

# RPG \_ UI \_ HD2D Instructions

## Blueprint component paths and corresponding functions:

- Game/RPG\_UI\_HD2D/Widgets/BP\_FocusWidgetManager: Need to be add to PlayerController to record the last button that got focus. When some special circumstances, such as mouse clicking on a blank area, all the buttons lose focus at this time. Then clicking on the navigation button again can re-focus the button.
- /Game/RPG\_UI\_HD2D/Widgets/E\_TextButtonState: The enumeration state of the buttons. Each button has three states, Normal | Select | Disable
- /Game/RPG\_UI\_HD2D/Widgets/WBP\_BaseBorder: Basic background border style
- /Game/RPG\_UI\_HD2D/Widgets/WBP\_ButtonArrow: The arrow icon displayed floatingly when the button acquires focus
- /Game/RPG\_UI\_HD2D/Widgets/WBP\_TextButton: Basic button component that can be used for navigation using a keyboard or a handheld

## Map Introduction:

- Main: The main scene, usually the game opening interface
- LoadGame: The Archive Loading Interface for the Game
- Battle: Battle scene, you can pause and then return to the main scene

## Important:

When paused, you need to turn on the Execute when Paused option in the blueprint so that the corresponding event can be triggered when the game is paused:

