



Steampunk UI Documentation



Hello dear developer!

Thank you for acquiring this asset pack from the Unreal Marketplace!

We are a growing art outsourcing agency and are very thankful for your support!

If you like this asset pack, please consider leaving a review on the Unreal Marketplace or recommend us to your friends! This would help us greatly!

If you encounter problems of any kind, feel free to reach out!
We will help you further.

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Content listing

✧Steampunk UI✧ include 100+ hand-painted elements to craft your Steampunk UI. Buttons, Icons, Healthbars, mouse cursors and much more. Perfect for any games in a steampunk vibe.

Like our package? Please let us a **review** and give us feedback.

among the ui elements there are :

- 20 Buttons(with 3 states: normal, highlighted and pressed)
- 34 Button icons(with 4 states: normal, highlighted, pressed and disabled)
- 19 equipment icons
- 16 sliders and bars
- 16 UI frames
- 14 different mouse cursors
- 48 ready to use widget blueprints
- 7 showcase demo levels
- 4 showcase example levels
- 400+ textures

and much more ...

We included 4 fonts under a free license allowing commercial use that we use for demoing purposes. See files in the folder “ThirdPartyLicenses” in the package for details.

Blueprints Documentation

Cursors

Are widget blueprints that change the user's cursor upon pressing it

It works using:

- ★ **OnReleased** delegate of the base Button Widget is implemented in the Graph
- ★ A cursor is created for the user by via **CreateCursorWidget**
- ★ The **MouseCursorWidget** is set on the local **PlayerController**

Sliders

Are widget blueprints that change the user's cursor upon pressing it

It works using:

- ★ **EventConstruct** delegate of the base Widget is implemented in the Graph
- ★ An animation is played via **PlayAnimation** to start the slider (only one some sliders)
- ★ NOTE: To set a specific fill percentage, you can to set the Percentage variable of the base Slider Widget (visible in Details -> Progress -> Percentage)