

Welcome to Sliding Puzzle Generator

Manual v1.0

SLIDEPUZZLE INSTANCES

Any SlidePuzzle instance, you are going to use, must have its PRESET set in details menu of the instance. Without it, SlidePuzzle will not be created after begin play.

You can disable “Shuffle Plates”, if you want to get instant victory after begin play. This setting is for debug only.

You can enable “Use CS” in BP_SlidePuzzle to see, how SlidePuzzle might look like after begin play. This setting is for debug only.

Users are intentionally forbidden to change the SlidePuzzle scale non-uniformly.

If 'keep uniform' lock in actor settings is unlocked, we can change scale only by X. If locked, we can use any field.

Be careful with renaming the following functions: ScanPlate, SlidePlate, HideBorders. These names are used in Timers in StartGame function.

Scale of BP_SlidePuzzle has at least one limitation. They cannot be smaller than 0.017x scale, i.e. 68 millimeters. Smaller sizes lead to conflicts with the camera and actor rendering. Upper scale is conceivably unlimited, but was tested up to 1000x scale, i.e. 4 kilometers.

When SlidePuzzle is positions too close to some surface, there some issues with SlidePuzzle's spring arm is possible. As a general rule, there must be distance in at least 12,5 units between SlidePuzzle and the surface.

To play with any SlidePuzzle on the map, select any SlidePuzzle, find “Auto Posses Player” setting in “Pawn” category. Put it in “Player 0”, if you don't deal with multiple players.

PRESETS

All BP presets are derived from BPPreset_BASE.

SlidePuzzle actors use SM_PuzzlePlate. Do not try to use any other static mesh! System is stable with SM_PuzzlePlate only.

You don't need to change any material SlidePuzzle actors use! Their colors, emissive intensity, as well as fonts and Image are regulated in Preset settings.

"Corner To Start" setting allows you to choose the corner, where initially free grounds are located. You also can select RANDOM and ALL.

USER WIDGET

SlidePuzzle actors use one user widget "WBP_PuzzleMenu".

WBP_PuzzleMenu is connected to SlidePuzzle actors with two independent interfaces, that is, this widget implements them both. You can check that in the "Class Settings" menu of the widget:

- BPI_MenuConnector is used by BP_SlidePuzzle