Section 2 - Menu System

These are the slides that accompany the Unreal Multiplayer course.

Looking for something, try searching our GitHub repo.

Enjoy your stay!

Sam & Ben
GameDev.tv

Introduction to Menu System

Create A Menu Blueprint

Create A Menu

- It should have a…
- Title.
- Host button.
- Join button.

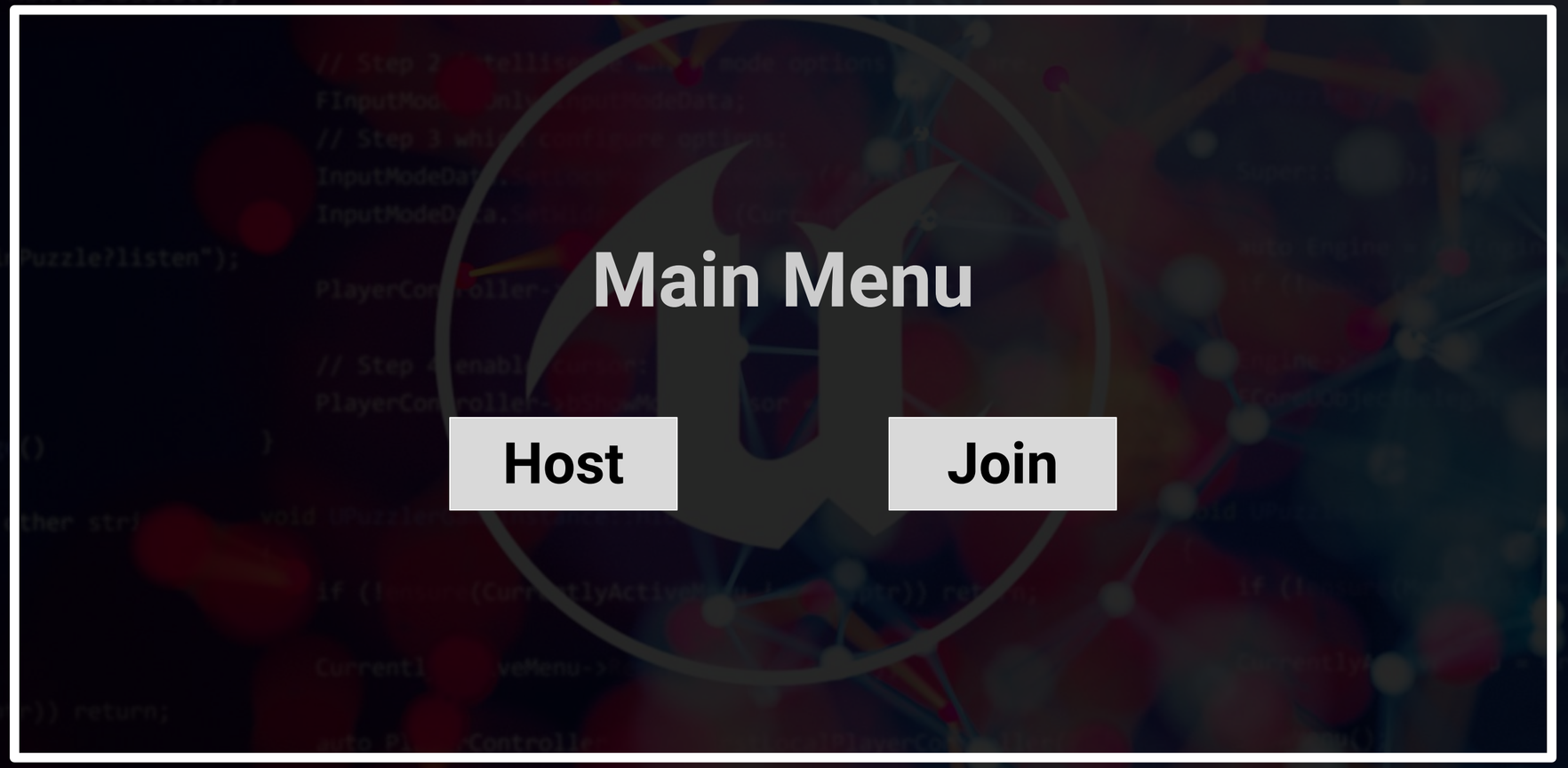
Accessing UI Classes in C++

Save The Menu Class

- Create a `MenuClass` field.
- Use the class finder to save to it.
- Find out what type it should have.
- Log the name found in init.
- Try building without UMG.

Load And Display UMG In C++

Create A Scalable Layout



Create A MainMenu Level

- Use an empty level.
- Make the `LoadMenu BlueprintCallable`.
- Load the menu automatically.
- A good place is BeginPlay.

Changing UI Input Modes

Rediscover the API

- Set the input mode.
- Make the mouse cursor visible.
- Use the documentation to help you.
- Try not to peak at the code.

Advanced UMG Widget Layout

Custom Buttons And Fonts

Make A Pretty UI

- Add a background.
- Customize the buttons.
- Choose a custom font.

Solution: Custom Buttons And Fonts

Connecting UMG to C++

How Does BindWidget Work?

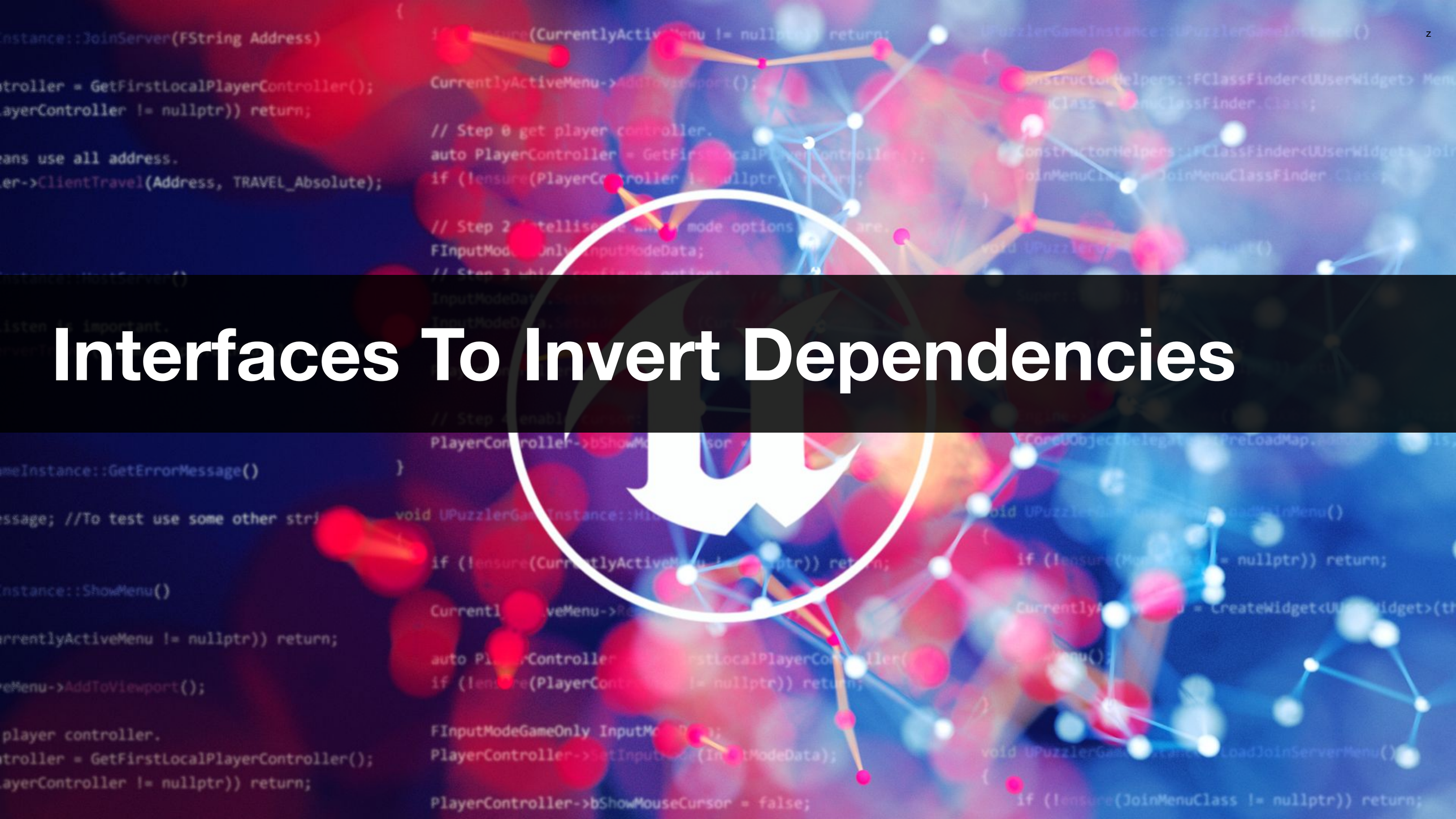
- Look at errors.
- Try to describe how it functions.

Initialisers and UButton Callbacks

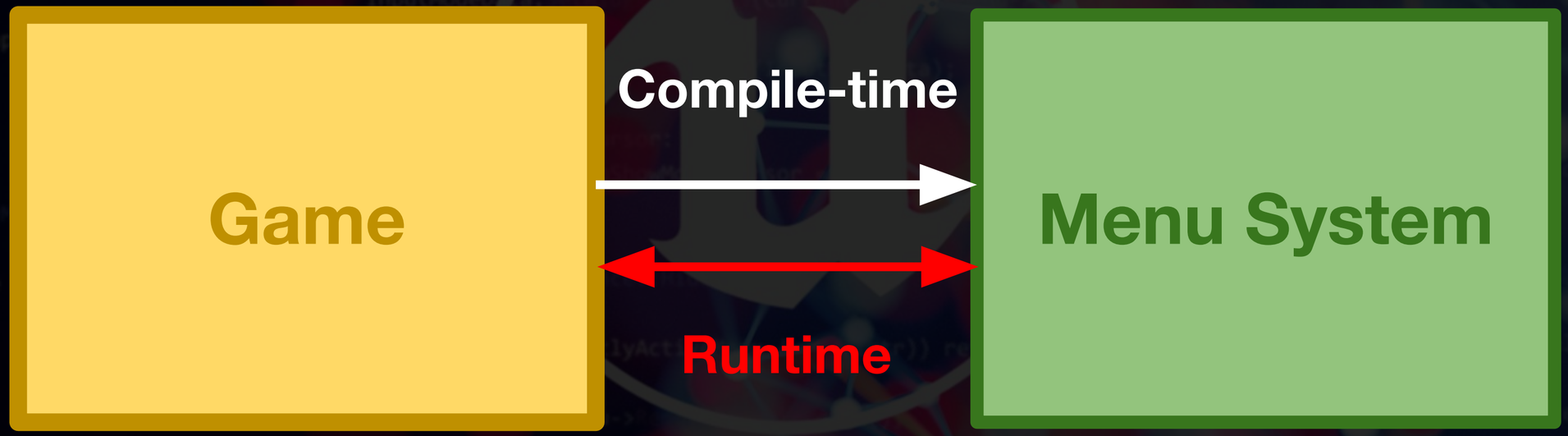
Bind the OnClick

- Just like other dynamic events.
- Print out to the console.
- Test!

Interfaces To Invert Dependencies



Our Dependencies



Live Google Slides at bit.ly/multiplayerslides

Dependency Inversion

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Dependency Inversion

Inject The `MenuInterface`

- Set the `MenuInterface`.
- Remember best practices about setting.
- What happens Interface isn’t fully implemented.
- Test that “hosting” works.

Solution: Injecting Dependencies

Deactivating Menus

Reverse The Setup

- Use setup as a base.
- Hide the cursor.
- Set the input mode.
- Remove from the viewport.

Sub-Menus With Widget Switchers

Menus With Style!

- Style the Text box.
- Improve the layout.
- Ensure everything is legible.
- Add a heading.

Solution: Styling Our Sub-Menu

Navigating Menus In C++

Create A Back Button

- Put it in a sensible place.
- Bind it.
- Create a callback.
- Switch to the main menu.

Reading Text Fields From C++

Make It Functional!

- Hook up the join button.
- Tweak the interface.
- Call the join function.
- Test.

Challenge: Loading In-Game Menus

In Game Menu

- Create a separate widget.
- With a C++ class.
- Add cancel and main menu buttons.
- Load the menu on ESC key pressed.

Challenge: Leaving A Server

Cancel And Quit

- Create function in the game instance.
- Implement cancel.
- Implement quit to main menu.

Quitting A Game From C++

Quit The Game

- Add a new button to the Main Menu.
- Bind the button.
- Implement quit.

Menu System Wrap-up