Common UI

Create complex, multi-layered user interfaces with the Common UI plugin.

Common UI provides a toolbox for creating rich, multi-layered user interfaces with cross-platform support, such as those found in Fortnite. Its tools include:

- A new library of **Common UI Widgets** that provide commonly used game functionality.

- New **style data assets** that separate styling information from UI elements, making it easier to share styling among multiple UIs.

- A new **Input Routing** system that can give UI widgets selective interactivity, making it easier to manage focus in multi-layered UIs.

- Support for console-specific UI elements, such as button icons for a specific controller.

- Cardinal navigation management for gamepads.

Refer to the pages below for more information about Common UI's intended use cases and how to get started using these tools.

Common UI Overview

Learn about the problems Common UI is designed to solve and how it solves them.

Common UI Quickstart Guide

A first-time walkthrough of Common UI's core features.

Design Guidelines

Guidelines for integrating CommonUI and using it in your project.

Input Technical Guide

Learn the details of how CommonUI's input routing system works.

Input Fundamentals

Learn how standard UI input systems relate to CommonUI.

Input Debugging and Troubleshooting

Tips and tricks for debugging input code in CommonUI.

Common Bound Action Bar

Use the Common Bound Action Bar to automatically display a list of button hints for your UI.

Using CommonUI With Enhanced Input

Learn how to incorporate Enhanced Input with CommonUI's input system.