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UE4 PROTIPS

PRO AGENDA

▸ Frustum Select

▸ Everything Is Super

▸ Ready, Set, Begin Play, Bgine Play, Niebg Play…

▸ GameMode, GameInstance, GameState, PlayerState

▸ Asset Registry Metadata Winning Awesome WOW

▸ Macros And Functions And Events Oh My

▸ Localization (nothing clever about it)

▸ 3D User Interface… Almost

▸ Custom Thunk AKA Advanced 💩

FRUSTOM SELECT

▸ Box Select in Perspective Mode

▸ CTRL + ALT + DRAG

EVERYTHING IS SUPER

▸ You must explicitly call the Super Class Function in a Blueprint if you want to invoke inherited behavior

▸ Right Click -> Add Call To Super Function

▸ i.e. BeginPlay, Tick, etc…

READY, SET, BEGIN PLAY, BGINE PLAY, NIEBG PLAY…

▸ Begin Play order is not guaranteed

▸ Look to GameInstance / GameMode for better control of initialization

GAMEMODE, GAMEINSTANCE, GAMESTATE, PLAYERSTATE

▸ GameMode: Server, Authority

▸ GameInstance: Client, Persists the life of the game

▸ GameState: Server/Client, Stores Variables, Replicated

▸ PlayerState: Server/Client, One per player, Replicated

ASSET REGISTRY METADATA WINNING AWESOME WOW

▸ UPROPERTY(AssetRegistrySearchable)

▸ Tag Properties on Assets to find out information about them before even loading them

▸ Use the FAssetRegistryModule at runtime to discover assets

▸ Override the [AssetRegistry] block in DefaultEngine.ini

▸ Look to BaseEngine.ini to see defaults

LANDSCAPE COLLISION WOES

▸ Sometimes you just fall through your landscape because why not

▸ In the console type *RecreateLandscapeCollision*

MACROS AND FUNCTIONS AND EVENTS OH MY

▸ Event: Can't return, Can Delay

▸ Function: Can return, Simple Local Variables, Stand Alone

▸ Macro: Can return multiples, Odd Local Variables, everyone who uses it must be recompiled when changed

▸ Timers: Call a function or event, has no parameters to pass along

LOCALIZATION (NOTHING CLEVER ABOUT IT)

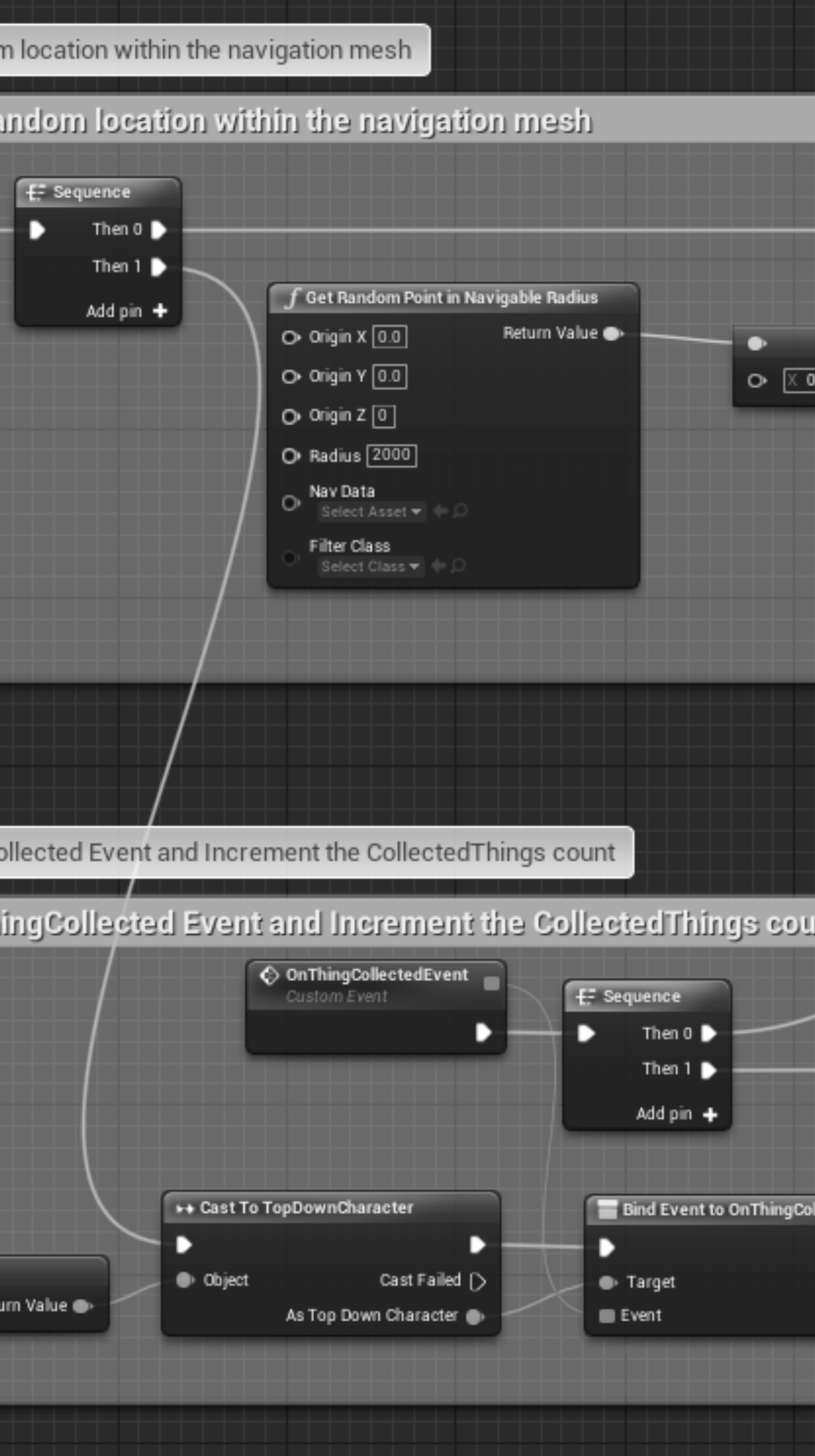▸ Use FText whenever you think something needs to be localized

▸ 4.12 Added the ability to add a namespace to FText fields in blueprints

▸ When working with code the FTextInspector is your friend

3D USER INTERFACE… ALMOST

▸ SceneCapture 2D

▸ Color key the scene

▸ Custom PostProcess the scene capture with blendables

▸ Create a material to alpha out the color key

▸ Render the texture with UMG

▸ http://anticto.com/steamrolls-3d-user-interface/

CUSTOM THUNK AKA ADVANCED 💩

▸ UFUNCTION(CustomThunk)

▸ DECLARE_FUNCTION(execNameOfFunctionMarked) {}

▸ Access the VM Stack directly

▸ Use Reflection to inspect your data

▸ https://forums.unrealengine.com/showthread.php?56537-Tutorial-How-to-accept-wildcard-structs-in-your-UFUNCTIONs

SHARING IS CARING