

AIAssistant_OpenAI Plugin Document

1. Introduce

This is a simple plugin to use OpenAI In Unreal Editor. You can chat or create image via OpenAI API.
Code is an beta version.

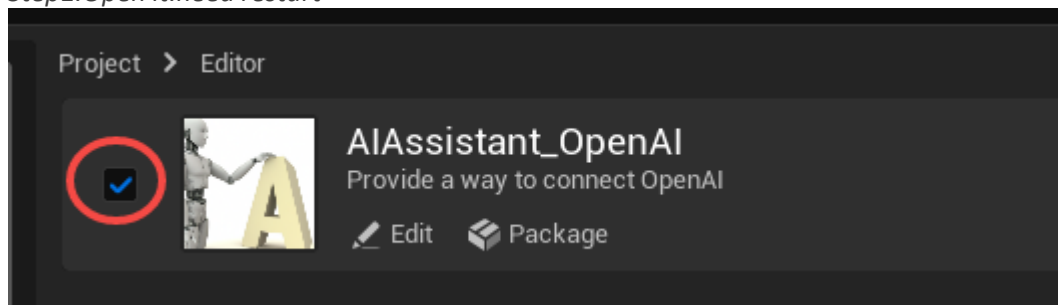
2. Files tree

AIAssistant_OpenAI

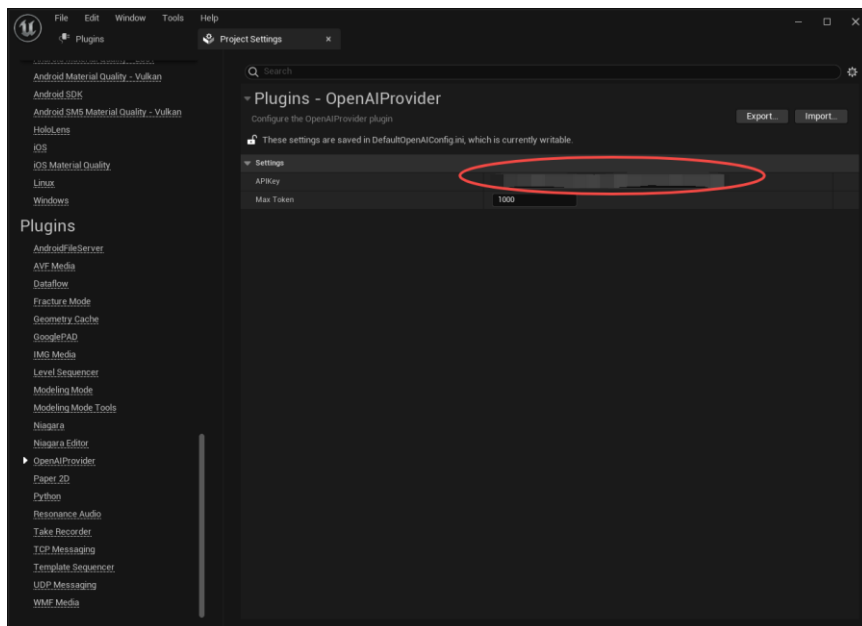
```
| ----- Content
|         | ----- EUW_OpenAIMain.uasset
|         | ----- EUW_Sub_OpenAIChatWidget.uasset
|         | ----- EUW_Sub_OpenAICode.uasset
|         | ----- EUW_Sub_OpenAITexture.uasset
|         | ----- OpenAIChatItemItemObject.uasset
|         | ----- UMG_OpenAIChatItem.uasset
| ----- Resources
|         | ----- Icon128.png
|         | ----- PlaceholderButtonIcon.svg
| ----- Source
|         | ----- OpenAIProvider
|             | ----- Private
|                 | ----- AIAssistant_OpenAI.cpp
|                 | ----- AIAssistant_OpenAICommands.cpp
|                 | ----- AIAssistant_OpenAIStyle.cpp
|                 | ----- AIAssistant_OpenAISubsystem.cpp
|             | ----- Public
|                 | ----- AIAssistant_OpenAI.h
|                 | ----- AIAssistant_OpenAICommands.h
|                 | ----- AIAssistant_OpenAIStyle.h
|                 | ----- AIAssistant_OpenAISubsystem.h
|                 | ----- OpenAISettings.h
|             | ----- AIAssistant_OpenAI.Build.cs
| ----- AIAssistant_OpenAI.uplugin
```

3. Usage

Step1. Open it. need restart



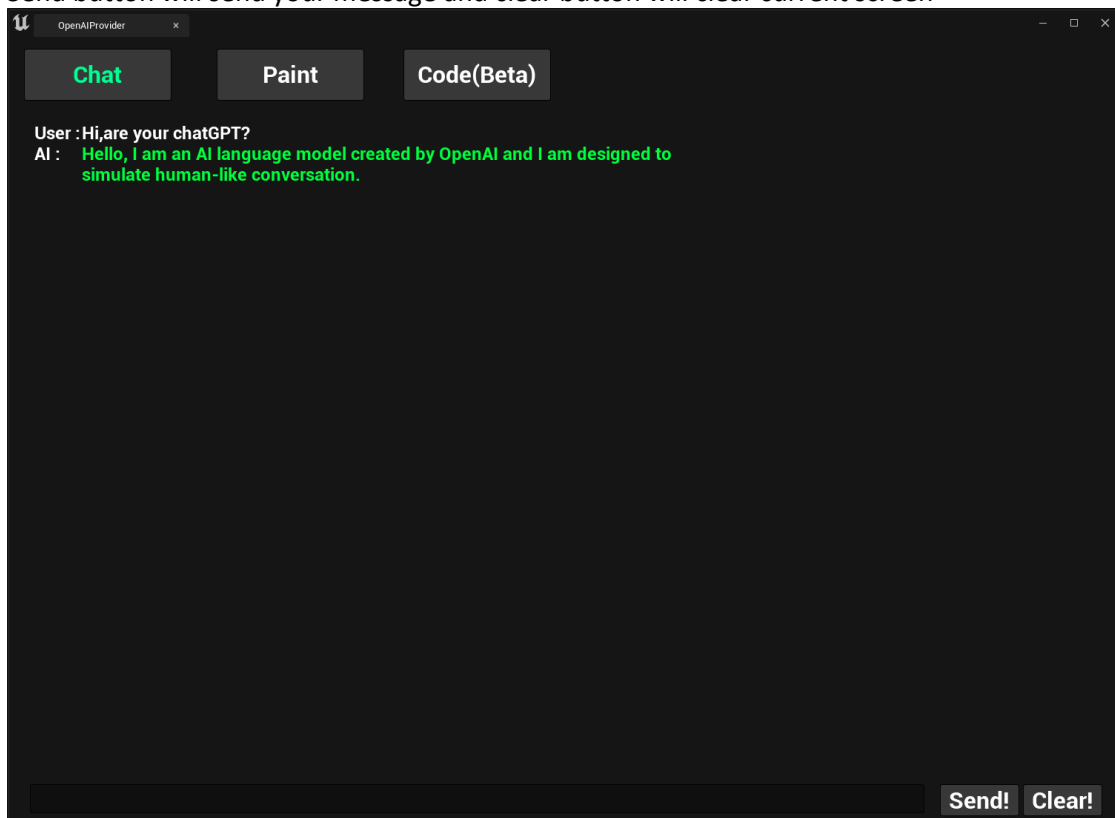
Step2. input your APIKey in ProjectSettings->Plugins-> AIAssistant_OpenAI



Step3.Open the Plugin window in Menu->Window-> Open AI Assistant

Chat

Send button will send your message and clear button will clear current screen



Paint

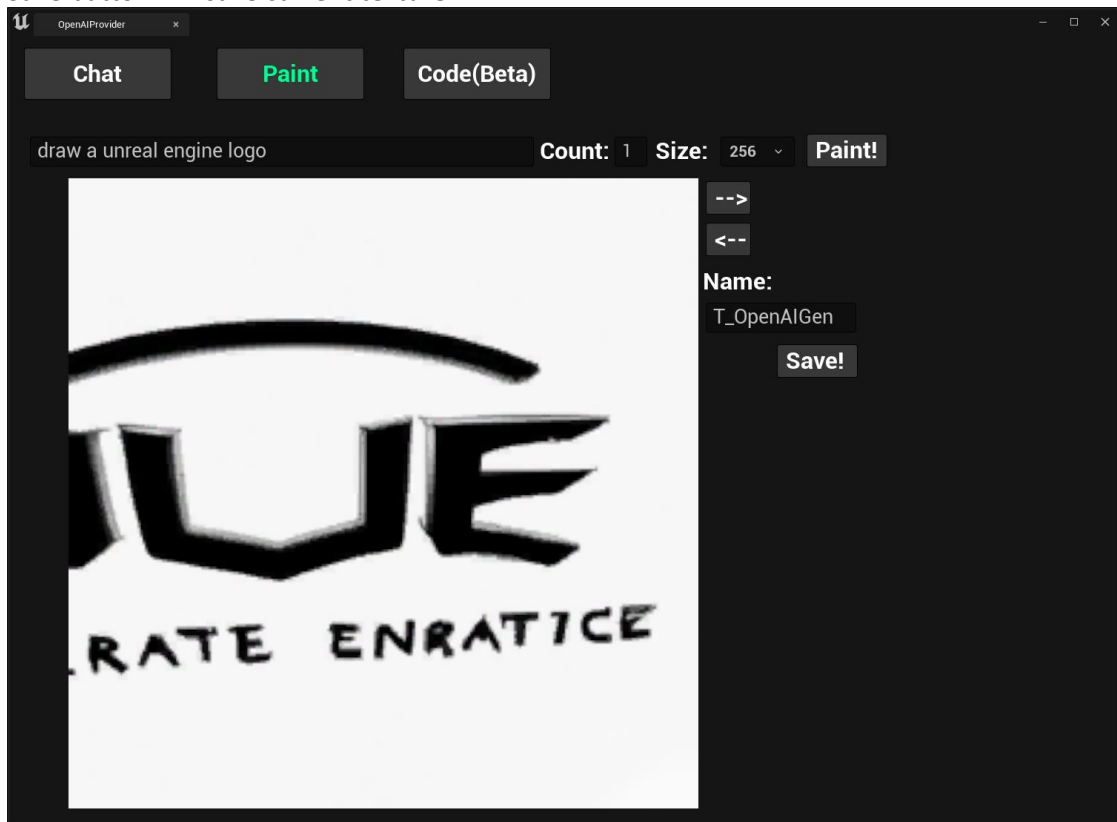
You can set number and size.

Paint button will send request.

<--&--> button will show before or next texture.

Name is the texture save name.save path is /Game by default.

Save button will save current texture



Code(Beta)

I find not a good model for Unreal Engine 5. So this function will always get error.
This is for your reference only. ^ _ ^.

