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# **CUSTOM IN GAME CONSOLE**

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User's Manual

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# FIRST STEPS

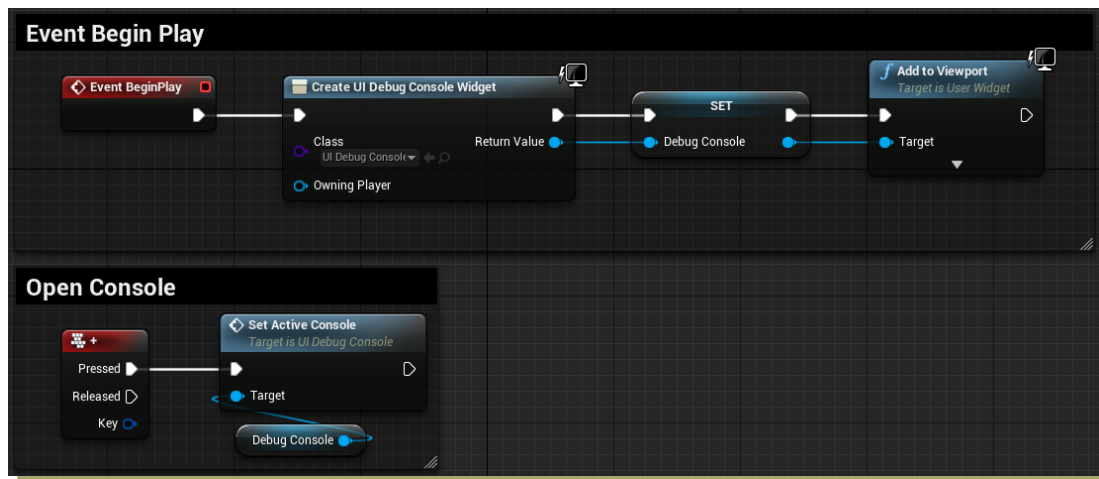
To carry out the inclusion of the command console in the UI, the following steps must be followed:

- Load the **Widget** and add it to the **Viewport**.
- Create **Task**.
- Add Task to the **Data Table**.

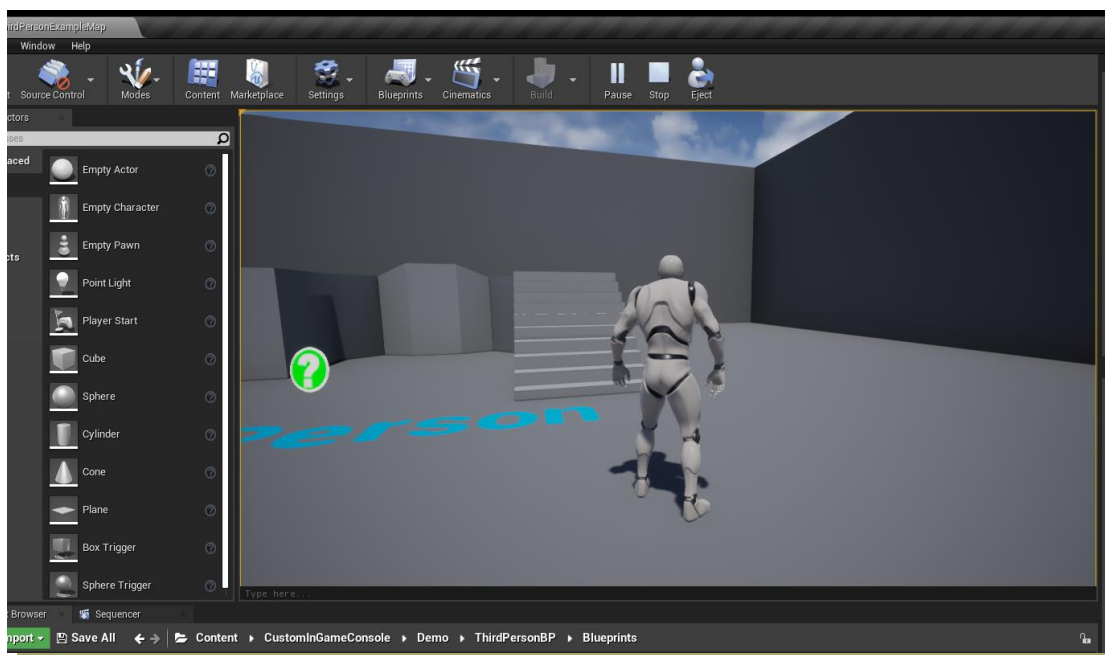
## WIDGET CONFIGURATION

You must access the **Player Controller** that is in use (preferably). In it you must add the following:

- **Widget** creation, storage in a variable and the incorporation to the **Viewport**.
- A function associated to an input where the **Event SetActiveConsole** of the **Widget** is called.



With this done, the command console now works.

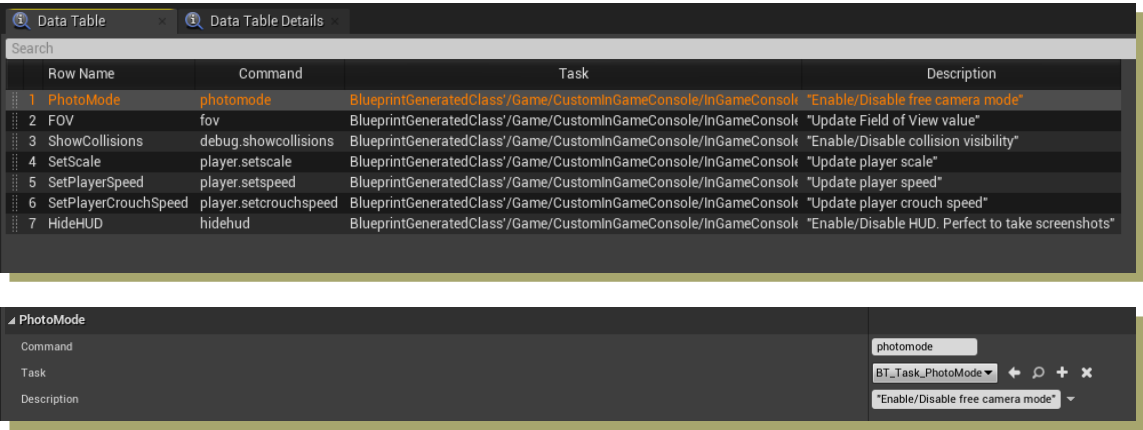


# COMMANDS DATA TABLE

To see the existing commands, you must access the **Data Table** in the *CustomInGameConsole/InGameConsole/DataTables/DT\_ConsoleCommands* directory.

In this **Data Table** you can modify the following parameters of each Command:

- 1. **Command**: Text to be typed in the console to call the command.
- 2. **Task**: Reference to the **Task** where the command is executed.
- 3. **Description**: Command description.



Now you can modify the content of the commands.

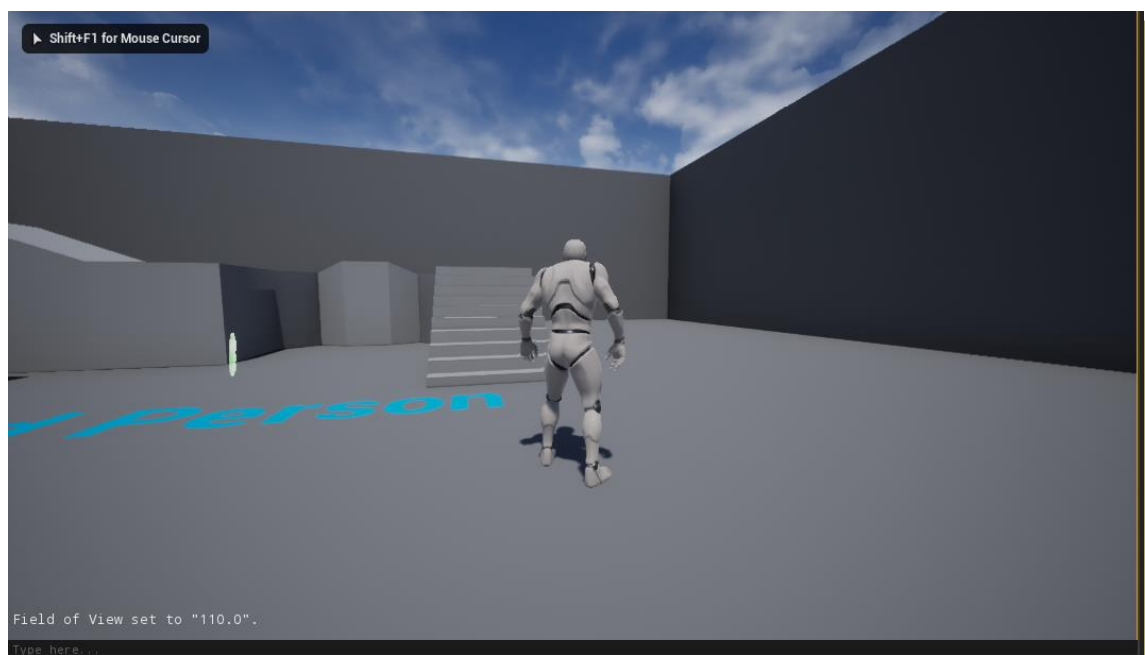
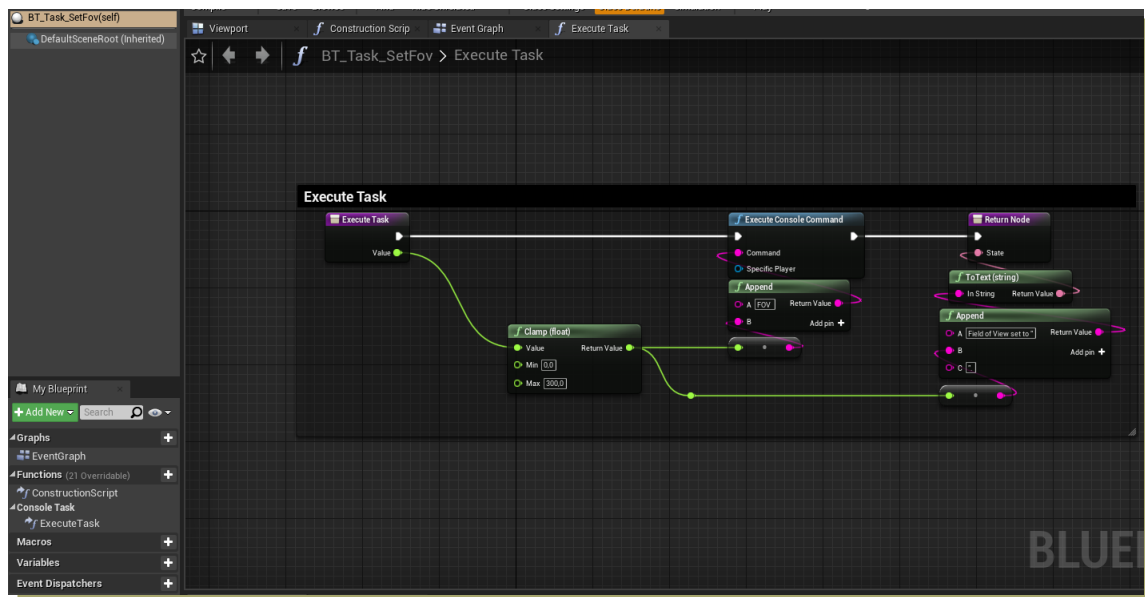
# COMMANDS

## COMMAND MODIFICATION

This **Asset** includes a number of default commands. These are located in the following directory:

*CustomInGameConsole/InGameConsole/Tasks*

These **Tasks** inherit from the **BT\_CommandTaskBase** class. The main function to take into account within these methods is **ExecuteTask**. This is the function that carries out the action of the command. This would include everything related to the consequences of using a code, such as updating the FOV of the camera.



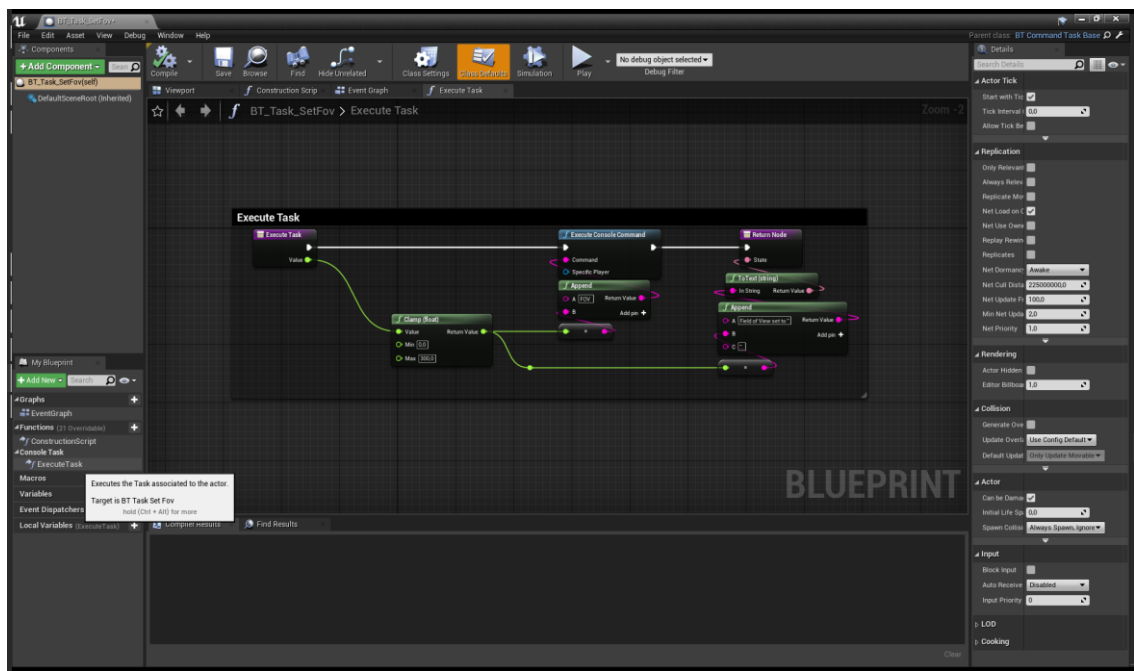
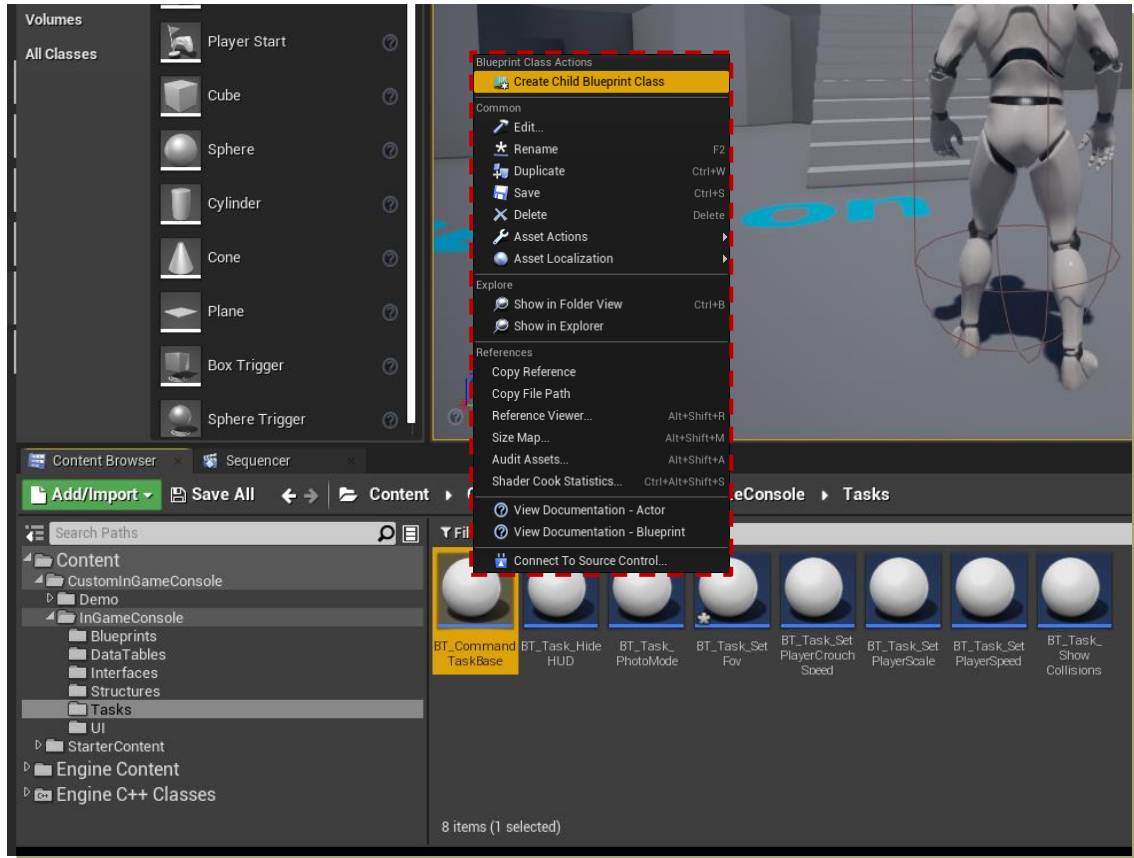
All the commands already included, can be modified in their respective **Task**.

## COMMAND CREATION

To create a command, you have two possibilities:

1. Create a Child Blueprint Class of **BT\_CommandTaskBase**.
2. Duplicate an existing **Task**.

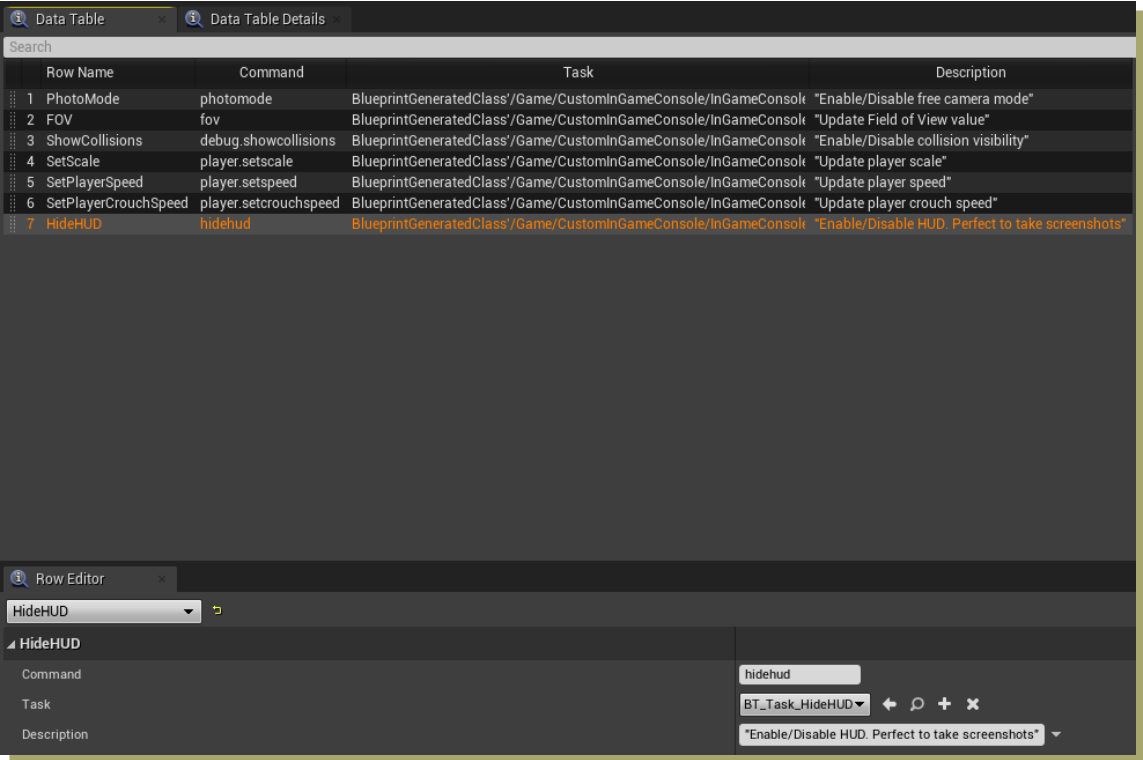
Once this is done, you only have to modify the content of the **ExecuteTask** function.



Now, you must access the *CustomInGameConsole/InGameConsole/DataTables* directory and select the file named *DT\_ConsoleCommands*.



Here, you can create a new command by adding a new row. You will need to name the command and assign the *Task* you want to be executed after typing the code.



Once this is done, the new command will now be available to be typed in the custom command console.

# APPENDIX

All data structures and interface elements are easily configurable in their respective files. The code is commented and following its logic, the game can be adjusted for a completely customized experience.