

Targetize Documentation

Unreal Engine 5



Contents

- Introduction 3
- The Targeting Component 3
 - Attaching the component 3
 - Properties..... 4
- The Target Component 5
 - Attaching the component 5
 - Properties..... 5
- Using the Targeting Component 7
 - Acquire Targets 7
 - Clear Targets 7

Introduction

The following will describe the functionality of the Targetize asset for Unreal Engine 5 and provide guidance on how to setup and initialize the component. For the purposes of this document, the UE First Person Template project will be used as a reference. The demo provided here is also included in the downloadable package from UE Marketplace.

The asset makes two actor components available for use, the Targeting Component and the Target Component, both of which are explained in the following sections.

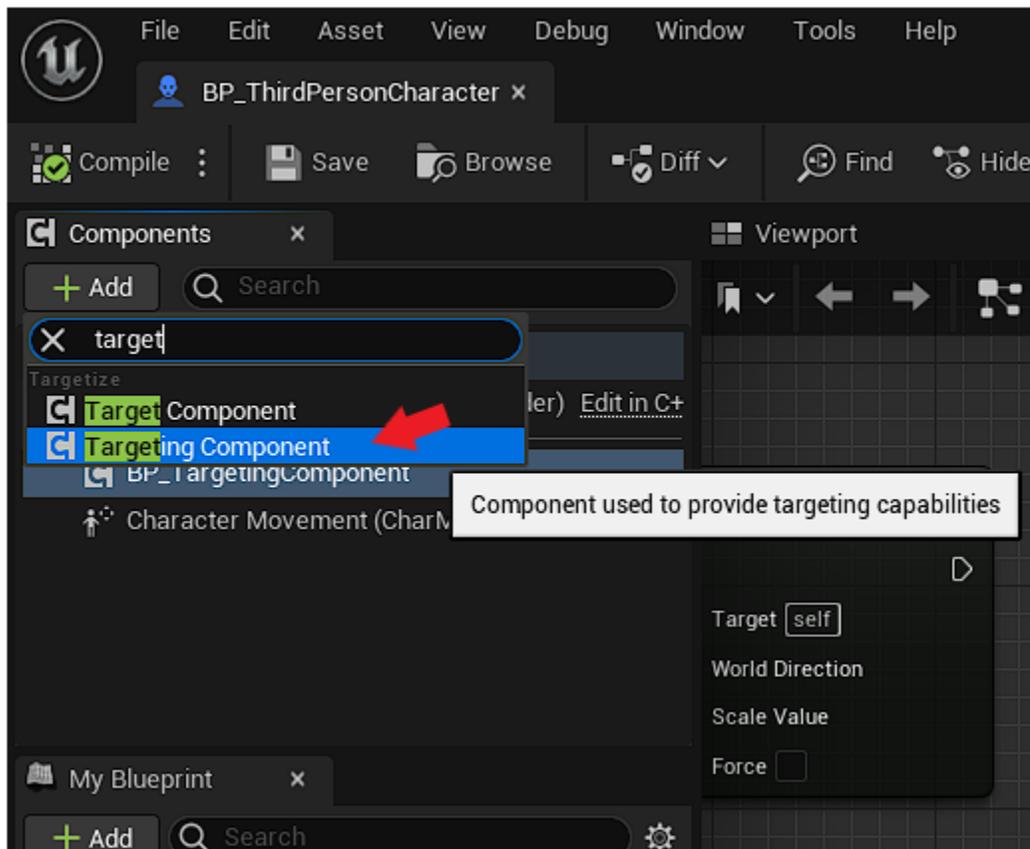
The Targeting Component

The **TargetingComponent** can be attached to any actor to provide the functionality of acquiring targets. You would typically attach this to your main character to allow it to pick up targets actors. Actors become eligible for targeting when they have the **TargetComponent** attached to them, which is described in the section below.

Attaching the component

Go to the Components tab on the actor for which you would like to provide targeting capabilities.

Click 'Add' and search for 'target'. Pick the Targeting Component.



Properties

The Targeting Component's properties are shown and described in the section below:

▼ Default		
Targeting Type	ReplaceAll ▼	
Trace Method	FrontBox ▼	
Targeting Priority	Random ▼	
Targeting Range	2000.0	
▶ Box Trace	0.0	100.0 100.0
Debug Trace	None ▼	

Name	Description
Targeting Type	<p>The <i>TargetingType</i> indicates how the targets are handled when acquiring occurs (when <i>AcquireTargets</i> blueprint function is called). The following values can be selected:</p> <ul style="list-style-type: none"> • ReplaceAll: This drops any current targets and keeps only the ones picked up at the moment of acquiring. • Append: This adds any new targets picked up to the existing set of the current targets.
Trace Method	<p>The <i>TraceMethod</i> indicates the type scanning for targets. The following values can be selected:</p> <ul style="list-style-type: none"> • FrontBox: This method will scan for targets in a box (configurable range and size by other properties), in front of the targeting actor. • Omnidirectional: This method will scan for targets in a sphere (configurable range by other property), originating from the location of the targeting actor.
Targeting Priority	<p>Indicates the type of prioritization of targets. Available options are:</p> <ul style="list-style-type: none"> • Random: Randomly picks targets • ClosestDistance: Closest targets are selected first • FurthestDistance: Furthest targets are selected first • WeightBased: Targets are selected based on their specified weight. Higher weights will be targeted first.
Targeting Range	<p>This indicates the targeting range for both trace methods. In the case of Frontbox, it signifies the range of the trace box used for scanning. In the case of Omnidirectional, it signifies the radius of the trace sphere.</p>
Box Trace	<p>Box Trace is the vector which indicates the size of the trace box which is used for the FrontBox trace method.</p>
Debug Trace	<p>The debug trace method when acquiring targets.</p>

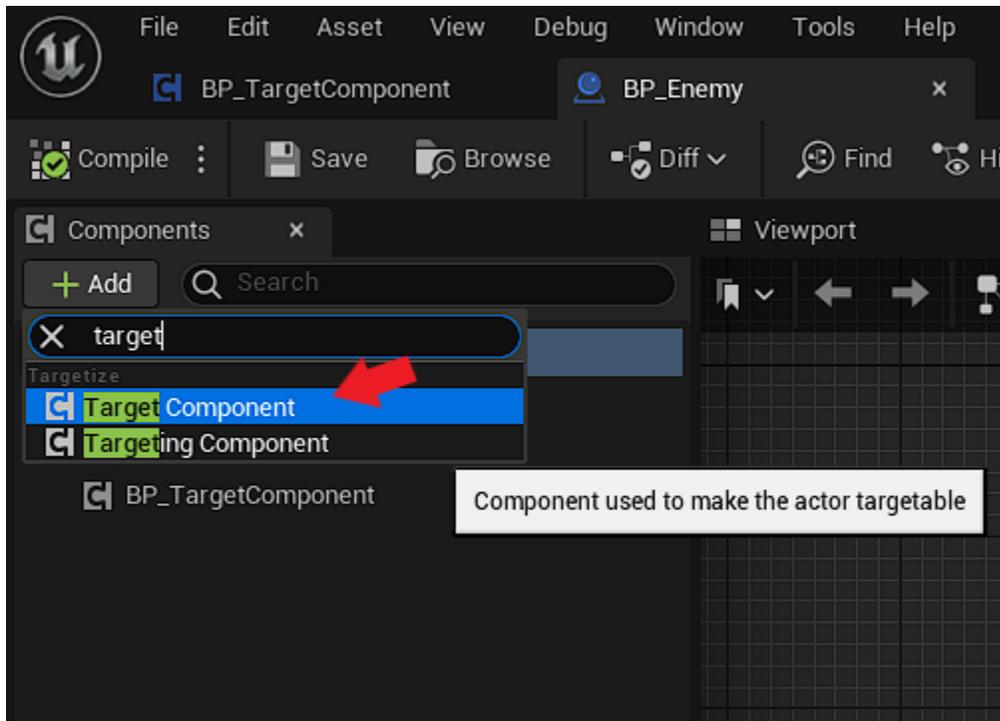
The Target Component

The **TargetComponent** can be attached to any actor for which you like to be targeted. It essentially marks the actor on which it is attached as targetable from the **TargetingComponent**.

Attaching the component

Go to the Components tab on the actor(s) which you want to have as targets.

Click 'Add' and search for 'target'. Pick the Target Component.



Properties

The Target Component's properties are shown and described in the section below:

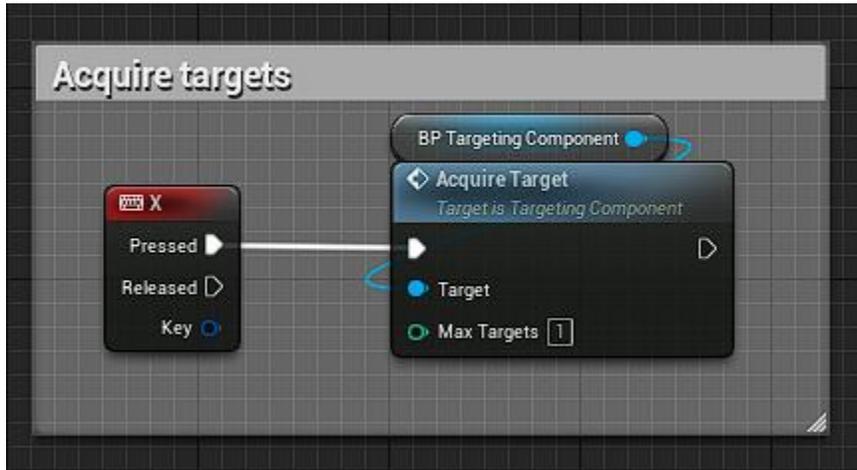
▼ Default	
Is Targetable	<input checked="" type="checkbox"/>
Weight	0
Targeted Notifier	0
Detargeted Notifier	0
Targetable Notifier	0

Name	Description
Is Targetable	Indicates if the actor is targetable. This can be toggled on/off during runtime.
Weight	The target's weight factor. The higher weight, the more priority this actor has on been targeted
Targeted Notifier	Event callback for when the actor is targeted
Detargeted Notifier	Event callback for when the actor is detargeted
Targetable Notifier	Event callback for when the actor becomes targetable/untargetable

Using the Targeting Component

Acquire Targets

To use the component, simply bind it to whatever input key you want to trigger the targeting, and call **AcquireTarget** blueprint function on the component. Also, specify the max number of targets to be acquired. See below for example:



Clear Targets

The component also provides a way to clear all current targets by calling the **ClearTargets** function on the component.

