宏定义路径下面的指定文件类型

#define IMAGE\_BRUSH( RelativePath, ... ) FSlateImageBrush( FPaths::ProjectContentDir() / "Slate"/ RelativePath + TEXT(".png"), \_\_VA\_ARGS\_\_ )

#define BOX\_BRUSH( RelativePath, ... ) FSlateBoxBrush( FPaths::ProjectContentDir() / "Slate"/ RelativePath + TEXT(".png"), \_\_VA\_ARGS\_\_ )

#define BORDER\_BRUSH( RelativePath, ... ) FSlateBorderBrush( FPaths::ProjectContentDir() / "Slate"/ RelativePath + TEXT(".png"), \_\_VA\_ARGS\_\_ )

#define TTF\_FONT( RelativePath, ... ) FSlateFontInfo( FPaths::ProjectContentDir() / "Slate"/ RelativePath + TEXT(".ttf"), \_\_VA\_ARGS\_\_ )

#define OTF\_FONT( RelativePath, ... ) FSlateFontInfo( FPaths::ProjectContentDir() / "Slate"/ RelativePath + TEXT(".otf"), \_\_VA\_ARGS\_\_ )

使用宏

IMAGE\_BRUSH("Images/SoundCue\_SpeakerIcon", FVector2D(32, 32)) //后面参数表示 屏幕坐标

BOX\_BRUSH("Images/ReplayTimeline", FMargin(3.0f / 8.0f)) //后面的参数表示边缘大小

TTF\_FONT("Fonts/Roboto-Black", 14) //后面的参数表示字号

自定义一个输出宏

DECLARE\_LOG\_CATEGORY\_EXTERN(LogOnline, Display, All);

// player 0 gets to own the UI

ULocalPlayer\* const Player = GetFirstGamePlayer();

定义枚举，读取枚举的显示中文名字，栗子。。。。。

UENUM(BlueprintType)

enum class NumberMatch : *uint8*

{

one = 1 UMETA(*DisplayName* = "一"),

two UMETA(*DisplayName* = "二"),

three UMETA(*DisplayName* = "三"),

four UMETA(*DisplayName* = "四"),

five UMETA(*DisplayName* = "五"),

six UMETA(*DisplayName* = "六"),

seven UMETA(*DisplayName* = "七"),

eight UMETA(*DisplayName* = "八"),

nine UMETA(*DisplayName* = "九"),

ten UMETA(*DisplayName* = "十")

};

Call function and return ftext。

FText UPlanesTaskInfoUIWidget::GetEnumAsText(NumberMatch enumValue)

{

const UEnum\* enumPtr = FindObject<UEnum>(ANY\_PACKAGE, *TEXT*("NumberMatch"), true); // 解包 找到枚举对象的obj

if (!enumPtr)

{

return FText::*FromString*(*TEXT*("error"));

}

else

{

auto index = enumPtr->GetIndexByValue((*uint8*)enumValue);

return enumPtr->GetEnumText(index);

}

}