Unreal Tips:

Show Collision in viewport -

Top of editor, select lit for dropdown, select Collision, select Player collision for simple collision, and visibility collision for complex colliders (mesh colliders).

Line Trace can determine whether trace hit should use simple collision or visibility collision (complex collider)

Landscape

* Landscape resolution adjusted by using larger scale. 1000 scale. 15x15 quads. 7x7 Components
* User Layer blend node in material editor to create a multi-purpose material for landscaping
  + Don’t’ forget to click on main material , go to usages, check used with landscapes
* Once material complete, left click on landscape in World outliner, add the material to landscape
* Go back to landscape mode, select paint for your brush, under target layers, click plus for each layer.
* For low poly, use World Position node to DDX and DDY. Cross product to normal.

Add Texture to Terrain

* Go into material with layer blend set up
* Instead of vector parameter for a flat color, add two texture sample nodes
* Add Landscape Layer Coords and feed them into those two texture sample nodes

Export your own heightmap

* Landscape -> Scope -> Right click on height map under targeted layer, export to file

Import height map for creating a new landscape

* Landscape (with no landscape already in there) - > Manage -> Import from file

Change Map from high to low

* Landscape -> Manage -> SelectionTool -> ChangeComponentSize, lower quad size, and resample

For resizing images automatically in a Blueprint Widget

* Add a scale box to the canvas panel
* Make the image panel a child of the scale box
* Set Scale Box Anchor to Fill Entire Canvas, and set all offsets to 0, 0, 0, 0.
* Then under Stretching of the details panel, use dropdown of stretch, and set it to Scale to Fill.

Adding Custom Fonts (be sure to read the copy write license):

* Dafont.com, download font, unzip.
* Import ttf into a folder in unreal by selecting the import button top of content browser
* Change the font to the imported font in the Widget Blueprint, under text in details panel.

Expose a variable to set that on the instance.

[Random Unit Vector] \* a float value like 100 to make a random transform.

Add Static Mesh Component in a for loop in constructor for randomly generated content