

Ultimate Starter Kit

Documentation

Henry Jooste

None

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1. Getting Started

1.1 Requirements

The Ultimate Starter Kit plugin is only available for Unreal Engine 4.27 and newer. The plugin also depends on the following plugins:

1. Niagara
2. Enhanced Input

1.2 Installation

1. Download the latest release from [GitHub](#)
2. Navigate to `C:\Program Files\Epic Games\UE_{VERSION}\Engine\Plugins`
3. Create a `Marketplace` folder if needed
4. Extract the release and copy to the `Marketplace` folder
5. Open Unreal Engine
6. Click on `Edit > Plugins`
7. Enable the plugin under the `Built-in > Other` category
8. Restart Unreal Engine

1.3 Plugin Content

The Ultimate Starter Kit plugin includes content that can be used in your Blueprints. You might need to enable this first:

1. Open the `Content Browser`
2. Click on the settings button
3. Enable the `Show Plugin Content` setting

2. Special Thanks

This project uses a few assets from third parties:

- [Generic Graph](#) by jinyuliao
- [Comic Helvetic Font](#) by Alexander Pravdin
- [Menu Sound Effects](#) by Broumbroum
- [Land & Jump Sound Effects](#) by Felixyadomi
- [Item Sound Effects](#) by Scrampunk
- [Slide Sound Effects](#) by Aquafeniz
- [Music](#) by InAudio

If you liked these assets and want to see more, please follow the links and show them some love!

3. Console Codenames

3.1 Code names

Due to copyright issues, the plugin is not allowed to mention Xbox, Playstation or Switch anywhere in the code (including file names). To get around this issue, the consoles are referred to by the following code names:

| Console | Code name |
|-------------|------------|
| Xbox | Console MX |
| Playstation | Console SP |
| Switch | Console NS |

3.2 Obfuscated code

The plugin will also use the console names to determine the platform. To avoid any copyright issues, the application will instead use an obfuscated string to determine the platform. The obfuscation and deobfuscation code can be found in [PlatformUtils.cpp](#).

| Console | Obfuscated Text | Deobfuscated Text |
|-------------|----------------------------------|-------------------|
| Xbox | PT1BZWk5R2U= | xbox |
| Playstation | PUEzYw== PT13YzBGR2RwOW1i | ps station |
| Switch | PTRXYXVSWFp1UjJi emRYYTBOR2E= | nintendoswitch |

4. Core Functionality

4.1 Input Devices

4.1.1 Introduction

Supported input devices. This is used to update the input indicators when using different input devices

4.1.2 Values

| Value | Description |
|-------------------|--|
| KeyboardMouse | Using a keyboard and mouse |
| GenericController | Using a controller on a desktop build |
| MxController | Using an Console MX controller |
| SpController | Using a Console SP controller |
| NsController | Using a Console NS controller |
| Unknown | Unknown device (used before initializing the input indicators) |

4.2 Game Instance

4.2.1 Introduction

A base game instance with support for saving and loading game data using multiple save slots

4.2.2 Dependencies

The `USKGameInstance` relies on other components of this plugin to work:

- **Logger:** Used to log useful information to help you debug any issues you might experience

4.2.3 Using the Game Instance

You need to create a blueprint using the `USKGameInstance_Implementation` as a parent before using the game instance. The input indicators feature is already configured if you use this base class. If you prefer to set this up manually, you can use `USKGameInstance` instead. After creating your own game instance blueprint, set this as the default game instance:

1. Open the Project Settings
2. Go to Project > Maps & Modes
3. Change the `Game Instance Class` value to your own blueprint

4.2.4 Save Data

You need to create a `USK Save Game` object before you can save/load data. This object contains all the data that you want to save. Just add the data you want to save as variables to the blueprint. The `Game Instance` will handle the rest. You also need to set the following properties before you can save/load data:

- **Save Game Class:** A reference to the `USK Save Game` class that contains the data you want to save

NB: You are required to set the save slot before you can save/load data. If not, you will get a `nullptr` and might cause your game to crash

4.2.5 Input Indicators

The Game Instance will automatically detect input events and update the current input device if needed. If the input device is changed, other classes will be notified through the `OnInputDeviceUpdated` event

4.2.6 API Reference

Properties

| Property | Description | Type | Default Value |
|--------------------------------|--|----------------------------------|----------------------|
| LogConfigEditor | The log configuration used when running the game in the editor | ULogConfig* | <code>nullptr</code> |
| LogConfigDebug | The log configuration used by debug builds | ULogConfig* | <code>nullptr</code> |
| LogConfigDevelopment | The log configuration used by development builds | ULogConfig* | <code>nullptr</code> |
| LogConfigShipping | The log configuration used by shipping builds | ULogConfig* | <code>nullptr</code> |
| SaveGameClass | The class that holds the data that should be saved/loaded | TSubclassOf<UUSKSaveGame> | |
| SettingsConfig | The configuration for the settings | USettingsConfig* | <code>nullptr</code> |
| IsInputIndicatorsEnabled | Is the input indicators feature enabled? | bool | <code>true</code> |
| InputMappingContext | The input mapping context used to extract the keys based on specific input actions | UInputMappingContext* | <code>nullptr</code> |
| KeyboardMouseInputMappings | A map of all keyboard/mouse keys and the texture displayed in the indicator | TMap<FKey, UTexture2D*> | |
| GenericControllerInputMappings | A map of all generic controller keys and the texture displayed in the indicator | TMap<FKey, UTexture2D*> | |
| MxControllerInputMappings | A map of all Console MX controller keys and the texture displayed in the indicator | TMap<FKey, UTexture2D*> | |
| SpControllerInputMappings | A map of all Console SP controller keys and the texture displayed in the indicator | TMap<FKey, UTexture2D*> | |
| NsControllerInputMappings | A map of all Console NS controller keys and the texture displayed in the indicator | TMap<FKey, UTexture2D*> | |
| MessagePopupWidgetClass | The widget class used to display message popups | TSubclassOf<UMessagePopupWidget> | |

Events

| Name | Description | Params |
|----------------------|---|---|
| OnDataLoadedEvent | Event used to notify other classes when the save data is loaded | |
| OnInputDeviceUpdated | Event used to notify other classes when the current input device is updated | |
| OnGamePaused | Event used to notify other classes when the game is paused | |
| OnGameUnpaused | Event used to notify other classes when the game is unpaused | |
| OnDifficultyUpdated | Event used to notify other classes when the difficulty is updated | Difficulty (int) The new difficulty value |

Functions

| Name | Description | Params | Return |
|-----------------------------|--|---|--|
| GetSaveData | Get the save data that is currently loaded | | UUSKSaveGame* A reference to the current save data |
| SaveData | Save the modified data currently in memory | | |
| SetCurrentSaveSlot | Set the current save slot | Index (int) The index of the save slot | |
| IsSaveSlotUsed | Check if a save slot is used | Index (int) The index of the save slot to check | bool A boolean value indicating if the save slot is used |
| EnableInputIndicators | Enable the input indicators feature | | |
| DisableInputIndicators | Disable the input indicators feature | | |
| GetInputIndicatorIcon | Get the input indicator icon for a specific action | InputAction (UInputAction*) The input action Amount (int) The amount of icons to retrieve | TArray<UTexture2D*> An array of input indicator icons for the specified action |
| GetInputIndicatorIconForKey | Get the input indicator icon for a specific key | Key (FKey) The key used to retrieve the input indicator icon InputDevice (EInputDevice) The input device used to retrieve the input indicator icon | UTexture2D* The input indicator icon for the specified key |
| GetKeyForInputAction | Get the key used by a specific input action | Context (UInputMappingContext*) The input mapping context InputAction (UInputAction*) The input action MappableName (FName) The player mappable name for the action | FKey The key used by the specified input action |
| UpdateKeyBindings | Update the key bindings that was changed by the player | | |
| PauseGame | Pause the game | | |
| UnpauseGame | Unpause the game | | |
| UpdateDifficulty | Update the difficulty | Difficulty (int) The new difficulty | |
| GetDifficulty | Get the current difficulty | | int The current difficulty |
| ShowMessagePopup | Show a message popup | Data (FMessagePopupData) The data displayed in the message popup | UMessagePopupWidget* A reference to the message popup |
| HideMessagePopup | Hide the message popup | | |

4.2.7 Blueprint Usage

You can use the `USKGameInstance` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Save Data > Get Save Data
- Ultimate Starter Kit > Save Data > Save Data
- Ultimate Starter Kit > Save Data > Set Current Save Slot
- Ultimate Starter Kit > Save Data > Is Save Slot Used
- Ultimate Starter Kit > Input > Enable Input Indicators
- Ultimate Starter Kit > Input > Disable Input Indicators
- Ultimate Starter Kit > Input > Get Input Indicator Icon
- Ultimate Starter Kit > Input > Get Input Indicator Icon For Key
- Ultimate Starter Kit > Input > Get Key For Input Action
- Ultimate Starter Kit > Input > Update Key Bindings
- Ultimate Starter Kit > Pause > Pause Game
- Ultimate Starter Kit > Pause > Unpause Game
- Ultimate Starter Kit > Difficulty > Update Difficulty
- Ultimate Starter Kit > Difficulty > Get Difficulty
- Ultimate Starter Kit > UI > Show Message Popup
- Ultimate Starter Kit > UI > Hide Message Popup

4.2.8 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `USKGameInstance` can now be used in any of your C++ files:

```
#include "USK/Core/USKGameInstance.h"

void ATestActor::Test()
{
    // USKGameInstance is a pointer to the UUSKGameInstance
    UUSKSaveGame* SaveData = USKGameInstance->GetSaveData();
    USKGameInstance->SaveData();
    USKGameInstance->SetCurrentSaveSlot(Index);
    bool IsSaveSlotUsedValue = USKGameInstance->IsSaveSlotUsed(Index);
    USKGameInstance->EnableInputIndicators();
    USKGameInstance->DisableInputIndicators();
    TArray<UTexture2D*> InputIndicatorIcon = USKGameInstance->GetInputIndicatorIcon(InputAction, Amount);
    UTexture2D* InputIndicatorIconForKey = USKGameInstance->GetInputIndicatorIconForKey(Key, InputDevice);
    FKey KeyForInputAction = USKGameInstance->GetKeyForInputAction(Context, InputAction, MappableName);
    USKGameInstance->UpdateKeyBindings();
    USKGameInstance->PauseGame();
    USKGameInstance->UnpauseGame();
    USKGameInstance->UpdateDifficulty(Difficulty);
    int Difficulty = USKGameInstance->GetDifficulty();
    UMessagePopupWidget* ShowMessagePopupValue = USKGameInstance->ShowMessagePopup(Data);
    USKGameInstance->HideMessagePopup();
}
```

5. Logging System

5.1 Logger

5.1.1 Introduction

A system used to easily log info to file and via on-screen messages

5.1.2 Log Levels

This plugin supports the following log types:

1. **Trace:** Logs that contain the most detailed messages. These messages may contain sensitive application data. These messages are disabled by default and should never be enabled in a production environment
2. **Debug:** Logs that are used for interactive investigation during development. These logs should primarily contain information useful for debugging and have no long-term value
3. **Information:** Logs that track the general flow of the application. These logs should have long-term value
4. **Warning:** Logs that highlight an abnormal or unexpected event in the application flow, but do not otherwise cause the application execution to stop
5. **Error:** Logs that highlight when the current flow of execution is stopped due to a failure. These should indicate a failure in the current activity, not an application-wide failure

The log levels corresponds to the following verbosity level in Unreal Engine:

| Log Level | Log Verbosity |
|-------------|---------------|
| Trace | VeryVerbose |
| Debug | Verbose |
| Information | Display |
| Warning | Warning |
| Error | Error |

5.1.3 API Reference

Functions

| Name | Description | Params | Return |
|-----------|-----------------------|---|--------|
| Configure | Configure the logger | Config (ULogConfig*) The new config file used by the logger | |
| Error | Log an error | Tag (FString) The category of the log entry Text (FString) The text to log out | |
| Warning | Log a warning | Tag (FString) The category of the log entry Text (FString) The text to log out | |
| Info | Log info | Tag (FString) The category of the log entry Text (FString) The text to log out | |
| Debug | Log debug information | Tag (FString) The category of the log entry Text (FString) The text to log out | |
| Trace | Log trace information | Tag (FString) The category of the log entry Text (FString) The text to log out | |

5.1.4 Blueprint Usage

You can easily log info using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Logger > Configure
- Ultimate Starter Kit > Logger > Log Trace
- Ultimate Starter Kit > Logger > Log Debug
- Ultimate Starter Kit > Logger > Log Info
- Ultimate Starter Kit > Logger > Log Warning
- Ultimate Starter Kit > Logger > Log Error

5.1.5 C++ Usage

The logging is handled through a static class/functions. You first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The logger can now be used in any of your C++ files:

```
#include "USK/Logger/Log.h"
```

```
void ATestActor::Test()
{
    USK_LOG_TRACE("Testing trace logging");
    USK_LOG_DEBUG("Testing debug logging");
    USK_LOG_INFO("Testing info logging");
    USK_LOG_WARNING("Testing warning logging");
    USK_LOG_ERROR("Testing error logging");

    ULog::Configure(Config);
    ULog::Trace("Custom Tag", "Testing trace logging");
    ULog::Debug("Custom Tag", "Testing debug logging");
    ULog::Info("Custom Tag", "Testing info logging");
    ULog::Warning("Custom Tag", "Testing warning logging");
    ULog::Error("Custom Tag", "Testing error logging");
}
```


5.2 Log Configuration

5.2.1 Introduction

Config file for the logger

5.2.2 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------------|---|------|---------------|
| bErrorWriteToFile | Should error logs be written to file? | bool | true |
| bErrorPrintToScreen | Should error logs be printed to screen? | bool | true |
| bWarningWriteToFile | Should warning logs be written to file? | bool | true |
| bWarningPrintToScreen | Should warning logs be printed to screen? | bool | true |
| bInfoWriteToFile | Should info logs be written to file? | bool | true |
| bInfoPrintToScreen | Should info logs be printed to screen? | bool | true |
| bDebugWriteToFile | Should debug logs be written to file? | bool | true |
| bDebugPrintToScreen | Should debug logs be printed to screen? | bool | true |
| bTraceWriteToFile | Should debug logs be written to file? | bool | true |
| bTracePrintToScreen | Should debug logs be printed to screen? | bool | true |

6. Dialogue System

6.1 Dialogue System

6.1.1 Introduction

The Ultimate Starter Kit plugin contains a full dialogue system with support for different participants, choices and branches

6.1.2 Creating a new dialogue

You can create a new dialogue by following these steps: 1. Right click in the Content Browser 2. Go to the Ultimate Starter Kit section 3. Click on Dialogue

This will open the newly created dialogue in the dialogue editor

6.1.3 Using the editor

The dialogue editor works similar to a Behaviour Tree. You start by creating a single root node. You can then drag connections to a new dialogue entry. The game will start off with the root and follow the path automatically until it reaches the end or a choice. If a choice is encountered, it will present the options to the player and follow the correct branch after a choice is selected

6.2 Dialogue

6.2.1 Introduction

An array of all the root entries contained by this dialogue

6.2.2 API Reference

Properties

| Property | Description | Type | Default Value |
|-------------|---|-------------------------|----------------------|
| RootEntries | An array of all the root entries contained by this dialogue | TArray<UDialogueEntry*> | |
| AllEntries | An array of all the entries contained by this dialogue | TArray<UDialogueEntry*> | |
| EditorGraph | A reference to the editor graph used by this dialogue | UEdGraph* | <code>nullptr</code> |

6.3 Participant

6.3.1 Introduction

A participant in the dialogue

6.3.2 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------------------------|---|--------------|----------------------|
| Name | The name of the dialogue participant | FText | |
| PortraitImage | The portrait image for the dialogue participant | UTexture2D* | <code>nullptr</code> |
| Color | The color used to represent the dialogue participant | FLinearColor | FLinearColor::Black |
| bCustomPortraitImageBorderColor | Should a custom border color be used for the portrait image instead of the participant color? | bool | false |
| PortraitImageBorderColor | The custom portrait image border color | FSlateColor | FSlateColor |

6.4 Entry

6.4.1 Introduction

A single entry in a dialogue

6.4.2 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------------------|--|---|----------------------|
| Owner | The owner participant of the dialogue entry | UDialogueParticipant* | <code>nullptr</code> |
| Transition | The type of transition for this dialogue entry | EDialogueTransitionType | |
| Id | The ID of the dialogue entry | FName | FNam |
| Text | The text to display | FText | |
| Speed | The speed of the dialogue | float | 12.5f |
| Audio | The audio to play with this dialogue entry | USoundBase* | <code>nullptr</code> |
| bOverrideRichTextStyle | Should the rich text style be overridden? | bool | false |
| RichTextStyle | The rich text style applied to the widget | UDataTable* | <code>nullptr</code> |
| bOverridePortraitImage | Should the participant portrait image be overridden? | bool | false |
| CustomPortraitImage | The custom portrait image for this dialogue entry | UTexture2D* | <code>nullptr</code> |
| CustomPortraitBorderColor | The custom portrait border color for this dialogue entry | FSlateColor | FSlateColo |
| Dialogue | A reference to the dialogue containing this entry | UDialogue* | <code>nullptr</code> |
| ParentNodes | An array of all the parent entries for this dialogue entry | TArray<UDialogueEntry*> | |
| ChildrenNodes | An array of all the child entries for this dialogue entry | TArray<UDialogueEntry*> | |
| Edges | A map of all the possible edges for this dialogue entry | TMap<UDialogueEntry*, UDialogueTransition*> | |

Functions

| Name | Description | Params | Return |
|------------|---|--------|--|
| IsLeafNode | Check if this entry is a leaf node | | bool A boolean value indicating if this entry is a leaf node |
| GetTitle | Get the title displayed for this dialogue entry | | FText The title displayed for this dialogue entry |
| GetText | Get the text displayed for this dialogue entry | | FText The text displayed for this dialogue entry |

6.4.3 Blueprint Usage

You can use the `DialogueEntry` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Dialogue > Entry > Is Leaf Node
- Ultimate Starter Kit > Dialogue > Entry > Get Title
- Ultimate Starter Kit > Dialogue > Entry > Get Text

6.4.4 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `DialogueEntry` can now be used in any of your C++ files:

```
#include "USK/Dialogue/DialogueEntry.h"

void ATestActor::Test()
{
    // DialogueEntry is a pointer to the UDialogueEntry
    bool IsLeafNodeValue = DialogueEntry->IsLeafNode();
    FText Title = DialogueEntry->GetTitle();
    FText Text = DialogueEntry->GetText();
}
```

6.5 Transition

6.5.1 Transition Type

Introduction

The type of transition used by the dialogue entry

Values

| Value | Description |
|--------|---|
| Auto | Automatically advance to the next dialogue entry |
| Choice | Give the player a few choices used to create branches in the dialogue |

6.5.2 Transition Data

Introduction

A transition from one dialogue entry to the next

API Reference

PROPERTIES

| Property | Description | Type | Default Value |
|------------|---|-----------------|----------------------|
| Text | The text displayed for this transition (choice) | FText | |
| StartEntry | The dialogue entry where the transition starts | UDialogueEntry* | <code>nullptr</code> |
| EndEntry | The dialogue entry where the transition ends | UDialogueEntry* | <code>nullptr</code> |

EVENTS

| Name | Description | Params |
|---------------------|---|--------|
| OnMarkedForDeletion | Event used to notify other classes that the transition is marked for deletion | |

6.6 Manager

6.6.1 Introduction

The pawn responsible for managing the dialogue

6.6.2 Dependencies

The `DialogueManager` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Audio**: Used to play sound effects either 2D or at a specified location

6.6.3 Components

The `DialogueManager` uses the following components:

| Name | Description | Type |
|----------------|---|------------------|
| AudioComponent | The audio component responsible for playing the audio files of the dialogue entries | UAudioComponent* |

6.6.4 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------------|--|------------------------------|----------------------|
| Dialogue | The dialogue that should be played by the dialogue manager | UDialogue* | <code>nullptr</code> |
| DialogueWidgetClass | The class of the widget used to display the dialogue | TSubclassOf<UDialogueWidget> | |
| PlayOnStart | A boolean value indicating if the dialogue should automatically play when the level is started | bool | true |
| DestroyOnComplete | A boolean value indicating if the dialogue should automatically be destroyed when completed | bool | true |
| StopOnComplete | A boolean value indicating if the dialogue should automatically be stopped when completed | bool | true |
| SkipSFX | The sound effect to play when an entry is skipped | USoundBase* | <code>nullptr</code> |
| AdvanceSFX | The sound effect to play when advancing to the next entry | USoundBase* | <code>nullptr</code> |
| InputMappingContext | The input mapping context used to interact with the dialogue | UInputMappingContext* | <code>nullptr</code> |
| SkipAction | The input action used to skip the current dialogue entry | UInputAction* | <code>nullptr</code> |

Events

| Name | Description | Params |
|------------------------|--|--|
| OnDialogueEnded | Event used to notify other classes when the dialogue has ended | LastEntryId (FName) The ID of the last entry in the dialogue |
| OnDialogueEntryStarted | Event used to notify other classes when a dialogue entry has started | LastEntryId (FName) The ID of the dialogue entry |
| OnDialogueEntryEnded | Event used to notify other classes when a dialogue entry has ended | LastEntryId (FName) The ID of the dialogue entry |

Functions

| Name | Description | Params | Return |
|-------------------|--|--------|---|
| PlayDialogue | Play the dialogue | | |
| StopDialogue | Stop playing the dialogue | | |
| DestroyDialogue | Stop playing the dialogue and destroy the dialogue manager | | |
| SkipEntry | Skip the current entry in the dialogue | | |
| GetDialogueWidget | Get the dialogue widget | | UDialogueWidget* A reference to the dialogue widget |

6.6.5 Blueprint Usage

You can use the `DialogueManager` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Dialogue > Play Dialogue
- Ultimate Starter Kit > Dialogue > Stop Dialogue
- Ultimate Starter Kit > Dialogue > Destroy Dialogue
- Ultimate Starter Kit > Dialogue > Skip Entry
- Ultimate Starter Kit > Dialogue > Get Dialogue Widget

6.6.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `DialogueManager` can now be used in any of your C++ files:

```
#include "USK/Dialogue/DialogueManager.h"

void ATestActor::Test()
{
    // DialogueManager is a pointer to the ADialogueManager
    DialogueManager->PlayDialogue();
    DialogueManager->StopDialogue();
    DialogueManager->DestroyDialogue();
    DialogueManager->SkipEntry();
    UDialogueWidget* DialogueWidget = DialogueManager->GetDialogueWidget();
}
```

6.7 Widget

6.7.1 Introduction

Widget used to display a dialogue

6.7.2 Dependencies

The `DialogueTransitionType` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

6.7.3 Required Widgets

You need to add the following before you can compile the `DialogueTransitionType` widget:

| Name | Description | Type |
|---------------|---|-----------------|
| DialogueTitle | The text block used to display the dialogue title | UTextBlock* |
| DialogueText | The text block used to display the dialogue text | URichTextBlock* |
| ChoiceMenu | The menu used to display the dialogue choices | UMenu* |

6.7.4 Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|---------------------------|---|----------|
| ParticipantPortrait | The image used to display the portrait image of the participant | UIImage* |
| ParticipantPortraitBorder | The border image displayed around the portrait image of the participant | UIImage* |
| SkipEntryImage | The image displayed when the dialogue entry is completed | UIImage* |

6.7.5 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------------|--|------------------------|----------------------|
| ChoiceMenuItemClass | The class for all choice menu items | TSubclassOf<UMenuItem> | |
| RichTextStyle | The rich text style applied to the dialogue text | UDataTable* | <code>nullptr</code> |

Events

| Name | Description | Params |
|------------------|--|---|
| OnChoiceSelected | Event used to notify other classes when a choice is selected | Index (int) The index of the choice that was selected |

Functions

| Name | Description | Params | Return |
|-------------|---|--|--|
| UpdateEntry | Update the current entry and refresh the UI | Entry (UDialogueEntry*) The new dialogue entry | |
| SkipEntry | Skip the current entry | | bool A boolean value indicating if the entry was skipped |

6.7.6 Blueprint Usage

You can use the `DialogueTransitionType` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Update Entry
- Ultimate Starter Kit > UI > Skip Entry

6.7.7 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `DialogueTransitionType` can now be used in any of your C++ files:

```
#include "USK/Dialogue/DialogueWidget.h"

void ATestActor::Test()
{
    // DialogueTransitionType is a pointer to the EDialogueTransitionType
    DialogueTransitionType->UpdateEntry(Entry);
    bool SkipEntryValue = DialogueTransitionType->SkipEntry();
}
```

7. Inventory

7.1 Inventory Component

7.1.1 Introduction

Actor component responsible for tracking data in an inventory

7.1.2 Dependencies

The `InventoryComponent` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience
- [Game Instance](#): Used to monitor for input device changes and handle saving/loading game data

7.1.3 API Reference

Properties

| Property | Description | Type | Default Value |
|------------------|--|-------|---------------|
| InventoryId | The ID of the inventory used when saving/loading the data | FName | |
| AutoSave | Should the data in the inventory automatically be saved/loaded | bool | true |
| EnforceMaxAmount | Should a maximum amount be enforced for each item? | bool | false |
| MaxAmount | The maximum amount of each item | int | 99 |

Events

| Name | Description | Params |
|------------------------|--|---|
| OnInventoryItemUpdated | Event used to notify other classes every time an item in the inventory was updated | Id (FName) The ID of the item that was updated Amount (FName) The new amount of the item |

Functions

| Name | Description | Params | Return |
|---------------|---|--|---|
| GetItems | Get all the item currently in the inventory | | TArray<FInventoryItem> An array of all the items in the inventory |
| AddItem | Add an item to the inventory | Id (FName) The ID of the item to add Amount (int) The amount to add | |
| RemoveItem | Remove an item from the inventory | Id (FName) The ID of the item to remove Amount (int) The amount to remove | |
| RemoveAll | Remove all the items with the specified ID | Id (FName) The ID of the item to remove | |
| Clear | Remove all items from the inventory | | |
| LoadInventory | Load the inventory data | | |
| SaveInventory | Save the inventory data | | |

7.1.4 Blueprint Usage

You can use the `InventoryComponent` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Inventory > Get Items
- Ultimate Starter Kit > Inventory > Add Item
- Ultimate Starter Kit > Inventory > Remove Item
- Ultimate Starter Kit > Inventory > Remove All
- Ultimate Starter Kit > Inventory > Clear
- Ultimate Starter Kit > Inventory > Load Inventory
- Ultimate Starter Kit > Inventory > Save Inventory

7.1.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InventoryComponent` can now be used in any of your C++ files:

```
#include "USK/Inventory/InventoryComponent.h"

void ATestActor::Test()
{
    // InventoryComponent is a pointer to the UInventoryComponent
    TArray<FInventoryItem> Items = InventoryComponent->GetItems();
    InventoryComponent->AddItem(Id, Amount);
    InventoryComponent->RemoveItem(Id, Amount);
    InventoryComponent->RemoveAll(Id);
    InventoryComponent->Clear();
    InventoryComponent->LoadInventory();
    InventoryComponent->SaveInventory();
}
```

7.2 Inventory Data

7.2.1 Introduction

The inventory data for a single inventory

7.2.2 Properties

| Property | Description | Type | Default Value |
|----------|-------------------------------------|------------------------|---------------|
| Items | The array of items in the inventory | TArray<FInventoryItem> | |

7.3 Inventory Item

7.3.1 Introduction

The information about a specific inventory item

7.3.2 Properties

| Property | Description | Type | Default Value |
|----------|----------------------------------|-------|---------------|
| Id | The ID of the inventory item | FName | |
| Amount | The amount of the inventory item | int | |

7.4 Inventory Item Data

7.4.1 Introduction

The data used to describe an inventory item

7.4.2 Properties

| Property | Description | Type | Default Value |
|----------------|--|-------------|----------------------|
| Name | The name of the inventory item | FText | |
| Description | The description of the inventory item | FText | |
| InventoryImage | The image displayed in the inventory | UTexture2D* | <code>nullptr</code> |
| PreviewImage | The preview image displayed when the item is highlighted | UTexture2D* | <code>nullptr</code> |

7.5 Inventory Menu Item

7.5.1 Introduction

The menu item used to display an inventory item

7.5.2 Dependencies

The `InventoryMenuItem` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

7.5.3 Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|----------------|---------------------------------|---------|
| InventoryImage | The image of the inventory item | UImage* |

7.5.4 API Reference

Properties

| Property | Description | Type | Default Value |
|----------|-------------|------|---------------|
|----------|-------------|------|---------------|

Functions

| Name | Description | Params | Return |
|------------------------------|---|---|---|
| InitializeEmptyInventoryItem | Initialize an empty inventory item | Widget (UInventoryWidget*) The widget that owns this menu item | |
| InitializeInventoryItem | Initialize a non-empty inventory item | Widget (UInventoryWidget*) The widget that owns this menu item Item (FInventoryItem) The item tracked by this menu item Data (FInventoryItemData) The data for this menu item | |
| UpdateInventoryGridPosition | Update the grid position of the inventory menu item | CurrentColumn (int) The current column of the inventory menu item CurrentRow (int) The current row of the inventory menu item | |
| GetInventoryItem | Get the inventory item tracked by this menu item | | FInventoryItem The inventory item tracked by this menu item |
| UpdateAmount | Update the amount of the inventory item | Amount (int) The new amount of the inventory item | |

7.5.5 Blueprint Usage

You can use the `InventoryMenuItem` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Inventory > Initialize Empty Inventory Item
- Ultimate Starter Kit > Inventory > Initialize Inventory Item
- Ultimate Starter Kit > Inventory > Update Inventory Grid Position
- Ultimate Starter Kit > Inventory > Get Inventory Item
- Ultimate Starter Kit > Inventory > Update Amount

7.5.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InventoryMenuItem` can now be used in any of your C++ files:

```
#include "USK/Inventory/InventoryMenuItem.h"

void ATestActor::Test()
{
    // InventoryMenuItem is a pointer to the UInventoryMenuItem
    InventoryMenuItem->InitializeEmptyInventoryItem(Widget);
    InventoryMenuItem->InitializeInventoryItem(Widget, Item, Data);
    InventoryMenuItem->UpdateInventoryGridPosition(CurrentColumn, CurrentRow);
    FInventoryItem InventoryItem = InventoryMenuItem->GetInventoryItem();
    InventoryMenuItem->UpdateAmount(Amount);
}
```

7.6 Inventory Size

7.6.1 Introduction

The size restrictions of the inventory

7.6.2 Values

| Value | Description |
|--------------|--|
| FixedSize | Limit both the width and height of the inventory |
| FixedRows | Limit only the rows of the inventory and allow the columns to increase |
| FixedColumns | Limit only the columns of the inventory and allow the rows to increase |

7.7 Inventory Widget

7.7.1 Introduction

The widget responsible for displaying the inventory

7.7.2 Dependencies

The `InventoryWidget` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

7.7.3 Required Widgets

You need to add the following before you can compile the `InventoryWidget` widget:

| Name | Description | Type |
|---------------|---|--------|
| InventoryMenu | The menu responsible for controlling all the menu items | UMenu* |

7.7.4 Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|-----------------|--|-------------|
| NameText | The widget responsible for displaying the highlighted item's name | UTextBlock* |
| DescriptionText | The widget responsible for displaying the highlighted item's description | UTextBlock* |
| PreviewImage | The widget responsible for displaying the highlighted item's image | UIImage* |
| AmountText | The widget responsible for displaying the highlighted item's amount | UTextBlock* |

7.7.5 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------|---|---------------------------------|----------------------|
| MenuItemClass | The inventory menu item class used to display the inventory items | TSubclassOf<UInventoryMenuItem> | |
| ItemData | The data table containing all the information about the inventory items | UDataTable* | <code>nullptr</code> |
| InventorySize | The size restrictions of the inventory | EInventorySize | |
| Rows | The amount of rows in the inventory | int | |
| Columns | The amount of columns in the inventory | int | |

Events

| Name | Description | Params |
|-------------------------|---|--|
| OnInventoryItemSelected | Event used to notify other classes every time an inventory item is selected | Name (FName) The ID of the selected inventory item |

Functions

| Name | Description | Params | Return |
|------------------------|--|--|--|
| LoadInventory | Load a specific inventory | InventoryComponent (UInventoryComponent*) The inventory to load | |
| UpdatePreview | Update the preview of the inventory | Item (FInventoryItem) The item to preview | |
| UpdateHighlightedIndex | Update the highlighted index | Column (int) The column index of the item that is highlighted Row (int) The row index of the item that is highlighted | |
| SelectItem | Select an inventory item | Id (FName) The ID of the item to select | |
| GetInventory | Get the inventory managed by the widget | | UInventoryComponent* The inventory managed by the widget |
| RefreshItem | Refresh a specific item in the inventory | Id (FName) The ID of the item to refresh Amount (int) The amount of the item | |
| RefreshInventory | Refresh the entire inventory | | |

7.7.6 Blueprint Usage

You can use the `InventoryWidget` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Inventory > Load Inventory
- Ultimate Starter Kit > Inventory > Update Preview
- Ultimate Starter Kit > Inventory > Update Highlighted Index
- Ultimate Starter Kit > Inventory > Select Item
- Ultimate Starter Kit > Inventory > Get Inventory
- Ultimate Starter Kit > Inventory > Refresh Item
- Ultimate Starter Kit > Inventory > Refresh Inventory

7.7.7 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InventoryWidget` can now be used in any of your C++ files:

```
#include "USK/Inventory/InventoryWidget.h"

void ATestActor::Test()
{
    // InventoryWidget is a pointer to the UInventoryWidget
    InventoryWidget->LoadInventory(InventoryComponent);
    InventoryWidget->UpdatePreview(Item);
    InventoryWidget->UpdateHighlightedIndex(Column, Row);
}
```

```
InventoryWidget->SelectItem(Id);  
UInventoryComponent* Inventory = InventoryWidget->GetInventory();  
InventoryWidget->RefreshItem(Id, Amount);  
InventoryWidget->RefreshInventory();  
}
```

8. Trackable Data

8.1 Overview

8.1.1 Introduction

A system that is used to easily manage different types of actor data

8.1.2 Trackable Data Component

Before you can manage the data, you need to create a [Trackable Data Component](#) and add it to the actor/character containing the data

8.1.3 Built-in data

The following data can automatically be managed without creating custom components:

1. Currency (using the `Currency Component`)
2. Stats (using the `Stats Component`)

8.2 Data

8.2.1 Introduction

All trackable data use the `FTrackableData` struct to specify the default values and behaviours

8.2.2 Properties

| Property | Description | Type | Default Value |
|-----------------|--|-------|---------------|
| InitialValue | The initial value of the data | float | |
| EnforceMaxValue | Should we enforce a maximum value? | bool | false |
| MaxValue | The maximum value of the data | float | 100.0f |
| AutoSave | Should all value updates automatically be saved using the game instance? | bool | false |
| AutoGenerate | Should we automatically generate value every second? | bool | false |
| GenerateAmount | The amount of value to generate every second | float | |
| GenerateDelay | The delay before the value starts generating after losing value | float | |

8.3 Component

8.3.1 Introduction

A component that is used to easily manage/track different types of actor data

8.3.2 Dependencies

The `TrackableDataComponent` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience
- [Game Instance](#): Used to monitor for input device changes and handle saving/loading game data

8.3.3 Data

The data to track is configured by adding items to the `Data` map. The component should be added to the actor/character containing the data

8.3.4 API Reference

Properties

| Property | Description | Type | Default Value |
|----------|--------------------------|-----------------------------|---------------|
| Data | The map of data to track | TMap<FName, FTrackableData> | |

Events

| Name | Description | Params |
|----------------|---|--|
| OnValueZero | Event used to notify other classes every time the data value reaches 0 | Name (FName) The name of the data item |
| OnValueUpdated | Event used to notify other classes every time the data value is updated | Name (FName) The name of the data item Value (FName) The current value of the data item ValuePercentage (FName) The percentage of the current value compared to the max value of the data item |

Functions

| Name | Description | Params | Return |
|--------------------|---|---|---|
| GetValue | Get the amount of the data | Name (FName) The name of the data item | float The current amount of the data item |
| GetValuePercentage | Get the value of the data as a percentage of to the max value | Name (FName) The name of the data item | float The value of the data as a percentage of to the max value |
| Add | Add an amount to the data | Name (FName) The name of the data item Amount (float) The amount to add | float The new amount of the data item |
| Remove | Remove an amount from the data | Name (FName) The name of the data item Amount (float) The amount to remove | float The new amount of the data item |

8.3.5 Blueprint Usage

You can use the `TrackableDataComponent` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Trackable Data > Get Value
- Ultimate Starter Kit > Trackable Data > Get Value Percentage
- Ultimate Starter Kit > Trackable Data > Add
- Ultimate Starter Kit > Trackable Data > Remove

8.3.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `TrackableDataComponent` can now be used in any of your C++ files:

```
#include "USK/Data/TrackableDataComponent.h"

void ATestActor::Test()
{
    // TrackableDataComponent is a pointer to the UTrackableDataComponent
    float Value = TrackableDataComponent->GetValue(Name);
    float ValuePercentage = TrackableDataComponent->GetValuePercentage(Name);
    float AddValue = TrackableDataComponent->Add(Name, Amount);
    float RemoveValue = TrackableDataComponent->Remove(Name, Amount);
}
```

9. Audio

9.1 Audio Overview

9.1.1 Introduction

A system used to manage the basic properties of audio files. It includes different sound classes, a sound mix and sound attenuation settings

9.1.2 Sound Classes

The audio system includes a few basic preconfigured sound classes:

| Class name | Group | Volume |
|-----------------------|---------|--------|
| USK_EffectsSoundClass | Effects | 1.0 |
| USK_MusicSoundClass | Music | 0.5 |
| USK_UISoundClass | UI | 1.0 |
| USK_VoiceSoundClass | Voice | 3.0 |

9.2 Audio Utils

9.2.1 Introduction

The audio utils class is used to easily play sound effects

9.2.2 Dependencies

The `AudioUtils` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

9.2.3 API Reference

Functions

| Name | Description | Params | Return |
|-------------------|---|---|--------|
| PlaySound2D | Play a 2D sound | WorldContext (UObject*) The top level object representing a map SoundFX (USoundBase*) The USoundBase to play | |
| PlayRandomSound2D | Play a random 2D sound | WorldContext (UObject*) The top level object representing a map SoundFX (TArray) The array of USoundBase to select the random sound from | |
| PlaySound | Play a sound at the specified actor's location | Actor (AActor*) The actor where the sound will be played SoundFX (USoundBase*) The USoundBase to play | |
| PlayRandomSound | Play a random sound at the specified actor's location | Actor (AActor*) The actor where the sound will be played SoundFX (TArray) The array of USoundBase to select the random sound from | |

9.2.4 Blueprint Usage

You can use the `AudioUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Audio > Play Sound2D
- Ultimate Starter Kit > Audio > Play Random Sound2D
- Ultimate Starter Kit > Audio > Play Sound
- Ultimate Starter Kit > Audio > Play Random Sound

9.2.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `AudioUtils` can now be used in any of your C++ files:

```
#include "USK/Audio/AudioUtils.h"

void ATestActor::Test()
{
    UAudioUtils::PlaySound2D(WorldContext, SoundFX);
    UAudioUtils::PlayRandomSound2D(WorldContext, SoundFX);
    UAudioUtils::PlaySound(Actor, SoundFX);
    UAudioUtils::PlayRandomSound(Actor, SoundFX);
}
```

9.3 Music Player

9.3.1 Introduction

Actor responsible for playing, pausing and stopping music. It also allows you to adjust music volume

9.3.2 Dependencies

The `inal` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

9.3.3 Components

The `inal` uses the following components:

| Name | Description | Type |
|-------------|--|------------------|
| AudioPlayer | Actor responsible for playing, pausing and stopping music. It also allows you to adjust music volume | UAudioComponent* |

9.3.4 API Reference

Properties

| Property | Description | Type | Default Value |
|-------------|--|------|---------------|
| PlayOnStart | Should the music automatically play when the actor is spawned? | bool | true |

Functions

| Name | Description | Params | Return |
|-------------------|---|---|---|
| GetAudioComponent | Get a reference to the audio component | | UAudioComponent* A reference to the audio component |
| SetVolume | Adjust the playback volume of the music | NewVolume (float) The new volume of the music | |
| Play | Play the music | | |
| Pause | Pause the music | | |
| Stop | Stop the music | | |
| FadeOut | Fade out the music | FadeDuration (float) The duration of the fade | |
| FadeIn | Fade in the music | FadeDuration (float) The duration of the fade | |

9.3.5 Blueprint Usage

You can use the `inal` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Audio > Get Audio Component
- Ultimate Starter Kit > Audio > Set Volume
- Ultimate Starter Kit > Audio > Play
- Ultimate Starter Kit > Audio > Pause
- Ultimate Starter Kit > Audio > Stop
- Ultimate Starter Kit > Audio > Fade Out
- Ultimate Starter Kit > Audio > Fade In

9.3.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `inal` can now be used in any of your C++ files:

```
#include "USK/Audio/MusicPlayer.h"

void ATestActor::Test()
{
    // inal is a pointer to the final
    UAudioComponent* AudioComponent = inal->GetAudioComponent();
    inal->SetVolume(NewVolume);
    inal->Play();
    inal->Pause();
    inal->Stop();
    inal->FadeOut(FadeDuration);
    inal->FadeIn(FadeDuration);
}
```


10. Characters

10.1 Overview

10.1.1 Introduction

The plugin includes a basic 3D platformer character and animation template. This can easily be extended to add unique functionality

10.2 Base Character

10.2.1 Introduction

Base character class

10.2.2 Dependencies

The `USKCharacter` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Audio**: Used to play sound effects either 2D or at a specified location

10.2.3 Camera Clipping

Sometimes parts of the character mesh or weapon might clip when close to the camera (especially while aiming). This can be fixed by changing `Set Near Clip Plane` to `0.1` in your project settings

10.2.4 Components

The `USKCharacter` uses the following components:

| Name | Description | Type |
|----------------------|---|----------------------|
| CameraComponent | The camera used by the character | UCameraComponent* |
| SpringArmComponent | The spring arm component responsible for controlling the distance of the camera | USpringArmComponent* |
| CrouchTimeline | The timeline component used for smooth crouching | UTimelineComponent* |
| ProneTimeline | The timeline component used for smooth proneing | UTimelineComponent* |
| AimTimeline | The timeline component used for aiming | UTimelineComponent* |
| LookAtCenterTimeline | The timeline component used to look at the center of the screen | UTimelineComponent* |

10.2.5 API Reference

Properties

| Property | Description | Type | Default Value |
|-------------------------------|---|---------------------------|----------------------|
| InputMappingContext | The input mapping context used by the character | UInputMappingContext* | <code>nullptr</code> |
| MoveAction | The move input action | UInputAction* | <code>nullptr</code> |
| LookAroundAction | The camera rotation input action | UInputAction* | <code>nullptr</code> |
| JumpAction | The jump input action | UInputAction* | <code>nullptr</code> |
| SprintAction | The sprint input action | UInputAction* | <code>nullptr</code> |
| FireWeaponAction | The fire weapon input action | UInputAction* | <code>nullptr</code> |
| AimAction | The aim down sights input action | UInputAction* | <code>nullptr</code> |
| EquipNextWeaponAction | The equip next weapon input action | UInputAction* | <code>nullptr</code> |
| EquipPreviousWeaponAction | The equip previous weapon input action | UInputAction* | <code>nullptr</code> |
| ReloadWeaponAction | The reload weapon input action | UInputAction* | <code>nullptr</code> |
| CrouchAction | The crouch input action | UInputAction* | <code>nullptr</code> |
| ProneAction | The prone input action | UInputAction* | <code>nullptr</code> |
| LeanAction | The lean input action | UInputAction* | <code>nullptr</code> |
| InteractAction | The interact input action | UInputAction* | <code>nullptr</code> |
| SwitchCameraPerspectiveAction | The switch camera perspective input action | UInputAction* | <code>nullptr</code> |
| CameraPerspective | The camera perspective used by the character | ECameraPerspective | |
| bCanSwitchCameraPerspectives | Can the character switch perspectives? | bool | true |
| bSmoothCameraRotation | Should the camera rotation be smooth or instant? | bool | false |
| SmoothCameraRotationSpeed | The speed used to smooth the camera rotations | float | 5.0f |
| HeadSocketName | The name of the head socket used to attach the camera in the first person perspective | FName | |
| CameraAttachOffset | The offset of the camera after attaching to the head | FVector | |
| TargetArmLength | Length of the spring arm component | float | 350.0f |
| ArmLengthMultiplier | The multiplier applied to the spring arm component when the character is moving | float | 0.4f |
| CameraAdjustmentSpeed | The speed used when adjusting the camera distance | float | 3.0f |
| ShadowDecalClass | The shadow decal class used to draw a shadow below the character while in the air | TSubclassOf<AShadowDecal> | |
| JumpSoundEffects | | TArray<USoundBase*> | |

| | | | |
|-------------------------------|--|---------------------|----------------------|
| | An array of sound effects played when jumping | | |
| JumpParticleFx | The particle effects spawned when jumping | UNiagaraSystem* | <code>nullptr</code> |
| JumpParticleFxSpawnOffset | The offset applied to the location of the jump particles when spawning | FVector | |
| LandedSoundEffects | An array of sound effects played when landing | TArray<USoundBase*> | |
| LandParticleFx | The particle effects spawned when landing | UNiagaraSystem* | <code>nullptr</code> |
| LandParticleFxSpawnOffset | The offset applied to the location of the land particles when spawning | FVector | |
| VariableJumpHeight | Does the character support variable jump height? | bool | true |
| VariableJumpHeightMaxHoldTime | The amount of time to hold the jump button to reach the max height | float | 0.3f |
| JumpVelocity | The velocity applied to the character when jumping | float | 500.0f |
| AirControl | The amount of lateral movement control available to the character while in the air | float | 1000.0f |
| FallingFriction | The amount of friction to apply to lateral air movement when falling | float | 3.5f |
| Gravity | The amount of gravity applied to the character | float | 2.0f |
| CanDoubleJump | Can the character perform a double jump? | bool | true |
| CanCoyoteJump | Does the character support coyote time when trying to jump? | bool | true |
| CoyoteJumpTime | The amount of coyote time for the character | float | 0.375f |
| CoyoteJumpVelocity | The velocity applied to the character when performing a coyote jump | float | 700.0f |
| bCanStompJump | Can the character perform a high jump directly after landing from a stomp? | bool | true |
| StompJumpDuration | The duration after the stomp that the character can perform the stomp jump | float | 0.35f |
| StompJumpVelocity | The velocity applied to the character when performing a stomp jump | float | 1250.0f |
| bCanCrouchJump | Can the character perform a high jump while crouching? | bool | true |
| CrouchJumpVelocity | The velocity applied to the character when performing a crouch jump | float | 1250.0f |
| IsDoubleJumping | Is the character double jumping? | bool | false |
| bCanLongJump | | bool | true |

| | | | |
|------------------------------|---|--------------|----------------------|
| | Is the character allowed to perform a long jump? | | |
| LongJumpVelocity | The velocity applied to the character during a long jump | FVector | FVecto |
| MovementSpeed | The default movement speed | float | 600.0f |
| BrakingFriction | Friction coefficient applied when braking | float | 10.0f |
| MaxAcceleration | The rate of change of velocity | float | 2500.0f |
| bCanSprint | Can the character sprint? | bool | true |
| SprintSpeed | The movement speed while the character is sprinting | float | 950.0f |
| bSprintRequiresStamina | Does sprinting require stamina? | bool | false |
| SprintStaminaStatName | The name of the stamina stat used for sprinting | FName | |
| SprintStaminaUseRate | The amount of stamina used per second while sprinting | float | 20.0f |
| bCanCrouch | Can the character crouch? | bool | true |
| bHoldToCrouch | Should the crouch/prone action be held down to crouch? | bool | true |
| CrouchSpeed | The movement speed while the character is crouching | float | 300.0f |
| CrouchCurve | The float curve used for smooth crouching | UCurveFloat* | <code>nullptr</code> |
| bCanProne | Can the character prone? | bool | true |
| bHoldToProne | Should the crouch/prone action be held down to prone? | bool | true |
| ProneTraceHeight | The height of the trace used to check if the character can prone | float | 5.0f |
| ProneTraceOffsetZ | The Z-offset of the trace used to check if the character can prone | float | -20.0f |
| ProneMoveTraceSizeMultiplier | The multiplier applied to the trace size when the character is moving while proning | float | 0.5f |
| ProneSpeed | The movement speed while the character is proning | float | 100.0f |
| ProneCurve | The float curve used for smooth proning | UCurveFloat* | <code>nullptr</code> |
| bCanStomp | Can the character perform a stomp? | bool | true |
| MinAirTimeBeforeStomping | The minimum air time before the character can perform a stomp | float | 0.3f |
| StompVelocity | The velocity applied to the character after performing a stomp | float | -5000.0f |
| StompZeroGravityDuration | The amount of time the character will be in zero gravity after performing a stomp | float | 0.5f |

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|---------------------------------------|--|-------------------------------|----------------------|
| StompLandVelocity | The velocity applied to the character when landing after performing a stomp | float | 750.0f |
| StompRecoveryTime | The time it takes (in seconds) before the character recovers from a stomp and can move again | float | 0.25f |
| StompCameraShake | The camera shake applied when performing a stomp | TSubclassOf<UCameraShakeBase> | |
| bCanLean | Can the character lean? | bool | true |
| LeanSpeed | The speed used when leaning | float | 5.0f |
| LeanOffset | The offset applied to the camera when leaning | float | 50.0f |
| LeanRotation | The rotation applied to the camera when leaning | float | 25.0f |
| bLookAtCenterWhileIdle | Should the character automatically rotate to look at the center of the screen while idle? | bool | true |
| MaxLookAtCenterRotationWhileIdle | The maximum rotation that can be applied while looking at the center of the screen while idle | float | 90.0f |
| bLookAtCenterWhileRunning | Should the character automatically rotate to look at the center of the screen while running? | bool | true |
| MaxLookAtCenterRotationWhileRunning | The maximum rotation that can be applied while looking at the center of the screen while running | float | 90.0f |
| bLookAtCenterWhileSprinting | Should the character automatically rotate to look at the center of the screen while sprinting? | bool | true |
| MaxLookAtCenterRotationWhileSprinting | The maximum rotation that can be applied while looking at the center of the screen while sprinting | float | 90.0f |
| bLookAtCenterWhileCrouching | Should the character automatically rotate to look at the center of the screen while crouching? | bool | true |
| MaxLookAtCenterRotationWhileCrouching | The maximum rotation that can be applied while looking at the center of the screen while crouching | float | 60.0f |
| bLookAtCenterWhileProne | Should the character automatically rotate to look at the center of the screen while prone? | bool | true |
| MaxLookAtCenterRotationWhileProne | The maximum rotation that can be applied while looking at the center of the screen while prone | float | 45.0f |
| LookAtCenterCurve | The float curve used to look at the center of the screen | UCurveFloat* | <code>nullptr</code> |
| bCanSlide | Can the character perform a slide? | bool | true |

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|-------------------------|--|----------------------|---------|
| SlideSpeed | The movement speed while the character is sliding | float | 2500.0f |
| bSlideRequiresSprinting | Does sliding require the character to sprint? | bool | false |
| SlideMinSpeed | The minimum movement speed before a slide is allowed | float | 400.0f |
| SlidingTime | The time the character is allowed to slide | float | 0.5f |
| SlidingCooldown | The cooldown after a slide before another slide can be performed | float | 0.5f |
| SlideSoundEffects | The sound effect played when the character is sliding | TArray<USoundBase*> | |
| MaxWeapons | The maximum amount of weapons that the character can carry | int | 2 |
| DefaultWeaponClass | The default weapon the character will equip on spawn | TSubclassOf<AWeapon> | |
| AimCurve | The float curve used for aiming | UCurveFloat* | nullptr |
| DefaultCrosshair | The default crosshair to use if no weapon is equipped | UCrosshairConfig* | nullptr |

Events

| Name | Description | Params |
|------------------------|--|--|
| OnCurrentWeaponUpdated | Event used to notify other classes when the weapon is updated | Weapon (AWeapon*) The current weapon used by the character Ammo (AWeapon*) The amount of ammo remaining ReloadAmmo (AWeapon*) The amount of ammo that can be used to reload the weapon |
| OnCrosshairUpdated | Event used to notify other classes that the crosshair is updated | Crosshair (UCrosshairConfig*) The current crosshair config |

Functions

| Name | Description | Params | Return |
|-------------------------|--|--|--|
| GetCameraComponent | Get the camera used by the character | | UCameraComponent* The camera used by the character |
| GetSpringArmComponent | Get the spring arm component of the character | | USpringArmComponent* The spring arm component responsible for controlling the distance of the camera |
| GetCameraPerspective | Get the current camera perspective | | ECameraPerspective The current camera perspective |
| UpdateCameraPerspective | Update the current camera perspective | NewCameraPerspective (ECameraPerspective) The new camera perspective | |
| SwitchCameraPerspective | Switch the current camera perspective | | |
| SetWeapon | Set the current weapon used by the character | NewWeapon (AWeapon*) The new weapon | |
| GetWeapon | Get the current weapon used by the character | | AWeapon* The current weapon used by the character |
| HasWeapon | Check if the character has a weapon | | bool A boolean value indicating if the character has a weapon |
| IsCrouching | Check if the character is crouching | | bool A boolean value indicating if the character is crouching |
| IsProne | Check if the character is prone | | bool A boolean value indicating if the character is prone |
| IsEndingCrouch | Check if the character is busy ending the crouch | | bool A boolean value indicating if the character is busy ending the crouch |
| IsEndingProne | Check if the character is busy ending the prone | | bool A boolean value indicating if the character is busy ending the prone |
| IsStomping | Check if the character is stomping | | bool A boolean value indicating if the character is stomping |
| IsStompStarting | Check if the character is starting to stomp | | bool A boolean value indicating if the character is starting to stomp |
| GetLeanCameraRoll | Get the current lean camera roll | | float The current lean camera roll |
| GetLookAtCenterRotation | Get the look at center rotation | | float The look at center rotation |

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|---|--|---|---|
| IsSliding | Check if the character is sliding | | bool A boolean value indicating if the character is sliding |
| IsEndingSlide | Check if the character is busy ending the slide | | bool A boolean value indicating if the character is busy ending the slide |
| GetInteractTrigger | Get the current interact trigger | | UInteractTrigger* The current interact trigger |
| UpdateInteractTrigger | Update the current interact trigger | NewInteractTrigger (UInteractTrigger*) The new interact trigger | |
| OnWeaponUpdated | Called when the current weapon is updated | | |
| OnNewWeaponEquipped | Called when a new weapon is equipped for the first time | Weapon (AWeapon*) The new weapon that was equipped | |
| IsAiming | Check if the character is aiming | | bool A boolean value indicating if the character is aiming |
| GetCrosshair | Get the crosshair configuration | | UCrosshairConfig* The crosshair configuration |
| GetWeaponSway | Get the current weapon sway rotation | | FRotator The current weapon sway rotation |
| StartFiringWeapon | Start firing the current weapon | | |
| StopFiringWeapon | Stop firing the current weapon | | |
| EquipNextWeapon | Equip the next weapon in the list of available weapons | | |
| EquipPreviousWeapon | Equip the previous weapon in the list of available weapons | | |
| StartCrouching | Start crouching | | |
| StopCrouching | Stop crouching | | |
| StartProne | Start prone | | |
| StopProne | Stop prone | | |
| UpdateCharacterMeshLocationWhileCrouching | Update the character mesh location while crouching | SizeDifference (float) The difference between the original capsule size and the crouched capsule size | |

10.2.6 Blueprint Usage

There is no additional functions exposed to Blueprints. Just create the character and add it to your level

10.3 FPS Character

10.3.1 Introduction

Base character that can be used for first person shooter (FPS) games

10.3.2 API Reference

10.3.3 Blueprint Usage

There is no additional functions exposed to Blueprints. Just create the character and add it to your level

10.4 3D Platformer Character

10.4.1 Introduction

Base character that can be used for 3D platformer games

10.4.2 Dependencies

The `PlatformerCharacter` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

10.4.3 Components

The `PlatformerCharacter` uses the following components:

| Name | Description | Type |
|--------------------|---|----------------------|
| SpringArmComponent | Base character that can be used for 3D platformer games | USpringArmComponent* |

10.4.4 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------------|---|-------|---------------|
| TargetArmLength | Length of the spring arm component | float | 350.0f |
| ArmLengthMultiplier | The multiplier applied to the spring arm component when the character is moving | float | 0.4f |
| CameraAdjustmentSpeed | The speed used when adjusting the camera distance | float | 3.0f |

Functions

| Name | Description | Params | Return |
|-----------------------|---|--------|--|
| GetSpringArmComponent | Get the spring arm component of the character | | USpringArmComponent* The spring arm component responsible for controlling the distance of the camera |

10.4.5 Blueprint Usage

There is no additional functions exposed to Blueprints. Just create the character and add it to your level

10.5 Animation Instance

10.5.1 Introduction

Base animation instance for USK characters

10.5.2 Dependencies

The `USKCharacterAnimationInstance` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

10.5.3 Animation Montages

The animation blueprint contains a `USK` slot that can be used to play animation montages

10.5.4 API Reference

Properties

| Property | Description | Type | Default Value |
|--------------------------------------|--|----------------|----------------------|
| BlendBoneName | The name of the bone used to blend the character's animations | FName | |
| bMeshSpaceRotationBlend | Whether to blend bone rotations in mesh space or in local space | bool | false |
| bMeshSpaceScaleBlend | Whether to blend bone scales in mesh space or in local space | bool | false |
| bBlendRootMotionBasedOnRootBone | Should we incorporate the per-bone blend weight of the root bone when lending root motion? | bool | true |
| bEnableDirectionalMovementAnimations | Should directional movement animations be used? | bool | false |
| IdleBaseAnimation | The base animation used when the character is in the idle state | UAnimSequence* | <code>nullptr</code> |
| WalkBaseAnimation | The base animation used when the character is walking | UAnimSequence* | <code>nullptr</code> |
| WalkForwardBaseAnimation | The base animation used when the character is walking forward | UAnimSequence* | <code>nullptr</code> |
| WalkBackwardsBaseAnimation | The base animation used when the character is walking backwards | UAnimSequence* | <code>nullptr</code> |
| WalkLeftBaseAnimation | The base animation used when the character is walking left | UAnimSequence* | <code>nullptr</code> |
| WalkRightBaseAnimation | The base animation used when the character is walking right | UAnimSequence* | <code>nullptr</code> |
| RunBaseAnimation | The base animation used when the character is running | UAnimSequence* | <code>nullptr</code> |
| RunForwardBaseAnimation | The base animation used when the character is running forward | UAnimSequence* | <code>nullptr</code> |
| RunBackwardsBaseAnimation | The base animation used when the character is running backwards | UAnimSequence* | <code>nullptr</code> |
| RunLeftBaseAnimation | The base animation used when the character is running left | UAnimSequence* | <code>nullptr</code> |
| RunRightBaseAnimation | The base animation used when the character is running right | UAnimSequence* | <code>nullptr</code> |
| SprintBaseAnimation | The base animation used when the character is sprinting | UAnimSequence* | <code>nullptr</code> |
| SprintForwardBaseAnimation | The base animation used when the character is sprinting forward | UAnimSequence* | <code>nullptr</code> |
| SprintBackwardsBaseAnimation | The base animation used when the character is sprinting backwards | UAnimSequence* | <code>nullptr</code> |
| SprintLeftBaseAnimation | The base animation used when the character is sprinting left | UAnimSequence* | <code>nullptr</code> |
| SprintRightBaseAnimation | The base animation used when the character is sprinting right | UAnimSequence* | <code>nullptr</code> |
| JumpBaseAnimation | | UAnimSequence* | <code>nullptr</code> |

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|----------------------------------|---|----------------|----------------------|
| | The base animation used when the character is jumping | | |
| DoubleJumpBaseAnimation | The base animation used when the character is double jumping | UAnimSequence* | <code>nullptr</code> |
| FallBaseAnimation | The base animation used when the character is falling | UAnimSequence* | <code>nullptr</code> |
| LandBaseAnimation | The base animation used when the character is landing | UAnimSequence* | <code>nullptr</code> |
| CrouchStartBaseAnimation | The base animation used when the character starts crouching | UAnimSequence* | <code>nullptr</code> |
| CrouchEndBaseAnimation | The base animation used when the character stops crouching | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleBaseAnimation | The base animation used when the character is crouching and idle | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkBaseAnimation | The base animation used when the character is crouching and walking | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkForwardBaseAnimation | The base animation used when the character is crouching and walking forward | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkBackwardsBaseAnimation | The base animation used when the character is crouching and walking backwards | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkLeftBaseAnimation | The base animation used when the character is crouching and walking left | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkRightBaseAnimation | The base animation used when the character is crouching and walking right | UAnimSequence* | <code>nullptr</code> |
| ProneStartBaseAnimation | The base animation used when the character starts prone | UAnimSequence* | <code>nullptr</code> |
| ProneEndBaseAnimation | The base animation used when the character stops prone | UAnimSequence* | <code>nullptr</code> |
| ProneIdleBaseAnimation | The base animation used when the character is prone and idle | UAnimSequence* | <code>nullptr</code> |
| ProneMoveBaseAnimation | The base animation used when the character is prone and moving | UAnimSequence* | <code>nullptr</code> |
| StompStartBaseAnimation | The base animation used when the character is starting to stomp | UAnimSequence* | <code>nullptr</code> |
| StompFallBaseAnimation | The base animation used when the character is falling after a stomp | UAnimSequence* | <code>nullptr</code> |
| StompLandBaseAnimation | The base animation used when the character is landing after a stomp | UAnimSequence* | <code>nullptr</code> |
| SlideStartBaseAnimation | The base animation used when the character starts sliding | UAnimSequence* | <code>nullptr</code> |
| SlideEndBaseAnimation | The base animation used when the character stops sliding | UAnimSequence* | <code>nullptr</code> |
| SlideLoopBaseAnimation | The base animation used when the character is sliding | UAnimSequence* | <code>nullptr</code> |

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|----------------------|--|----------------|----------------------|
| IdleAnimation | The animation used when the character is in the idle state while unarmed | UAnimSequence* | <code>nullptr</code> |
| WalkAnimation | The animation used when the character is walking while unarmed | UAnimSequence* | <code>nullptr</code> |
| RunAnimation | The animation used when the character is running while unarmed | UAnimSequence* | <code>nullptr</code> |
| SprintAnimation | The animation used when the character is sprinting while unarmed | UAnimSequence* | <code>nullptr</code> |
| JumpAnimation | The animation used when the character is jumping while unarmed | UAnimSequence* | <code>nullptr</code> |
| DoubleJumpAnimation | The animation used when the character is double jumping while unarmed | UAnimSequence* | <code>nullptr</code> |
| FallAnimation | The animation used when the character is falling while unarmed | UAnimSequence* | <code>nullptr</code> |
| LandAnimation | The animation used when the character is landing while unarmed | UAnimSequence* | <code>nullptr</code> |
| CrouchStartAnimation | The animation used when the character starts crouching while unarmed | UAnimSequence* | <code>nullptr</code> |
| CrouchEndAnimation | The animation used when the character stops crouching while unarmed | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleAnimation | The animation used when the character is crouching and idle while unarmed | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkAnimation | The animation used when the character is crouching and walking while unarmed | UAnimSequence* | <code>nullptr</code> |
| ProneStartAnimation | The animation used when the character starts prone while unarmed | UAnimSequence* | <code>nullptr</code> |
| ProneEndAnimation | The animation used when the character stops prone while unarmed | UAnimSequence* | <code>nullptr</code> |
| ProneIdleAnimation | The animation used when the character is prone and idle while unarmed | UAnimSequence* | <code>nullptr</code> |
| ProneMoveAnimation | The animation used when the character is prone and moving while unarmed | UAnimSequence* | <code>nullptr</code> |
| StompStartAnimation | The animation used when the character is starting to stomp while unarmed | UAnimSequence* | <code>nullptr</code> |
| StompFallAnimation | The animation used when the character is falling after a stomp while unarmed | UAnimSequence* | <code>nullptr</code> |
| StompLandAnimation | The animation used when the character is landing after a stomp while unarmed | UAnimSequence* | <code>nullptr</code> |
| SlideStartAnimation | The animation used when the character starts sliding while unarmed | UAnimSequence* | <code>nullptr</code> |
| SlideEndAnimation | The animation used when the character stops sliding while unarmed | UAnimSequence* | <code>nullptr</code> |
| SlideLoopAnimation | The animation used when the character is sliding while unarmed | UAnimSequence* | <code>nullptr</code> |

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| IdleWeaponOneHandedAnimation | The animation used when the character is in the idle state with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| WalkWeaponOneHandedAnimation | The animation used when the character is walking with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| RunWeaponOneHandedAnimation | The animation used when the character is running with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| SprintWeaponOneHandedAnimation | The animation used when the character is sprinting with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| JumpWeaponOneHandedAnimation | The animation used when the character is jumping with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| DoubleJumpWeaponOneHandedAnimation | The animation used when the character is double jumping with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| FallWeaponOneHandedAnimation | The animation used when the character is falling with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| LandWeaponOneHandedAnimation | The animation used when the character is landing with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchStartWeaponOneHandedAnimation | The animation used when the character starts crouching with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchEndWeaponOneHandedAnimation | The animation used when the character stops crouching with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleWeaponOneHandedAnimation | The animation used when the character is crouching and idle with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkWeaponOneHandedAnimation | The animation used when the character is crouching and walking with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneStartWeaponOneHandedAnimation | The animation used when the character starts prone with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneEndWeaponOneHandedAnimation | The animation used when the character stops prone with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneIdleWeaponOneHandedAnimation | The animation used when the character is prone and idle with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneMoveWeaponOneHandedAnimation | The animation used when the character is prone and moving with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompStartWeaponOneHandedAnimation | The animation used when the character is starting to stomp with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompFallWeaponOneHandedAnimation | The animation used when the character is falling after a stomp with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompLandWeaponOneHandedAnimation | The animation used when the character is landing after a stomp with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| SlideStartWeaponOneHandedAnimation | The animation used when the character starts sliding with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| SlideEndWeaponOneHandedAnimation | The animation used when the character stops sliding with a one handed weapon | UAnimSequence* | <code>nullptr</code> |
| SlideLoopWeaponOneHandedAnimation | The animation used when the character is sliding with a one handed weapon | UAnimSequence* | <code>nullptr</code> |

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| IdleWeaponAimOneHandedAnimation | The animation used when the character is in the idle state with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| WalkWeaponAimOneHandedAnimation | The animation used when the character is walking with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| RunWeaponAimOneHandedAnimation | The animation used when the character is running with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SprintWeaponAimOneHandedAnimation | The animation used when the character is sprinting with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| JumpWeaponAimOneHandedAnimation | The animation used when the character is jumping with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| DoubleJumpWeaponAimOneHandedAnimation | The animation used when the character is double jumping with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| FallWeaponAimOneHandedAnimation | The animation used when the character is falling with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| LandWeaponAimOneHandedAnimation | The animation used when the character is landing with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchStartWeaponAimOneHandedAnimation | The animation used when the character starts crouching with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchEndWeaponAimOneHandedAnimation | The animation used when the character stops crouching with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleWeaponAimOneHandedAnimation | The animation used when the character is crouching and idle with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkWeaponAimOneHandedAnimation | The animation used when the character is crouching and walking with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneStartWeaponAimOneHandedAnimation | The animation used when the character starts prone with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneEndWeaponAimOneHandedAnimation | The animation used when the character stops prone with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneIdleWeaponAimOneHandedAnimation | The animation used when the character is prone and idle with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneMoveWeaponAimOneHandedAnimation | The animation used when the character is prone and moving with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompStartWeaponAimOneHandedAnimation | The animation used when the character is starting to stomp with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompFallWeaponAimOneHandedAnimation | The animation used when the character is falling after a stomp with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompLandWeaponAimOneHandedAnimation | The animation used when the character is landing after a stomp with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SlideStartWeaponAimOneHandedAnimation | The animation used when the character starts sliding with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SlideEndWeaponAimOneHandedAnimation | The animation used when the character stops sliding with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |

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| SlideLoopWeaponAimOneHandedAnimation | The animation used when the character is sliding with a one handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| IdleWeaponTwoHandedAnimation | The animation used when the character is in the idle state with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| WalkWeaponTwoHandedAnimation | The animation used when the character is walking with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| RunWeaponTwoHandedAnimation | The animation used when the character is running with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| SprintWeaponTwoHandedAnimation | The animation used when the character is sprinting with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| JumpWeaponTwoHandedAnimation | The animation used when the character is jumping with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| DoubleJumpWeaponTwoHandedAnimation | The animation used when the character is double jumping with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| FallWeaponTwoHandedAnimation | The animation used when the character is falling with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| LandWeaponTwoHandedAnimation | The animation used when the character is landing with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchStartWeaponTwoHandedAnimation | The animation used when the character starts crouching with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchEndWeaponTwoHandedAnimation | The animation used when the character stops crouching with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleWeaponTwoHandedAnimation | The animation used when the character is crouching and idle with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkWeaponTwoHandedAnimation | The animation used when the character is crouching and walking with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneStartWeaponTwoHandedAnimation | The animation used when the character starts proning with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneEndWeaponTwoHandedAnimation | The animation used when the character stops proning with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneIdleWeaponTwoHandedAnimation | The animation used when the character is proning and idle with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| ProneMoveWeaponTwoHandedAnimation | The animation used when the character is proning and moving with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompStartWeaponTwoHandedAnimation | The animation used when the character is starting to stomp with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompFallWeaponTwoHandedAnimation | The animation used when the character is falling after a stomp with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| StompLandWeaponTwoHandedAnimation | The animation used when the character is landing after a stomp with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| SlideStartWeaponTwoHandedAnimation | The animation used when the character starts sliding with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| SlideEndWeaponTwoHandedAnimation | The animation used when the character stops sliding with a two handed weapon | UAnimSequence* | <code>nullptr</code> |

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|--|--|----------------|----------------------|
| SlideLoopWeaponTwoHandedAnimation | The animation used when the character is sliding with a two handed weapon | UAnimSequence* | <code>nullptr</code> |
| IdleWeaponAimTwoHandedAnimation | The animation used when the character is in the idle state with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| WalkWeaponAimTwoHandedAnimation | The animation used when the character is walking with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| RunWeaponAimTwoHandedAnimation | The animation used when the character is running with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SprintWeaponAimTwoHandedAnimation | The animation used when the character is sprinting with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| JumpWeaponAimTwoHandedAnimation | The animation used when the character is jumping with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| DoubleJumpWeaponAimTwoHandedAnimation | The animation used when the character is double jumping with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| FallWeaponAimTwoHandedAnimation | The animation used when the character is falling with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| LandWeaponAimTwoHandedAnimation | The animation used when the character is landing with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchStartWeaponAimTwoHandedAnimation | The animation used when the character starts crouching with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchEndWeaponAimTwoHandedAnimation | The animation used when the character stops crouching with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchIdleWeaponAimTwoHandedAnimation | The animation used when the character is crouching and idle with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| CrouchWalkWeaponAimTwoHandedAnimation | The animation used when the character is crouching and walking with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneStartWeaponAimTwoHandedAnimation | The animation used when the character starts prone with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneEndWeaponAimTwoHandedAnimation | The animation used when the character stops prone with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneIdleWeaponAimTwoHandedAnimation | The animation used when the character is prone and idle with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| ProneMoveWeaponAimTwoHandedAnimation | The animation used when the character is prone and moving with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompStartWeaponAimTwoHandedAnimation | The animation used when the character is starting to stomp with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompFallWeaponAimTwoHandedAnimation | The animation used when the character is falling after a stomp with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| StompLandWeaponAimTwoHandedAnimation | The animation used when the character is landing after a stomp with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SlideStartWeaponAimTwoHandedAnimation | The animation used when the character starts sliding with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |

| | | | |
|--------------------------------------|--|----------------|----------------------|
| SlideEndWeaponAimTwoHandedAnimation | The animation used when the character stops sliding with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| SlideLoopWeaponAimTwoHandedAnimation | The animation used when the character is sliding with a two handed weapon while aiming | UAnimSequence* | <code>nullptr</code> |
| MovementBlendSpeed | The blend speed used when updating the movement speed | float | 10.0f |
| MovementSpeed | The movement speed of the character | float | |
| MovementDirection | The movement direction of the character multiplied by the movement speed | FVector2D | |
| bIsCrouching | Is the character currently crouching? | bool | false |
| bIsProne | Is the character currently prone? | bool | false |
| bIsStomping | Is the character currently stomping? | bool | false |
| StompBlendValue | The value used to blend stomp animations | float | |
| bIsStompStarting | Is the character starting the stomp? | bool | false |
| bIsEndingCrouch | Is the character busy ending the crouch? | bool | false |
| bIsEndingProne | Is the character busy ending the prone? | bool | false |
| IsInAir | Is the character currently in the air? | bool | false |
| IsDoubleJumping | Is the character double jumping? | bool | false |
| LeanCameraRotationModifier | The modifier applied to the lean camera rotation | float | 1.0f |
| LeanCameraRoll | The lean camera roll | float | |
| LeanBoneName | The bone to rotate while the character is leaning | FName | |
| bIsSliding | Is the character currently sliding? | bool | false |
| bIsEndingSlide | Is the character busy ending the slide? | bool | false |
| bIsAiming | Is the character aiming? | bool | false |
| AimRotation | The rotation applied to the character while aiming | float | |
| LookAtCenterRotation | The rotation applied to the character to look at the center of the screen | float | |
| AimBoneName | The bone to rotate while the player is aiming up or down using the first person camera perspective | FName | |
| WeaponSwayBoneName | The bone to rotate to simulate weapon sway | FName | |
| WeaponSway | The weapon sway rotation applied to the character | FRotator | |

Functions

| Name | Description | Params | Return |
|---------------------------------|---|--------|---|
| GetIdleBaseAnimation | Get the base idle animation | | UAnimSequence* The idle animation to play |
| GetWalkBaseAnimation | Get the base walk animation | | UAnimSequence* The walk animation to play |
| GetWalkForwardBaseAnimation | Get the base walk forward animation | | UAnimSequence* The walk forward animation to play |
| GetWalkBackwardsBaseAnimation | Get the base walk backwards animation | | UAnimSequence* The walk backwards animation to play |
| GetWalkLeftBaseAnimation | Get the base walk left animation | | UAnimSequence* The walk left animation to play |
| GetWalkRightBaseAnimation | Get the base walk right animation | | UAnimSequence* The walk right animation to play |
| GetRunBaseAnimation | Get the base run animation | | UAnimSequence* The run animation to play |
| GetRunForwardBaseAnimation | Get the base run forward animation | | UAnimSequence* The run forward animation to play |
| GetRunBackwardsBaseAnimation | Get the base run backwards animation | | UAnimSequence* The run backwards animation to play |
| GetRunLeftBaseAnimation | Get the base run left animation | | UAnimSequence* The run left animation to play |
| GetRunRightBaseAnimation | Get the base run right animation | | UAnimSequence* The run right animation to play |
| GetSprintBaseAnimation | Get the base sprint animation | | UAnimSequence* The sprint animation to play |
| GetSprintForwardBaseAnimation | Get the base sprint forward animation | | UAnimSequence* The sprint forward animation to play |
| GetSprintBackwardsBaseAnimation | Get the base sprint backwards animation | | UAnimSequence* The sprint backwards animation to play |
| GetSprintLeftBaseAnimation | Get the base sprint left animation | | UAnimSequence* The sprint left animation to play |
| GetSprintRightBaseAnimation | Get the base sprint right animation | | UAnimSequence* The sprint right animation to play |
| GetJumpBaseAnimation | Get the base jump animation | | UAnimSequence* The jump animation to play |
| GetDoubleJumpBaseAnimation | Get the base double jump animation | | UAnimSequence* The double jump animation to play |
| GetFallBaseAnimation | Get the base fall animation | | UAnimSequence* The fall animation to play |

| | | | |
|-------------------------------------|---|--|--|
| GetLandBaseAnimation | Get the base land animation | | UAnimSequence* The land animation to play |
| GetCrouchStartBaseAnimation | Get the base crouch start animation | | UAnimSequence* The crouch start animation to play |
| GetCrouchEndBaseAnimation | Get the base crouch end animation | | UAnimSequence* The crouch end animation to play |
| GetCrouchIdleBaseAnimation | Get the base crouch idle animation | | UAnimSequence* The crouch idle animation to play |
| GetCrouchWalkBaseAnimation | Get the base crouch walk animation | | UAnimSequence* The crouch walk animation to play |
| GetCrouchWalkForwardBaseAnimation | Get the base crouch walk forward animation | | UAnimSequence* The crouch walk forward animation to play |
| GetCrouchWalkBackwardsBaseAnimation | Get the base crouch walk backwards animation | | UAnimSequence* The crouch walk backwards animation to play |
| GetCrouchWalkLeftBaseAnimation | Get the base crouch walk left animation | | UAnimSequence* The crouch walk left animation to play |
| GetCrouchWalkRightBaseAnimation | Get the base crouch walk right animation | | UAnimSequence* The crouch walk right animation to play |
| GetProneStartBaseAnimation | Get the base prone start animation | | UAnimSequence* The prone start animation to play |
| GetProneEndBaseAnimation | Get the base prone end animation | | UAnimSequence* The prone end animation to play |
| GetProneIdleBaseAnimation | Get the base prone idle animation | | UAnimSequence* The prone idle animation to play |
| GetProneMoveBaseAnimation | Get the base prone walk animation | | UAnimSequence* The prone walk animation to play |
| GetStompStartBaseAnimation | Get the base stomp start animation | | UAnimSequence* The stomp start animation to play |
| GetStompFallBaseAnimation | Get the base stomp fall animation | | UAnimSequence* The stomp fall animation to play |
| GetStompLandBaseAnimation | Get the base stomp land animation | | UAnimSequence* The stomp land animation to play |
| GetSlideStartBaseAnimation | Get the base slide start animation | | UAnimSequence* The slide start animation to play |
| GetSlideEndBaseAnimation | Get the base slide end animation | | UAnimSequence* The slide end animation to play |
| GetSlideLoopBaseAnimation | Get the base slide loop animation | | UAnimSequence* The slide loop animation to play |
| GetIdleAnimation | Get the idle animation based on the current armed state | | UAnimSequence* The idle animation to play |

| | | | |
|-------------------------|---|--|---|
| GetWalkAnimation | Get the walk animation based on the current armed state | | UAnimSequence* The walk animation to play |
| GetRunAnimation | Get the run animation based on the current armed state | | UAnimSequence* The run animation to play |
| GetSprintAnimation | Get the sprint animation based on the current armed state | | UAnimSequence* The sprint animation to play |
| GetJumpAnimation | Get the jump animation based on the current armed state | | UAnimSequence* The jump animation to play |
| GetDoubleJumpAnimation | Get the double jump animation based on the current armed state | | UAnimSequence* The double jump animation to play |
| GetFallAnimation | Get the fall animation based on the current armed state | | UAnimSequence* The fall animation to play |
| GetLandAnimation | Get the land animation based on the current armed state | | UAnimSequence* The land animation to play |
| GetCrouchStartAnimation | Get the crouch start animation based on the current armed state | | UAnimSequence* The crouch start animation to play |
| GetCrouchEndAnimation | Get the crouch end animation based on the current armed state | | UAnimSequence* The crouch end animation to play |
| GetCrouchIdleAnimation | Get the crouch idle animation based on the current armed state | | UAnimSequence* The crouch idle animation to play |
| GetCrouchWalkAnimation | Get the crouch walk animation based on the current armed state | | UAnimSequence* The crouch walk animation to play |
| GetProneStartAnimation | Get the prone start animation based on the current armed state | | UAnimSequence* The prone start animation to play |
| GetProneEndAnimation | Get the prone end animation based on the current armed state | | UAnimSequence* The prone end animation to play |
| GetProneIdleAnimation | Get the prone idle animation based on the current armed state | | UAnimSequence* The prone idle animation to play |
| GetProneMoveAnimation | Get the prone walk animation based on the current armed state | | UAnimSequence* The prone walk animation to play |
| GetStompStartAnimation | Get the stomp start animation based on the current armed state | | UAnimSequence* The stomp start animation to play |
| GetStompFallAnimation | Get the stomp fall animation based on the current armed state | | UAnimSequence* The stomp fall animation to play |
| GetStompLandAnimation | Get the stomp fall animation based on the current armed state | | UAnimSequence* The stomp fall animation to play |
| GetSlideStartAnimation | Get the slide start animation based on the current armed state | | UAnimSequence* The slide start animation to play |
| GetSlideEndAnimation | Get the slide end animation based on the current armed state | | UAnimSequence* The slide end animation to play |
| GetSlideLoopAnimation | Get the slide loop animation based on the current armed state | | UAnimSequence* The slide loop animation to play |

10.5.5 Blueprint Usage

You can use this template by creating your own animation blueprint and selecting `UPlatformerAnimationInstance` as the parent class. Set your animations and use this for your characters

10.6 Shadow Decal

10.6.1 Introduction

Decal used to draw a shadow beneath a character when the character is in the air

10.6.2 Dependencies

The `ShadowDecal` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

10.6.3 API Reference

Functions

| Name | Description | Params | Return |
|------------|-----------------------------|---|--------|
| Initialize | Initialize the shadow decal | OwnerCharacter (ACharacter*) The character owning this shadow decal | |

10.6.4 Blueprint Usage

You can use the `ShadowDecal` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Shadow Decal > Initialize

10.6.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `ShadowDecal` can now be used in any of your C++ files:

```
#include "USK/Character/ShadowDecal.h"

void ATestActor::Test()
{
    // ShadowDecal is a pointer to the AShadowDecal
    ShadowDecal->Initialize(OwnerCharacter);
}
```

11. Weapons

11.1 Weapon

11.1.1 Introduction

The weapon attached to characters

11.1.2 Dependencies

The `Weapon` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience
- [Audio](#): Used to play sound effects either 2D or at a specified location

11.1.3 Components

The `Weapon` uses the following components:

| Name | Description | Type |
|-------------|---------------------------------|-------------------------|
| WeaponMesh | The skeletal mesh of the weapon | USkeletalMeshComponent* |
| MuzzleFlash | The muzzle flash of the weapon | USceneComponent* |

11.1.4 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------------------------|--|--------------------------------|---------------|
| WeaponType | The type of weapon | EWeaponType | |
| WeaponFireMode | The fire mode of weapon | EWeaponFireMode | |
| AimFov | The FOV of the camera while aiming | float | 70 |
| Crosshair | The crosshair used by the weapon | UCrosshairConfig* | nullptr |
| FireRate | The fire rate of the weapon (amount of seconds between each shot) | float | 0.2f |
| MaxShotsPerFireEvent | The amount of shots fired per fire event | int | 3 |
| Projectiles | The projectiles spawned by the weapon | TArray<FWWeaponProjectileData> | |
| bInfiniteAmmo | Does the weapon have an infinite amount of ammo? | bool | false |
| bRequireReloading | Does the weapon require reloading? | bool | true |
| bAutoReloadWhenFiringWhileEmpty | Should the weapon automatically be reloaded when firing while empty? | bool | true |
| ReloadDuration | The delay after reloading and before ammo is added to the weapon | float | 0.65f |
| Ammo | The amount of ammo for the weapon | int | 50 |
| AmmoPerClip | The amount of ammo per clip | int | 20 |
| WeaponAttachPoint | The attach point used by all weapons | FName | |
| WeaponTransform | The relative transform of the weapon after it is attached to a character | FTransform | |
| WeaponAimTransform | The relative transform of the weapon while aiming | FTransform | |
| RecoilCurve | The curve used to add recoil to the weapon | UCurveVector* | nullptr |
| RecoveryTime | The recovery time after recoil was applied | float | 1.0f |
| RecoilRecoveryDelay | The delay before we start recovering from recoil | float | 0.15f |
| bWeaponSway | Should weapon sway be enabled? | bool | true |
| WeaponSwayMultiplier | The multiplier applied to the weapon sway rotation | float | 1.0f |
| WeaponSwayInterpSpeed | The speed used to interpolate the weapon sway rotation | float | 10.0f |
| FireCameraShake | The camera shake applied when firing the weapon | TSubclassOf<UCameraShakeBase> | |
| MuzzleFlashParticleFx | The muzzle flash particle effects | UNiagaraSystem* | nullptr |
| MuzzleFlashParticleFxTransform | The transform of the muzzle flash particle effects | FTransform | |
| FireSound | The sound played each time the weapon is fired | TArray<USoundBase*> | |
| EmptyClipFireSound | | TArray<USoundBase*> | |

| | | | |
|------------------------|---|---------------------|----------------------|
| | The sound played each time the weapon is fired with an empty clip | | |
| ReloadSound | The sound played when the weapon is reloaded | TArray<USoundBase*> | |
| FireAnimation | The animation played when the weapon is fired | UAnimMontage* | <code>nullptr</code> |
| EmptyClipFireAnimation | The animation played when the weapon is fired with an empty clip | UAnimMontage* | <code>nullptr</code> |
| EquipAnimation | The animation played when the weapon is equipped | UAnimMontage* | <code>nullptr</code> |
| ReloadAnimation | The animation played when the weapon is reloaded | UAnimMontage* | <code>nullptr</code> |
| ReloadAimAnimation | The animation played when the weapon is reloaded while aiming | UAnimMontage* | <code>nullptr</code> |

Events

| Name | Description | Params |
|------------------------|--|--|
| OnWeaponEquipped | Event used to notify other classes when the weapon is equipped | |
| OnWeaponUnequipped | Event used to notify other classes when the weapon is unequipped | |
| OnWeaponFired | Event used to notify other classes when the weapon is fired | |
| OnWeaponFiredEmptyClip | Event used to notify other classes when the weapon is fired with an empty clip | |
| OnWeaponAmmoUpdated | Event used to notify other classes when the weapon ammo is updated | Weapon (AWeapon*) The current weapon used by the character Ammo (AWeapon*) The amount of ammo remaining ReloadAmmo (AWeapon*) The amount of ammo that can be used to reload the weapon |
| OnWeaponAmmoEmpty | Event used to notify other classes when the ammo is empty | |

Functions

| Name | Description | Params | Return |
|------------------------|--|---|--|
| Equip | Equip the weapon | TargetCharacter (AUSKCharacter*) The character that will use the weapon IsNewWeapon (bool) Is this a new weapon? | |
| Unequip | Unequip the weapon | | |
| StartFiring | Start firing the weapon | | |
| StopFiring | Stop firing the weapon | | |
| AddAmmo | Add more ammo to the weapon | Amount (int) The amount of ammo to add | |
| RemoveAmmo | Remove ammo from the weapon | Amount (int) The amount of ammo to remove | |
| GetAmmoRemaining | Get the amount of ammo remaining | | int The amount of ammo remaining |
| GetReloadAmmoRemaining | Get the amount of ammo that can be used when reloading | | int The amount of ammo that can be used when reloading |
| Reload | Reload the weapon | | |
| StartRecoil | Start applying recoil to the weapon | | |
| StopRecoil | Stop applying recoil to the weapon | | |
| ApplyRecoil | Apply recoil to the weapon | DeltaSeconds (float) Game time elapsed during last frame modified by the time dilation | |
| StartRecoilRecovery | Start recovering from recoil | | |
| StopRecoilRecovery | Stop recovering from recoil | | |
| ApplyRecoilRecovery | Recover from recoil | DeltaSeconds (float) Game time elapsed during last frame modified by the time dilation | |

11.1.5 Blueprint Usage

You can use the `Weapon` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Weapon > Equip
- Ultimate Starter Kit > Weapon > Unequip
- Ultimate Starter Kit > Weapon > Start Firing
- Ultimate Starter Kit > Weapon > Stop Firing
- Ultimate Starter Kit > Weapon > Add Ammo
- Ultimate Starter Kit > Weapon > Remove Ammo
- Ultimate Starter Kit > Weapon > Get Ammo Remaining
- Ultimate Starter Kit > Weapon > Get Reload Ammo Remaining
- Ultimate Starter Kit > Weapon > Reload
- Ultimate Starter Kit > Weapon > Start Recoil
- Ultimate Starter Kit > Weapon > Stop Recoil
- Ultimate Starter Kit > Weapon > Apply Recoil
- Ultimate Starter Kit > Weapon > Start Recoil Recovery
- Ultimate Starter Kit > Weapon > Stop Recoil Recovery
- Ultimate Starter Kit > Weapon > Apply Recoil Recovery

11.1.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `Weapon` can now be used in any of your C++ files:

```
#include "USK/Weapons/Weapon.h"

void ATestActor::Test()
{
    // Weapon is a pointer to the AWeapon
    Weapon->Equip(TargetCharacter, IsNewWeapon);
    Weapon->Unequip();
    Weapon->StartFiring();
    Weapon->StopFiring();
    Weapon->AddAmmo(Amount);
    Weapon->RemoveAmmo(Amount);
    int AmmoRemaining = Weapon->GetAmmoRemaining();
    int ReloadAmmoRemaining = Weapon->GetReloadAmmoRemaining();
    Weapon->Reload();
    Weapon->StartRecoil();
    Weapon->StopRecoil();
    Weapon->ApplyRecoil(DeltaSeconds);
    Weapon->StartRecoilRecovery();
    Weapon->StopRecoilRecovery();
    Weapon->ApplyRecoilRecovery(DeltaSeconds);
}
```

11.2 Weapon Type

11.2.1 Introduction

The types of weapons

11.2.2 Values

| Value | Description |
|-----------------|---------------------|
| WeaponOneHanded | A one handed weapon |
| WeaponTwoHanded | A two handed weapon |

11.3 Weapon Fire Mode

11.3.1 Introduction

The types of weapon fire modes

11.3.2 Values

| Value | Description |
|------------|--|
| SingleShot | Fires a single shot each time the trigger is pulled |
| SemiAuto | Fires multiple projectiles each time the trigger is pulled |
| FullAuto | Continuously fires projectiles while the trigger is held |

11.4 Weapon Item

11.4.1 Introduction

A weapon item that can be picked up by a character

11.4.2 API Reference

Properties

| Property | Description | Type | Default Value |
|-------------|----------------------------------|----------------------|---------------|
| WeaponClass | The weapon assigned to this item | TSubclassOf<AWeapon> | |

11.5 Weapon Ammo Item

11.5.1 Introduction

A weapon ammo item that can be picked up by a character

11.5.2 Dependencies

The `WeaponAmmoItem` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

11.5.3 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------|---|------------------------------|---------------|
| Ammo | The amount of ammo to add to the weapon | int | 10 |
| bAddToAnyWeapon | Should the ammo be added to any weapon? | bool | false |
| AllowedWeapons | The weapons that can use this ammo | TArray<TSubclassOf<AWeapon>> | |

11.6 Weapon Projectile

11.6.1 Introduction

The projectile spawned by weapons

11.6.2 Dependencies

The `WeaponProjectile` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Audio**: Used to play sound effects either 2D or at a specified location

11.6.3 Components

The `WeaponProjectile` uses the following components:

| Name | Description | Type |
|-----------------------------|---|-------------------------------|
| CollisionComponent | The projectile spawned by weapons | USphereComponent* |
| ProjectileMovementComponent | The projectile movement component used to move the projectile | UProjectileMovementComponent* |

11.6.4 API Reference

Properties

| Property | Description | Type | Default Value |
|--------------------|--|--|---------------|
| bDestroyOnHit | Should the projectile be destroyed after hitting something? | bool | true |
| HitImpulse | The impulse applied to the component that was hit | float | |
| DefaultHitReaction | The default hit reaction of the projectile | FWeaponProjectileHitData | |
| HitReactions | A list of hit reactions for specific actors | TMap<TSubclassOf<AActor>, FWeaponProjectileHitData> | |
| DefaultDecal | The default decal that is spawned when the projectile hits something | TSubclassOf<AWeaponProjectileDecal> | |
| Decals | A list of decals for specific actors | TMap<TSubclassOf<AWeaponProjectileDecal>, TSubclassOf<AWeaponProjectileDecal>> | |

Functions

| Name | Description | Params | Return |
|--|---|---|---|
| GetCollisionComponent | Get the collision component used by the projectile | | USphereComponent* The collision component used by the projectile |
| GetProjectileMovementComponent | Get the projectile movement component used to move the projectile | | UProjectileMovementComponent* The projectile movement component used to move the projectile |
| NormalImpulse, const FHitResult& HitResult); | Called after the projectile hits something | HitComponent (HitResult); The component responsible for the hit OtherActor (HitResult); The actor that was hit OtherComponent (HitResult); The component that was hit NormalImpulse (FVector) The normal impulse of the hit HitResult (FHitResult&) Result describing the hit | |

11.6.5 Blueprint Usage

You can use the `WeaponProjectile` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Weapon Projectile > Get Collision Component
- Ultimate Starter Kit > Weapon Projectile > Get Projectile Movement Component
- Ultimate Starter Kit > Weapon Projectile > Normal Impulse, const FHit Result& Hit Result);

11.6.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `WeaponProjectile` can now be used in any of your C++ files:

```
#include "USK/Weapons/WeaponProjectile.h"

void ATestActor::Test()
{
    // WeaponProjectile is a pointer to the AWeaponProjectile
    USphereComponent* CollisionComponent = WeaponProjectile->GetCollisionComponent();
    UProjectileMovementComponent* ProjectileMovementComponent = WeaponProjectile->GetProjectileMovementComponent();
    WeaponProjectile->NormalImpulse, const FHitResult& HitResult);(HitComponent, OtherActor, OtherComponent, NormalImpulse, HitResult);
}
```

11.7 Weapon Projectile Data

11.7.1 Introduction

Structure describing a projectile spawned by a weapon

11.7.2 Properties

| Property | Description | Type | Default Value |
|-----------------|--|--------------------------------|---------------|
| ProjectileClass | The class of the projectile to spawn | TSubclassOf<AWeaponProjectile> | |
| SpawnTransform | The relative transform of the projectile | FTransform | |

11.8 Weapon Projectile Hit Data

11.8.1 Introduction

Structure describing the hit data of a projectile

11.8.2 Properties

| Property | Description | Type | Default Value |
|------------------------|---|---------------------|----------------------|
| HitParticleFx | The particle FX to spawn when the projectile hits the actor | UNiagaraSystem* | <code>nullptr</code> |
| HitParticleFxTransform | The transform of the particle FX | FTransform | |
| HitSfx | The sound effect to play when the projectile hits the actor | TArray<USoundBase*> | |

11.9 Weapon Projectile Decal

11.9.1 Introduction

A decal spawned when a projectile hits something

11.9.2 Dependencies

The `WeaponProjectileDecal` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

11.9.3 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------------|--|-------|---------------|
| bAutomaticallyDestroy | Should the decal automatically be destroyed? | bool | true |
| Lifetime | The lifetime of the decal | float | 10.0f |

Functions

| Name | Description | Params | Return |
|--------------|-------------------------|--------|--------|
| DestroyDecal | Destroy the decal actor | | |

11.9.4 Blueprint Usage

You can use the `WeaponProjectileDecal` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Weapon Projectile Decal > Destroy Decal

11.9.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `WeaponProjectileDecal` can now be used in any of your C++ files:

```
#include "USK/Weapons/WeaponProjectileDecal.h"

void ATestActor::Test()
{
    // WeaponProjectileDecal is a pointer to the AWeaponProjectileDecal
    WeaponProjectileDecal->DestroyDecal();
}
```

11.10 Weapon Utils

11.10.1 Introduction

A Blueprint Function Library class used to manage weapons

11.10.2 Dependencies

The `WeaponUtils` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

11.10.3 API Reference

Functions

| Name | Description | Params | Return |
|-------------|-------------------------------|---|--------|
| EquipWeapon | Equip a weapon to a character | Owner (AUSKCharacter*) The owner character WeaponClass (TSubclassOf) The weapon class to equip | |

11.10.4 Blueprint Usage

You can use the `WeaponUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Weapons > Equip Weapon

11.10.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `WeaponUtils` can now be used in any of your C++ files:

```
#include "USK/Weapons/WeaponUtils.h"

void ATestActor::Test()
{
    UWeaponUtils::EquipWeapon(Owner, WeaponClass);
}
```

12. Dynamic Crosshair

12.1 Config

12.1.1 Introduction

The crosshair configuration data asset

12.1.2 API Reference

Properties

| Property | Description | Type | Default Value |
|----------------------|---|--------------|----------------------|
| bDisplayCenterImage | Should the center image be displayed? | bool | true |
| CenterImage | The image to display in the center of the crosshair | UTexture2D* | <code>nullptr</code> |
| CenterColor | The color of the center image | FLinearColor | FLinearColor::White |
| bDisplayCenterShadow | Should a shadow be displayed behind the center image? | bool | true |
| CenterShadowColor | The color of the shadow behind the center image | FLinearColor | FLinearColor::Black |
| CenterShadowScale | The scale of the shadow behind the center image | float | 1.15f |
| Rotation | The rotation applied to the sides of the crosshair | float | |
| SpreadBlendSpeed | The blend speed used when updating the spread of the crosshair | float | 10.0f |
| bUseGlobalColor | Should a global color be used for the sides of the crosshair? | bool | true |
| GlobalColor | The global color used for the sides of the crosshair | FLinearColor | FLinearColor::White |
| bDisplayTop | Should the top side of the crosshair be displayed? | bool | true |
| TopColor | The color of the top side of the crosshair | FLinearColor | FLinearColor::White |
| TopLength | The length of the top side of the crosshair | float | 20.0f |
| TopThickness | The thickness of the top side of the crosshair | float | 4.0f |
| TopSpread | The spread of the top side of the crosshair | float | 50.0f |
| TopOffset | The offset of the top side of the crosshair | float | 10.0f |
| bDisplayTopShadow | Should a shadow be displayed behind the top side of the crosshair? | bool | true |
| TopShadowColor | The color of the shadow behind the top side of the crosshair | FLinearColor | FLinearColor::Black |
| TopShadowScale | The scale of the shadow behind the top side of the crosshair | float | 1.15f |
| bDisplayBottom | Should the bottom side of the crosshair be displayed? | bool | true |
| BottomColor | The color of the bottom side of the crosshair | FLinearColor | FLinearColor::White |
| BottomLength | The length of the bottom side of the crosshair | float | 20.0f |
| BottomThickness | The thickness of the bottom side of the crosshair | float | 4.0f |
| BottomSpread | The spread of the bottom side of the crosshair | float | 50.0f |
| BottomOffset | The offset of the bottom side of the crosshair | float | 10.0f |
| bDisplayBottomShadow | Should a shadow be displayed behind the bottom side of the crosshair? | bool | true |
| BottomShadowColor | The color of the shadow behind the bottom side of the crosshair | FLinearColor | FLinearColor::Black |
| BottomShadowScale | The scale of the shadow behind the bottom side of the crosshair | float | 1.15f |
| bDisplayLeft | Should the left side of the crosshair be displayed? | bool | true |
| LeftColor | The color of the left side of the crosshair | FLinearColor | FLinearColor::White |
| LeftLength | The length of the left side of the crosshair | float | 20.0f |
| LeftThickness | The thickness of the left side of the crosshair | float | 4.0f |
| LeftSpread | The spread of the left side of the crosshair | float | 50.0f |

| | | | |
|---------------------|--|--------------|---------------------|
| LeftOffset | The offset of the left side of the crosshair | float | 10.0f |
| bDisplayLeftShadow | Should a shadow be displayed behind the left side of the crosshair? | bool | true |
| LeftShadowColor | The color of the shadow behind the left side of the crosshair | FLinearColor | FLinearColor::Black |
| LeftShadowScale | The scale of the shadow behind the left side of the crosshair | float | 1.15f |
| bDisplayRight | Should the right side of the crosshair be displayed? | bool | true |
| RightColor | The color of the right side of the crosshair | FLinearColor | |
| RightLength | The length of the right side of the crosshair | float | 20.0f |
| RightThickness | The thickness of the right side of the crosshair | float | 4.0f |
| RightSpread | The spread of the right side of the crosshair | float | 50.0f |
| RightOffset | The offset of the right side of the crosshair | float | 10.0f |
| bDisplayRightShadow | Should a shadow be displayed behind the right side of the crosshair? | bool | true |
| RightShadowColor | The color of the shadow behind the right side of the crosshair | FLinearColor | FLinearColor::Black |
| RightShadowScale | The scale of the shadow behind the right side of the crosshair | float | 1.15f |

12.2 Widget

12.2.1 Introduction

The dynamic crosshair widget

12.2.2 Dependencies

The `DynamicCrosshair` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

12.2.3 Required Widgets

There is already a `DynamicCrosshair_Implementation` that you can use in your projects. But if you create your own instance of this widget, you need to add the following before you can compile:

| Name | Description | Type |
|-------------------|--|---------------|
| CenterImage | The center image of the crosshair | UIImage* |
| CenterShadowImage | The center shadow image of the crosshair | UIImage* |
| SidesContainer | The container used by all the sides | UCanvasPanel* |
| TopContainer | The top container of the crosshair | UCanvasPanel* |
| TopImage | The top image of the crosshair | UIImage* |
| TopShadowImage | The top shadow image of the crosshair | UIImage* |
| BottomContainer | The bottom container of the crosshair | UCanvasPanel* |
| BottomImage | The bottom image of the crosshair | UIImage* |
| BottomShadowImage | The bottom shadow image of the crosshair | UIImage* |
| LeftContainer | The left container of the crosshair | UCanvasPanel* |
| LeftImage | The left image of the crosshair | UIImage* |
| LeftShadowImage | The left shadow image of the crosshair | UIImage* |
| RightContainer | The right container of the crosshair | UCanvasPanel* |
| RightImage | The right image of the crosshair | UIImage* |
| RightShadowImage | The right shadow image of the crosshair | UIImage* |

12.2.4 API Reference

Properties

| Property | Description | Type | Default Value |
|----------|-------------|------|---------------|
|----------|-------------|------|---------------|

13. Items

13.1 Allowed Collector

13.1.1 Introduction

The types of actor(s) that can collect an item

13.1.2 Values

| Value | Description |
|-----------------|--|
| AnyActor | Any actor can collect the item |
| AnyPawn | Any pawn can collect the item |
| AnyCharacter | Any character can collect the item |
| AnyUskCharacter | Any USK character can collect the item |
| PossessedPawn | Only the possessed pawn can collect the item |
| Custom | A custom array of actor types can collect the item |

13.2 Collectable Item

13.2.1 Introduction

An item that can be collected by an actor

13.2.2 Dependencies

The `CollectableItem` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Audio**: Used to play sound effects either 2D or at a specified location

13.2.3 Collision

The item requires an actor to overlap with the item before it can be collected. Make sure you have some collider on the actor and that the intended collector can overlap with the item/collider

13.2.4 API Reference

Properties

| Property | Description | Type | Default Value |
|------------------------------------|---|-----------------------------|----------------------------------|
| DestroyOnCollected | Should the item be destroyed after it has been collected | bool | true |
| AllowedCollector | The type of actor that can collect the item | EAllowedCollector | EAllowedCollector::PossessedPawn |
| AllowedCollectorTypes | The array of actor types that can collect the item | TArray<TSubclassOf<AActor>> | |
| CollectedSoundEffects | An array of sound effects played when collecting the item | TArray<USoundBase*> | |
| CollectedParticleFx | The particle effects spawned when collecting the item | UNiagaraSystem* | <code>nullptr</code> |
| CollectedParticleFxSpawnOffset | The offset applied to the location of the collected particles when spawning | FVector | |
| bCompleteQuestPointAfterCollecting | Should the quest point be completed after the item is collected? | bool | true |

Functions

| Name | Description | Params | Return |
|-----------------|------------------------------------|---|--|
| CanCollectItem | Check if the item can be collected | Collector (AActor*) A pointer to the actor that is trying to collect the item | bool A boolean value indicating if the item can be collected |
| CollectItem | Collect the item | Collector (AActor*) A pointer to the actor that collected the item | |
| OnItemCollected | Called after the item is collected | Collector (AActor*) A pointer to the actor that collected the item | |

13.2.5 Blueprint Usage

You can use the `CollectableItem` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Item > Can Collect Item
- Ultimate Starter Kit > Item > Collect Item
- Ultimate Starter Kit > Item > On Item Collected

13.2.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `CollectableItem` can now be used in any of your C++ files:

```
#include "USK/Items/CollectableItem.h"

void ATestActor::Test()
{
    // CollectableItem is a pointer to the ACollectableItem
    bool CanCollectItemValue = CollectableItem->CanCollectItem(Collector);
    CollectableItem->CollectItem(Collector);
    CollectableItem->OnItemCollected(Collector);
}
```

13.3 Attract Component

13.3.1 Introduction

A component that can be used to attract the owning object to the player

13.3.2 Dependencies

The `AttractComponent` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

13.3.3 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------|---|-------|---------------|
| AttractSpeed | The speed at which the object is attracted to the player | float | 5.0f |
| CollectDistance | The distance at which the object is collected by the player | float | 75.0f |

14. Interact System

14.1 Interact Trigger

14.1.1 Introduction

A trigger that can be used to interact with an object

14.1.2 Dependencies

The `InteractTrigger` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

14.1.3 API Reference

Properties

| Property | Description | Type | Default Value |
|----------------------|--|------------------------------|---------------|
| bRequireCurrency | Is this a paid item that should be bought using currency? | bool | false |
| CurrencyRequirements | The currency requirements before the object can be interacted with | TMap<FName, int> | |
| InteractWidgetClass | The class of the interact widget | TSubclassOf<UInteractWidget> | |
| BeforeText | The text displayed before the input indicator | FText | |
| AfterText | The text displayed after the input indicator | FText | |

Functions

| Name | Description | Params | Return |
|---------------------|---|--|---|
| CanInteract | Check if the actor can interact with the object | Actor (AActor*) The actor trying to interact with the object | bool A boolean value indicating if the actor can interact with the object |
| OnInteracted | Called when the actor interacts with the object | Actor (AActor*) The actor that interacted with the object | |
| ReceiveOnInteracted | Called when the actor interacts with the object | Actor (AActor*) The actor that interacted with the object | |

14.1.4 Blueprint Usage

You can use the `InteractTrigger` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Interact Trigger > Can Interact
- Ultimate Starter Kit > Interact Trigger > On Interacted
- Ultimate Starter Kit > Interact Trigger > OnInteracted

14.1.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InteractTrigger` can now be used in any of your C++ files:

```
#include "USK/Components/InteractTrigger.h"

void ATestActor::Test()
{
    // InteractTrigger is a pointer to the UInteractTrigger
    bool CanInteractValue = InteractTrigger->CanInteract(Actor);
    InteractTrigger->OnInteracted(Actor);
    InteractTrigger->ReceiveOnInteracted(Actor);
}
```

14.2 Interact Widget

14.2.1 Introduction

The widget displayed when the player can interact with an object

14.2.2 Dependencies

The `InteractWidget` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

14.2.3 Required Widgets

You need to add the following before you can compile the `InteractWidget` widget:

| Name | Description | Type |
|-----------------|--|-------------|
| BeforeTextBlock | The text block used to display the text before the input indicator | UTextBlock* |
| AfterTextBlock | The text block used to display the text after the input indicator | UTextBlock* |

14.2.4 Optional Animations

You can add the following widgets to enable extra functionality:

| Name | Description |
|---------------|---|
| ShowAnimation | The animation played when the widget is shown |

14.2.5 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------|---|-------------------|----------------------|
| ShowAnimation | The animation played when the widget is shown | UWidgetAnimation* | <code>nullptr</code> |

Functions

| Name | Description | Params | Return |
|------|--------------------------|--|--------|
| Show | Show the interact widget | BeforeText (FText) The text displayed before the input indicator AfterText (FText) The text displayed after the input indicator | |
| Hide | Hide the interact widget | | |

14.2.6 Blueprint Usage

You can use the `InteractWidget` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Show
- Ultimate Starter Kit > UI > Hide

14.2.7 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InteractWidget` can now be used in any of your C++ files:

```
#include "USK/Widgets/InteractWidget.h"

void ATestActor::Test()
{
    // InteractWidget is a pointer to the UInteractWidget
    InteractWidget->Show(BeforeText, AfterText);
    InteractWidget->Hide();
}
```

15. Quest System

15.1 Quest

15.1.1 Introduction

The information about a specific quest

15.1.2 API Reference

Properties

| Property | Description | Type | Default Value |
|----------|-------------------------|---------------|---------------|
| Name | The name of the quest | FText | |
| Id | The ID of the quest | FGuid | FGuid::NewGui |
| Points | The points of the quest | TArray<FText> | |

15.2 Quest Component

15.2.1 Introduction

Component used to update the actor based on the current quest and point

15.2.2 Dependencies

The `QuestComponent` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

15.2.3 API Reference

Properties

| Property | Description | Type | Default Value |
|--------------------------|---|---------|----------------------|
| Quest | The quest associated with the component | UQuest* | <code>nullptr</code> |
| RequiredPoint | The point of the quest associated with the component | int | |
| bHideIfQuestNotActive | Should the actor be hidden if the quest is not active? | bool | true |
| bHideAfterPointCompleted | Should the actor be hidden if the quest point has been completed? | bool | true |

15.3 Quest Manager

15.3.1 Introduction

Actor responsible for managing quests

15.3.2 API Reference

Properties

| Property | Description | Type | Default Value |
|------------------|--|---------------------------|---------------|
| QuestWidgetClass | The widget class used to display the current quest | TSubclassOf<UQuestWidget> | |

Events

| Name | Description | Params |
|------------------|--|---|
| OnQuestCompleted | Event used to notify other classes when a quest is completed | Quest (UQuest*) The quest that was completed |
| OnQuestUpdated | Event used to notify other classes when a quest is updated | CurrentQuest (UQuest*) The current active quest CurrentPoint (UQuest*) The current point of the active quest |

Functions

| Name | Description | Params | Return |
|-----------------------|--|--|--|
| StartQuest | Start the specified quest | Quest (UQuest*) The quest to start | |
| OnQuestPointCompleted | Complete the current quest point | | |
| GetCurrentQuest | Get the current quest | | UQuest* The current quest |
| GetCurrentQuestPo | Get the current quest point | | int The current quest point |
| IsQuestActive | Check if the specified quest is active | Quest (UQuest*) The quest to check | bool A boolean value indicating if the quest is active |

15.3.3 Blueprint Usage

You can use the `QuestManager` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Quests > Start Quest
- Ultimate Starter Kit > Quests > On Quest Point Completed
- Ultimate Starter Kit > Quests > Get Current Quest
- Ultimate Starter Kit > Quests > Get Current Quest Po
- Ultimate Starter Kit > Quests > Is Quest Active

15.3.4 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `QuestManager` can now be used in any of your C++ files:

```
#include "USK/Quests/QuestManager.h"

void ATestActor::Test()
{
    // QuestManager is a pointer to the AQuestManager
    QuestManager->StartQuest(Quest);
    QuestManager->OnQuestPointCompleted();
    UQuest* CurrentQuest = QuestManager->GetCurrentQuest();
    int CurrentQuestPo = QuestManager->GetCurrentQuestPo();
    bool IsQuestActiveValue = QuestManager->IsQuestActive(Quest);
}
```

15.4 Quest Widget

15.4.1 Introduction

The widget displayed for the current quest point

15.4.2 Dependencies

The `QuestWidget` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

15.4.3 Required Widgets

You need to add the following before you can compile the `QuestWidget` widget:

| Name | Description | Type |
|------------------|--------------------------------------|-------------|
| QuestTitleText | The text block used to quest title | UTextBlock* |
| QuestDetailsText | The text block used to quest details | UTextBlock* |

15.4.4 Optional Animations

You can add the following widgets to enable extra functionality:

| Name | Description |
|---------------|---|
| ShowAnimation | The animation played when the widget is shown |

15.4.5 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------|---|-------------------|----------------------|
| ShowAnimation | The animation played when the widget is shown | UWidgetAnimation* | <code>nullptr</code> |

Functions

| Name | Description | Params | Return |
|------|-----------------------|--|--------|
| Show | Show the quest widget | Quest (UQuest*) The current quest Point (int) The current quest point | |
| Hide | Hide the quest widget | | |

15.4.6 Blueprint Usage

You can use the `QuestWidget` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Show
- Ultimate Starter Kit > UI > Hide

15.4.7 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `QuestWidget` can now be used in any of your C++ files:

```
#include "USK/Widgets/QuestWidget.h"

void ATestActor::Test()
{
    // QuestWidget is a pointer to the UQuestWidget
    QuestWidget->Show(Quest, Point);
    QuestWidget->Hide();
}
```

16. UI & Widgets

16.1 Collectable Item Icon

16.1.1 Introduction

A widget used to display the collection state of an item by showing/hiding an image

16.1.2 Dependencies

The `CollectableItemIcon` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

16.1.3 Required Widgets

You need to add the following before you can compile the `CollectableItemIcon` widget:

| Name | Description | Type |
|------|---|----------|
| Icon | The Icon displayed if the item is collected | UIImage* |

16.1.4 API Reference

Properties

| Property | Description | Type | Default Value |
|---------------|--|-------|---------------|
| RequiredValue | The required value before the item is considered collected | float | |

Functions

| Name | Description | Params | Return |
|-----------------------|---|--|--------|
| UpdateState | Update the collected state (and visibility) of the icon | IsCollected (bool) Is the item collected? | |
| UpdateValue | Update the value of the item and adjust the collected state if necessary | Value (float) The current value of the item | |
| MonitorTrackableValue | Monitor the trackable data and automatically update the icon state whenever the value changes | TrackableDataComponent (UTrackableDataComponent*) A reference to the TrackableDataComponent DataName (FName) The name of the data item to monitor | |

16.1.5 Blueprint Usage

You can use the `CollectableItemIcon` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Update State
- Ultimate Starter Kit > UI > Update Value
- Ultimate Starter Kit > UI > Monitor Trackable Value

16.1.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `CollectableItemIcon` can now be used in any of your C++ files:

```
#include "USK/Widgets/CollectableItemIcon.h"

void ATestActor::Test()
{
    // CollectableItemIcon is a pointer to the UCollectableItemIcon
    CollectableItemIcon->UpdateState(IsCollected);
    CollectableItemIcon->UpdateValue(Value);
    CollectableItemIcon->MonitorTrackableValue(TrackableDataComponent, DataName);
}
```

16.2 Credits

16.2.1 Credits Entry

Introduction

An single credits entry displayed by the credits widget

Properties

| Property | Description | Type | Default Value |
|---------------------|---|-----------------------------------|---------------|
| Title | The title for the credits entry | FText | |
| Text | The text for the credits entry | FText | |
| Duration | The duration of the credits entry | float | 5.0f |
| HorizontalAlignment | The horizontal alignment applied to the credits widget when displaying this entry | TEnumAsByte<EHorizontalAlignment> | HAlign_Center |
| VerticalAlignment | The vertical alignment applied to the credits widget when displaying this entry | TEnumAsByte<EVerticalAlignment> | VAlign_Center |

16.2.2 Credits Widget

Introduction

Widget used to display multiple animated credits entries using different alignment options and durations

Dependencies

The `CreditsWidget` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

Required Widgets

You need to add the following before you can compile the `CreditsWidget` widget:

| Name | Description | Type |
|-----------|--|---------------|
| Root | The root container of the widget | UPanelWidget* |
| Container | The container used to display the credits entries | UPanelWidget* |
| Text | The text block used to display the text of the credits entry | UTextBlock* |

Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|-------|---|-------------|
| Title | The text block used to display the title of the credits entry | UTextBlock* |

Optional Animations

You can add the following widgets to enable extra functionality:

| Name | Description |
|---------------|---|
| ShowAnimation | The animation played each time a new entry is shown |
| HideAnimation | The animation played at the end of each entry |

API Reference

PROPERTIES

| Property | Description | Type | Default Value |
|---------------------|---|-----------------------|----------------------|
| ShowAnimation | The animation played each time a new entry is shown | UWidgetAnimation* | <code>nullptr</code> |
| HideAnimation | The animation played at the end of each entry | UWidgetAnimation* | <code>nullptr</code> |
| AutoStart | Should the credits automatically be started when the widget is constructed? | bool | true |
| RemoveOnCompletion | Should the widget automatically be removed from the viewport when the credits are finished? | bool | true |
| StartDelay | The delay in seconds before the first credits entry is shown after starting | float | 1.0f |
| DelayBetweenEntries | The delay in seconds between the previous hide animation and the next show animation | float | 3.0f |
| Credits | The array of credits entries to be displayed | TArray<FCreditsEntry> | |

EVENTS

| Name | Description | Params |
|---------------------------|---|--|
| OnCreditsFinished | Event used to notify other classes when the credits are finished | |
| OnCreditsNextEntryStarted | Event used to notify other classes every time a next entry is started | Name (int) The index of the entry that was started |

FUNCTIONS

| Name | Description | Params | Return |
|-------|---------------------------|--------|--------|
| Start | Start showing the credits | | |

Blueprint Usage

You can use the `CreditsWidget` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Start

C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `CreditsWidget` can now be used in any of your C++ files:

```
#include "USK/Widgets/CreditsWidget.h"

void ATestActor::Test()
{
    // CreditsWidget is a pointer to the UCreditsWidget
    CreditsWidget->Start();
}
```

16.3 FPS Counter

16.3.1 Introduction

A widget used to display the current framerate

16.3.2 Dependencies

The `FpsCounter` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Game Instance**: Used to monitor for input device changes and handle saving/loading game data

16.3.3 Required Widgets

There is already a `FpsCounter_Implementation` that you can use in your projects. But if you create your own instance of this widget, you need to add the following before you can compile:

| Name | Description | Type |
|---------------|--|-------------|
| FramerateText | The text block used to display the framerate | UTextBlock* |

16.3.4 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------|---|--------------|----------------------|
| UpdateDelay | The delay in seconds between each update | float | 0.125f |
| HighFramerate | A framerate that is considered high and will use the high color | int | 60 |
| MediumFramerate | A framerate that is considered medium and will use the medium color | int | 30 |
| HighColor | The color used to display high framerates | FLinearColor | FLinearColor::Green |
| MediumColor | The color used to display medium framerates | FLinearColor | FLinearColor::Yellow |
| LowColor | The color used to display low framerates | FLinearColor | FLinearColor::Red |

Functions

| Name | Description | Params | Return |
|------------------|-------------------------------------|---|--------|
| UpdateVisibility | Update the visibility of the widget | IsVisible (bool) Is the widget visible? | |

16.3.5 Blueprint Usage

You can use the `FpsCounter` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Update Visibility

16.3.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `FpsCounter` can now be used in any of your C++ files:

```
#include "USK/Widgets/FpsCounter.h"

void ATestActor::Test()
{
    // FpsCounter is a pointer to the UFpsCounter
    FpsCounter->UpdateVisibility(IsVisible);
}
```


16.4 Input Indicator

16.4.1 Introduction

A widget used to display input indicators based on the current input device and input action

16.4.2 Dependencies

The `InputIndicator` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Game Instance**: Used to monitor for input device changes and handle saving/loading game data

16.4.3 Required Widgets

There is already a `InputIndicator_Implementation` that you can use in your projects. But if you create your own instance of this widget, you need to add the following before you can compile:

| Name | Description | Type |
|-----------|---|-----------------|
| Container | The container used to display multiple images | UHorizontalBox* |

16.4.4 API Reference

Properties

| Property | Description | Type | Default Value |
|-------------------------|--|----------------------------------|----------------------|
| InputIndicatorIconClass | The input indicator icon class | TSubclassOf<UInputIndicatorIcon> | |
| Action | The input action displayed by widget | UInputAction* | <code>nullptr</code> |
| Size | The size of the image | float | 50.0f |
| Amount | The amount of images to display for the input action | int | 1 |

Functions

| Name | Description | Params | Return |
|--------------|---|---|--------|
| UpdateAction | Update the input action displayed by the widget | NewAction (UInputAction*) The new action NewAmount (int) The new amount of images to display | |

16.4.5 Blueprint Usage

You can use the `InputIndicator` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Update Action

16.4.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InputIndicator` can now be used in any of your C++ files:

```
#include "USK/Widgets/InputIndicator.h"

void ATestActor::Test()
{
    // InputIndicator is a pointer to the UInputIndicator
    InputIndicator->UpdateAction(NewAction, NewAmount);
}
```

16.5 Input Indicator Icon

16.5.1 Introduction

A widget used to display a single input indicator image

16.5.2 Dependencies

The `InputIndicatorIcon` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

16.5.3 Required Widgets

There is already a `InputIndicatorIcon_Implementation` that you can use in your projects. But if you create your own instance of this widget, you need to add the following before you can compile:

| Name | Description | Type |
|-----------|---|-----------|
| Container | The size box container used to resize the image | USizeBox* |
| Image | The image used to display the input indicator | UIImage* |

16.5.4 API Reference

Properties

| Property | Description | Type | Default Value |
|----------|-------------|------|---------------|
|----------|-------------|------|---------------|

Functions

| Name | Description | Params | Return |
|------------|-----------------|---|--------|
| UpdateIcon | Update the icon | Size (float) The size of the image Icon (UTexture2D*) The new icon | |

16.5.5 Blueprint Usage

You can use the `InputIndicatorIcon` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Update Icon

16.5.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `InputIndicatorIcon` can now be used in any of your C++ files:

```
#include "USK/Widgets/InputIndicatorIcon.h"

void ATestActor::Test()
{
    // InputIndicatorIcon is a pointer to the UInputIndicatorIcon
```

```
InputIndicatorIcon->UpdateIcon(Size, Icon);  
}
```

16.6 Menu

16.6.1 Introduction

A widget used to display menu items and handle navigation between the items

16.6.2 Dependencies

The `Menu` relies on other components of this plugin to work:

- **Logger**: Used to log useful information to help you debug any issues you might experience
- **Game Instance**: Used to monitor for input device changes and handle saving/loading game data
- **Audio**: Used to play sound effects either 2D or at a specified location

16.6.3 Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|-----------------|---|---------------|
| ScrollContainer | Scroll container used for large menus with many items | UScrollBox* |
| Container | The container used to display the menu items | UPanelWidget* |

16.6.4 API Reference

Properties

| Property | Description | Type | Default Value |
|-----------------------|---|-----------------------|----------------------|
| AddInputBindingOnLoad | Should the input binding automatically be added as soon as the widget is loaded? | bool | false |
| PauseGameWhileVisible | Should the game automatically be paused/resumed based on the visibility of the menu? | bool | false |
| DisableWhilePaused | Should the menu be disabled while the game is paused? | bool | false |
| SelectedSFX | The sound effect played when a menu item is selected | USoundBase* | <code>nullptr</code> |
| BackSFX | The sound effect played when trying to go back to a previous menu or closing the menu through the back button | USoundBase* | <code>nullptr</code> |
| InputMappingContext | The input mapping context used to navigate the menu | UInputMappingContext* | <code>nullptr</code> |
| MenuUpInputAction | The input action used to navigate up | UInputAction* | <code>nullptr</code> |
| MenuDownInputAction | The input action used to navigate down | UInputAction* | <code>nullptr</code> |
| MenuLeftInputAction | The input action used to navigate left | UInputAction* | <code>nullptr</code> |
| MenuRightInputAction | The input action used to navigate right | UInputAction* | <code>nullptr</code> |
| MenuSelectInputAction | The input action used to select a menu item | UInputAction* | <code>nullptr</code> |
| MenuBackInputAction | The input action used to go back to a previous menu or close the menu | UInputAction* | <code>nullptr</code> |

Events

| Name | Description | Params |
|-------------|--|--------|
| OnBackEvent | Event used to handle the back/close action of the menu | |

Functions

| Name | Description | Params | Return |
|------------------|---|--|--------|
| OnMenuUp | Navigate up or increase the value | | |
| OnMenuUpHold | Increase the value while holding the menu up key | | |
| OnMenuDown | Navigate down or decrease the value | | |
| OnMenuDownHold | Decrease the value while holding the menu down key | | |
| OnMenuLeft | Navigate left or decrease the value | | |
| OnMenuLeftHold | Decrease the value while holding the menu left key | | |
| OnMenuRight | Navigate right or increase the value | | |
| OnMenuRightHold | Increase the value while holding the menu right key | | |
| OnMenuSelected | Select the current menu item | | |
| OnMenuBack | Go back to a previous menu or close the menu | | |
| RequestHighlight | Request to highlight a specific menu item | MenuItem (UMenuItem*) The menu item to highlight | |
| RemoveHighlight | Request to remove the highlighted state from a specific menu item | MenuItem (UMenuItem*) The menu item to remove the highlighted state from | |
| AddMenuItem | Add a menu item to the container | MenuItem (UMenuItem*) The menu item to add | |

16.6.5 Blueprint Usage

You can use the `Menu` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > On Menu Up
- Ultimate Starter Kit > UI > On Menu Up Hold
- Ultimate Starter Kit > UI > On Menu Down
- Ultimate Starter Kit > UI > On Menu Down Hold
- Ultimate Starter Kit > UI > On Menu Left
- Ultimate Starter Kit > UI > On Menu Left Hold
- Ultimate Starter Kit > UI > On Menu Right
- Ultimate Starter Kit > UI > On Menu Right Hold
- Ultimate Starter Kit > UI > On Menu Selected
- Ultimate Starter Kit > UI > On Menu Back
- Ultimate Starter Kit > UI > Request Highlight
- Ultimate Starter Kit > UI > Remove Highlight
- Ultimate Starter Kit > UI > Add Menu Item

16.6.6 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `Menu` can now be used in any of your C++ files:

```
#include "USK/Widgets/Menu.h"

void ATestActor::Test()
{
    // Menu is a pointer to the UMenu
    Menu->OnMenuUp();
    Menu->OnMenuUpHold();
    Menu->OnMenuDown();
    Menu->OnMenuDownHold();
    Menu->OnMenuLeft();
    Menu->OnMenuLeftHold();
    Menu->OnMenuRight();
    Menu->OnMenuRightHold();
    Menu->OnMenuSelected();
    Menu->OnMenuBack();
    Menu->RequestHighlight(MenuItem);
    Menu->RemoveHighlight(MenuItem);
    Menu->AddMenuItem(MenuItem);
}
```

16.7 Menu Item

16.7.1 Navigation

Introduction

All the supported menu navigation types

Values

| Value | Description |
|-----------------------|---------------------------------|
| Disabled | No navigation allowed |
| HighlightItem | Highlight a different menu item |
| IncreaseDecreaseValue | Increase or decrease the value |

16.7.2 Value Update Method

Introduction

The method used to update the value of a menu item

Values

| Value | Description |
|-------------|--|
| SinglePress | The value is only updated when the button is pressed |
| Hold | The value is updated while the button is held down |

16.7.3 Menu Item Widget

Introduction

A widget used to display a title, text and value in the form of a menu item

Dependencies

The `MenuItem` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience
- [Game Instance](#): Used to monitor for input device changes and handle saving/loading game data
- [Audio](#): Used to play sound effects either 2D or at a specified location

Optional Widgets

You can add the following widgets to enable extra functionality:

| Name | Description | Type |
|----------------------|--|-------------|
| Title | The TextBlock used to display the title of the menu item | UTextBlock* |
| NormalText | The TextBlock used to display the text of the menu item while not highlighted | UTextBlock* |
| HighlightedText | The TextBlock used to display the text of the menu item while highlighted | UTextBlock* |
| ValueText | The TextBlock used to display the current value of the menu item | UTextBlock* |
| HighlightedValueText | The TextBlock used to display the current value of the menu item while highlighted | UTextBlock* |
| SelectButton | The button used to select the menu item | UButton* |
| ValueSlider | The slider used to display and update the current value of the menu item | USlider* |
| IncreaseValueButton | The button used to increase the value of the menu item | UButton* |
| DecreaseValueButton | The button used to decrease the value of the menu item | UButton* |
| BorderLeft | The border displayed on the left of the menu item | UImage* |
| BorderRight | The border displayed on the right of the menu item | UImage* |
| BorderBackground | The background border display in the menu item | UImage* |
| ButtonLeft | The button displayed on the left of the menu item | UImage* |
| ButtonRight | The button displayed on the right of the menu item | UImage* |
| ButtonBackground | The background button display in the menu item | UImage* |
| InputIndicator | The background button display in the menu item | UImage* |

Optional Animations

You can add the following widgets to enable extra functionality:

| Name | Description |
|----------------------|--|
| HighlightedAnimation | The animation played when the menu item is highlighted |

API Reference

PROPERTIES

| Property | Description | Type | Default Value |
|----------------------------|---|-------------------|----------------------|
| HighlightedAnimation | The animation played when the menu item is highlighted | UWidgetAnimation* | <code>nullptr</code> |
| FocusByDefault | Should the menu item be focused by default? | bool | false |
| HideOnConsoles | Should the menu item be hidden on consoles? | bool | false |
| TitleText | The title text displayed in the menu item | FText | |
| MenuItemText | The text displayed in the menu item | FText | |
| HighlightedSFX | The sound effect played when the menu item is highlighted | USoundBase* | <code>nullptr</code> |
| BorderNormalColor | The color of the border when not highlighted | FLinearColor | |
| BorderHighlightedColor | The color of the border when highlighted | FLinearColor | |
| BorderNormalImage | The image of the border when not highlighted | UTexture2D* | <code>nullptr</code> |
| BorderHighlightedImage | The image of the border when highlighted | UTexture2D* | <code>nullptr</code> |
| BorderLeftNormalImage | The image of the left border when not highlighted | UTexture2D* | <code>nullptr</code> |
| BorderLeftHighlightedImage | The image of the left border when highlighted | UTexture2D* | <code>nullptr</code> |
| BorderRightNormalImage | The image of the right border | UTexture2D* | <code>nullptr</code> |

| | | | |
|---------------------------------|--|----------------------------|---|
| | when not highlighted | | |
| BorderRightHighlightedImage | The image of the right border when highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundNormalColor | The color of the button when not highlighted | FLinearColor | |
| BackgroundHighlightedColor | The color of the button when highlighted | FLinearColor | |
| BackgroundNormalImage | The image of the button when not highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundHighlightedImage | The image of the button when highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundLeftNormalImage | The image of the left button when not highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundLeftHighlightedImage | The image of the left button when highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundRightNormalImage | The image of the right button when not highlighted | UTexture2D* | <code>nullptr</code> |
| BackgroundRightHighlightedImage | The image of the right button when highlighted | UTexture2D* | <code>nullptr</code> |
| ValueUpdateMethod | The method used to update the value of the menu item | EMenuItemValueUpdateMethod | EMenuItemValueUpdateMethod::SinglePress |
| IncrementSinglePress | The increment used when updating the value when the key is pressed | float | 1.0f |
| IncrementHold | The increment used when updating the value when the | float | 0.15f |

| | | | |
|------------------------------------|---|-----------------------|-------------------------|
| | key is held down | | |
| SettingsItemType | The type of setting item managed by this menu item (changing this will overwrite other settings) | ESettingsItemType | ESettingsItemType::None |
| AutoSaveSettingsOnValueChanged | Should the settings managed by this menu item automatically be saved when the value is changed? | bool | true |
| AutoSaveSettingsOnHighlightRemoved | Should the settings managed by this menu item automatically be saved when the highlight state is removed? | bool | true |
| AutoSaveSettingsOnSelected | Should the settings managed by this menu item automatically be saved when the menu item is selected? | bool | true |
| InputDevice | The input device associated with the action to rebind | EInputDevice | EInputDevice::Unknown |
| InputMappingContext | The input mapping context containing the action to rebind | UInputMappingContext* | <code>nullptr</code> |
| InputAction | The input action to rebind | UInputAction* | <code>nullptr</code> |
| MappableName | The player mappable name for the action to rebind | FName | |
| ShowValueSlider | Should the value slider be | bool | false |

| | | | |
|----------------------|--|------------------|--------------------------------|
| | shown for this menu item? | | |
| ShowValueButtons | Should the increase/decrease value buttons be shown for this menu item? | bool | false |
| ValueMapping | A mapping of possible values to text | TMap<int, FText> | |
| DefaultValue | The default value of the menu item | int | 100 |
| MinValue | The minimum value of the menu item | int | 0 |
| MaxValue | The maximum value of the menu item | int | 100 |
| AllowSelection | Can the menu item be selected? | bool | true |
| VerticalNavigation | The type of navigation used by the menu item when pressing the up or down key | EMenuNavigation | EMenuNavigation::HighlightItem |
| MenuItemUp | The menu item highlighted when the up key is pressed | UMenuItem* | <code>nullptr</code> |
| MenuItemDown | The menu item highlighted when the down key is pressed | UMenuItem* | <code>nullptr</code> |
| HorizontalNavigation | The type of navigation used by the menu item when pressing the left or right key | EMenuNavigation | EMenuNavigation::HighlightItem |
| MenuItemLeft | The menu item highlighted when the left key is pressed | UMenuItem* | <code>nullptr</code> |
| MenuItemRight | The menu item highlighted when the right key is pressed | UMenuItem* | <code>nullptr</code> |

| | | | |
|------|--|--------|----------------------|
| Menu | A reference to the menu that contains this menu item | UMenu* | <code>nullptr</code> |
|------|--|--------|----------------------|

EVENTS

| Name | Description | Params |
|-----------------------|--|--|
| OnSelected | Event used to notify other classes that the menu item was selected | |
| OnSelectedInContainer | Event used to notify other classes that a specific menu item in the container was selected | Index (int) The index of the menu item that was selected |
| OnHighlighted | Event used to notify other classes that the menu item was highlighted | |
| OnHighlightRemoved | Event used to notify other classes that the menu item's highlighted state was removed | |
| OnValueChanged | Event used to notify other classes that the menu item's value was updated | Value (int) The new value of the menu item |

FUNCTIONS

| Name | Description | Params | Return |
|----------------------|--|---|---|
| SetText | Set the text displayed in the menu item | Text (FText&) The new text displayed in the menu item | |
| SetTitle | Set the title displayed in the menu item | Text (FText&) The new title displayed in the menu item | |
| SetHighlightedState | Set the highlighted state of the menu item | IsHighlighted (bool) Is the menu item highlighted? PlayHighlightedAnimation (bool) Should the highlighted animation be played? PlayHighlightedSound (bool) Should the highlighted sound effect be played? | |
| IsHighlighted | Check if the menu item is highlighted | | bool A boolean value indicating if the menu item is highlighted |
| GetValue | Get the current value of the menu item | | int The current value of the menu item |
| UpdateValue | Update the value of the menu item | Increment (float) The amount added to the current value of the menu item | |
| SelectItem | Select the menu item | | |
| SaveSettings | Save the settings managed by this menu item | | |
| ApplySettings | Apply the settings managed by this menu item | | |
| GetInputActionKey | Get the key used by the specified input action | | FKey The key used by the specified input action |
| OnMenuBack | Called when trying to go back in the menu | | bool A boolean value indicating if the back event was handled |
| AnyKeyPressed | Called after any key is pressed by the player (used to remap controls) | Key (FKey) The key pressed by the player | |
| ApplyKeyBinding | Apply the key binding for the input action | | |
| IsWaitingForKeyPress | Is the menu item waiting for a key press? | | bool A boolean value indicating if the menu item is waiting for a key press |

Blueprint Usage

You can use the `MenuItem` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Set Text
- Ultimate Starter Kit > UI > Set Title
- Ultimate Starter Kit > UI > Set Highlighted State
- Ultimate Starter Kit > UI > Is Highlighted
- Ultimate Starter Kit > UI > Get Value
- Ultimate Starter Kit > UI > Update Value
- Ultimate Starter Kit > UI > Select Item
- Ultimate Starter Kit > UI > Save Settings
- Ultimate Starter Kit > UI > Apply Settings
- Ultimate Starter Kit > UI > Get Input Action Key
- Ultimate Starter Kit > UI > On Menu Back
- Ultimate Starter Kit > UI > Any Key Pressed
- Ultimate Starter Kit > UI > Apply Key Binding
- Ultimate Starter Kit > UI > Is Waiting For Key Press

C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `MenuItem` can now be used in any of your C++ files:

```
#include "USK/Widgets/MenuItem.h"

void ATestActor::Test()
{
    // MenuItem is a pointer to the UMenuItem
    MenuItem->SetText(Text);
    MenuItem->SetTitle(Text);
    MenuItem->SetHighlightedState(IsHighlighted, PlayHighlightedAnimation, PlayHighlightedSound);
    bool IsHighlightedValue = MenuItem->IsHighlighted();
    int Value = MenuItem->GetValue();
    MenuItem->UpdateValue(Increment);
    MenuItem->SelectItem();
    MenuItem->SaveSettings();
    MenuItem->ApplySettings();
    FKey InputActionKey = MenuItem->GetInputActionKey();
    bool OnMenuBackValue = MenuItem->OnMenuBack();
    MenuItem->AnyKeyPressed(Key);
    MenuItem->ApplyKeyBinding();
    bool IsWaitingForKeyPressValue = MenuItem->IsWaitingForKeyPress();
}
```

16.8 Message Popups

16.8.1 Message Popup Data

Introduction

The data used to display a message popup

Properties

| Property | Description | Type | Default Value |
|---------------------|---|-------|---------------|
| Title | The title displayed in the message popup | FText | |
| Message | The text displayed in the message popup | FText | |
| bShowPositiveButton | Should the positive button be shown? | bool | false |
| PositiveButtonText | The text displayed on the positive button | FText | |
| bShowNegativeButton | Should the negative button be shown? | bool | false |
| NegativeButtonText | The text displayed on the negative button | FText | |
| bShowNeutralButton | Should the neutral button be shown? | bool | false |
| NeutralButtonText | The text displayed on the neutral button | FText | |

16.8.2 Message Popup Widget

Introduction

The widget used to display a message popup

Dependencies

The `MessagePopupWidget` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

Required Widgets

You need to add the following before you can compile the `MessagePopupWidget` widget:

| Name | Description | Type |
|-------------|--|-------------|
| TitleText | The text block used to display the title | UTextBlock* |
| MessageText | The text block used to display the message | UTextBlock* |
| ButtonMenu | The menu used to display the buttons | UMenu* |

Optional Animations

You can add the following widgets to enable extra functionality:

| Name | Description |
|---------------|--------------------------------------|
| ShowAnimation | The animation used to show the popup |
| HideAnimation | The animation used to hide the popup |

API Reference

PROPERTIES

| Property | Description | Type | Default Value |
|---------------------|---|------------------------|----------------------|
| ShowAnimation | The animation used to show the popup | UWidgetAnimation* | <code>nullptr</code> |
| HideAnimation | The animation used to hide the popup | UWidgetAnimation* | <code>nullptr</code> |
| ButtonMenuItemClass | The button menu item class used when creating the buttons | TSubclassOf<UMenuItem> | |

EVENTS

| Name | Description | Params |
|--------------------------|--|--------|
| OnShown | Event used to notify other classes that the popup was shown | |
| OnHidden | Event used to notify other classes that the popup was hidden | |
| OnPositiveButtonSelected | Event used to notify other classes that the positive button was selected | |
| OnNegativeButtonSelected | Event used to notify other classes that the negative button was selected | |
| OnNeutralButtonSelected | Event used to notify other classes that the neutral button was selected | |

FUNCTIONS

| Name | Description | Params | Return |
|------|------------------------|---|--------|
| Show | Show the message popup | Data (FMessagePopupData) The data used to display the popup | |
| Hide | Hide the message popup | | |

Blueprint Usage

You can use the `MessagePopupWidget` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > UI > Show
- Ultimate Starter Kit > UI > Hide

C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `MessagePopupWidget` can now be used in any of your C++ files:

```
#include "USK/Widgets/MessagePopupWidget.h"

void ATestActor::Test()
{
    // MessagePopupWidget is a pointer to the UMessagePopupWidget
    MessagePopupWidget->Show(Data);
    MessagePopupWidget->Hide();
}
```

17. Settings

17.1 Data

17.1.1 Introduction

The settings data that is saved/loaded

17.1.2 API Reference

Properties

| Property | Description | Type | Default Value |
|--------------------------------|--|-------|---------------|
| GameplayDifficultyModified | Was the gameplay difficulty setting modified? | bool | false |
| GameplayDifficulty | The gameplay difficulty setting | int | |
| AudioMasterModified | Was the master audio volume modified? | bool | false |
| AudioMaster | The master audio volume | float | |
| AudioMusicModified | Was the music volume modified? | bool | false |
| AudioMusic | The music volume | float | |
| AudioEffectsModified | Was the effects volume modified? | bool | false |
| AudioEffects | The effects volume | float | |
| AudioUiModified | Was the UI volume modified? | bool | false |
| AudioUi | The UI volume | float | |
| AudioVoiceModified | Was the voice volume modified? | bool | false |
| AudioVoice | The voice volume | float | |
| GraphicsResolutionX | The X value of the saved resolution | int | |
| GraphicsResolutionY | The Y value of the saved resolution | int | |
| GraphicsFullscreenModified | Was the graphics fullscreen setting modified? | bool | false |
| GraphicsFullscreen | The graphics fullscreen value | bool | false |
| GraphicsViewDistanceModified | Was the graphics view distance setting modified? | bool | false |
| GraphicsViewDistance | The graphics view distance value | int | |
| GraphicsAntiAliasingModified | Was the graphics anti-aliasing setting modified? | bool | false |
| GraphicsAntiAliasing | The graphics anti-aliasing value | int | |
| GraphicsPostProcessingModified | Was the graphics post processing setting modified? | bool | false |
| GraphicsPostProcessing | The graphics post processing value | int | |
| GraphicsShadowQualityModified | Was the graphics shadow quality setting modified? | bool | false |
| GraphicsShadowQuality | The graphics shadow quality value | int | |
| GraphicsTextureQualityModified | Was the graphics texture quality setting modified? | bool | false |
| GraphicsTextureQuality | The graphics texture quality value | int | |
| GraphicsVisualEffectsModified | Was the graphics visual effects setting modified? | bool | false |
| GraphicsVisualEffects | The graphics visual effects value | int | |
| GraphicsShadingQualityModified | Was the graphics shading quality setting modified? | bool | false |
| GraphicsShadingQuality | The graphics shading quality value | int | |
| GraphicsVsyncModified | Was the graphics vsync setting modified? | bool | false |
| GraphicsVsync | The graphics vsync value | bool | false |
| GraphicsFpsIndicatorModified | Was the graphics FPS indicator setting modified? | bool | false |
| GraphicsFpsIndicator | The graphics FPS indicator value | bool | false |

| | | | |
|-------------------------------------|---|-------------------|--------|
| AccessibilityColorBlindMode | The color blind mode | int | |
| AccessibilityColorBlindModeSeverity | The severity of the color blind mode | float | 100.0f |
| KeyBindings | A map of all key bindings changed by the player | TMap<FName, FKey> | |

17.2 Config

17.2.1 Introduction

The configuration used for managing settings

17.2.2 API Reference

Properties

| Property | Description | Type | Default Value |
|----------------------------------|---|----------------------------|---|
| GameplayDifficultyImplementation | The implementation for the gameplay difficulty setting | TSubclassOf<USettingsItem> | USettingsItemGameplayDifficulty::StaticClas |
| GameplayDifficultyText | The text displayed in the gameplay difficulty settings item | FText | |
| GameplayDifficultyOptions | The array of gameplay difficulty options | TArray<FText> | |
| GameplayDifficultyDefault | The default gameplay difficulty value | int | 0 |
| AudioMasterImplementation | The implementation for the audio master settings item | TSubclassOf<USettingsItem> | USettingsItemAudioMaster::StaticClas |
| AudioMasterSoundMix | The sound mix used to manage all sound classes | USoundMix* | <code>nullptr</code> |
| AudioMasterText | The text displayed in the master audio settings item | FText | |
| AudioMasterMin | The minimum value for the master audio settings item | float | 0.0f |
| AudioMasterMax | The maximum value for the master audio settings item | float | 100.0f |
| AudioMasterDefault | The default value for the master audio settings item | float | 100.0f |
| AudioMusicImplementation | The implementation for the audio music settings item | TSubclassOf<USettingsItem> | USettingsItemAudioMusic::StaticClas |

| | | | |
|----------------------------|--|----------------------------|---------------------------------------|
| AudioMusicSoundClass | The sound class used by all music | USoundClass* | <code>nullptr</code> |
| AudioMusicText | The text displayed in the music audio settings item | FText | |
| AudioMusicMin | The minimum value for the music audio settings item | float | 0.0f |
| AudioMusicMax | The maximum value for the music audio settings item | float | 100.0f |
| AudioMusicDefault | The default value for the music audio settings item | float | 100.0f |
| AudioEffectsImplementation | The implementation for the audio effects settings item | TSubclassOf<USettingsItem> | USettingsItemAudioEffects::StaticClas |
| AudioEffectsSoundClass | The sound class used by all effects | USoundClass* | <code>nullptr</code> |
| AudioEffectsText | The text displayed in the effects audio settings item | FText | |
| AudioEffectsMin | The minimum value for the effects audio settings item | float | 0.0f |
| AudioEffectsMax | The maximum value for the effects audio settings item | float | 100.0f |
| AudioEffectsDefault | The default value for the effects audio settings item | float | 100.0f |
| AudioUiImplementation | The implementation for the audio UI settings item | TSubclassOf<USettingsItem> | USettingsItemAudioUi::StaticClas |

| | | | |
|----------------------------------|--|----------------------------|---|
| AudioUiSoundClass | The sound class used by all UI | USoundClass* | <code>nullptr</code> |
| AudioUiText | The text displayed in the UI audio settings item | FText | |
| AudioUiMin | The minimum value for the UI audio settings item | float | 0.0f |
| AudioUiMax | The maximum value for the UI audio settings item | float | 100.0f |
| AudioUiDefault | The default value for the UI audio settings item | float | 100.0f |
| AudioVoiceImplementation | The implementation for the audio voice settings item | TSubclassOf<USettingsItem> | USettingsItemAudioVoice::StaticClas |
| AudioVoiceSoundClass | The sound class used by all voice | USoundClass* | <code>nullptr</code> |
| AudioVoiceText | The text displayed in the voice audio settings item | FText | |
| AudioVoiceMin | The minimum value for the voice audio settings item | float | 0.0f |
| AudioVoiceMax | The maximum value for the voice audio settings item | float | 100.0f |
| AudioVoiceDefault | The default value for the voice audio settings item | float | 100.0f |
| GraphicsResolutionImplementation | The implementation for the graphics resolution settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsResolution::StaticClas |
| GraphicsResolutionText | The text displayed in the graphics | FText | |

| | | | |
|-------------------------------------|--|----------------------------|---|
| | resolution settings item | | |
| GraphicsFullscreenImplementation | The implementation for the graphics fullscreen settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsFullscreen::StaticClas |
| GraphicsFullscreenText | The text displayed in the graphics fullscreen settings item | FText | |
| GraphicsFullscreenEnabledText | The text displayed when fullscreen is enabled | FText | |
| GraphicsFullscreenDisabledText | The text displayed when fullscreen is disabled | FText | |
| GraphicsFullscreenDefault | The default value of the fullscreen setting | bool | true |
| GraphicsViewDistanceImplementation | The implementation for the graphics view distance settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsViewDistance::StaticClas |
| GraphicsViewDistanceText | The text displayed in the graphics view distance settings item | FText | |
| GraphicsViewDistanceNearValueText | The text displayed when the near value is used for the view distance setting | FText | |
| GraphicsViewDistanceMediumValueText | The text displayed when the medium value is used for the view distance setting | FText | |
| GraphicsViewDistanceFarValueText | The text displayed when the far value is used for the view distance setting | FText | |

| | | | |
|--|---|----------------------------|---|
| GraphicsViewDistanceEpicValueText | The text displayed when the epic value is used for the view distance setting | FText | |
| GraphicsViewDistanceCinematicValueText | The text displayed when the cinematic value is used for the view distance setting | FText | |
| GraphicsViewDistanceDefault | The default value of the view distance setting | int | 2 |
| GraphicsAntiAliasingImplementation | The implementation for the graphics anti-aliasing settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsAntiAliasing::StaticClas |
| GraphicsAntiAliasingText | The text displayed in the graphics anti-aliasing settings item | FText | |
| GraphicsAntiAliasingLowValueText | The text displayed when the low value is used for the anti-aliasing setting | FText | |
| GraphicsAntiAliasingMediumValueText | The text displayed when the medium value is used for the anti-aliasing setting | FText | |
| GraphicsAntiAliasingHighValueText | The text displayed when the high value is used for the anti-aliasing setting | FText | |
| GraphicsAntiAliasingEpicValueText | The text displayed when the epic value is used for the anti-aliasing setting | FText | |
| GraphicsAntiAliasingCinematicValueText | The text displayed when the cinematic | FText | |

| | | | |
|--|---|----------------------------|--|
| | value is used for the anti-aliasing setting | | |
| GraphicsAntiAliasingDefault | The default value of the anti-aliasing setting | int | 2 |
| GraphicsPostProcessingImplementation | The implementation for the graphics post processing settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsPostProcessing::StaticClass |
| GraphicsPostProcessingText | The text displayed in the graphics post processing settings item | FText | |
| GraphicsPostProcessingLowValueText | The text displayed when the low value is used for the post processing setting | FText | |
| GraphicsPostProcessingMediumValueText | The text displayed when the medium value is used for the post processing setting | FText | |
| GraphicsPostProcessingHighValueText | The text displayed when the high value is used for the post processing setting | FText | |
| GraphicsPostProcessingEpicValueText | The text displayed when the epic value is used for the post processing setting | FText | |
| GraphicsPostProcessingCinematicValueText | The text displayed when the cinematic value is used for the post processing setting | FText | |
| GraphicsPostProcessingDefault | The default value of the post processing setting | int | 2 |

| | | | |
|---|--|----------------------------|---|
| GraphicsShadowQualityImplementation | The implementation for the graphics shadow quality settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsShadowQuality::StaticClas |
| GraphicsShadowQualityText | The text displayed in the graphics shadow quality settings item | FText | |
| GraphicsShadowQualityLowValueText | The text displayed when the low value is used for the shadow quality setting | FText | |
| GraphicsShadowQualityMediumValueText | The text displayed when the medium value is used for the shadow quality setting | FText | |
| GraphicsShadowQualityHighValueText | The text displayed when the high value is used for the shadow quality setting | FText | |
| GraphicsShadowQualityEpicValueText | The text displayed when the epic value is used for the shadow quality setting | FText | |
| GraphicsShadowQualityCinematicValueText | The text displayed when the cinematic value is used for the shadow quality setting | FText | |
| GraphicsShadowQualityDefault | The default value of the shadow quality setting | int | 2 |
| GraphicsTextureQualityImplementation | The implementation for the graphics texture quality settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsTextureQuality::StaticClas |
| GraphicsTextureQualityText | The text displayed in the graphics | FText | |

| | | | |
|--|---|----------------------------|--|
| | texture quality settings item | | |
| GraphicsTextureQualityLowValueText | The text displayed when the low value is used for the texture quality setting | FText | |
| GraphicsTextureQualityMediumValueText | The text displayed when the medium value is used for the texture quality setting | FText | |
| GraphicsTextureQualityHighValueText | The text displayed when the high value is used for the texture quality setting | FText | |
| GraphicsTextureQualityEpicValueText | The text displayed when the epic value is used for the texture quality setting | FText | |
| GraphicsTextureQualityCinematicValueText | The text displayed when the cinematic value is used for the texture quality setting | FText | |
| GraphicsTextureQualityDefault | The default value of the texture quality setting | int | 2 |
| GraphicsVisualEffectsImplementation | The implementation for the graphics visual effects settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsVisualEffects::StaticClas |
| GraphicsVisualEffectsText | The text displayed in the graphics visual effects settings item | FText | |
| GraphicsVisualEffectsLowValueText | The text displayed when the low value is used for the visual effects setting | FText | |

| | | | |
|---|--|----------------------------|---|
| GraphicsVisualEffectsMediumValueText | The text displayed when the medium value is used for the visual effects setting | FText | |
| GraphicsVisualEffectsHighValueText | The text displayed when the high value is used for the visual effects setting | FText | |
| GraphicsVisualEffectsEpicValueText | The text displayed when the epic value is used for the visual effects setting | FText | |
| GraphicsVisualEffectsCinematicValueText | The text displayed when the cinematic value is used for the visual effects setting | FText | |
| GraphicsVisualEffectsDefault | The default value of the visual effects setting | int | 2 |
| GraphicsShadingQualityImplementation | The implementation for the graphics shading quality settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsShadingQuality::StaticClas |
| GraphicsShadingQualityText | The text displayed in the graphics shading quality settings item | FText | |
| GraphicsShadingQualityLowValueText | The text displayed when the low value is used for the shading quality setting | FText | |
| GraphicsShadingQualityMediumValueText | The text displayed when the medium value is used for the shading quality setting | FText | |
| GraphicsShadingQualityHighValueText | The text displayed when the high value | FText | |

| | | | |
|--|---|----------------------------|---|
| | is used for the shading quality setting | | |
| GraphicsShadingQualityEpicValueText | The text displayed when the epic value is used for the shading quality setting | FText | |
| GraphicsShadingQualityCinematicValueText | The text displayed when the cinematic value is used for the shading quality setting | FText | |
| GraphicsShadingQualityDefault | The default value of the shading quality setting | int | 2 |
| GraphicsVsyncImplementation | The implementation for the graphics vsync settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsVsync::StaticClas |
| GraphicsVsyncText | The text displayed in the graphics vsync settings item | FText | |
| GraphicsVsyncEnabledText | The text displayed when the vsync setting is enabled | FText | |
| GraphicsVsyncDisabledText | The text displayed when the vsync setting is disabled | FText | |
| GraphicsVsyncDefault | The default value of the vsync setting | bool | false |
| GraphicsFpsIndicatorImplementation | The implementation for the graphics FPS indicator settings item | TSubclassOf<USettingsItem> | USettingsItemGraphicsFpsIndicator::StaticClas |
| GraphicsFpsIndicatorText | The text displayed in the graphics FPS indicator settings item | FText | |

| | | | |
|--|--|----------------------------|---|
| GraphicsFpsIndicatorEnabledText | The text displayed when the FPS indicator setting is enabled | FText | |
| GraphicsFpsIndicatorDisabledText | The text displayed when the FPS indicator setting is disabled | FText | |
| GraphicsFpsIndicatorDefault | The default value of the FPS indicator setting | bool | false |
| AccessibilityColorBlindModeImplementation | The implementation for the accessibility color blind mode settings item | TSubclassOf<USettingsItem> | USettingsItemAccessibilityColorBlindMode::StaticClass |
| AccessibilityColorBlindModeText | The text displayed in the accessibility color blind mode settings item | FText | |
| AccessibilityColorBlindModeNormalVisionText | The text displayed when the normal vision value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeDeuteranopiaText | The text displayed when the deuteranopia value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeDeuteranomalyText | The text displayed when the deuteranomaly value is used for the accessibility | FText | |

| | | | |
|---|--|----------------------------|--|
| | color blind mode setting | | |
| AccessibilityColorBlindModeProtanopiaText | The text displayed when the protanopia value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeProtanomalyText | The text displayed when the protanomaly value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeTritanopiaText | The text displayed when the tritanopia value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeTritanomalyText | The text displayed when the tritanomaly value is used for the accessibility color blind mode setting | FText | |
| AccessibilityColorBlindModeSeverityImplementation | The implementation for the accessibility color blind mode severity settings item | TSubclassOf<USettingsItem> | USettingsItemAccessibilityColorBlindModeSeverity |
| AccessibilityColorBlindModeSeverityText | The text displayed in the accessibility color blind mode severity settings item | FText | |
| ControlsRemapImplementation | The implementation for the controls remap settings item | TSubclassOf<USettingsItem> | USettingsItemControlsRemap::StaticClas |

| | | | |
|--------------------------------|---|-------|--|
| ControlsWaitingForKeyPressText | The text displayed in the menu item while waiting for the user to press a new key | FText | |
|--------------------------------|---|-------|--|

17.3 Items

17.3.1 Types

Introduction

An enum of all supported settings items

Values

| Value | Description |
|-------------------------------------|---|
| None | A setting not managed by the game instance |
| GameplayDifficulty | The game difficulty setting |
| AudioMaster | The master audio volume setting |
| AudioMusic | The music audio volume setting |
| AudioEffects | The effects audio volume setting |
| AudioUi | The UI audio volume setting |
| AudioVoice | The voice audio volume setting |
| GraphicsResolution | The graphics resolution setting |
| GraphicsFullscreen | The graphics fullscreen setting |
| GraphicsViewDistance | The graphics view distance setting |
| GraphicsAntiAliasing | The graphics anti-aliasing setting |
| GraphicsPostProcessing | The graphics post processing setting |
| GraphicsShadowQuality | The graphics shadow quality setting |
| GraphicsTextureQuality | The graphics texture quality setting |
| GraphicsVisualEffects | The graphics visual effects setting |
| GraphicsShadingQuality | The graphics shading quality setting |
| GraphicsVSync | The graphics vsync setting |
| GraphicsFpsIndicator | The graphics FPS indicator setting |
| AccessibilityColorBlindMode | The accessibility color blind mode setting |
| AccessibilityColorBlindModeSeverity | The accessibility color blind mode severity setting |
| ControlsRemap | Remap the controls |

17.3.2 Logic

Introduction

An implementation for a settings item controlling how the setting is configured, saved and applied

Dependencies

The `SettingsItem` relies on other components of this plugin to work:

- [Game Instance](#): Used to monitor for input device changes and handle saving/loading game data

Implementations

There is already implementations for all settings items. But you can expand this if needed

| Category | Name | Description |
|---------------|---|---|
| Audio | SettingsItemAudioMaster | An implementation for the audio master settings item |
| Audio | SettingsItemAudioMusic | An implementation for the audio music settings item |
| Audio | SettingsItemAudioEffects | An implementation for the audio effects settings item |
| Audio | SettingsItemAudioUi | An implementation for the audio UI settings item |
| Audio | SettingsItemAudioVoice | An implementation for the audio voice settings item |
| Graphics | SettingsItemGraphicsResolution | An implementation for the graphics resolution settings item |
| Graphics | SettingsItemGraphicsFullscreen | An implementation for the graphics fullscreen settings item |
| Graphics | SettingsItemGraphicsViewDistance | An implementation for the graphics view distance settings item |
| Graphics | SettingsItemGraphicsAntiAliasing | An implementation for the graphics anti-aliasing settings item |
| Graphics | SettingsItemGraphicsPostProcessing | An implementation for the graphics post processing settings item |
| Graphics | SettingsItemGraphicsShadowQuality | An implementation for the graphics shadow quality settings item |
| Graphics | SettingsItemGraphicsTextureQuality | An implementation for the graphics texture quality settings item |
| Graphics | SettingsItemGraphicsVisualEffects | An implementation for the graphics visual effects settings item |
| Graphics | SettingsItemGraphicsShadingQuality | An implementation for the graphics shading quality settings item |
| Graphics | SettingsItemGraphicsVsync | An implementation for the graphics vsync settings item |
| Graphics | SettingsItemGraphicsFpsIndicator | An implementation for the graphics FPS indicator settings item |
| Accessibility | SettingsItemAccessibilityColorBlindMode | An implementation for the accessibility color blind mode settings item |
| Accessibility | SettingsItemAccessibilityColorBlindModeSeverity | An implementation for the accessibility color blind mode severity settings item |
| Controls | SettingsItemControlsRemap | An implementation for the controls settings item |

API Reference

FUNCTIONS

| Name | Description | Params | Return |
|-------------------|--|---|--|
| ConfigureMenuItem | Configure the menu item | Config (void) The settings config specified in the game instance Settings (USettingsData*) The current settings data MenuItem (UMenuItem*) The menu item to configure | |
| SaveSettings | Save the settings managed by a menu item | Settings (USettingsData*) The current settings data MenuItem (UMenuItem*) The menu item containing the updated settings | USettingsData* The updated settings data |
| ApplySettings | Apply the settings | World (UObject*) The world context Config (USettingsConfig*) The settings config specified in the game instance Settings (USettingsData*) The current settings data | |

Blueprint Usage

You can use the `SettingsItem` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Settings > Configure Menu Item
- Ultimate Starter Kit > Settings > Save Settings
- Ultimate Starter Kit > Settings > Apply Settings

C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `SettingsItem` can now be used in any of your C++ files:

```
#include "USK/Settings/SettingsItem.h"

void ATestActor::Test()
{
    // SettingsItem is a pointer to the USettingsItem
    SettingsItem->ConfigureMenuItem(Config, Settings, MenuItem);
    USettingsData* SaveSettingsValue = SettingsItem->SaveSettings(Settings, MenuItem);
    SettingsItem->ApplySettings(World, Config, Settings);
}
```

17.4 Utils

17.4.1 Introduction

A Blueprint Function Library class used to load, save and apply all settings

17.4.2 Dependencies

The `SettingsUtils` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience
- [Game Instance](#): Used to monitor for input device changes and handle saving/loading game data

17.4.3 Requirements

It's important that you configure the settings in the [Game Instance](#) before you can use the settings feature

17.4.4 Controls Settings

Before you can use the plugin to automatically handle the controls settings, you need to configure your Input Mapping Context. You are required to specify the `Name` for each key that can be changed through the plugin. This `Name` should match the value you specify in your `Menu Item`

NB: This feature is only available on Unreal Engine 5 and newer (UE5.3 support coming soon)

17.4.5 API Reference

Functions

| Name | Description | Params | Return |
|----------------------------|---|---|---|
| Initialize | Initialize the settings | GameInstance (UUSKGameInstance*) A reference to the game instance | |
| LoadSettings | Load the settings | | USettingsData* The loaded settings data |
| SaveSettings | Save the settings | Settings (USettingsData*) The updated settings data | |
| ApplySettingsInWorld | Apply the settings | World (UObject*) The world context Settings (USettingsData*) The settings data to apply | |
| ApplySettings | Apply the settings | GameInstance (UUSKGameInstance*) A reference to the game instance Settings (USettingsData*) The settings data to apply | |
| ConfigureMenuItem | Configure the menu item to manage the specified settings item | MenuItem (UMenuItem*) The menu item to configure | |
| SaveMenuItemSettings | Save the settings managed by the menu item | MenuItem (UMenuItem*) The menu item containing the updated settings ApplySettings (bool) Should the settings also be applied? | |
| ApplyMenuItemSettings | Apply the settings managed by the menu item | MenuItem (UMenuItem*) The menu item containing the updated settings | |
| GetSettingsItemForMenuItem | Get the settings item for the specified menu item | MenuItem (UMenuItem*) The menu item to get the settings item for Config (USettingsConfig*) The settings config specified in the game instance | USettingsItem* The settings item |
| GetSettingsItem | Get the settings item for the specified settings item type | SettingsItemType (ESettingsItemType) The menu item to get the settings item for Config (USettingsConfig*) The settings config specified in the game instance | USettingsItem* The settings item |

17.4.6 Blueprint Usage

You can use the `SettingsUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Settings > Initialize
- Ultimate Starter Kit > Settings > Load Settings
- Ultimate Starter Kit > Settings > Save Settings
- Ultimate Starter Kit > Settings > Apply Settings In World
- Ultimate Starter Kit > Settings > Apply Settings
- Ultimate Starter Kit > Settings > Configure Menu Item
- Ultimate Starter Kit > Settings > Save Menu Item Settings
- Ultimate Starter Kit > Settings > Apply Menu Item Settings
- Ultimate Starter Kit > Settings > Get Settings Item For Menu Item
- Ultimate Starter Kit > Settings > Get Settings Item

17.4.7 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `SettingsUtils` can now be used in any of your C++ files:

```
#include "USK/Settings/SettingsUtils.h"

void ATestActor::Test()
{
    USettingsUtils::Initialize(GameInstance);
    USettingsData* LoadSettingsValue = USettingsUtils::LoadSettings();
    USettingsUtils::SaveSettings(Settings);
    USettingsUtils::ApplySettingsInWorld(World, Settings);
    USettingsUtils::ApplySettings(GameInstance, Settings);
    USettingsUtils::ConfigureMenuItem(MenuItem);
    USettingsUtils::SaveMenuItemSettings(MenuItem, ApplySettings);
    USettingsUtils::ApplyMenuItemSettings(MenuItem);
    USettingsItem* SettingsItemForMenuItem = USettingsUtils::GetSettingsItemForMenuItem(MenuItem, Config);
    USettingsItem* SettingsItem = USettingsUtils::GetSettingsItem(SettingsItemType, Config);
}
```

18. Utils

18.1 Config Utils

18.1.1 Introduction

A Blueprint Function Library class used to extract config values

18.1.2 Dependencies

The `ConfigUtils` relies on other components of this plugin to work:

- [Logger](#): Used to log useful information to help you debug any issues you might experience

18.1.3 API Reference

Functions

| Name | Description | Params | Return |
|--------------------|--|---|--|
| GetConfigValue | Extract a config value from a given config file | Filename (FString) The name of the config file Section (FString) The section in the config file Key (FString) The key in the config file DefaultValue (FString) The default value to return if the config file can't be read | FString The value extracted from the config file |
| GetGameConfigValue | Extract a config value from the default game config file | Section (FString) The section in the config file Key (FString) The key in the config file DefaultValue (FString) The default value to return if the config file can't be read | FString The value extracted from the config file |

18.1.4 Blueprint Usage

You can use the `ConfigUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Utils > Config > Get Config Value
- Ultimate Starter Kit > Utils > Config > Get Game Config Value

18.1.5 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `ConfigUtils` can now be used in any of your C++ files:

```
#include "USK/Utils/ConfigUtils.h"

void ATestActor::Test()
{
    FString ConfigValue = UConfigUtils::GetConfigValue(Filename, Section, Key, DefaultValue);
    FString GameConfigValue = UConfigUtils::GetGameConfigValue(Section, Key, DefaultValue);
}
```


18.2 Platform

18.2.1 Platform Type

Introduction

The types of supported platform types

Values

| Value | Description |
|-----------|------------------------------------|
| Unknown | An unknown or unsupported platform |
| Windows | Windows (any architecture) |
| MacOS | MacOS (any architecture) |
| Linux | Linux (any architecture) |
| ConsoleMx | Console MX |
| ConsoleSp | Console SP |
| ConsoleNs | Console NS |
| Android | Android (any architecture) |
| IOS | iOS |

18.2.2 Platform Utils

Introduction

A Blueprint Function Library class used for platform detection

API Reference

FUNCTIONS

| Name | Description | Params | Return |
|--------------|---|--------|---|
| GetPlatform | Get the current platform | | EPlatform The current platform |
| IsInEditor | Is the build running inside the editor? | | bool A boolean value indicating if the build is running inside the editor |
| IsDesktop | Is the build running on a desktop platform? | | bool A boolean value indicating if the build is running on a desktop platform |
| IsWindows | Is the build running on Windows? | | bool A boolean value indicating if the build is running on Windows |
| IsMacOS | Is the build running on MacOS? | | bool A boolean value indicating if the build is running on MacOS |
| IsMacOSx86 | Is the build running on MacOS (x86)? | | bool A boolean value indicating if the build is running on MacOS (x86) |
| IsMacOSArm | Is the build running on MacOS (ARM)? | | bool A boolean value indicating if the build is running on MacOS (ARM) |
| IsLinux | Is the build running on Linux? | | bool A boolean value indicating if the build is running on Linux |
| IsConsole | Is the build running on a console platform? | | bool A boolean value indicating if the build is running on a console platform |
| IsConsoleMx | Is the build running on Console MX? | | bool A boolean value indicating if the build is running on Console MX |
| IsConsoleSp | Is the build running on Console SP? | | bool A boolean value indicating if the build is running on Console SP |
| IsConsoleNs | Is the build running on Console NS? | | bool A boolean value indicating if the build is running on Console NS |
| IsMobile | Is the build running on a mobile platform? | | bool A boolean value indicating if the build is running on a mobile platform |
| IsAndroid | Is the build running on Android? | | bool A boolean value indicating if the build is running on Android |
| IsAndroidx86 | Is the build running on Android (x86)? | | bool A boolean value indicating if the build is running on Android (x86) |
| IsAndroidx64 | Is the build running on Android (x64)? | | bool A boolean value indicating if the build is running on Android (x64) |

| | | | |
|----------------|--|--|--|
| IsAndroidArm | Is the build running on Android (ARM)? | | bool A boolean value indicating if the build is running on Android (ARM) |
| IsAndroidArm64 | Is the build running on Android (ARM64)? | | bool A boolean value indicating if the build is running on Android (ARM64) |
| IsIOS | Is the build running on iOS? | | bool A boolean value indicating if the build is running on iOS |

Blueprint Usage

You can use the `PlatformUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Utils > Platform > Get Platform
- Ultimate Starter Kit > Utils > Platform > Is In Editor
- Ultimate Starter Kit > Utils > Platform > Is Desktop
- Ultimate Starter Kit > Utils > Platform > Is Windows
- Ultimate Starter Kit > Utils > Platform > Is MacOS
- Ultimate Starter Kit > Utils > Platform > Is MacOS (x86)
- Ultimate Starter Kit > Utils > Platform > Is MacOS (ARM)
- Ultimate Starter Kit > Utils > Platform > Is Linux
- Ultimate Starter Kit > Utils > Platform > Is Console
- Ultimate Starter Kit > Utils > Platform > Is Console MX
- Ultimate Starter Kit > Utils > Platform > Is Console SP
- Ultimate Starter Kit > Utils > Platform > Is Console NS
- Ultimate Starter Kit > Utils > Platform > Is Mobile
- Ultimate Starter Kit > Utils > Platform > Is Android
- Ultimate Starter Kit > Utils > Platform > Is Android (x86)
- Ultimate Starter Kit > Utils > Platform > Is Android (x64)
- Ultimate Starter Kit > Utils > Platform > Is Android (ARM)
- Ultimate Starter Kit > Utils > Platform > Is Android (ARM64)
- Ultimate Starter Kit > Utils > Platform > Is iOS

C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `PlatformUtils` can now be used in any of your C++ files:

```
#include "USK/Utils/PlatformUtils.h"

void ATestActor::Test()
{
    EPlatform Platform = UPlatformUtils::GetPlatform();
    bool IsInEditorValue = UPlatformUtils::IsInEditor();
    bool IsDesktopValue = UPlatformUtils::IsDesktop();
    bool IsWindowsValue = UPlatformUtils::IsWindows();
    bool IsMacOSValue = UPlatformUtils::IsMacOS();
    bool IsMacOSx86Value = UPlatformUtils::IsMacOSx86();
    bool IsMacOSArmValue = UPlatformUtils::IsMacOSArm();
    bool IsLinuxValue = UPlatformUtils::IsLinux();
    bool IsConsoleValue = UPlatformUtils::IsConsole();
    bool IsConsoleMxValue = UPlatformUtils::IsConsoleMx();
    bool IsConsoleSpValue = UPlatformUtils::IsConsoleSp();
    bool IsConsoleNsValue = UPlatformUtils::IsConsoleNs();
}
```

```
bool IsMobileValue = UPlatformUtils::IsMobile();
bool IsAndroidValue = UPlatformUtils::IsAndroid();
bool IsAndroidx86Value = UPlatformUtils::IsAndroidx86();
bool IsAndroidx64Value = UPlatformUtils::IsAndroidx64();
bool IsAndroidArmValue = UPlatformUtils::IsAndroidArm();
bool IsAndroidArm64Value = UPlatformUtils::IsAndroidArm64();
bool IsIOSValue = UPlatformUtils::IsIOS();
}
```

18.3 Project Utils

18.3.1 Introduction

A Blueprint Function Library class used to extract project values

18.3.2 API Reference

Functions

| Name | Description | Params | Return |
|---------------------------|--|--------|--|
| GetProjectId | Get the project ID from the game config file | | FString The project ID |
| GetProjectName | Get the project name from the game config file | | FString The project name |
| GetProjectDescription | Get the project description from the game config file | | FString The project description |
| GetProjectVersion | Get the project version from the game config file | | FString The project version |
| GetProjectCompanyName | Get the project company name from the game config file | | FString The project company name |
| GetProjectCopyrightNotice | Get the project copyright notice from the game config file | | FString The project copyright notice |
| GetProjectLicensingTerms | Get the project licensing terms from the game config file | | FString The project licensing terms |
| GetProjectHomepage | Get the project homepage from the game config file | | FString The project homepage |

18.3.3 Blueprint Usage

You can use the `ProjectUtils` using Blueprints by adding one of the following nodes:

- Ultimate Starter Kit > Utils > Project > Get Project Id
- Ultimate Starter Kit > Utils > Project > Get Project Name
- Ultimate Starter Kit > Utils > Project > Get Project Description
- Ultimate Starter Kit > Utils > Project > Get Project Version
- Ultimate Starter Kit > Utils > Project > Get Project Company Name
- Ultimate Starter Kit > Utils > Project > Get Project Copyright Notice
- Ultimate Starter Kit > Utils > Project > Get Project Licensing Terms
- Ultimate Starter Kit > Utils > Project > Get Project Homepage

18.3.4 C++ Usage

Before you can use the plugin, you first need to enable the plugin in your `Build.cs` file:

```
PublicDependencyModuleNames.Add("USK");
```

The `ProjectUtils` can now be used in any of your C++ files:

```
#include "USK/Utils/ProjectUtils.h"

void ATestActor::Test()
{
    FString ProjectId = UProjectUtils::GetProjectId();
    FString ProjectName = UProjectUtils::GetProjectName();
    FString ProjectDescription = UProjectUtils::GetProjectDescription();
    FString ProjectVersion = UProjectUtils::GetProjectVersion();
    FString ProjectCompanyName = UProjectUtils::GetProjectCompanyName();
    FString ProjectCopyrightNotice = UProjectUtils::GetProjectCopyrightNotice();
    FString ProjectLicensingTerms = UProjectUtils::GetProjectLicensingTerms();
    FString ProjectHomepage = UProjectUtils::GetProjectHomepage();
}
```