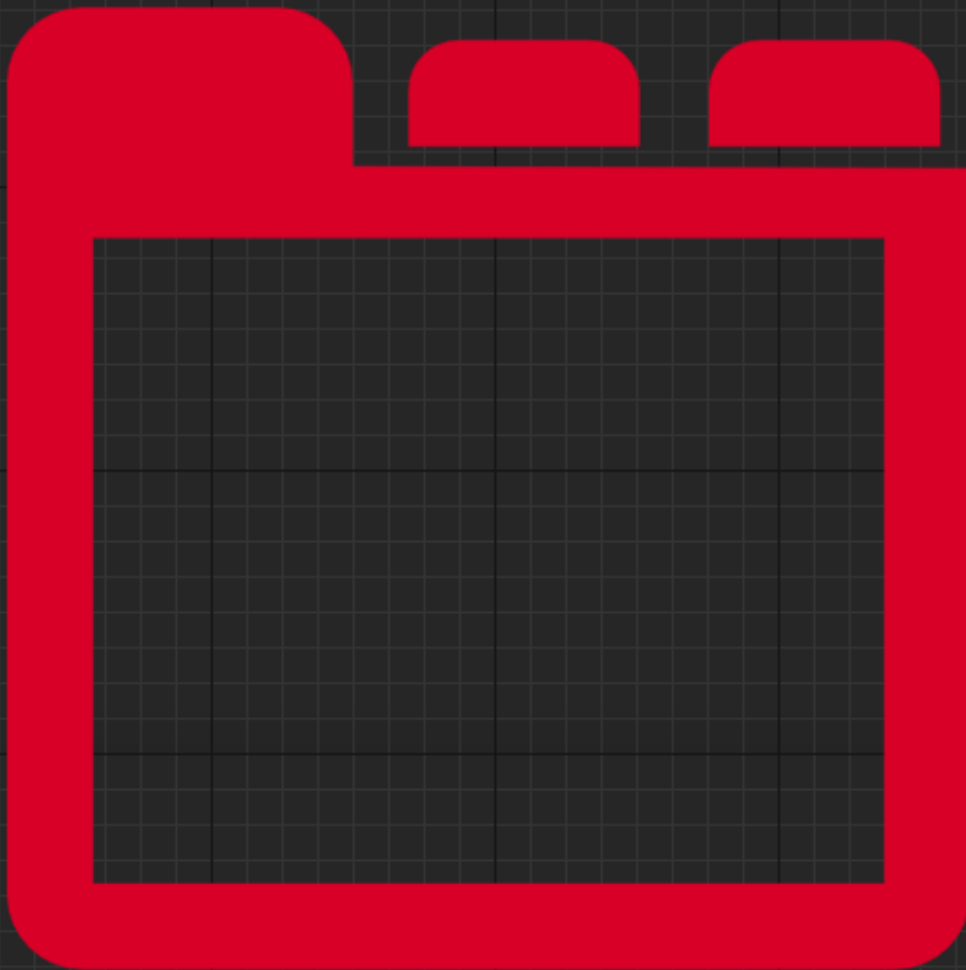




GAMEDNA™

FAST SWITCHER

UMG FOR UE4



1. License

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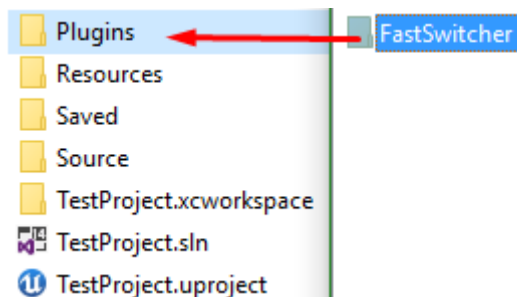
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2. Introduction

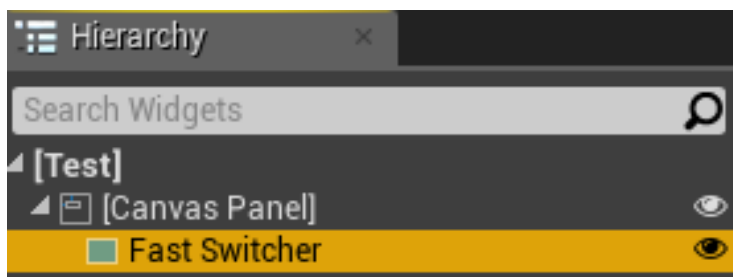
Default *Widget Switcher* in *Unreal Engine 4* loads all widgets into the memory and switches between them without unloading those which are inactive. The *Fast Switcher* UMG widget loads only the needed one and unloads it when you switch to another.

3. Getting started

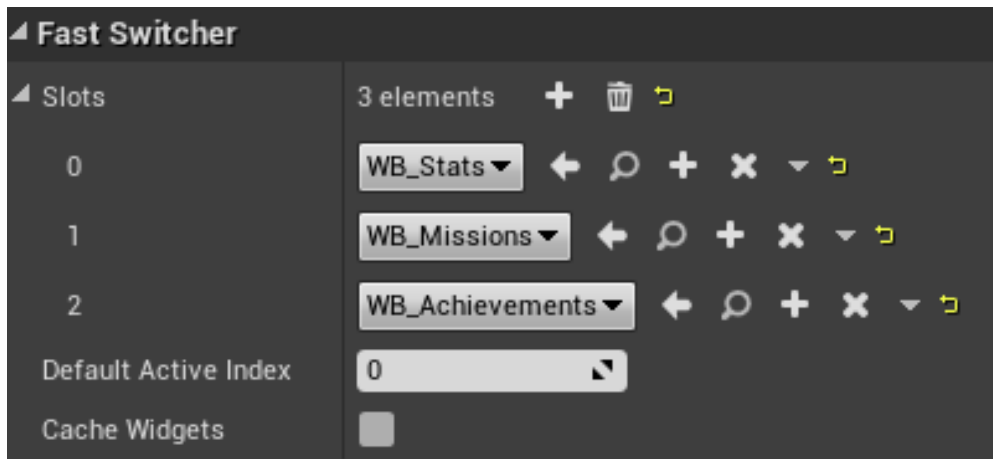
1. Unpack plugin archive to *Plugins* folder in your Unreal project folder and start editor.



2. Add *Fast Switcher* to your parent widget.



3. Add needed widgets to slots.
Default Active Index defines which widget should load first. -1 means that no widget will be loaded at start.



If you don't want to remove widgets from memory during switching tabs set "Cache Widgets" flag.

4. If you want, you can use three additional nodes:
 - *GetActiveWidgetIndex* returns the index of currently loaded widget
 - *SetActiveWidgetIndex* loads a new widget depending on the index
 - *GetUserWidget* returns the currently loaded widget

