



HOW TO DELETE VANILLA ACTORS

Prerequisites

- Intro to actor & placeholder mods
- How to patch vanilla actors – the actor deletion system is a sibling system to the actor patching system and shares most of its properties and rules.

Introduction

In this guide, we'll look at actor deletion.

Overview

Actor deletion is a custom system for saving actor deletions in the form of deletion infos and applying them in different contexts: the editor's world, PIE sessions, and in-game. The system helps delete vanilla actors in both Zone Kit and the game without actually deleting the original asset files on a disk or recooking the map, etc.

Here are the main principles of how the patch application system works:

1. In Zone Kit, the deletion mechanisms are active only when a mod is currently selected.
2. Actors from Level Instances can be deleted as well, but the corresponding Level Instance has to be enabled for editing first.
3. Upon pressing **Delete** on the keyboard, a delete event is fired for all of the currently selected actors. The system intercepts the event, generates actor deletion infos for the to-be-deleted actors, and writes them to the corresponding Mod Actor Deletions Data Asset. No actual changes are written to the original vanilla files on a disk.

4. Deleted actors are made invisible in the editor's world. If you select a deleted actor and change any of its properties, the actor will no longer be marked for deletion, and the corresponding actor deletion info will be removed from the asset.
5. The asset is generated automatically if the system doesn't detect an existing instance, which is loaded automatically when a mod is selected.
6. The generated asset is packaged into the mod and processed by the game at runtime.

NOTE

In Zone Kit, actors are automatically

- Deleted
 - When a mod is selected
 - When a World Partition Region is loaded
- Reset to the original state
 - When a mod is deselected

Deletion vs other systems

- Only vanilla actors can be deleted via the custom actor deletion system. Actor deletion infos are not generated or applied to new modded actors – they can be deleted normally.
- When a deletion info is generated for an actor, the actor is no longer marked for patching, and corresponding patches are deleted from the Mod Actor Patches Data Asset.
- Placeholder actors can be deleted, but the deletions can be applied to them only in the editor's world, not in a PIE session or in-game. This is still useful because it allows saving your changes to placeholders in the form of a deletion info and resuming the work later.

Example workflow

Let's create a simple mod that deletes an actor from the game.

WARNING

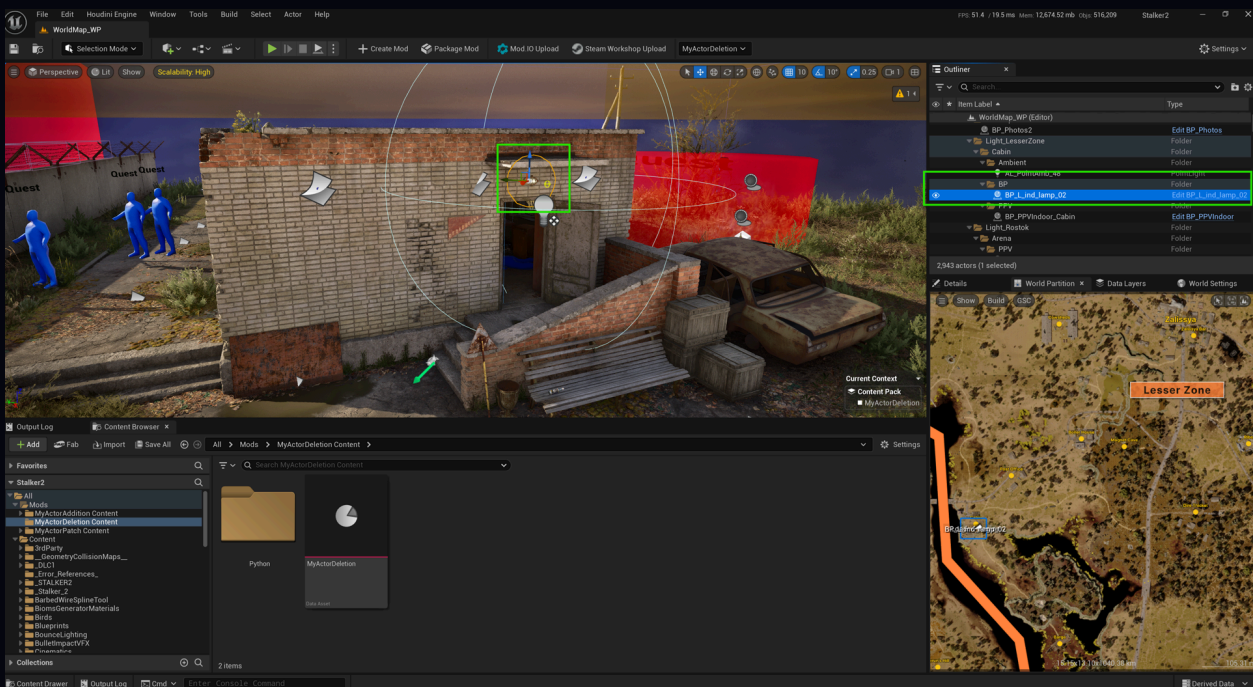
This tutorial focuses on the specifics of actor deletion. If you need a refresher, the basics of working with actors in Zone Kit are covered in the [How to add new actors](#) guide.

1. Start by launching Zone Kit and creating an empty mod.

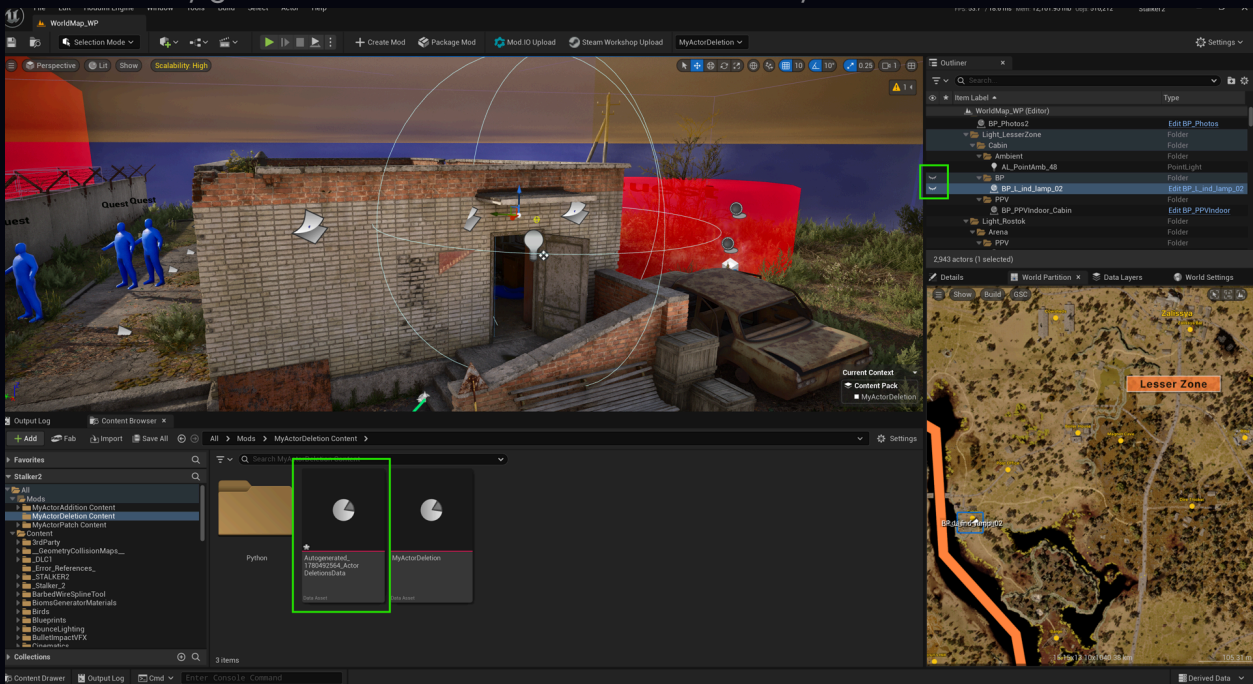
2. After the creation is finished, load a World Partition Region. We'll be using the same area around Lesser Zone → Cabin for this example:



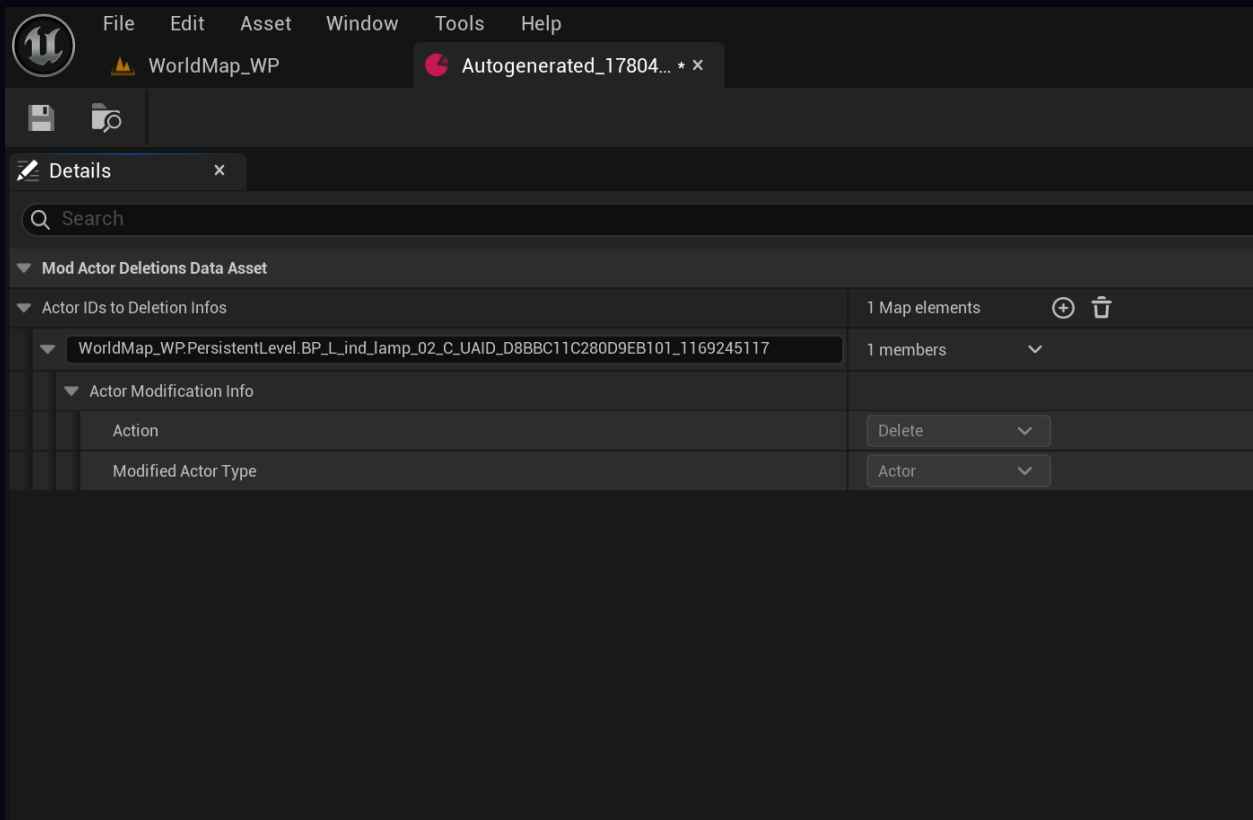
3. Select an actor you want to delete. In our example, we'll use the lamp near the entrance to the Cabin:



4. Press Delete on the keyboard. Observe that the actor has been hidden and an asset has been automatically generated in the mod's Content directory:



5. The asset contains the actor deletion info for our actor:



7. Select the **Save** icon in the top left corner to save the generated asset.

8. Start a PIE session and observe our changes:



9. Now we can package the mod and test it in-game.