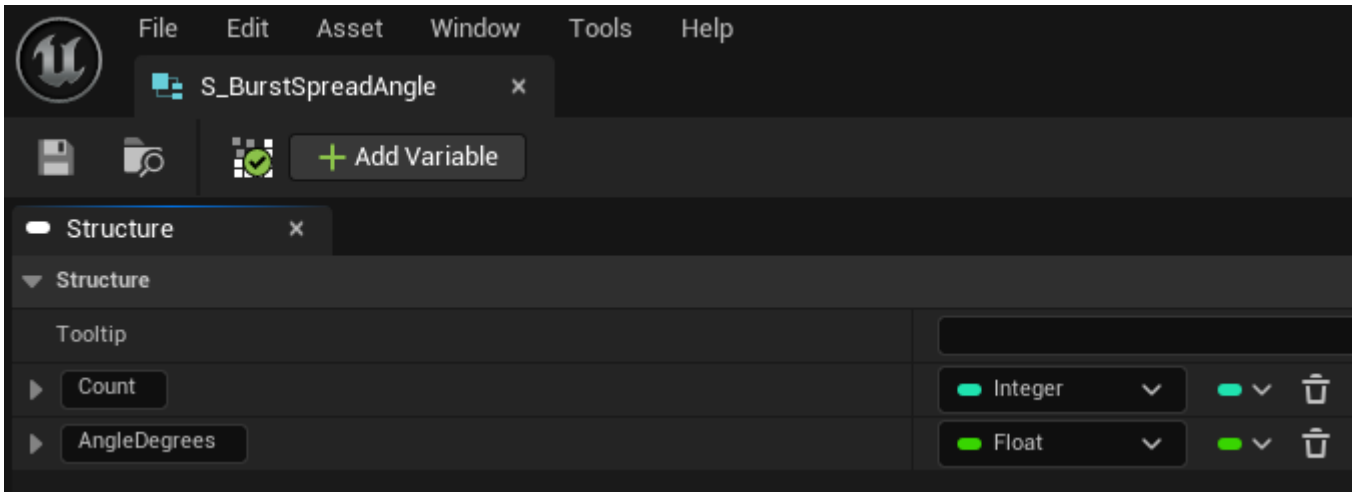
Description

- Settings for weapon recoil

Parameters

- **UseRecoil** - controls whether recoil to be applied or not(if false, other settings do not matter)
- **SprayBuffer** - buffer of time for each shot in order to be considered spraying - i.e. if fire rate is 3 and buffer is 0.5 it means that if the weapon is shot faster than $0.33s(3 \text{ bullets/sec}) + 0.5s$, it is spraying
- **RecoilOffsets** - recoil to be applied/bullet as a curve (x and y -> pitch and yaw offsets, time is the actual bullet index, z is not used)
- **RecoilOffsetsMultiplier** - multiplier for RecoilOffsets
- **RecoilSpeed** - how fast to apply the recoil
- **RecoilSpeedMultiplier** - multiplier for RecoilSpeed
- **RecoilDecaySpeed** - how fast to decay recoil
- **RecoilDecaySpeedMultiplier** - multiplier for RecoilDecaySpeed

S_BurstSpreadAngle



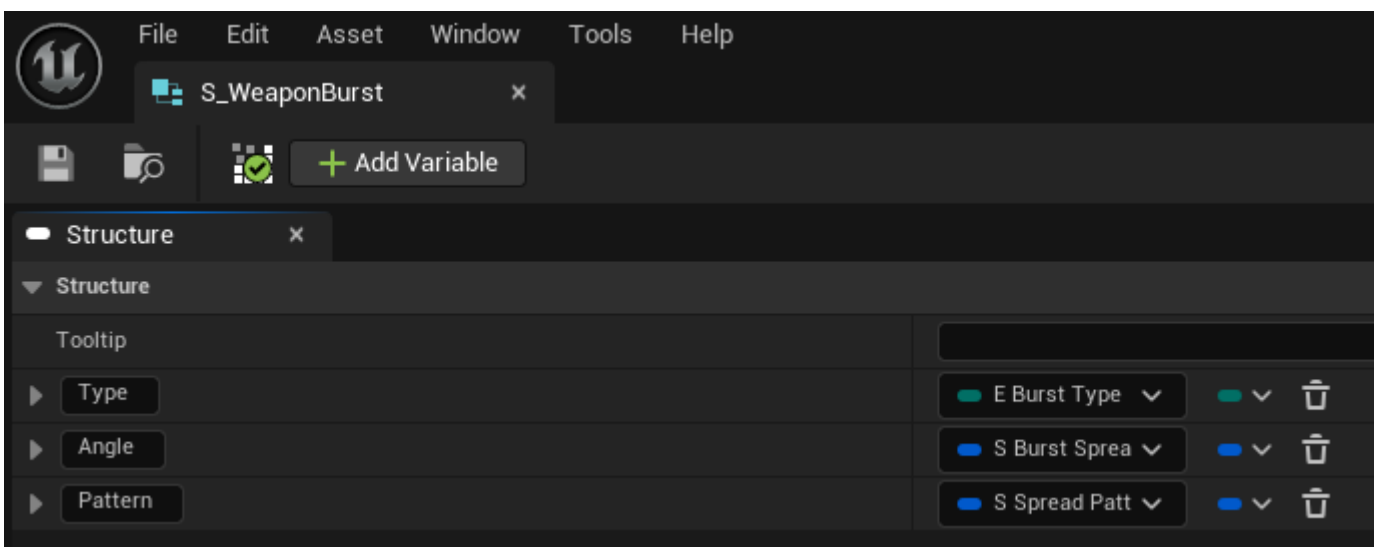
Description

- Settings for BurstMode when Type == Angle

Parameters

- **Count** - number of bullets to be shot
- **AngleDegrees** - bullet spread will be based on provided angle(float value) - the spread will be in a cone with that angle as diameter

S_WeaponBurst



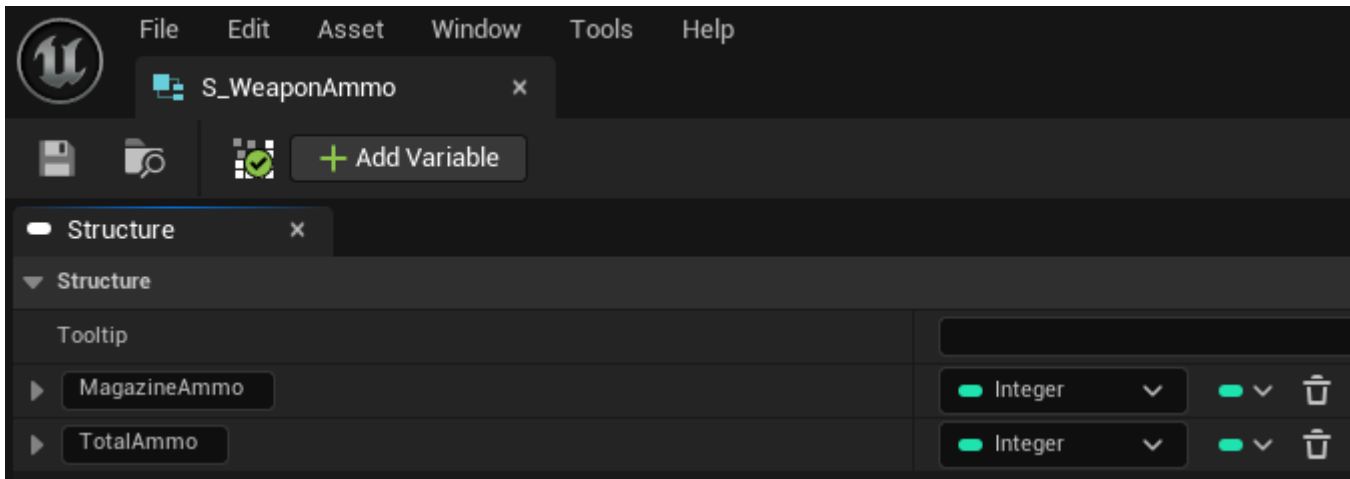
Description

- Settings for Burst Mode (only used when `E_FireMode == Burst`)

Parameters

- **Type** - type to use for weapon burst, either angle or pattern
- **Angle** - only used if Type == Angle
- **Pattern** - only used if Type == Pattern

S_WeaponAmmo



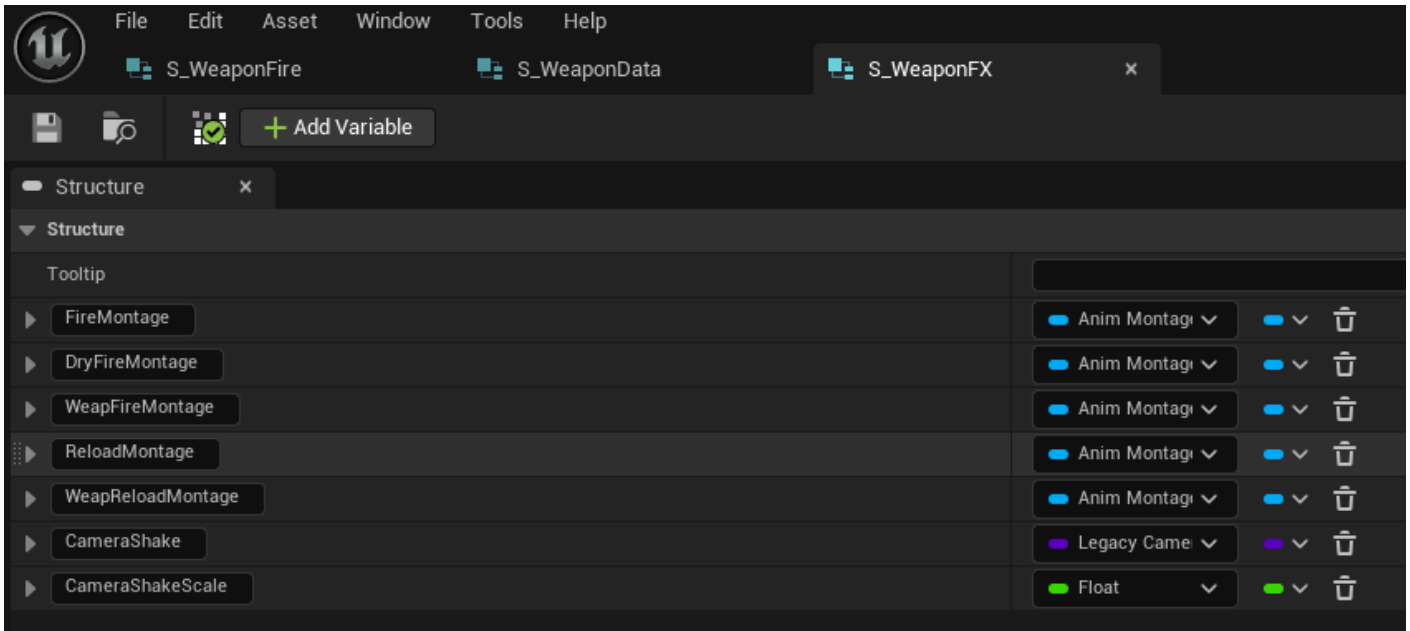
Description

- Simple settings for Ammo logic

Parameters

- **MagazineAmmo** - how many bullets there are per magazine
- **TotalAmmo** - how many bullets does the gun have - this is without what is in the magazine

S_WeaponFX



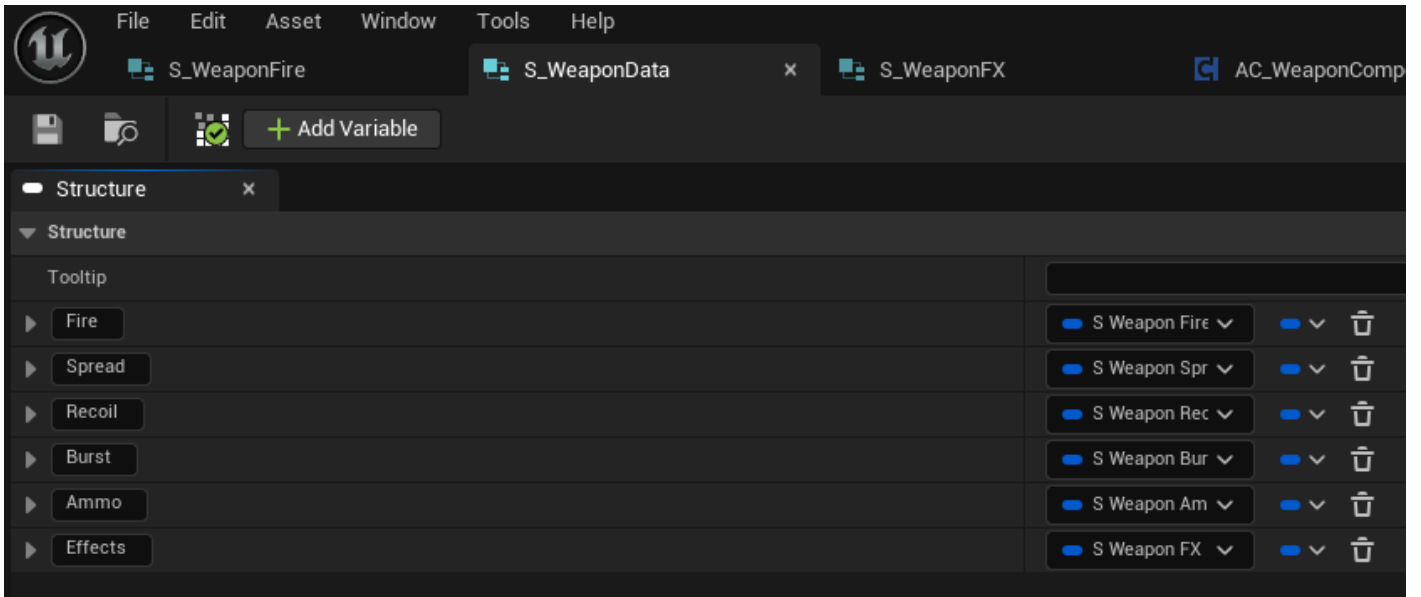
Description

- Configuration for montages and camera shake effects - sfx and vfx can be applied directly from montages or by using OnBulletHit/OnBulletShot/OnWeaponFired events

Parameters

- **FireMontage** - montage to be played on the character when StartShooting event is called, as long as there is ammo in the magazine
- **DryFireMontage** - montage to be played on the character when StartShooting event is called, but there's no ammo in the magazine
- **WeapFireMontage** - montage to be played on the weapon when StartShooting event is called
- **ReloadMontage** - montage to be played on the character when Reload event is called
- **WeapReloadMontage** - montage to be played on the weapon when Reload event is called
- **CameraShake** - camera shake effect to be played when shooting
- **CameraShakeScale** - scale of the previously mentioned CameraShake effect

S_WeaponData



Description

- Configuration for the weapon. This aggregates all the previously mentioned data types. This is needed per weapon to configure everything.

Revision #12

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