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Slow Time Documentation

Unreal Engine 4



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Introduction

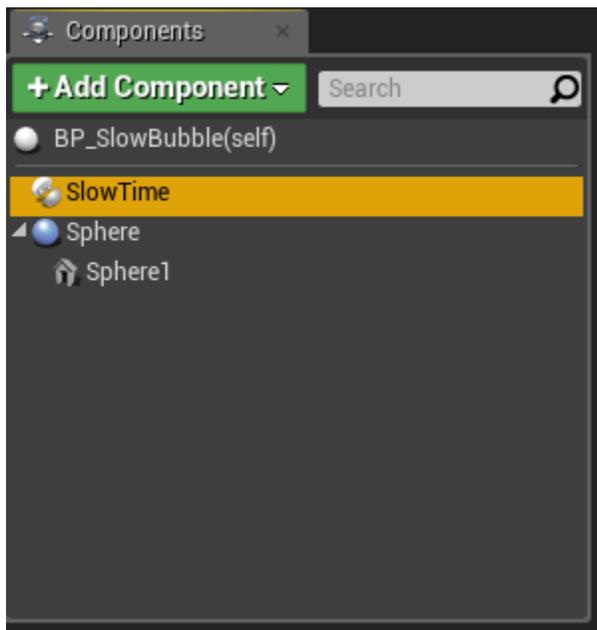
The following will describe the functionality of the Slow Time plugin for Unreal Engine 4 and provide guidance on how to setup and use the assets provided. Slow Time exposes the Slow Time Component, which can be attached to any actor and provide control of time dilation when other actors overlap it. The plugin also exposes the Slow Time Volume (which includes Slow Time Component) and provides volume-based slow-time (or fast-time) effect for actors entering/leaving it. When an actor defined in the configuration enters the volume, time dilation will be altered accordingly and will return to its original when actor leaves the volume.

Despite its name, the assets provided with the plugin can be used to speed-up time as well. Can be used to create slow-time bubbles, slow-time volume-based areas, time jumps etc.

Once purchased, the plugin can be found under the "CHadjiantoniou" category in the editor's Plugin window.

Attaching the component

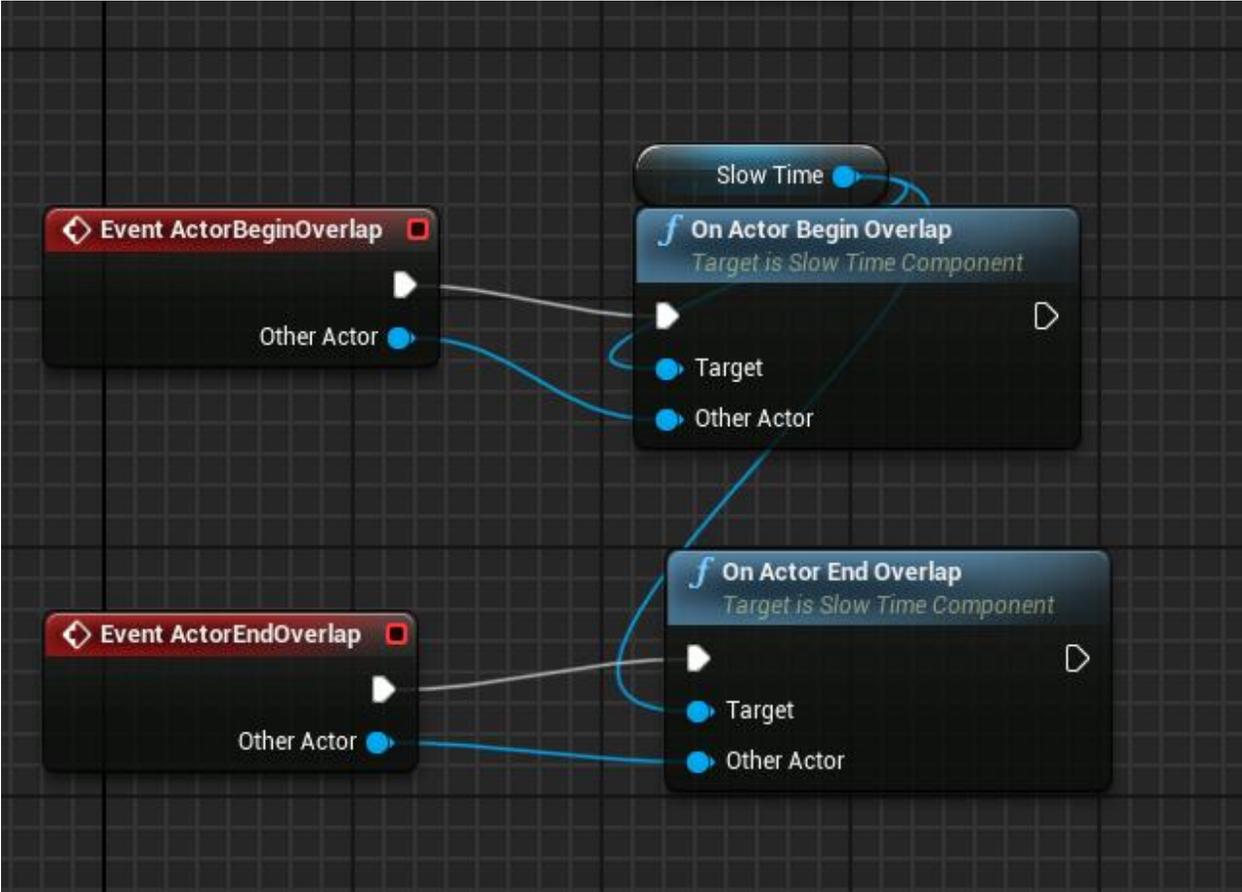
You can attach the Slow Time Component on any actor you wish. Primary candidates for this are actors with some type of volume. Below an example of a custom bubble actor (called BP_SlowBubble), which includes a Sphere Collision and a Static Mesh.



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The component exposes two functions called `OnActorBeginOverlap` and `OnActorEndOverlap`. Simply hook up the two functions on the Begin/End overlap events of the actor you attached the component to and pass in the Other Actor accordingly in order to get the slow time effect, as shown on the example below:

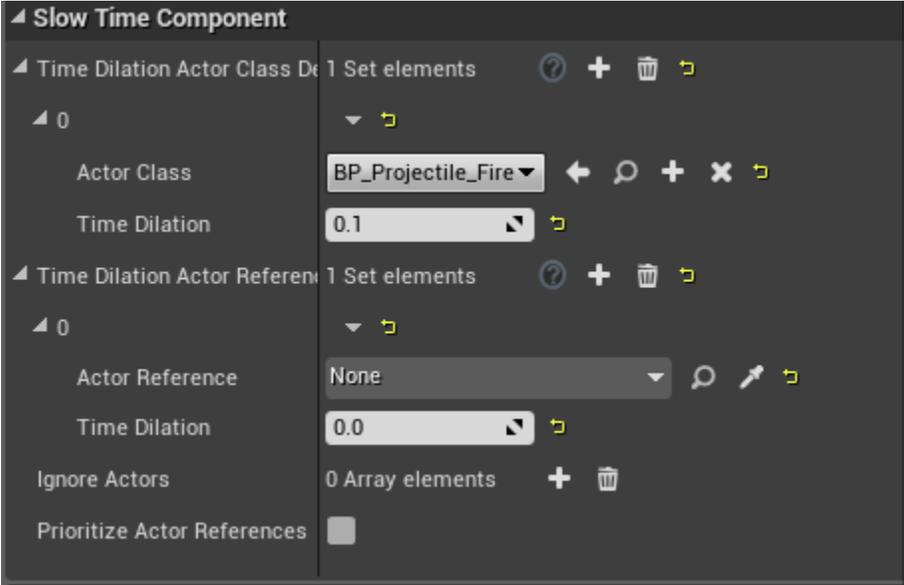


After that it is just a matter of configuring the time dilation effect to your liking.



Properties

The Slow Time Component includes a set of properties that allow you to define the behavior of time dilation for different actor classes, actor references, assign ignored actors etc. as shown below:



Each actor class/reference you define can have different configurations. Configuration can also be done on a per-instance basis.



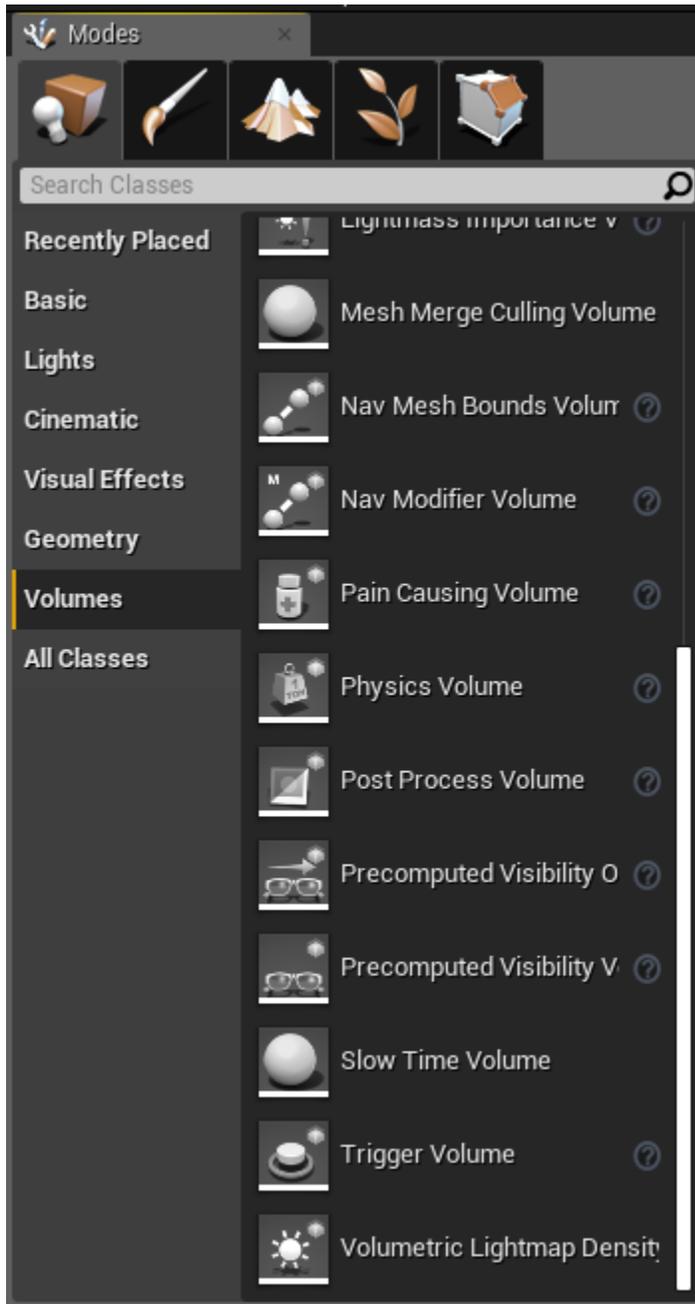
Configuration

Below a description of the various properties available on the Slow Time Component.

Name	Description
Time Dilation Actor Class Definitions	Definitions for Actor Classes
Time Dilation Actor References Definitions	Definitions for Actor References
Ignore Actors	Array of actor references to ignore. Actors in this will never get affected by time dilation definitions. Actors can be added/removed from this at runtime.
Prioritize Actor References	Prioritizes actor references over actor classes. If unchecked, actor class definitions will be computed first.

Slow Time Volume

The plugin also exposes the SlowTime Volume. This is a custom volume which is actually using the Slow Time Component to provide the same time dilation effect inside the volume. The SlowTime Volume can be found in the Modes panel under the Volumes category, as shown below:



Simply place the volume in the level and configure the time dilation effect by selecting the **SlowTimeComponent** on the details tab.

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