

Unreal 触控屏工具箱操作文档

插件编译环境

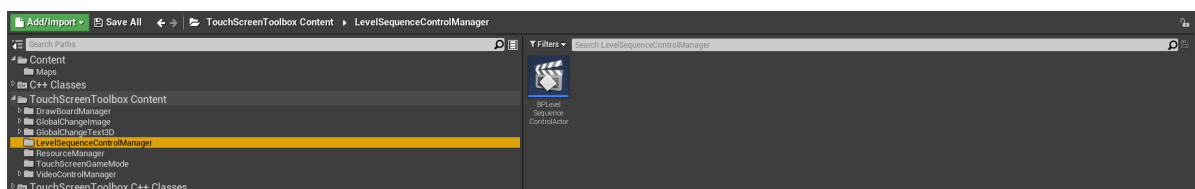
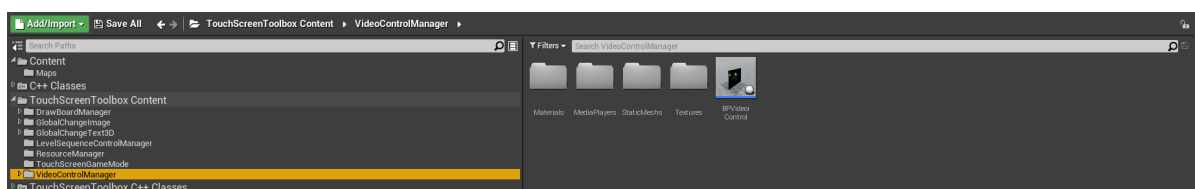
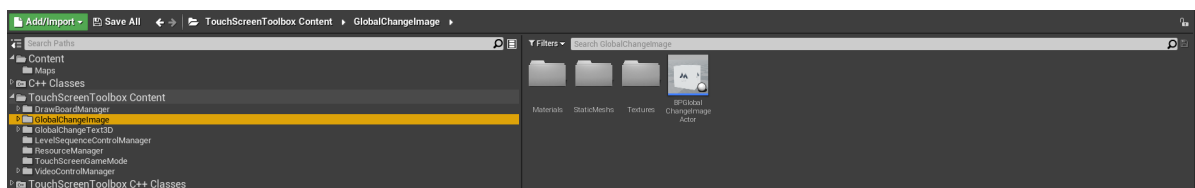
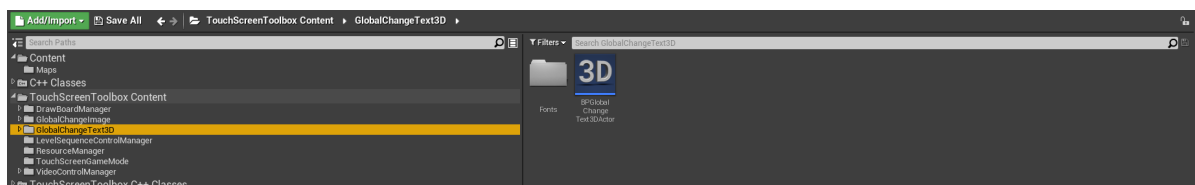
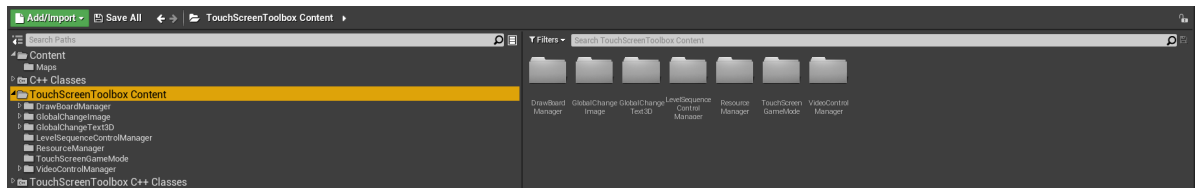
- Windows 10
- Unreal 4.26.2
- Visual Studio 2019

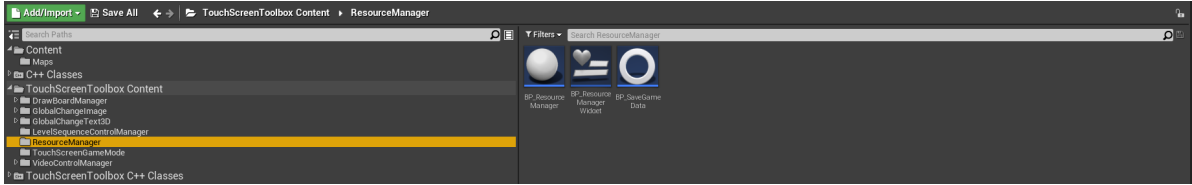
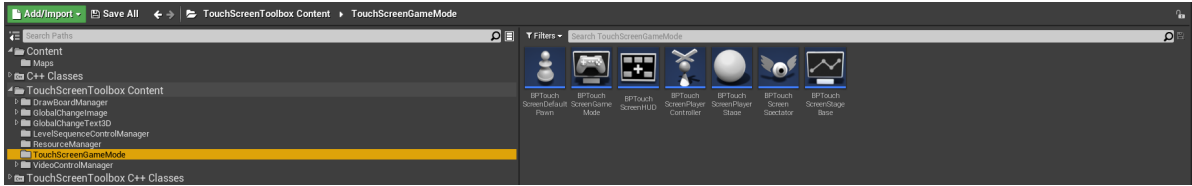
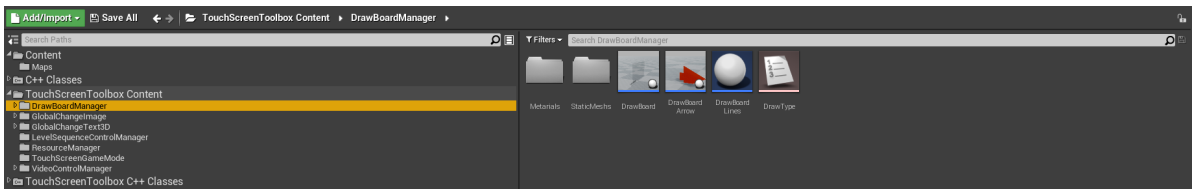
模块总览

插件界面

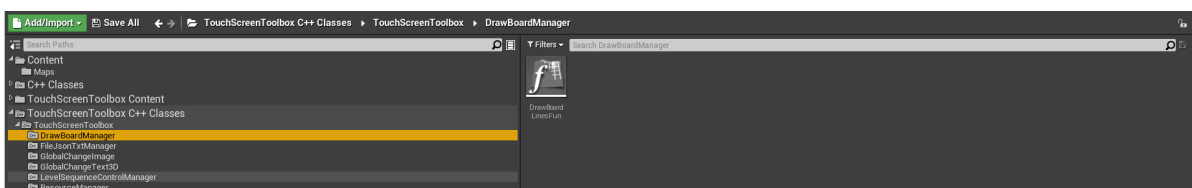
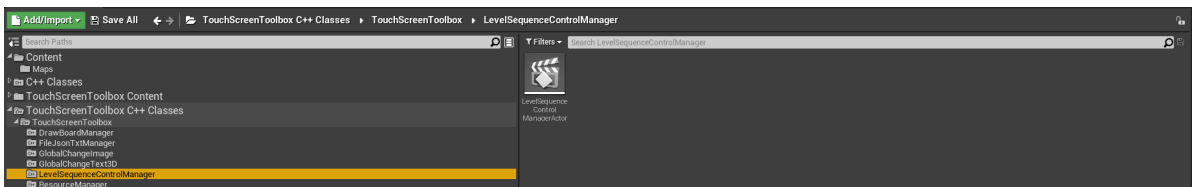
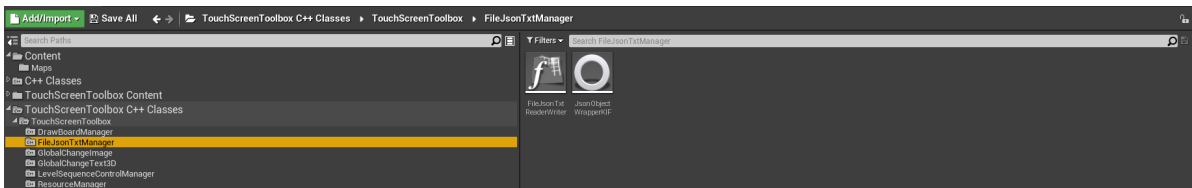
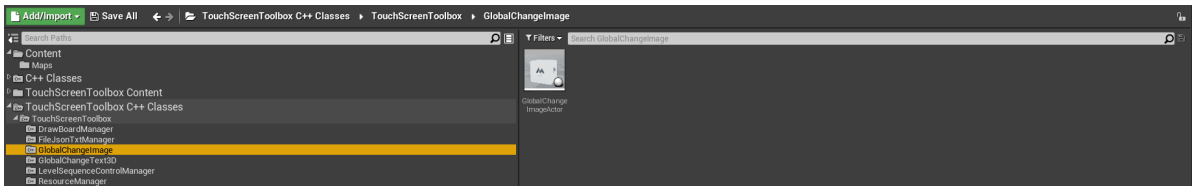
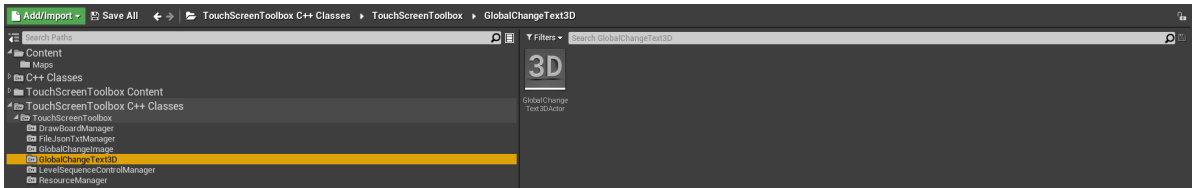
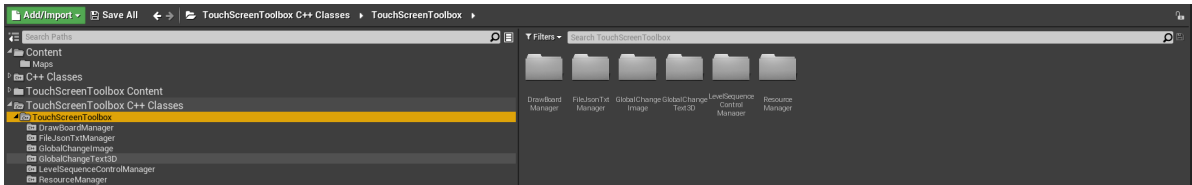


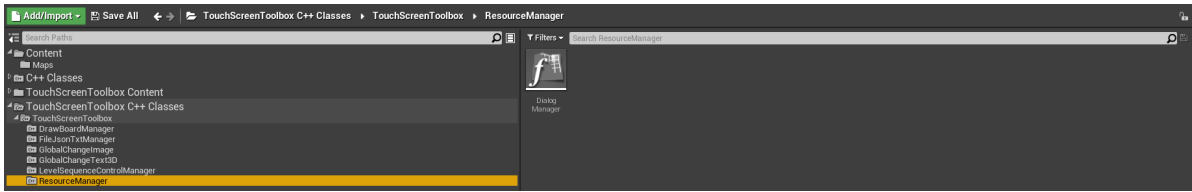
插件Content





插件C++

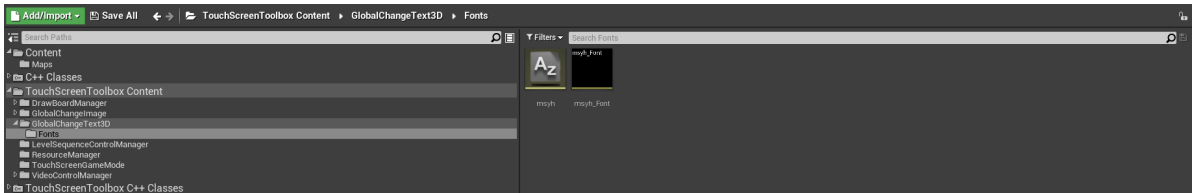
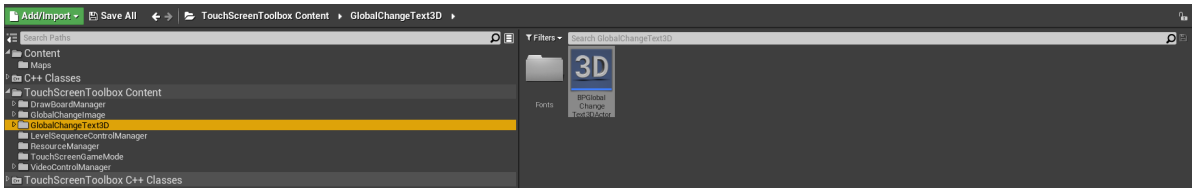




功能模块

GlobalChangeText3D

Content

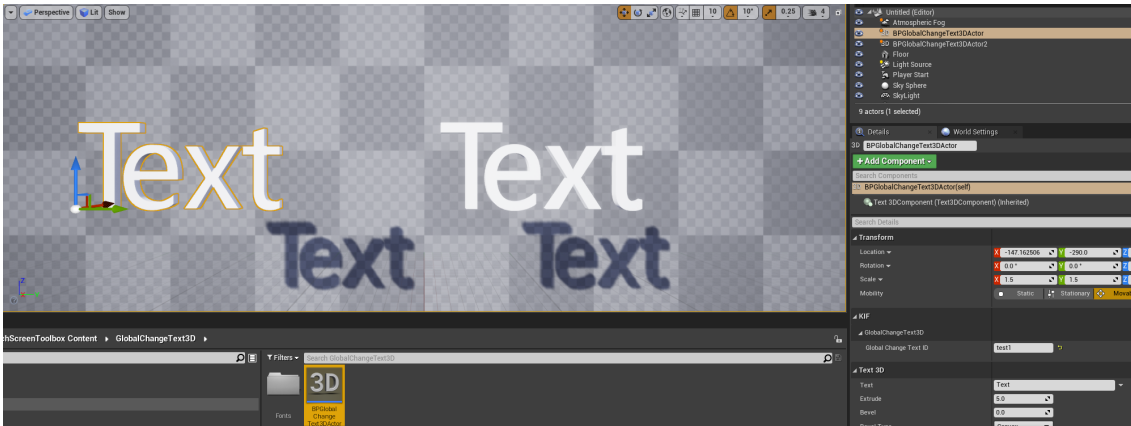


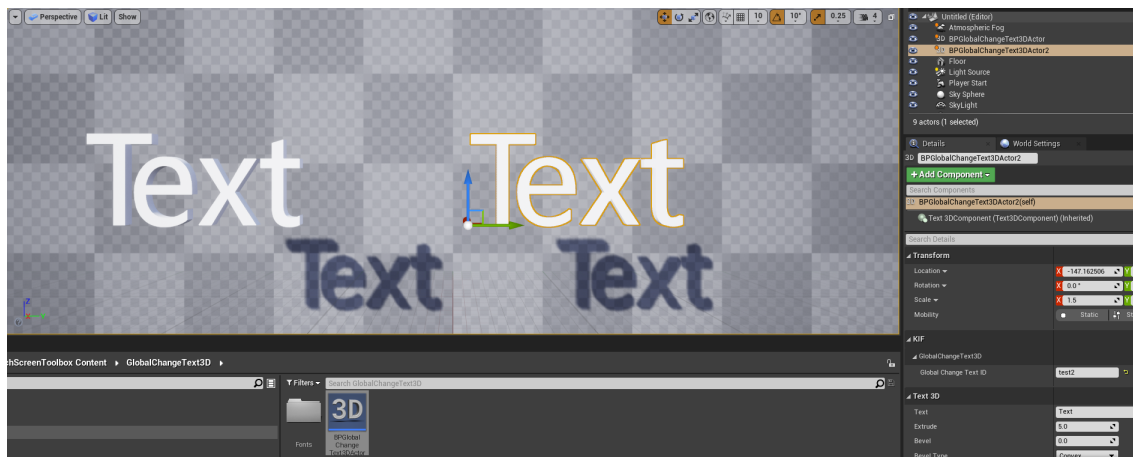
功能描述

- 全局修改自定义3D Text 组件
- 注册 ID标识，通过注册ID整体修改
- 支持关卡蓝图、子蓝图调用

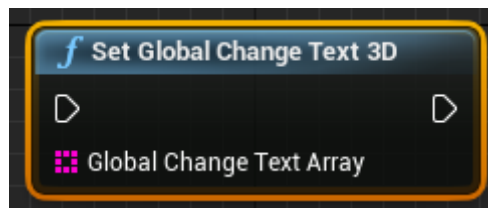
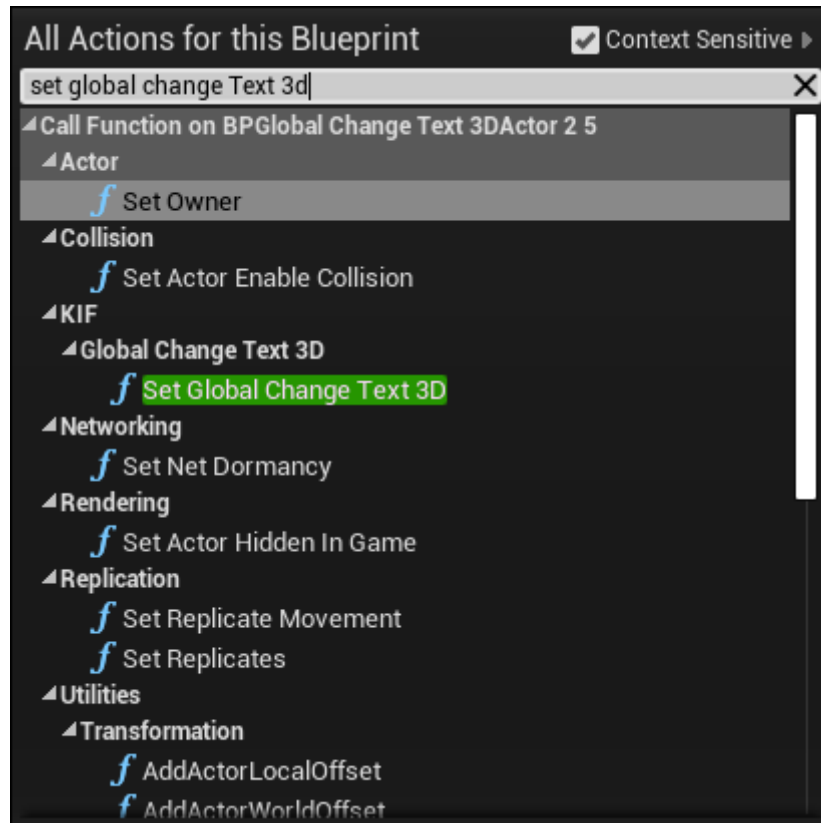
样例

- 场景中拖入BPGlobalChangeText3DActor,设置注册ID（Global Change Text ID）

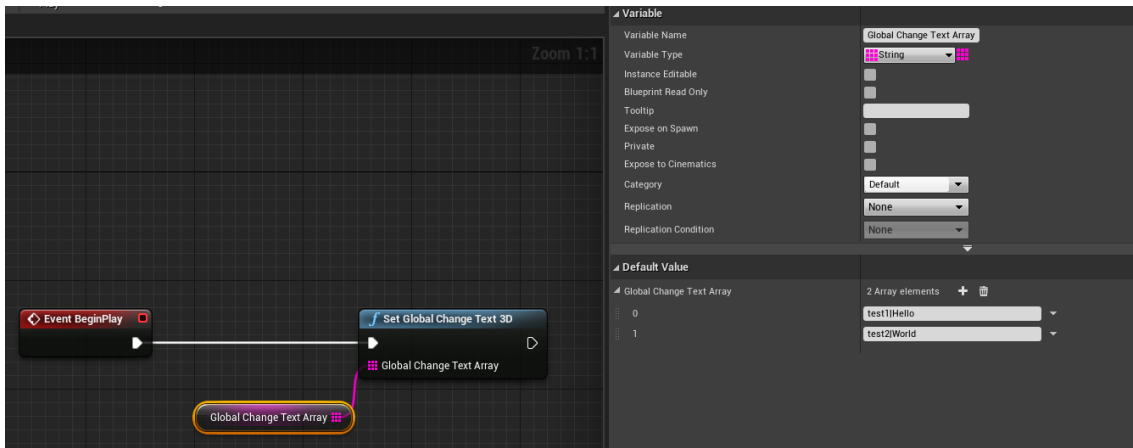




- 调用蓝图函数 SetGlobalChangeText3D



- GlobalChangeTextArray 为FString数组 数组中FString格式为 ID|Msg ID为 注册ID (Global Change Text ID) |为分割符 Msg为显示文本

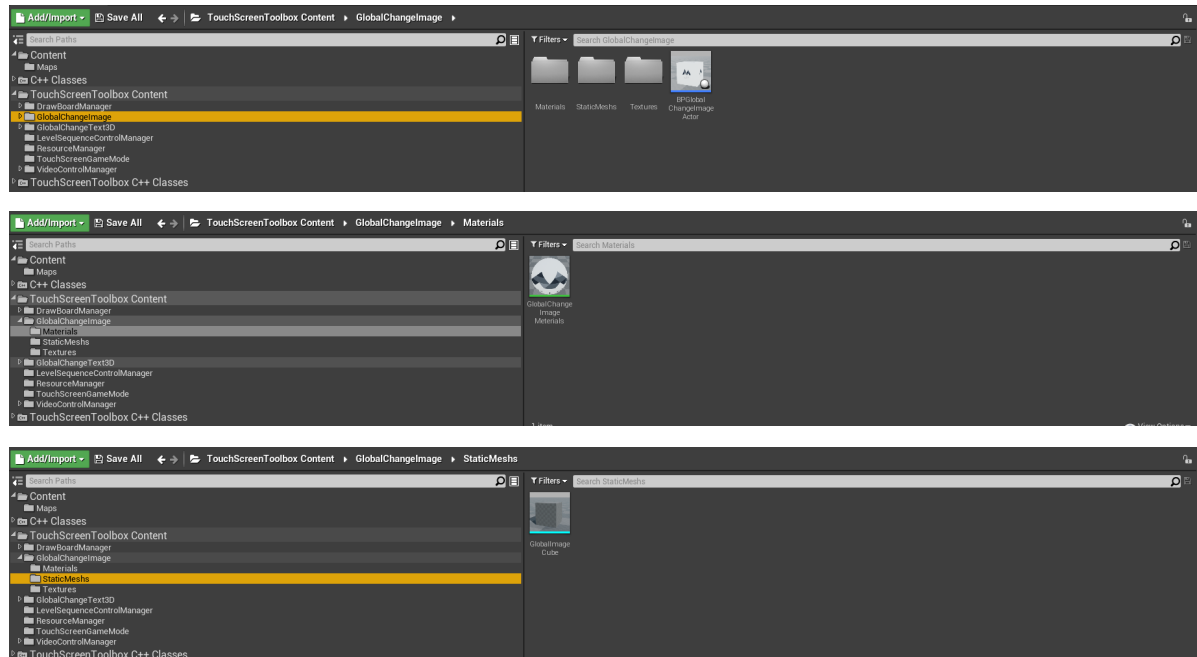


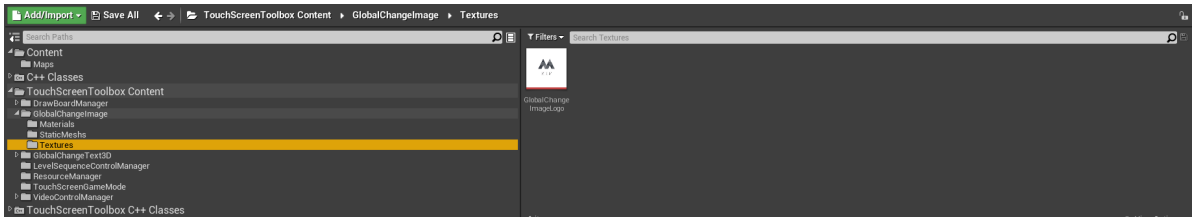
- 运行结果



GlobalChangelImage

Content





功能描述

- 全局修改自定义动态Material组件
- 注册 ID标识， 通过注册ID整体修改
- 支持关卡蓝图、子蓝图调用

样例

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- | | |
|-------------------------------|---------------|
| • GlobalChangeImage | 全局更改图像模块 |
| • FileJsonTxtManager | JsonTxt文件管理模块 |
| • VideoControlManager | 视频控制管理模块 |
| • LevelSequenceControlManager | 关卡序列动画管理模块 |
| • DrawBoardManager | 画板管理模块 |
| • TouchScreenGameMode | 触控屏游戏模式模块 |
| • ResourceManager | 本地化存储管理模块 |