

# Better Portals

This is a guide on how to use and setup the better portals plugin correctly.

## Step 1:

Setup the plugin.

Unzip the plugin zip for your specific project version and drag and drop the contents Plugins into a Plugins folder in your project directory.

.vs	2/10/2021 11:55 AM	File folder
Binaries	2/8/2021 5:28 PM	File folder
Build	2/8/2021 5:59 PM	File folder
Config	2/8/2021 5:28 PM	File folder
Content	2/8/2021 5:28 PM	File folder
DerivedDataCache	2/8/2021 5:28 PM	File folder
Intermediate	2/10/2021 5:03 PM	File folder
Plugins	2/10/2021 11:54 AM	File folder
Saved	2/10/2021 2:26 PM	File folder
Source	2/8/2021 5:28 PM	File folder
TP_OnlineSessions.sln	2/10/2021 11:55 AM	Visual Studio Solu...
TP_OnlineSessions.uproject	2/10/2021 11:54 AM	Unreal Engine Proj...

## Step 2:

Instead of having to go through and setup configs you can just drag and drop the config folder from the plugin zip file into your project directory it will ask to overwrite files which will replace any project settings you have manually set yourself up to this point! Will also remove your input, but this will have to be changed manually in the Step 2 alternate version. I suggest doing this but if you do not want to replace your config files just follow Step 2 (Alternate) on the next page.

## Step 3:

After completing either of the step 2's open the .uproject

**If the project doesn't open.**

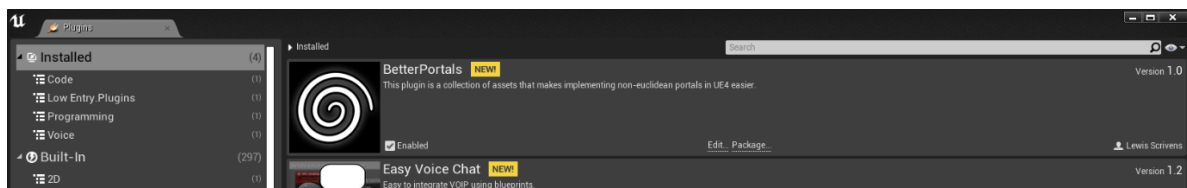
You may have to compile the plugin again if this ends up being the case you will need Visual studio 2019 community edition.

Follow the guide here for setting up.

<https://docs.unrealengine.com/en-US/ProductionPipelines/DevelopmentSetup/VisualStudioSetup/index.html>

**If the project does open.**

Once the project is open it should auto-enable the BetterPortals plugin but just to be sure check by going to settings->plugins. It should show up enabled like this.



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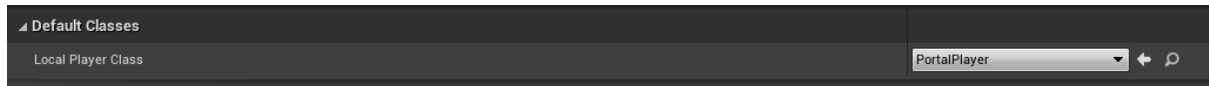
## Step 2 (Alternate):

Open the project and setup the project settings to support the plugin correctly.

In Maps & Modes change the game instance class to the following.



Search Local Player Class and set to the following.

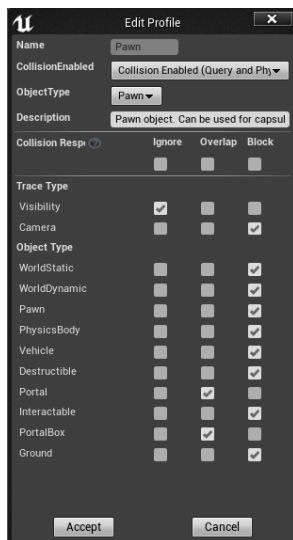


Create collision object channels and profiles needed by the code driving the plugin.

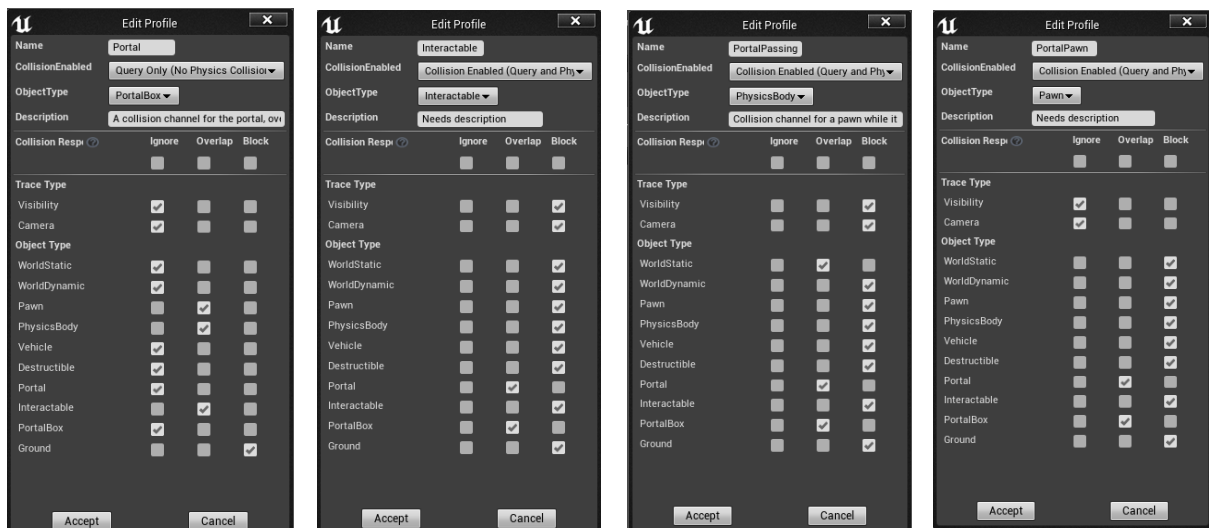
First create these object channels in order.

Name	Default Response
Portal	Overlap
Interactable	Block
PortalBox	Ignore
Ground	Block

Then change pawn preset profile settings to this.

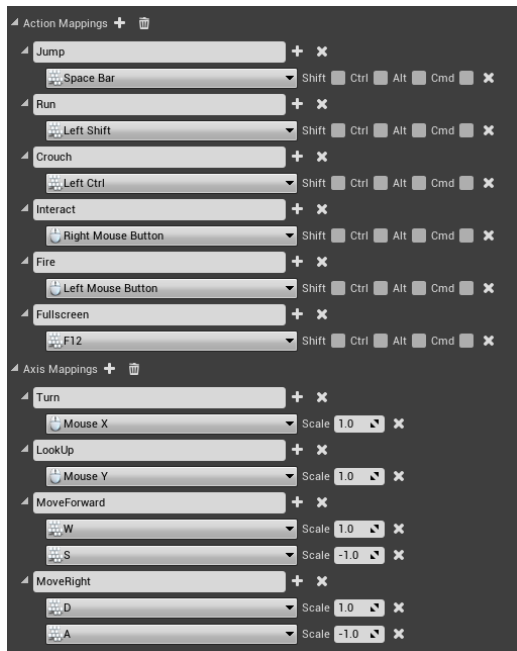


Finally create these four profiles exactly as shown.

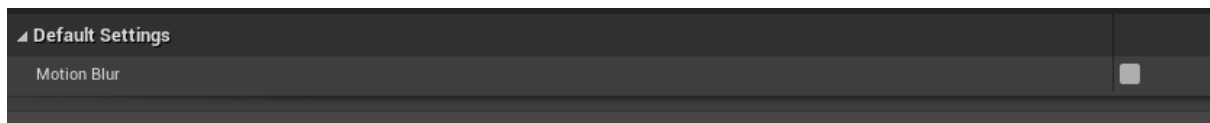


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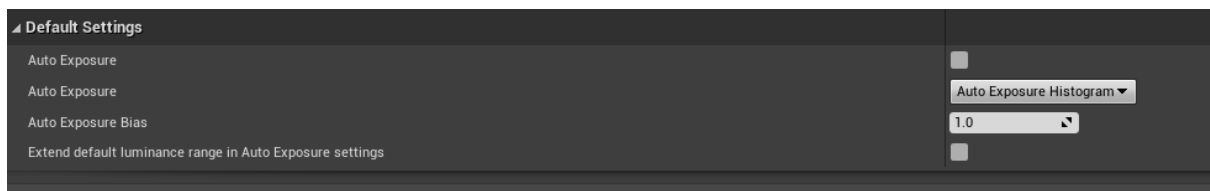
Now you want to set up the input used by the portal pawn and character classes. These can be adjusted to whatever you need as the keys or even left blank to disable certain features. The names have to stay the same.



Search motion blur and disable it.



Search auto exposure and disable. (Adjust with post process manually if need be)



Change near clip plain to 0.5.



Allow support for global clip plain (Without this enabled the whole portals project will not work)



Finally change your anti-aliasing mode to FXAA if this fucks up any of your materials etc. just change it back to TAA it just looks better when looking through portals.



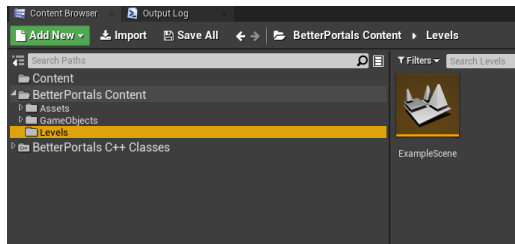
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## Configuring portals and using the plugin

Configure portals using classes in the BetterPortals Content folder with UE4 editor.

If you cannot see this go to View options and check show plugins content.

Go to Levels and example scene to see every example this plugin supports.



### Portal settings

To change important settings, go to GameObjects->Misc

Here you will find PortalGameInstance in here there are variables for auto activate all portals aswell as a global resolution value.

There is also settings in the BP\_Portal base class if you want to change overall portal functionality but its rare you will need to adjust these values...

### New / using portals

To setup a portal just go to GameObjects->Portals and view how these blueprints are set up.

To create a new portal create a child blueprint to BP\_Portal or BP\_Portal framed. If you need to change the PortalPlane mesh to something else ensure the vertexes are layed out the same as the PortalMesh.FBX found under Assets->Static.

### Portals characters

Finally make sure that you are using either a child of the PortalPawn or PortalCharacter classes. Otherwise the portals will not work. The PortalCharacter is some portal code wrote ontop of the default Unreal Engine Character blueprint class.

### Support & Questions

Any questions or issues find my contact info at [www.Lewisscrivens.com](http://www.Lewisscrivens.com)