

Template Project

- Documentation -

Features	2
Interface system	2
Menu	2
Parameter	2
Input Mapping	2
Game settings system	3
Localization system	3
Input flow system	3
Control two different characters at the same time (beta)	3
Travel system	3
Function library	4
Setup the template	4
Setup the input flow system	4
Player controller	4
Action/Axis Mapping	5
Setup the travel system	6
Create on your own	7
Create your own interface	7
Widget	8
Preset Parent	9
Content	9
Example	10
Tips and tricks	11
File names	11
Category	12
Number of repetition with a timer	12

1. Features

1.1. Interface system

The interface system allow to simplify the connection between the player controller and the interface. With this system the user can easily create this own interface.

The interface is composed by 3 modes :

- "InterfaceMode" : directly connected with the player controller, this mode is useful to create menus, your game need to be paused or time dilation reduced or input flow block to interface mode.
- "MouseGameMode" : allows to create widgets for games using the mouse like point and click, strategy game and more ...
- "Informative" : is use to create interface that doesn't need the input flow, useful for a loading screen, splash screen and more ...;

Widget using the "interface mode" are composed of 3 parts :

- Menu
- Parameter
- Input Mapping

1.1.1. Menu

Menu components are the base of a widget, they can perform an action like open a new widget, set the index of a switcher and more

1.1.2. Parameter

Parameter components work closely with the game settings system, there are useful to create an options menu. With parameter components, your player will be able to change your game settings like graphic, sound, gameplay and more ...

1.1.3. Input Mapping

Input mapping can easily be combine with parameter components and create an options menu together.

Input mapping are regrouped by category that mean you can't have the same input in one category. If your player enter the same input in a category, the first input mapping will be

reset to “None”. You can create one category for each game mode you have (example : player movement input, player fighting input,)

1.2. Game settings system

The game settings system allow you to create a game setting for your options menu just by fill a row in the data table “DT_GS_Parameter”.

1.3. Localization system

The localization system is made with tables : different tables composed with columns for each languages. English is the native language and for now, only french has been added. You can easily translate a text using the “translate” function accessible everywhere.

1.4. Input flow system

The input flow system is composed by an enumeration to switch between three modes (block input / interface mode / game mode). For the interface mode, the input flow use 2 maps of input and can't be modified by your player. For the game mode, the input flow use Action/Axis Mapping in the project settings and be change by your player.

The game mode is composed by different modules and you can use the ones you need. By default, the player controller use the “MOD_GAM_Default” module.

1.4.1. Control two different characters at the same time (beta)

This function allow the player to control two characters at the same time like a boat and the main character. The boat receive all movement input and the main character receive all action input.

This function is just here to show to people interested how to control two characters at the same time. You can find this function in the “MOD_GAM_Advanced”.

1.5. Travel system

The travel system allow you to load and unload a level or a level with his sublevel. You can load a level with the loading level or just load another level without loading level if this level is tiny.

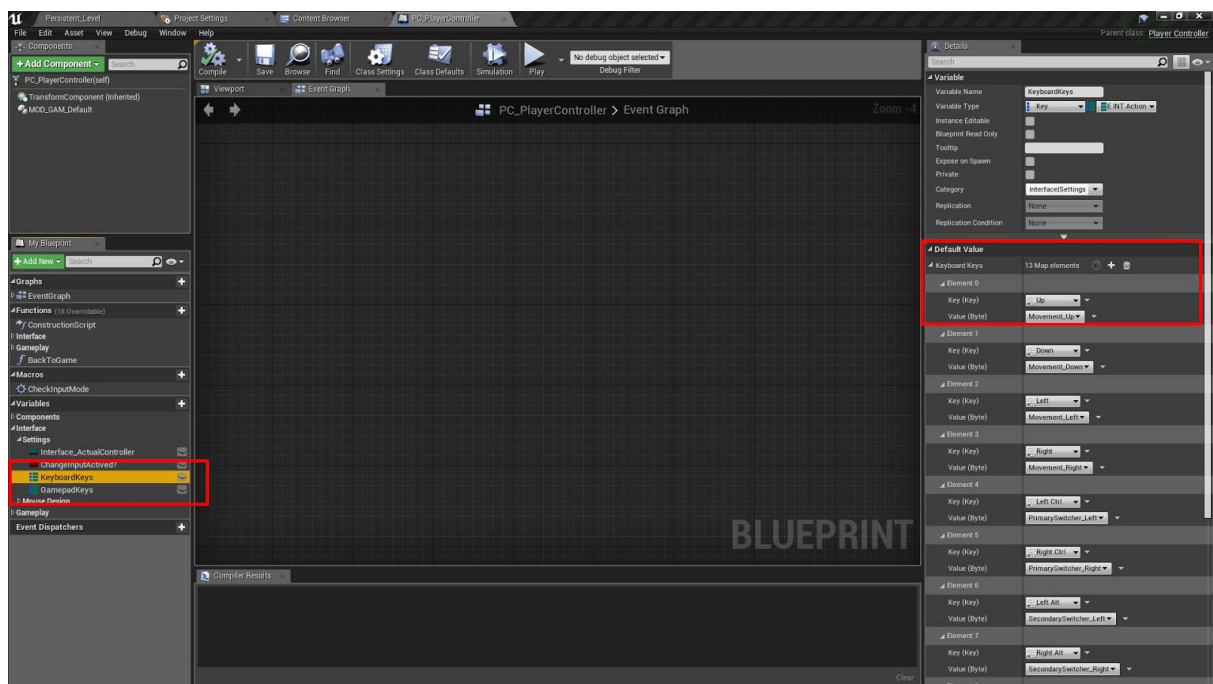
1.6. Function library

Two libraries are available (CommonLibrary and ProjectLibrary). CommonLibrary can be exported to another project (math, debug, ... functions). ProjectLibrary can't be exported to another project without exporting tables and more (localization, get specific variable, ... functions).

2. Setup the template

2.1. Setup the input flow system

2.1.1. Player controller

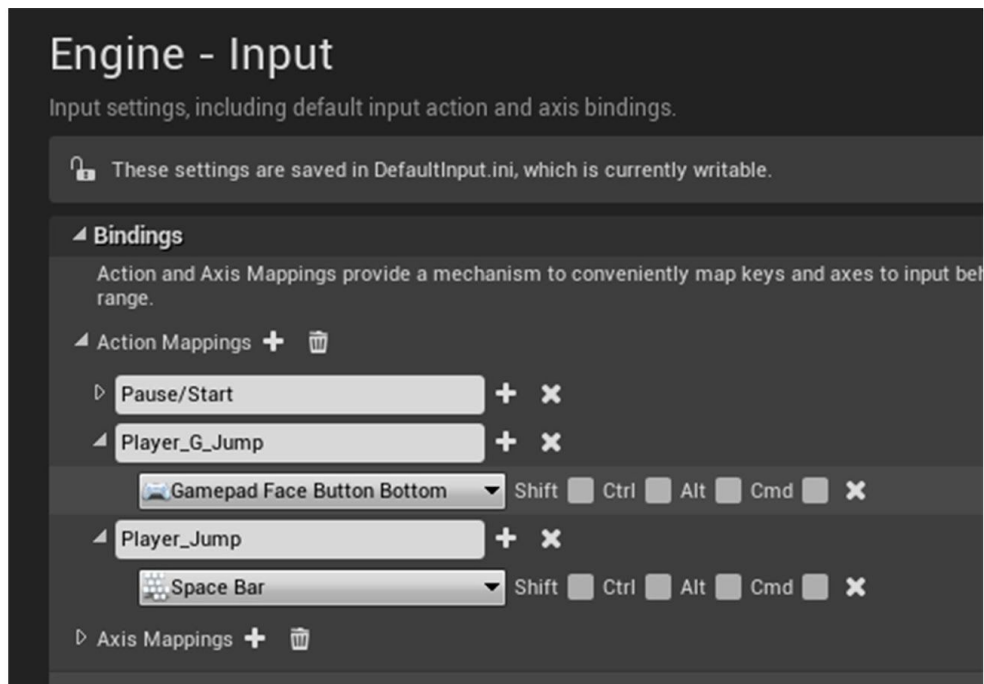


Q] ~ Ø[[, ' Qc' /æ&T[á^Á

- select the "KeyboardKeys"
- add a keys according to an action you want, repeat this action as necessary

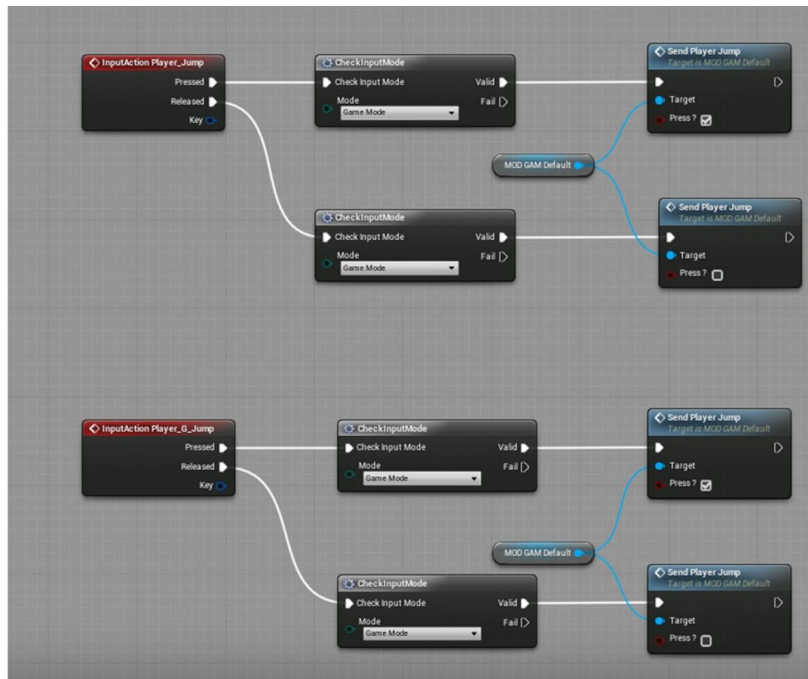
You can do the same for "GamepadKeys", if you use the gamepad for your game. You can let this two variables empty, if your game use only the mouse for the interface.

2.1.2. Action/Axis Mapping



Q] ~ Ø|[, ' Öæ ^T[å^ ' FÁ

- create an “Action Mapping” or “Axis Mapping”
- create a new one if you use gamepad in your game

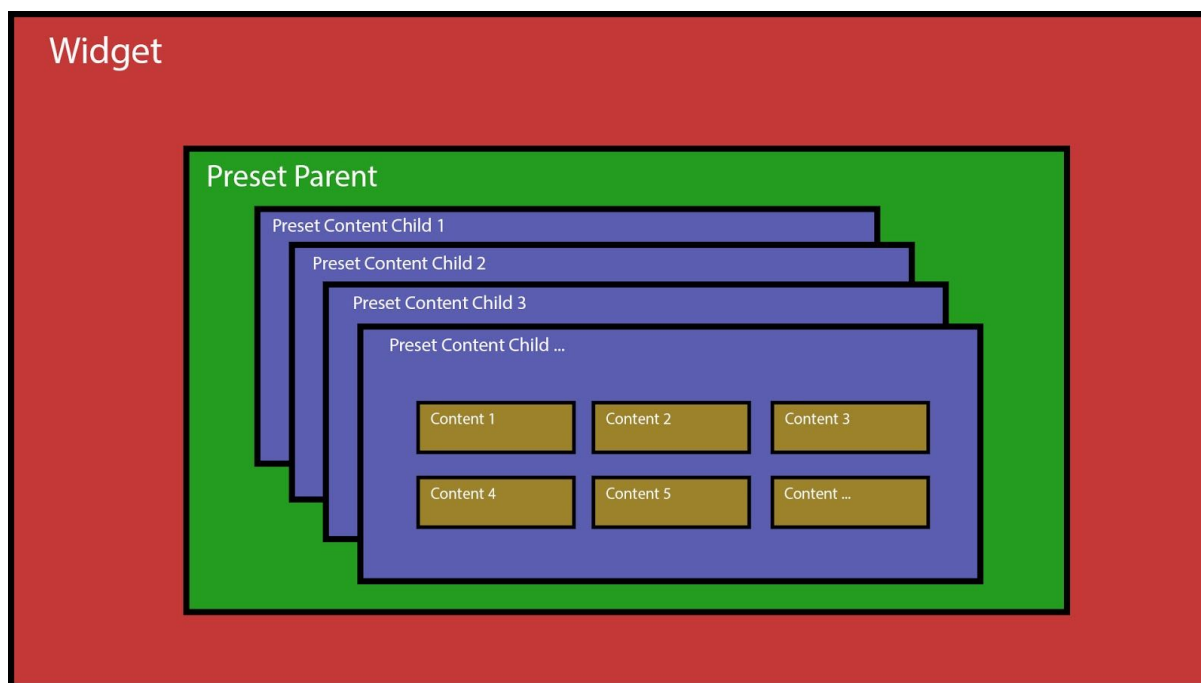


Q] ~ Ø|[, ' Öæ ^T[å^ ' G

- set up your game logic in the player controller

3. Create on your own

3.1. Create your own interface



Qc!æU•c{

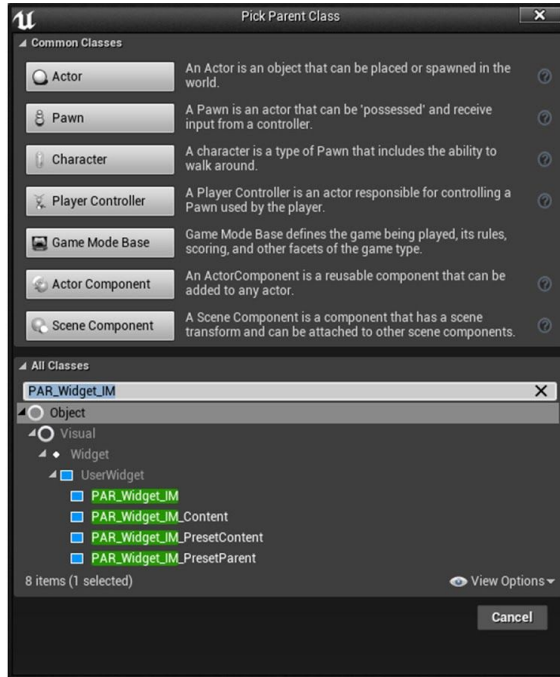
The widget still has only one preset parent.

The preset parent has all your preset content child (can be menu, parameter, input mapping).

Each preset content child has it's own content.

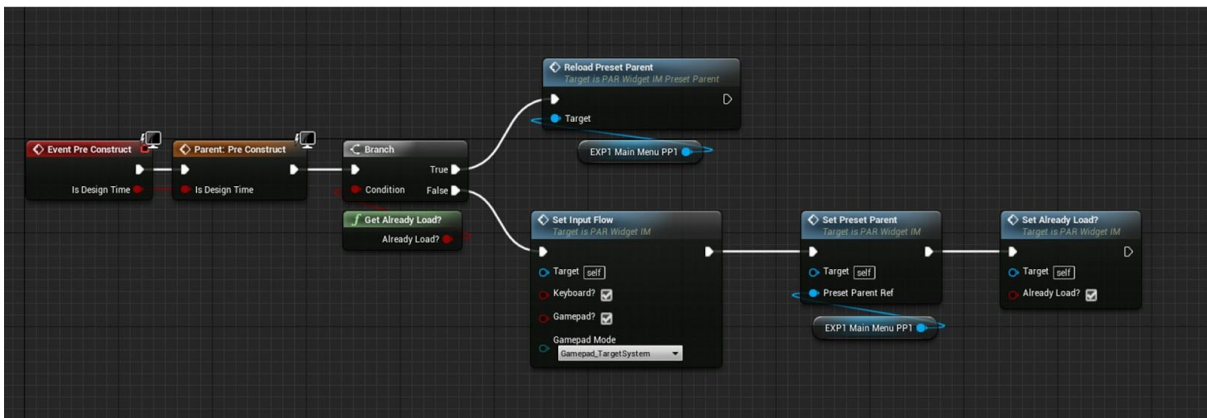
3.1.1. Widget

Use "PAR_Widget_IM" to create a new widget.



Ó/æ Qc'æ' b^, Y ã*^c

Set up your new widget.

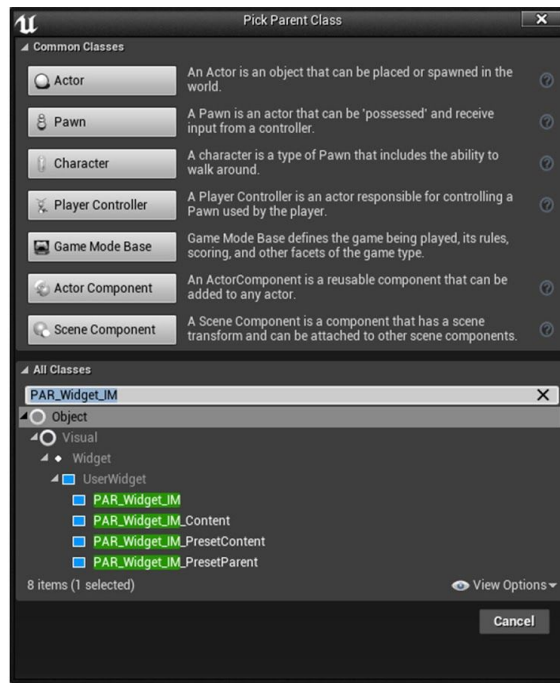


Ó/æ Qc'æ' Y ã*^d]c]

- choose which input flow you want
- load the preset parent of your widget
- set the keyboard focus on this widget

3.1.2. Preset Parent

Use “PAR_Widget_IM_PresetParent” to create a new preset parent. Don't forget to add your new preset parent in your widget.



Ó!^æQc!-æ^'P^, Ú!^•^dæ^}c

3.1.3. Content

If you want to create a content for ContentMenu, use one of this five classes :

- ContentMenu_Interactive
- ContentMenu_InteractiveFocus
- ContentMenu_InteractiveTarget
- ContentMenu_Informative
- ContentMenu_Overlay

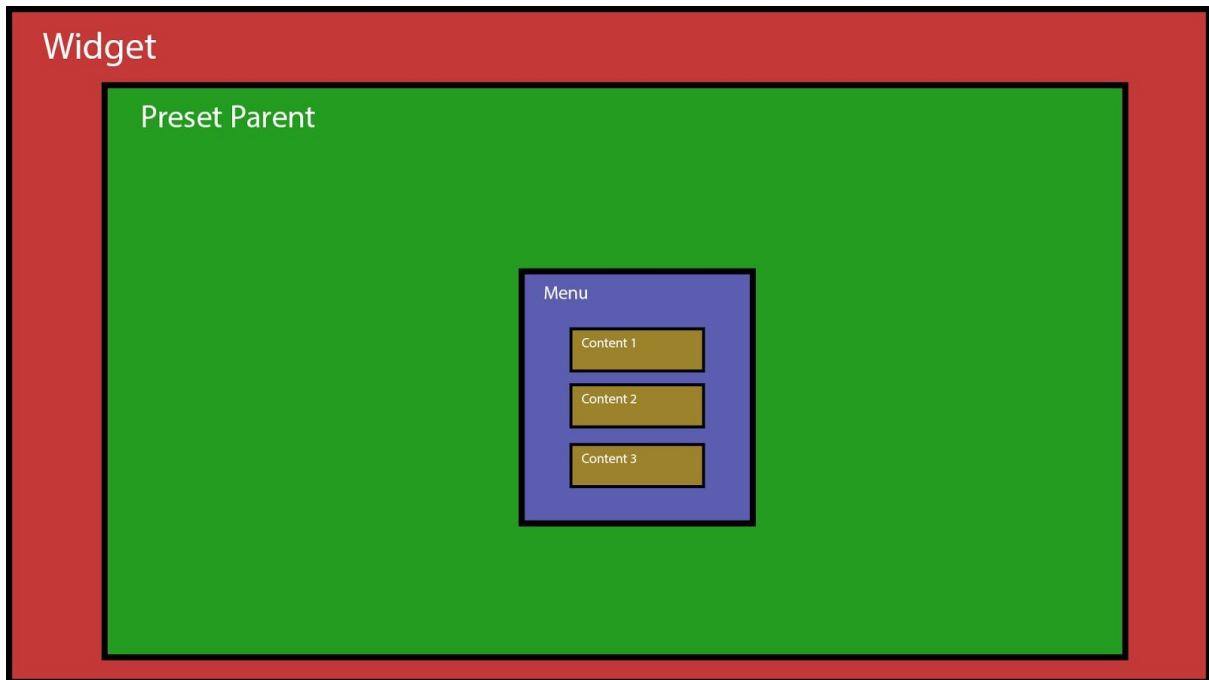
If you want to create a content for ContentParameter, use one of this three classes :

- ContentParameter_Interactive
- ContentParameter_InteractiveNew
- ContentParameter_Informative

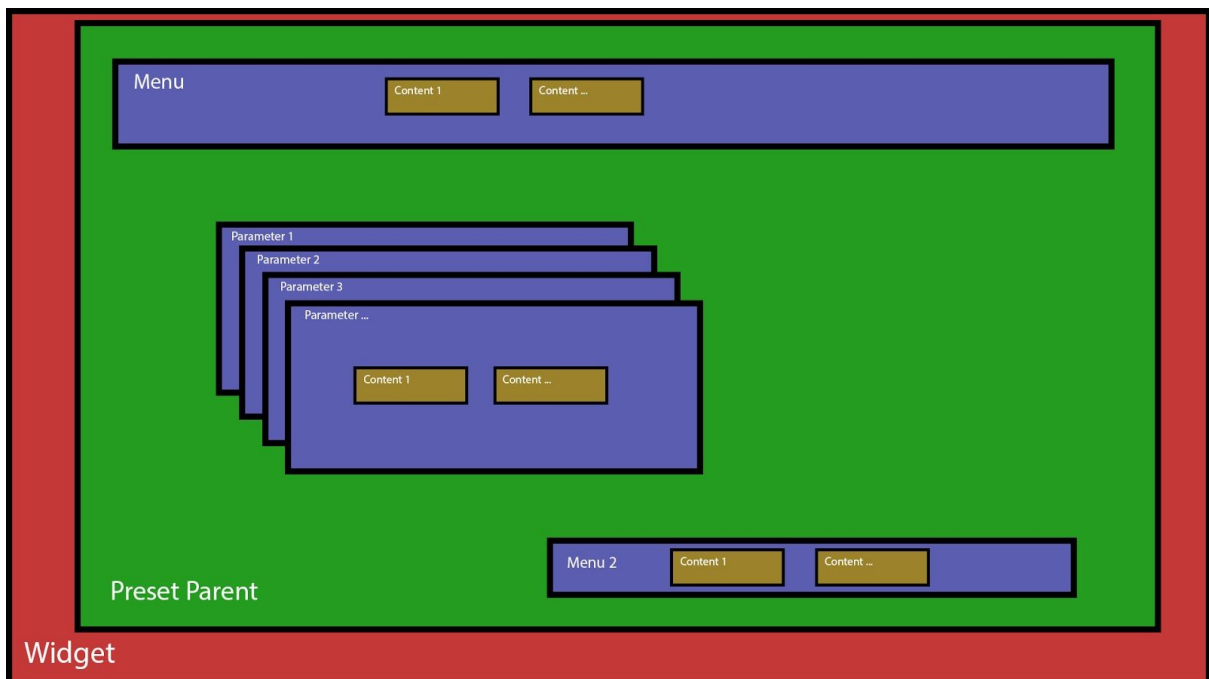
If you want to create a content for ContentInputMapping, use one of this two classes :

- ContentInputMapping_Interactive
- ContentInputMapping_Informative

3.2. Example



Öæ]|^F'Tæ}T^}~

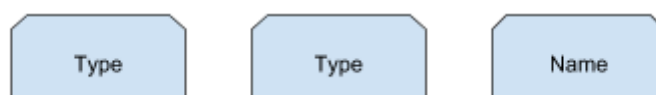


Öæ]|^F'U]ä}•T^}~Á

4. Tips and tricks

4.1. File names

Structure of a file name



A file can have one or two types.

A : Actor

BI : Blueprint Interface

C : Content

CHA : Character

DT : Data Table

DEC : Decorator

E : Enumeration

EXP : Example

FL : Function Library

GI : Game Instance

GM : Game Mode

GS : Game Settings

GAM : Gameplay

INT : Interface

LOC : Localization

M : Material

MOD : Module

MD : Mouse Design

PC : Player Controller

PAR : Parent

SM : Sound Mix

SC : Sound Class

SG : Save Game

STP : Structure Parent

STT : Structure Table

STC : Structure Creation

STV : Structure Variable

T : Texture

TRA : Travel

4.2. Category

Find variables and functions inside a blueprint with these custom categories (example : “right click”, write “variables” and you will have all variables you need to create a children of the class selected).

Main Category :

- Functions
- Variables
- Classes : variables or functions used to create others functions or a specific action in the parent class

Sub Category :

- Get
- Set
- Action
- Update Appearance
- ...

4.3. Number of repetition with a timer

If you set your timer with 0.1 that means your timer will be launched 10 times in one second.

Time	Number of repetition
1	1
0.1000	10
0.0500	20
0.0250	40
0.0170	60
0.0100	100
0.0085	120
0.0050	200
0.0025	400