Casualfield Mapping Guide (R10)

Updated: 1st September 2024

The following text is information for UE4 OHD map creators who wish to take advantage of Casualfield specific MOD features. Use the OHD Casualfield Discord channel if you have any queries or to submit a bug report.

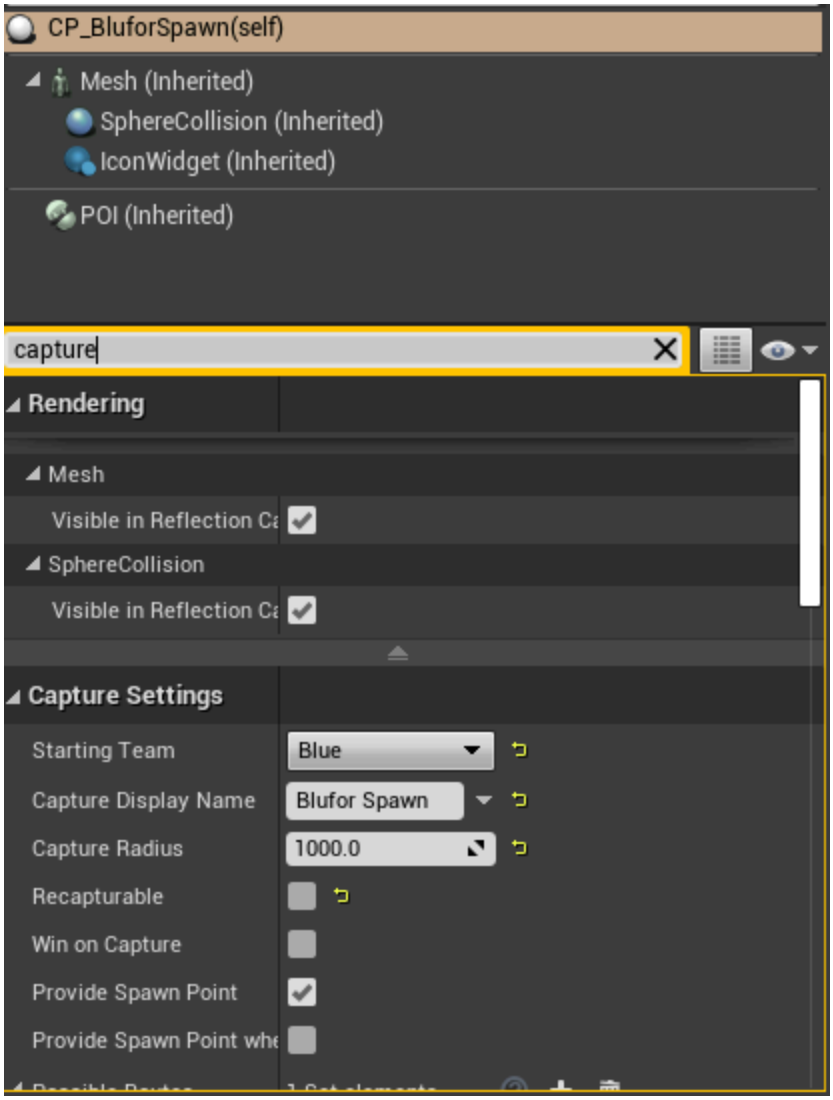
[1] Spawn Protection

“Safe Zones” can be either placed manually using simple trigger volumes, or are auto-generated from ‘non-capturable’ capture (**BP_HDCapturePointBase**) entities. If no manually placed entities are found, the game will revert to auto-generation.

When a player is in a safe zone associated with its team, the player can not be damaged by any means this is informed to the player with additional HUD UI. When an opposing player enters such a zone, he has 5 seconds to exit the zone or suffer automatic death. This again, is informed to the player using HUD UI.

[1a] Auto-generated

In the absence of manual protection entities the game logic will generate a “Safe Zone” for each ‘non-capturable’ capture point it finds, using the capture radius property to dynamically create a Sphere Trigger. See the clip of the UE4 properties panel below for the configuration of such a typical base capture entity.

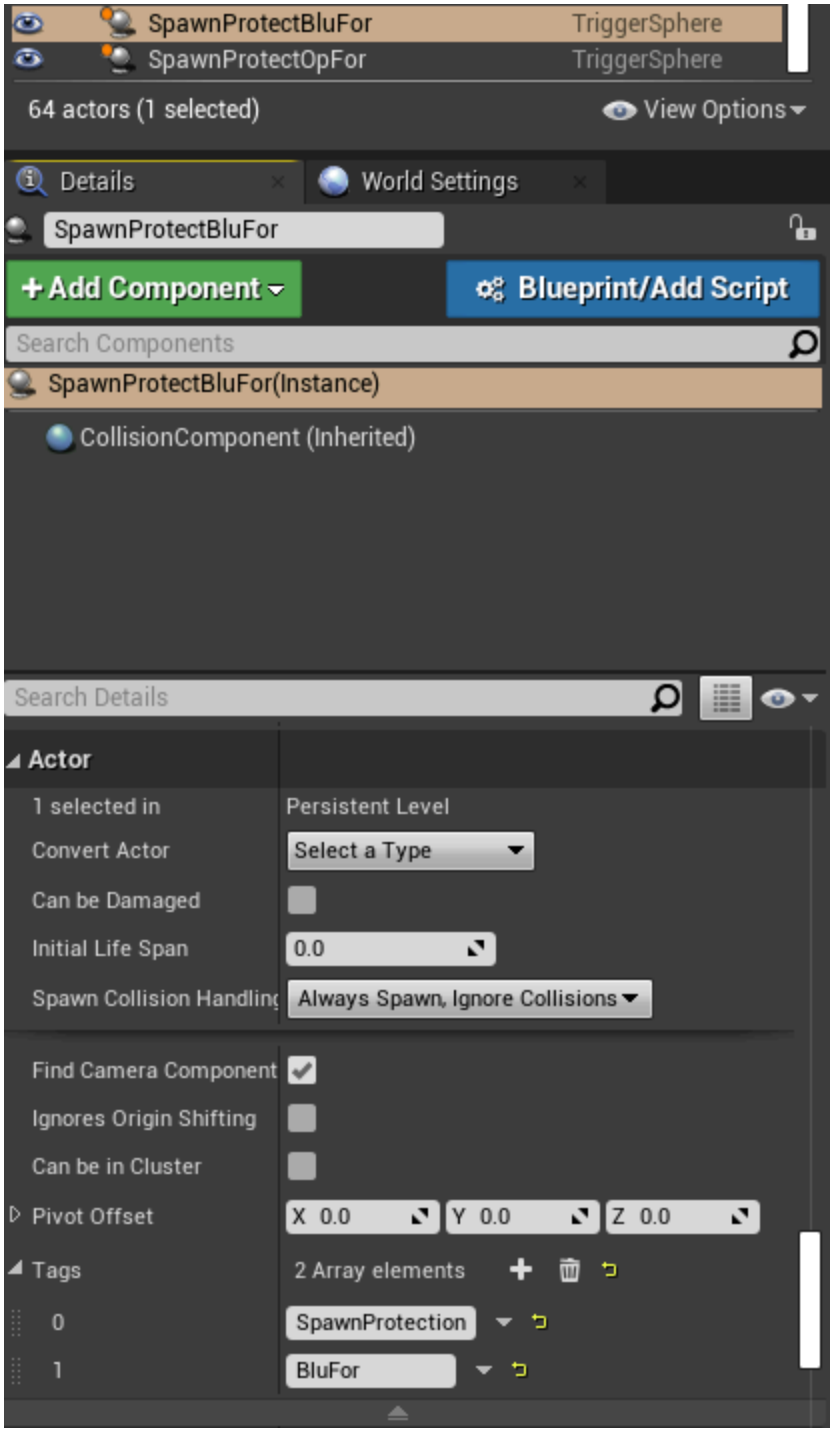


[1b] Manual

To take more control over the spawn protection, multiple UE4 Trigger Volumes can be placed into the map. These can overlap to form custom zones. If one or more of these entities are present in the map then the auto-generated logic from [1a] is disabled.

To associate the trigger volume with the spawn protection system use its ‘Actor Tags’. Add a tag with “SpawnProtection” and then a second tag with which team the protection is relevant for (i.e. “BluFor” or “OpFor”.

See the clip of the UE4 properties panel below for the configuration of such a typical trigger volume entity.



[2] Map Bounds Enforcement

To ensure players stay with the sensible areas of a map Casualfield supports two types of bounds enforcement. If the map creator has placed specific Trigger Volumes in the map for this purpose these will be used. Otherwise, the game logic will revert to auto-generation.

If a player exits the map bounds at any point during the game an on-screen prompt will inform that to either return into the playable area within 5 seconds or suffer automatic death.

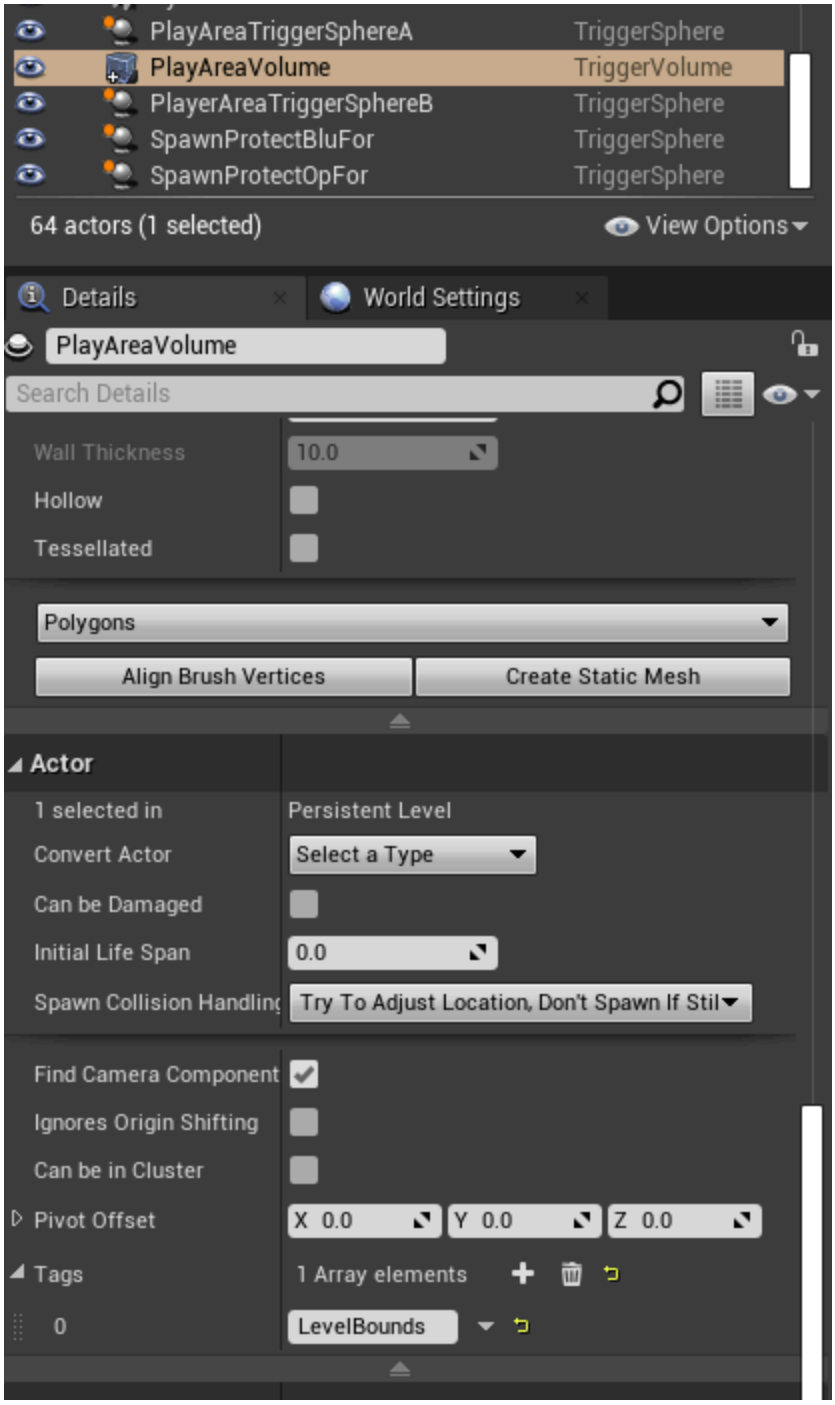
[2a] Auto-generated

In this case a single Box Trigger Volume is generated by the game logic to cover the entire game area. It uses the minimap generation extents as the extents for Box Trigger Volume (please see official OHD resources about how to set & use the minimap generation - if you are a OHD map creators you will probably already know about this).

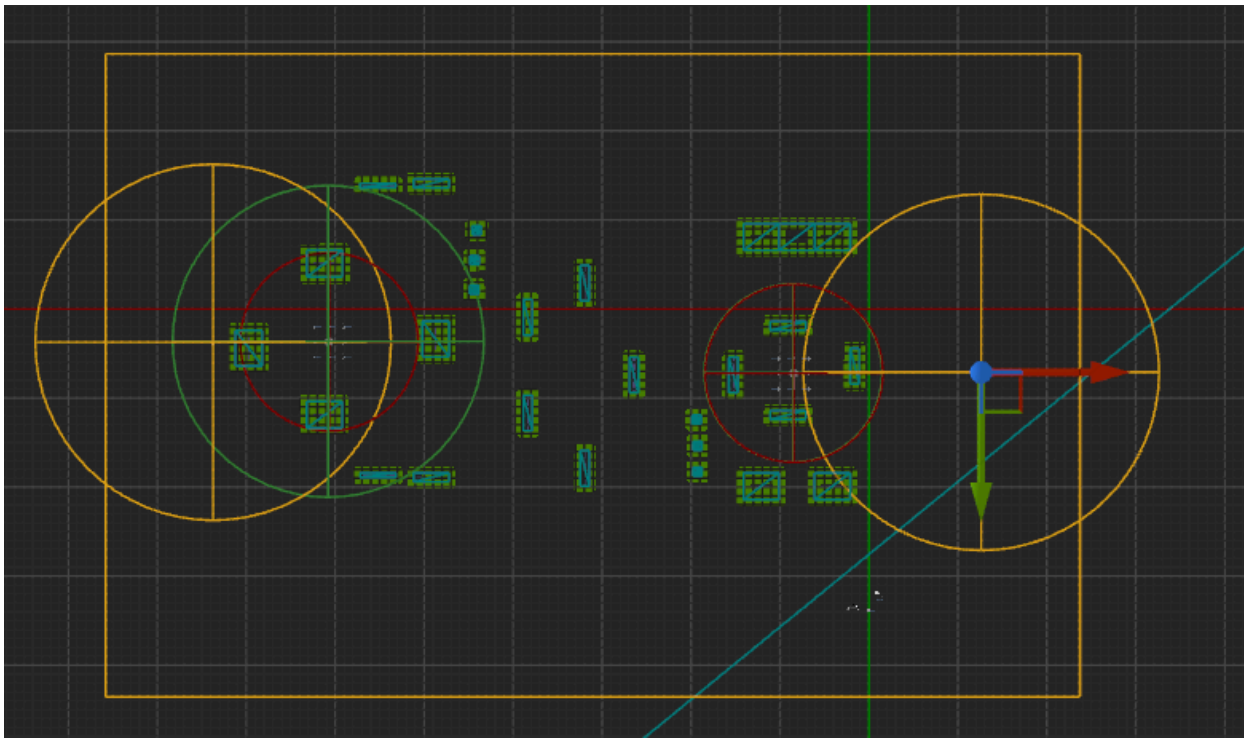
[2b] Manual

A map creator can place multiple Trigger Volumes (which may overlap) to define the playable area of the map. To associate a trigger volume with the bounds enforcement system use an ‘Actor Tags’ with the value “LevelBounds”.

See the clip of the UE4 properties panel below for the configuration of such a typical trigger volume entity. Please see how the full playable area is the combination of this Box Volume + two additional Sphere Volumes (in this example named “PlayAreaTriggerSphereA & PlayAreaTriggerSphere B”).



A top-down view of the above configuration is shown below. The three bounds entities are highlighted in yellow.



[3] Custom Deploy Menu Background

The current OHD map settings allows allowed properties for a ‘small banner’ texture and a ‘small thumbnail’ texture for artwork (this may change with later OHD updates).

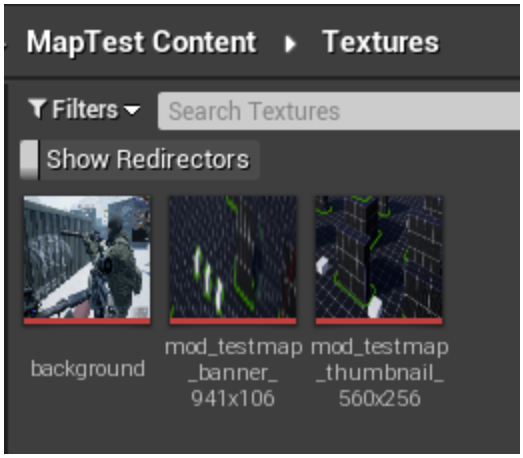
Before a player is deployed (and again after death) the background texture used to fill the entire screen is currently decided thus and in this priority order:

1. If the map creator has placed a texture called “background” in the same location (i.e. along-side) the “Map Preview Img” it will be used.

2. Otherwise, the Casualfield HTTP repository is checked to see if an associated JPG is available for the map (this is based upon the UE4 PAK file map name), if one is found it is used.

3. Finally, if no better image is available the “Map Preview Img” texture is used.

For an example of how a map creator can easily provide a custom background see the clip of the UE4 folder panel below.



It is recommended the texture provided is 1920x1080 or at least of a 16:9 ratio.

The Casualfield HTTP repository is currently maintained by the mod creator. If you are a map creator and want to provide a suitable background artwork without the need to re-package and re-upload content to Steam Workshop please contact the mod creator directly.