

Introduction

This guide will help you constrain a quick slot to a weapon. This is infinitely scalable, and I currently have dedicated slots for primary weapons, secondary weapons, tools, and special items. That being said, I'm just going over the basics of how to do this because this is an abstract guide and not a specific how-to. If you have any questions, please @ me in the Diffuse Discord or send me a pm @ TooTinyMan#6035

If you'd like to help make the project that I'm working on, feel free to shoot me a dm as well.

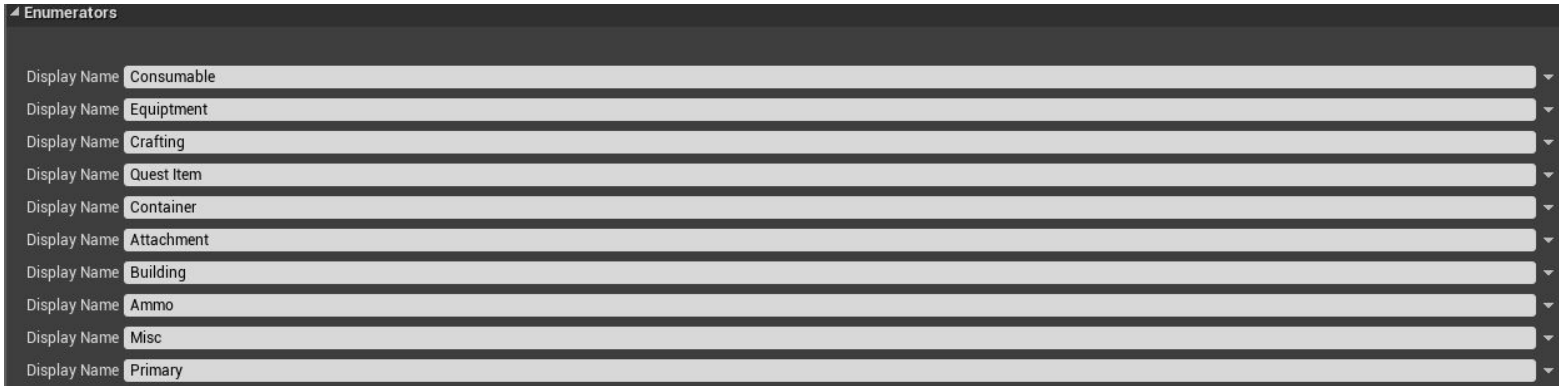
How it works

How it works is that you set a quick slot to either be a weapon slot, quick slot, or inventory slot, and you prevent a drag and drop based on whatever the character is holding and the target slot.

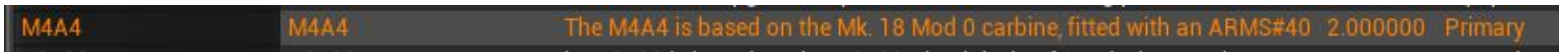
Setup

Here we'll set all the variables needed.

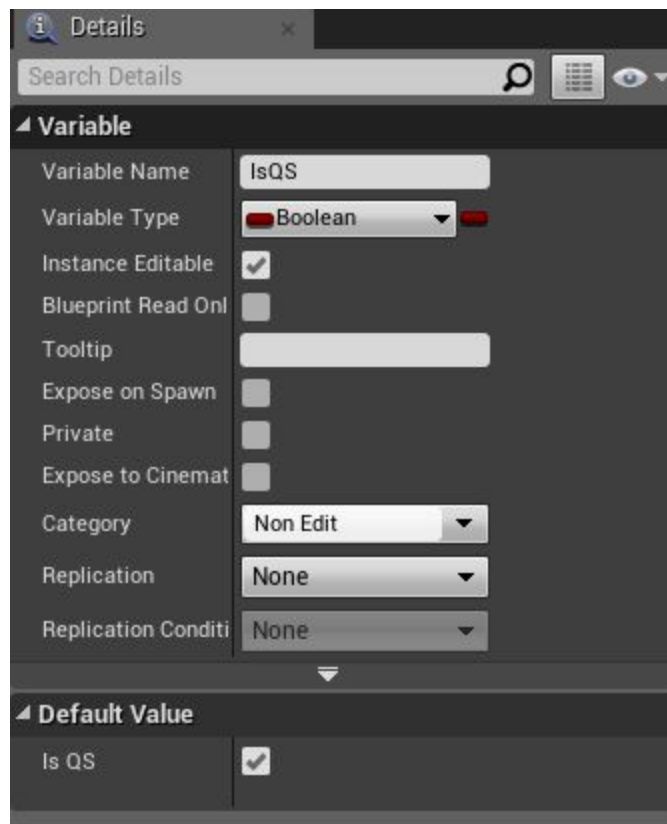
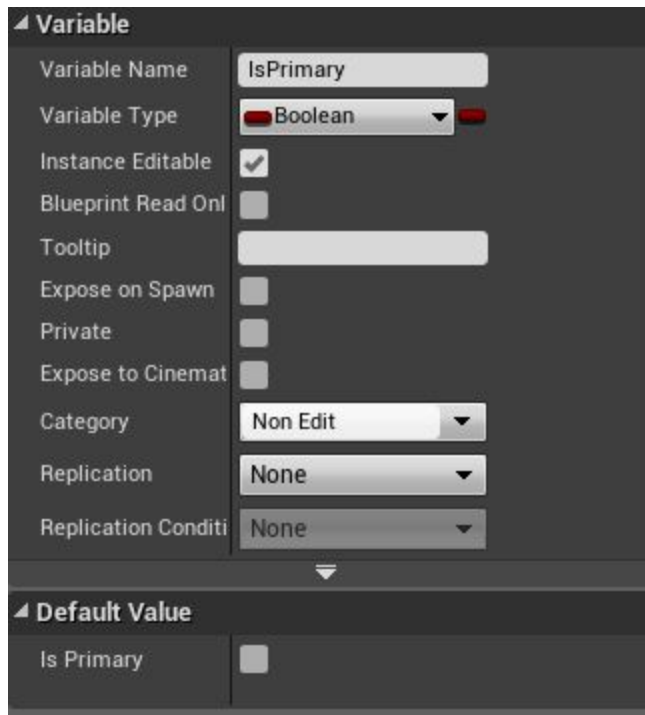
First, in the E_ItemCategories Enum (Located in blueprints > other > enums), add a new category, Primary



In the ItemList (blueprints > items), set the M4 to be a primary



Now, open BP_InventorySlot (blueprints > HUD) and in Non edit, add 2 Booleans, IsPrimary and IsQS. **Make sure that IsQS is True by default and that both variables are exposed.**



Now, in BP_InventoryHUD (blueprints > HUD), uncheck **ALL** IsQS Booleans from quick slots and check the quick slot which is your primary slot.

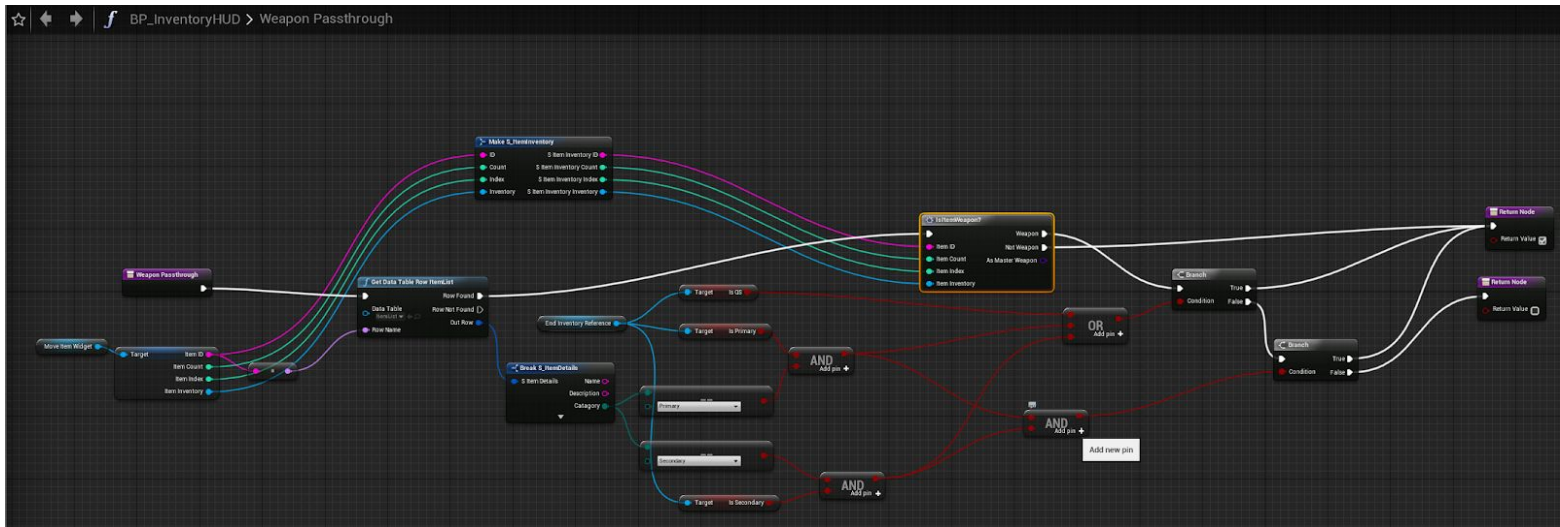


Now in the graph of BP_InventoryHUD, create a function called “Weapon Passthrough”

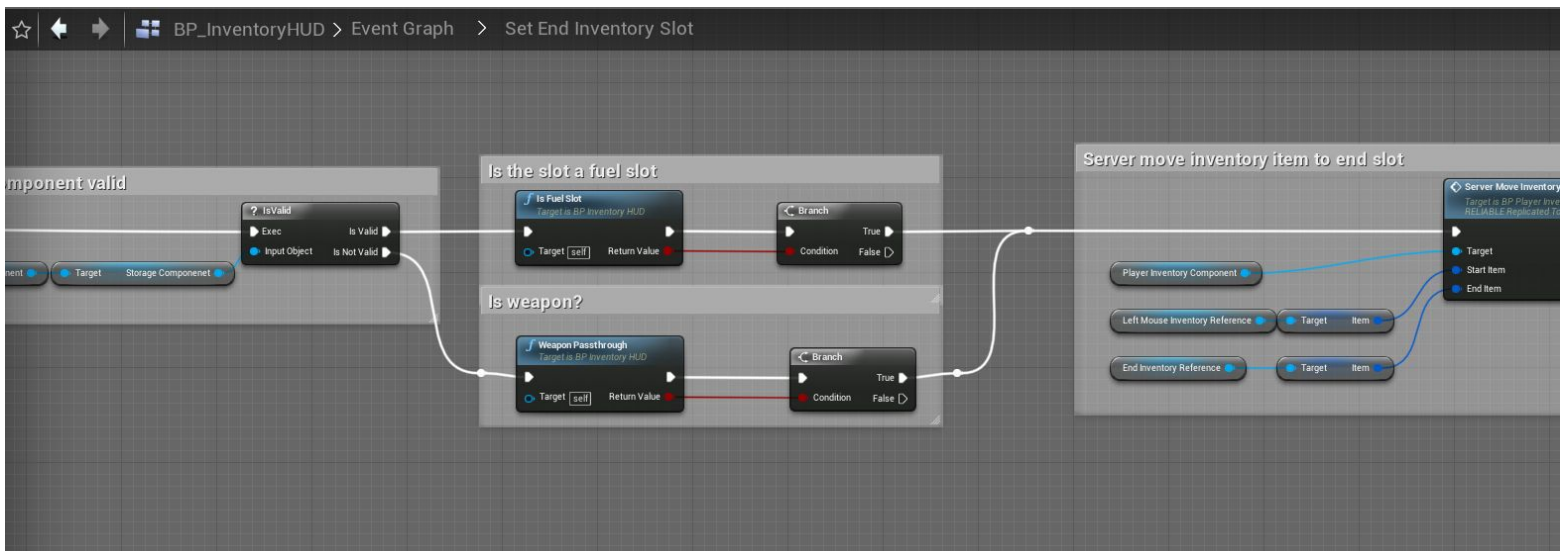
Logic

This is where it gets complex. What we want to do is get the move item widget and break down its information. Then we want to find its category, and use that to allow or disallow movement. Instead of going step by step I’m going to paste the spaghetti, with a second category called “Secondary” to demonstrate how to go about setting up the logic for more

categories.



Now, in the Set Inventory Slot graph, under the fuel slot check, execute the Weapon Passthrough function and compare it to true.



You're now done. The end result should look something like this:



Extra

Stop items from entering weapon slots

In weapon passthrough, simply add an OR comparator after “Not Weapon” comparing IsPrimary and IsSecondary. False going to returning true, True going to returning False.

