

Widget Draw System doc

This document will help you understand the basic mechanisms of the asset. It doesn't need to do anything for it to work - it is initially "plug-and-play".

There are two main widgets in the asset:

1. **UI_FullPaint**. Full paint mode. With a choice of colors, tools and so on - exactly what is present in the video.
2. **UI_SingleCanvas**. The widget contains only a canvas, which you can customize through the parameters in the BP or create your own paint mode.

All others are optional and are used in these two.

I will try to describe the tools and give some hints on how to use them.

Brush tool.

A standard drawing tool. You can adjust the size, spacing, rotation, color and randomization of these parameters.

Brushes can be added to **DT_BrushList**. After that, they will appear in the brush selection menu.

Additional tools: Line Tool, Spray Mode (will change Blend mode to "Additive")

Lineart tool.

A standard drawing mode that uses simple lines to draw. You can set the line thickness and color.

Additional tools: Line Tool

Figures tool.

Allows you to draw various shapes. Textures can be added to **DT_FiguresTextures**.

Text tool.

Allows you to add text. You can customize the size, font and color.

Line Tool.

It just lets you draw straight lines. Can be used with both a **brush** and a **lineart** tool.

Spray Tool.

Can only be used with a brush. Changes the blend type to "Additive", which allows for color blending.

Pipette

Allows you to take a color from any point on the canvas by clicking on it.

File Settings

Allows you to save or load a file, apply a mask, or create a new file.

New masks can be added to **DT_Masks**. You can learn more about how it works in the examples.

Q/A

Answers to frequently asked questions will be added here.