

Initialise (yes, we know it's misspelled here)

At this level the initialize function is a lightweight function; all it does is sets the value of the APooledCharacter's soul and DefinitionDataID (as seen in Initialise_Implementation). The child blueprints need to use the NPCType variable to find the correct definition database that the DefinitionDataID references. When overriding this function in blueprint, ensure that it has a call to its parent function so that the variables are properly set.

```
UFUNCTION(BlueprintNativeEvent, BlueprintCallable, Category = "Pool")
void Initialise(int64 characterSoul = -1, int32 DefinitionDataID = -1, EVE_ObjectType NPCType = EVE_ObjectType::VisitingNPC);
virtual void Initialise_Implementation(int64 id, int32 defID, EVE_ObjectType NPCType) { SoulID = id; DefinitionID = defID; };
```

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