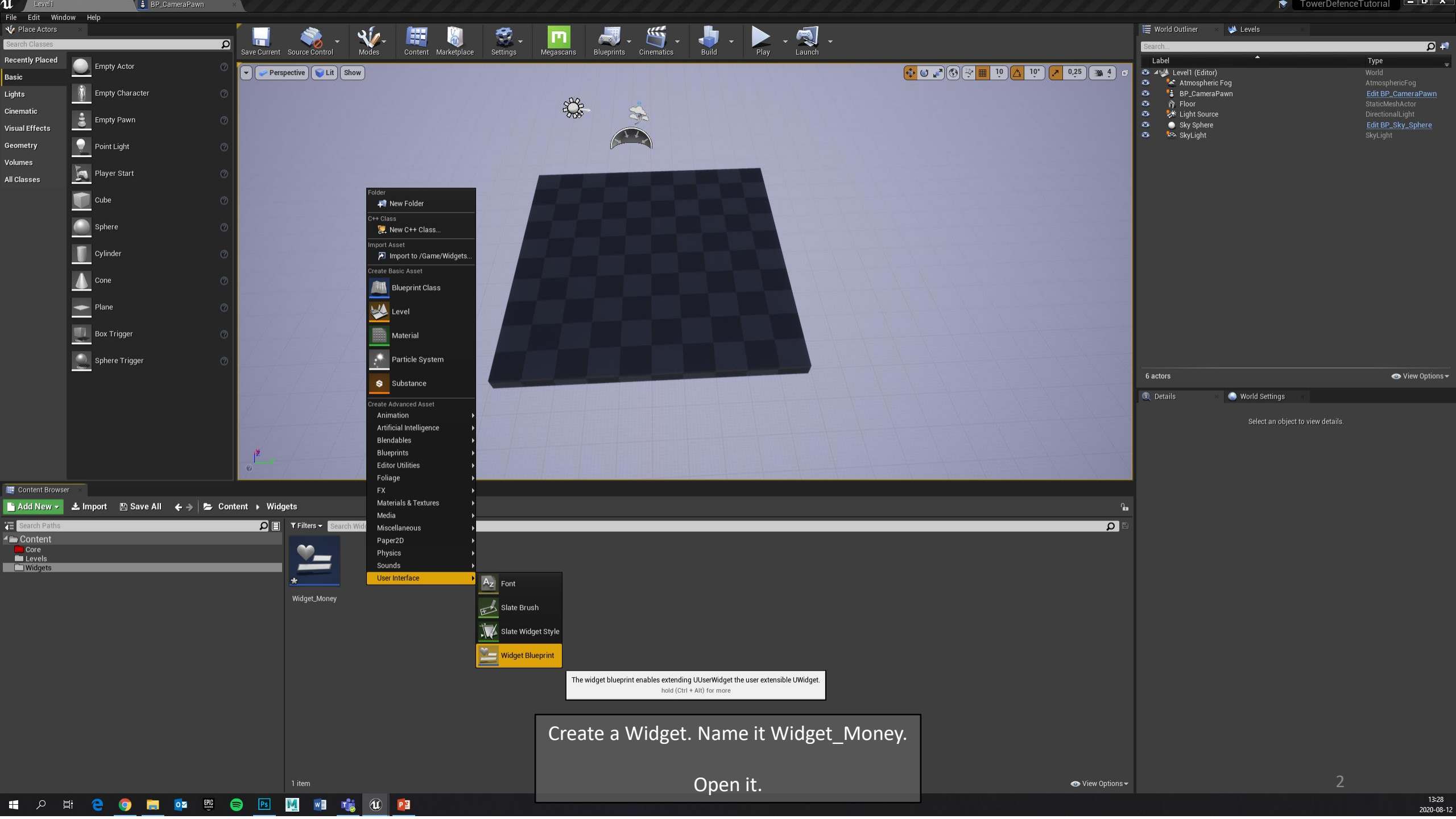


Tower Defence

Money

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Place Actors

Search Classes

Recently Placed

- Basic
 - Empty Actor
- Lights
 - Empty Character
- Cinematic
 - Empty Pawn
- Visual Effects
 - Point Light
- Volumes
 - Player Start
- All Classes
 - Cube
 - Sphere
 - Cylinder
 - Cone
 - Plane
 - Box Trigger
 - Sphere Trigger

Save Current Source Control Modes Content Marketplace Settings Megascans Blueprints Cinematics Build Play Launch

Perspective Lit Show

10 10' 0,25 4

Folder

- New Folder

C++ Class

- New C++ Class...

Import Asset

- Import to /Game/Widgets...

Create Basic Asset

- Blueprint Class
- Level
- Material
- Particle System
- Substance

Create Advanced Asset

- Animation
- Artificial Intelligence
- Blendables
- Blueprints
- Editor Utilities
- Foliage
- FX
- Materials & Textures
- Media
- Miscellaneous
- Paper2D
- Physics
- Sounds
- User Interface

- Font
- Slate Brush
- Slate Widget Style
- Widget Blueprint

World Outliner Levels

Search...

Label	Type
Level1 (Editor)	World
Atmospheric Fog	AtmosphericFog
BP_CameraPawn	Edit_BP_CameraPawn
Floor	StaticMeshActor
Light Source	DirectionalLight
Sky Sphere	Edit_BP_Sky_Sphere
SkyLight	SkyLight

6 actors View Options

Details World Settings

Select an object to view details.

Content Browser

Add New Import Save All Content Widgets

Search Paths

- Content
 - Core
 - Levels
 - Widgets

Widget_Money

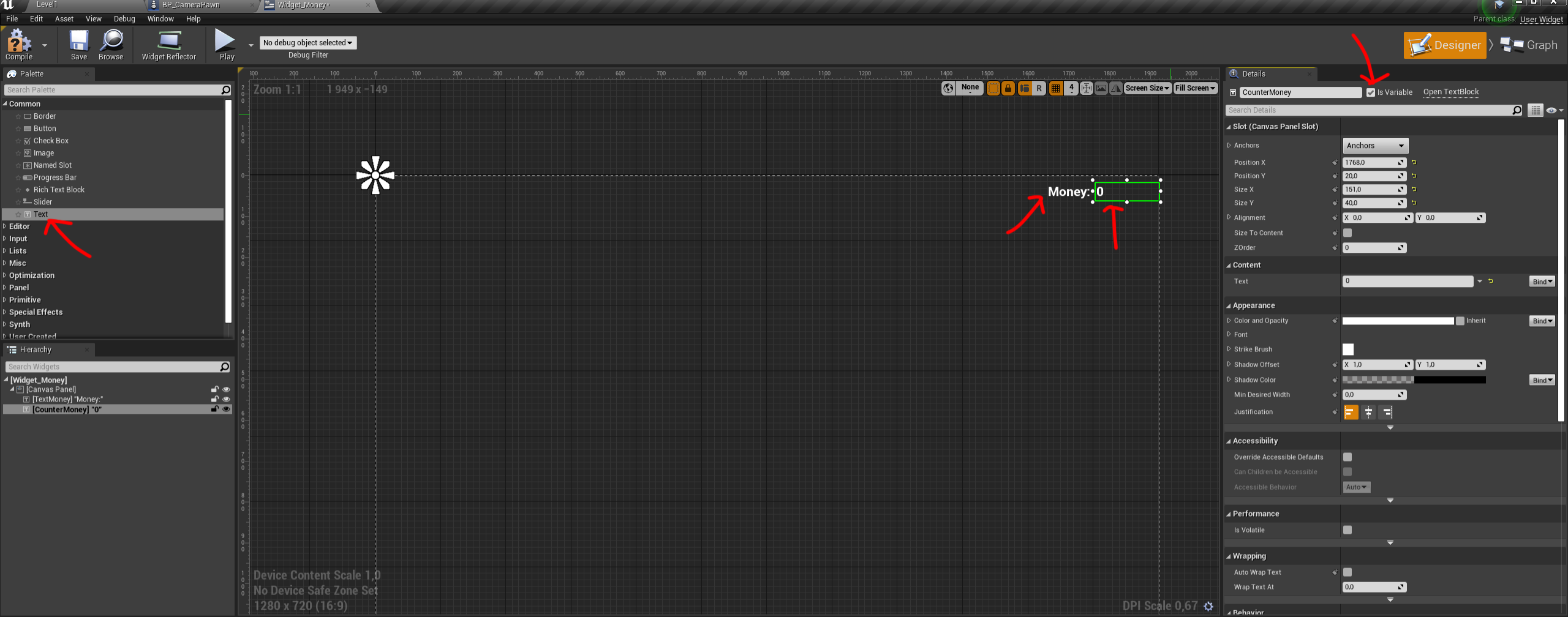
1 item

The widget blueprint enables extending UUserWidget the user extensible UWidget.
hold (Ctrl + Alt) for more

Create a Widget. Name it Widget_Money.

Open it.

View Options

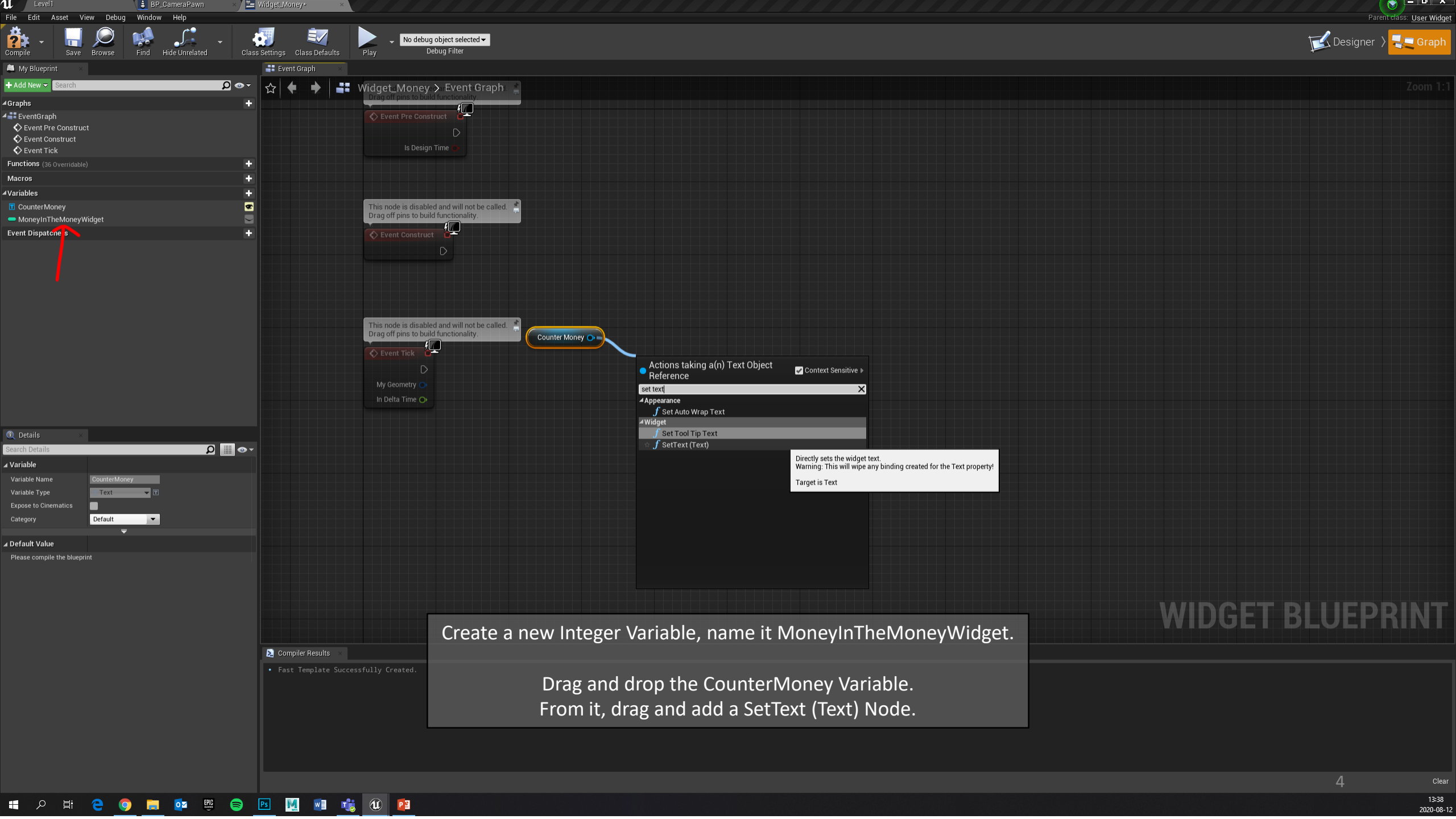


In the Design Editor, drag and add 2 Text Objects.

Write "Money:" in one, and a "0" in the other.

The 0 one will be used to display the current amount you have. Mark it as Is Variable, and name it CounterMoney.

Go to the Graph Editor.



My Blueprint

+ Add New

Search

Graphs

- EventGraph
 - Event Pre Construct
 - Event Construct
 - Event Tick
- Functions (36 Overridable)
- Macros
- Variables
 - CounterMoney
 - MoneyInTheMoneyWidget
 - Event Dispatchers

Details

Search Details

Variable

Variable Name: CounterMoney

Variable Type: Text

Expose to Cinematics: []

Category: Default

Default Value

Please compile the blueprint

Widget_Money > Event Graph

Event Pre Construct

Drag off pins to build functionality.

Is Design Time

This node is disabled and will not be called. Drag off pins to build functionality.

Event Construct

Drag off pins to build functionality.

This node is disabled and will not be called. Drag off pins to build functionality.

Event Tick

My Geometry

In Delta Time

Counter Money

Actions taking a(n) Text Object Reference

Context Sensitive

set text

Appearance

- Set Auto Wrap Text
- Widget
 - Set Tool Tip Text
 - SetText (Text)

Directly sets the widget text. Warning: This will wipe any binding created for the Text property! Target is Text

Create a new Integer Variable, name it MoneyInTheMoneyWidget.

Drag and drop the CounterMoney Variable. From it, drag and add a SetText (Text) Node.

Compiler Results

- Fast Template Successfully Created.

WIDGET BLUEPRINT

My Blueprint

+ Add New

Search

- Graphs
 - EventGraph
 - Event Pre Construct
 - Event Construct
 - Event Tick
- Functions (36 Overridable)
- Macros
- Variables
 - CounterMoney
 - MoneyInTheMoneyWidget
- Event Dispatchers

Details

Search Details

Variable

Variable Name: MoneyInTheMoneyWidget

Variable Type: Integer

Instance Editable:

Blueprint Read Only:

Tooltip:

Expose on Spawn:

Private:

Expose to Cinematics:

Category: Default

Slider Range:

Value Range:

Bitmask:

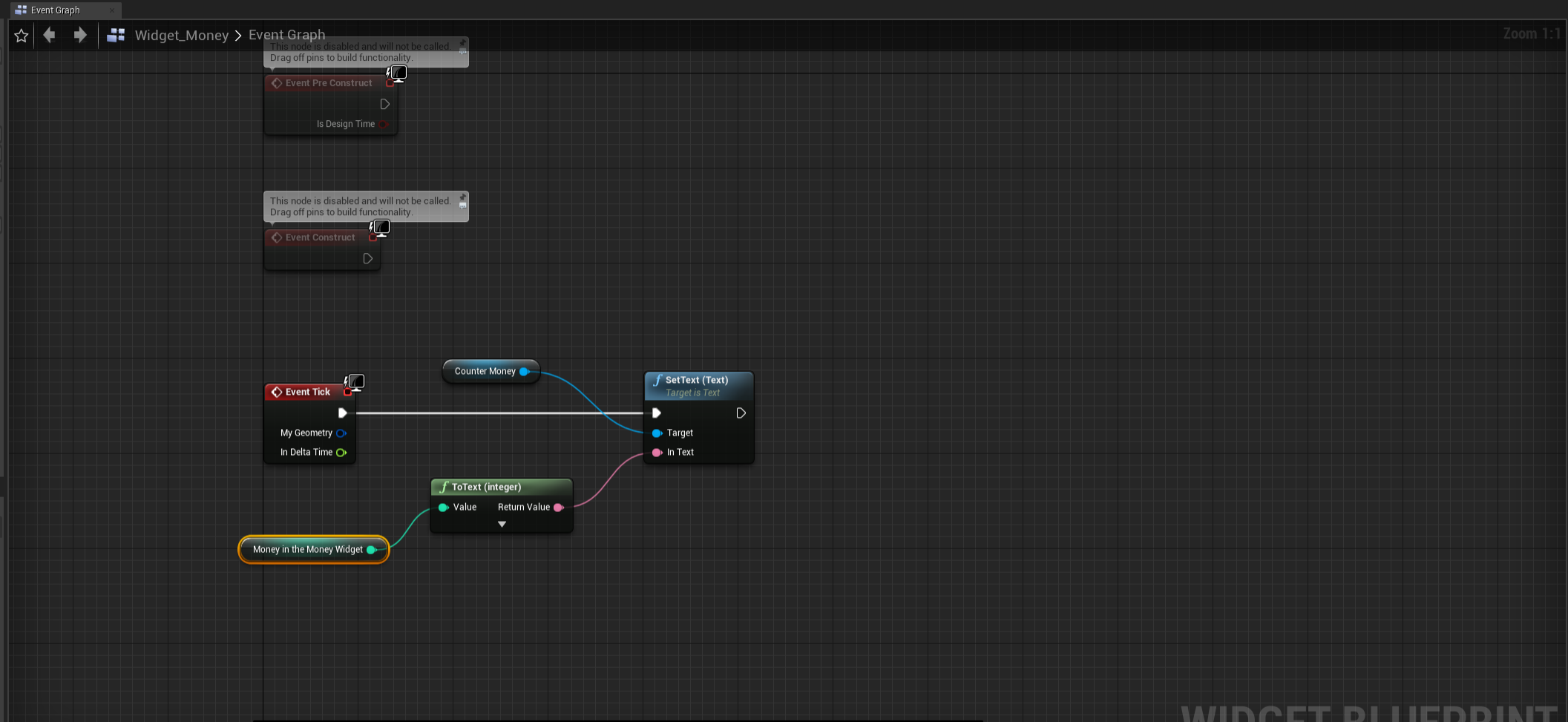
Bitmask Enum: None

Replication: None

Replication Condition: None

Default Value

Money in the Money Widget: 200



Compiler Results

- Fast Template Successfully Created.
- [3177,80] Compile of Widget_Money successful [in 41 ms] (/Game/Widgets/Widget_Money.Widget_Money)

Drag and Get the MoneyInTheMoneyWidget Variable.
Attach it to the SetText Node. It will create a ToText converter.

Attach the Event Tick to the SetText.

Compile and Exit.

Class Defaults | NOTE: This is a data only blueprint, so only the default values are shown. It does not have any script or variables. If you want to add some, [Open Full Blueprint Editor](#)

Search Details

Player Controller

- Player Camera Manager Class: None
- Auto Manage Active Camera Target:
- Smooth Target View Rotation Speed: 20.0
- Input Yaw Scale: 2.5
- Input Pitch Scale: -2.5
- Input Roll Scale: 1.0
- Should Perform Full Tick when Paused:

Actor Tick

- Start with Tick Enabled:
- Tick Interval (secs): 0.0
- Allow Tick Before Begin Play:

Cheat Manager

- Cheat Class: CheatManager

Mouse Interface

- Show Mouse Cursor:
- Enable Click Events:
- Enable Touch Events:
- Enable Mouse Over Events:
- Enable Touch Over Events:
- Click Event Keys: 1 Array elements
- Default Mouse Cursor: Default
- Default Click Trace Channel: Visibility
- Trace Distance: 100000.0

Game

- Feedback:

Controller

- Transform:

Replication

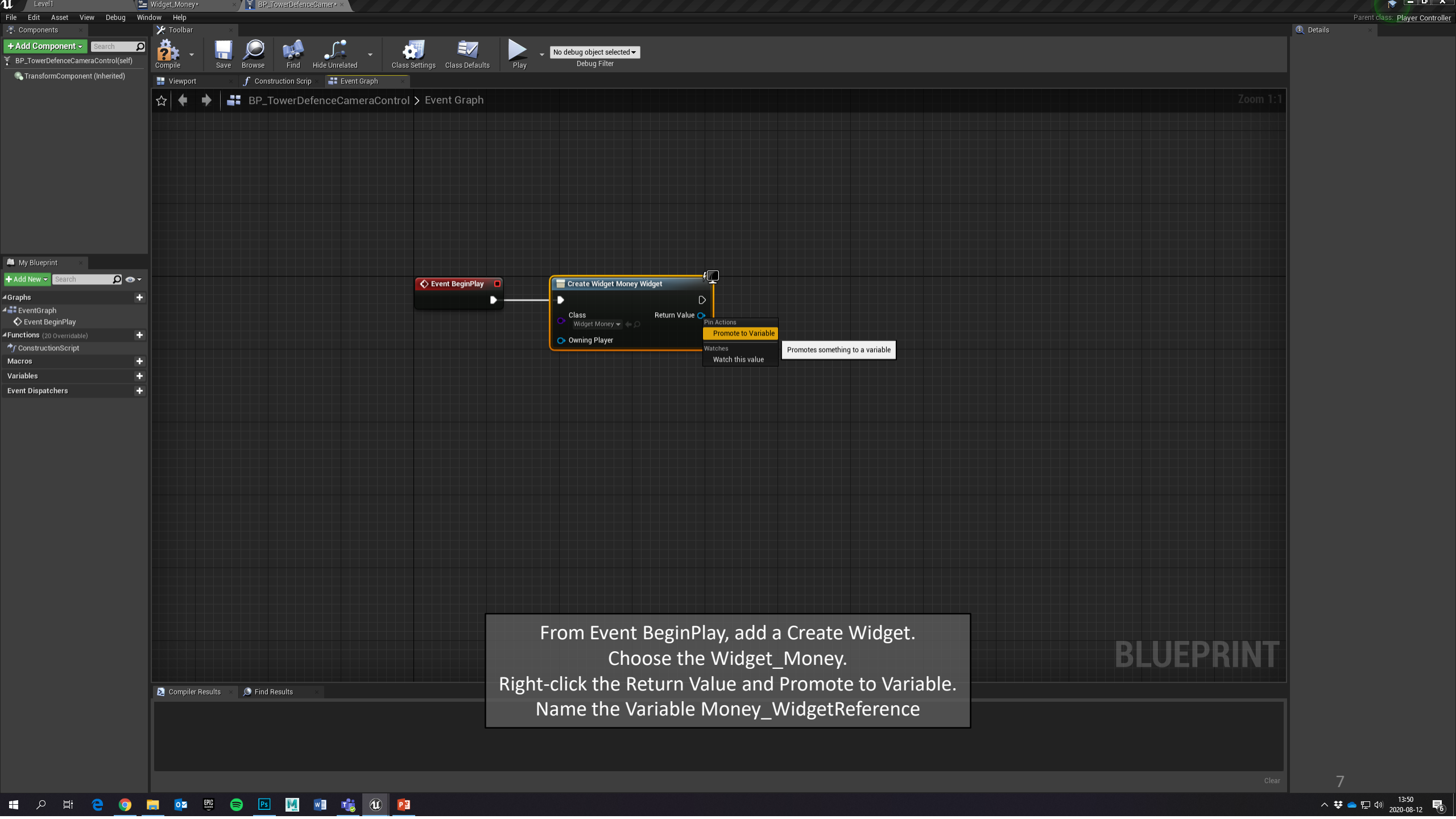
- Only Relevant to Owner:
- Always Relevant:
- Replicate Movement:
- Net Load on Client:
- Net Use Owner Relevancy:
- Replay Rewindable:
- Replicates:
- Net Dormancy:
- Net Cull Distance Squared: 2250
- Net Update Frequency: 100.0
- Min Net Update Frequency: 2.0
- Net Priority: 3.0

Actor

- Can be Damaged:
- Public View:

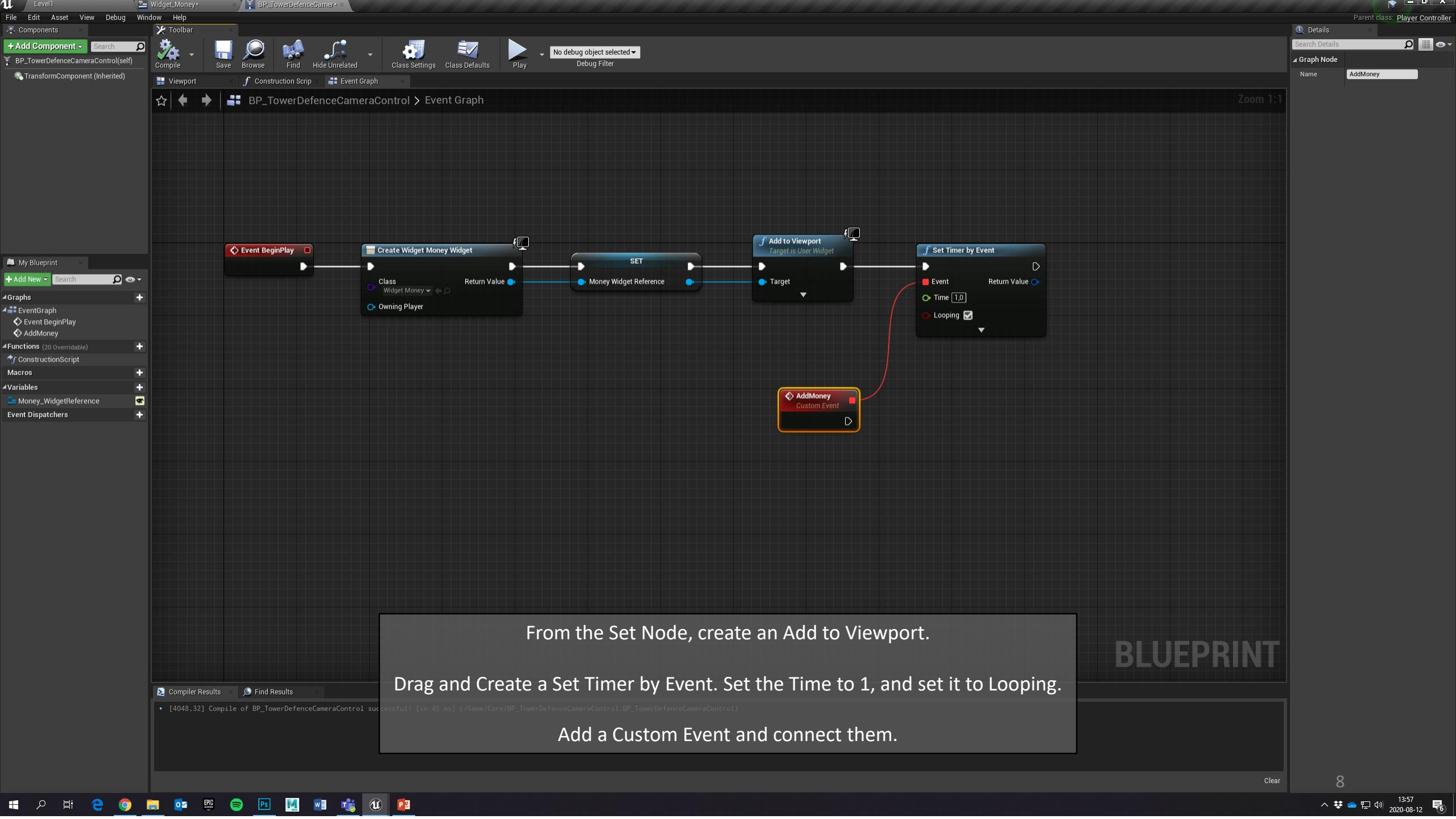


Open the BP_CameraControl.
If it is Data Only, Open Full Blueprint Editor.



From Event BeginPlay, add a Create Widget.
Choose the Widget_Money.
Right-click the Return Value and Promote to Variable.
Name the Variable Money_WidgetReference

BLUEPRINT



From the Set Node, create an Add to Viewport.

Drag and Create a Set Timer by Event. Set the Time to 1, and set it to Looping.

Add a Custom Event and connect them.

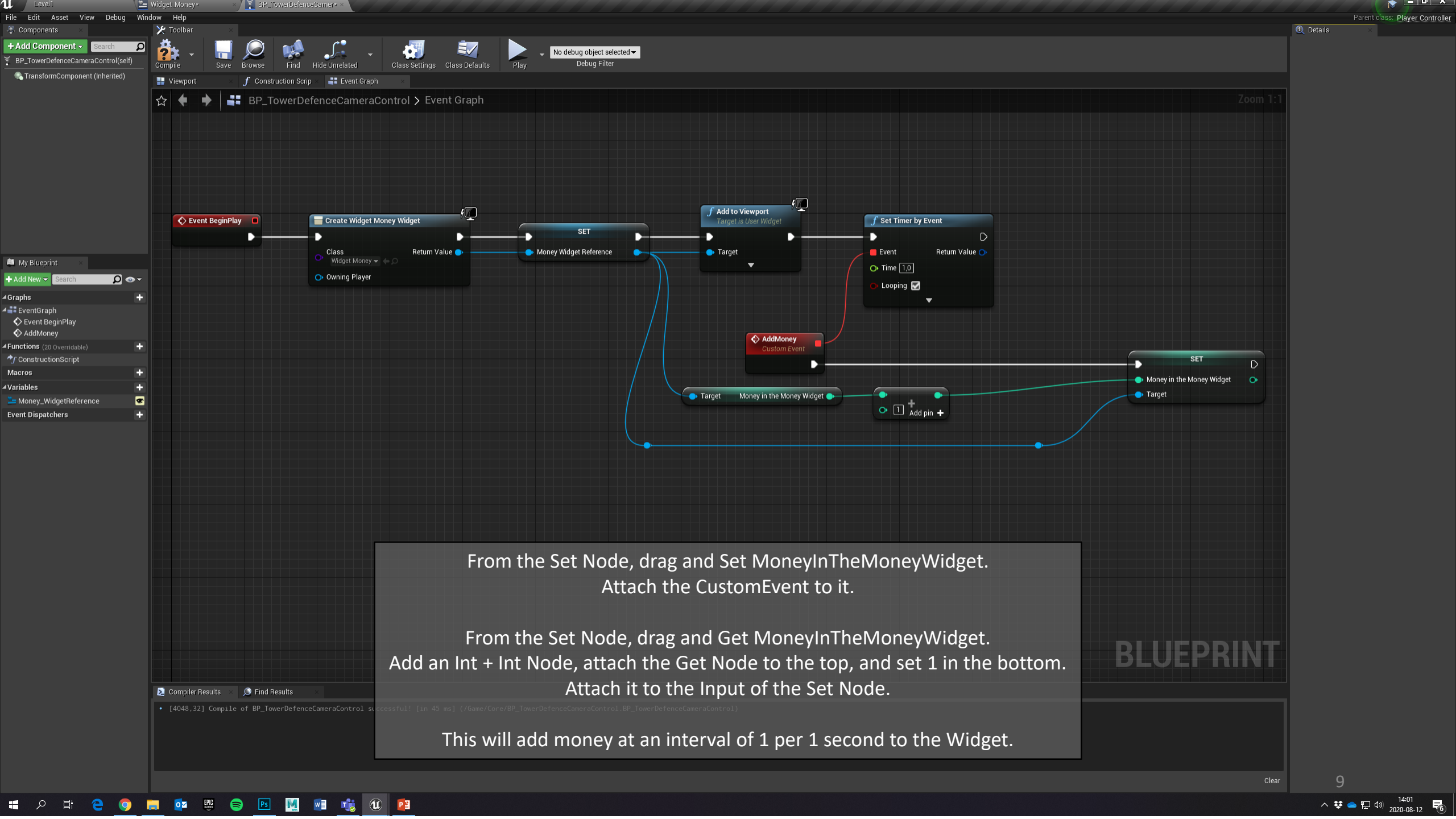
BLUEPRINT

Compiler Results Find Results
• [4048,32] Compile of BP_TowerDefenceCameraControl successful! [in 45 ms] (/Game/Core/BP_TowerDefenceCameraControl.BP_TowerDefenceCameraControl)

Clear

8

13:57
2020-08-12



From the Set Node, drag and Set MoneyInTheMoneyWidget.
Attach the CustomEvent to it.

From the Set Node, drag and Get MoneyInTheMoneyWidget.
Add an Int + Int Node, attach the Get Node to the top, and set 1 in the bottom.
Attach it to the Input of the Set Node.

This will add money at an interval of 1 per 1 second to the Widget.

BLUEPRINT

Compiler Results Find Results
[4048,32] Compile of BP_TowerDefenceCameraControl successful! [in 45 ms] (/Game/Core/BP_TowerDefenceCameraControl.BP_TowerDefenceCameraControl)