

Fortuna Notification System

Documentation

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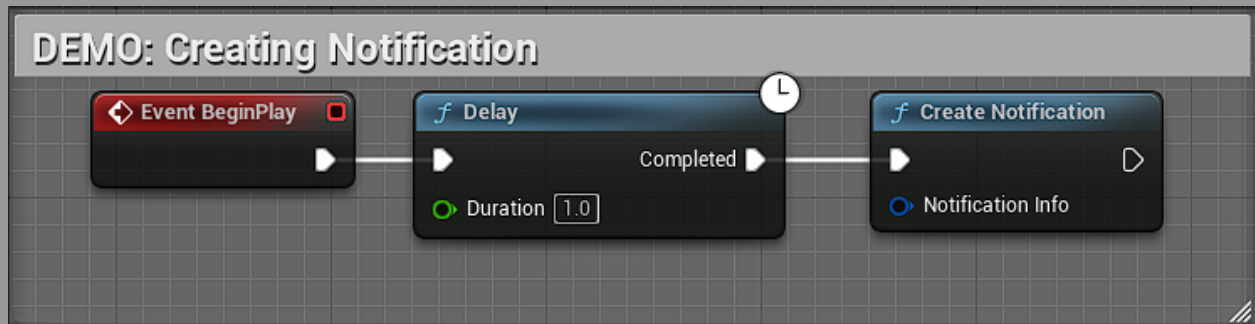
Fortuna Interactive Studios

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How to Use

SNS is Extremely easy to use. All you need to do is add the asset to your project, and you are ready to go!

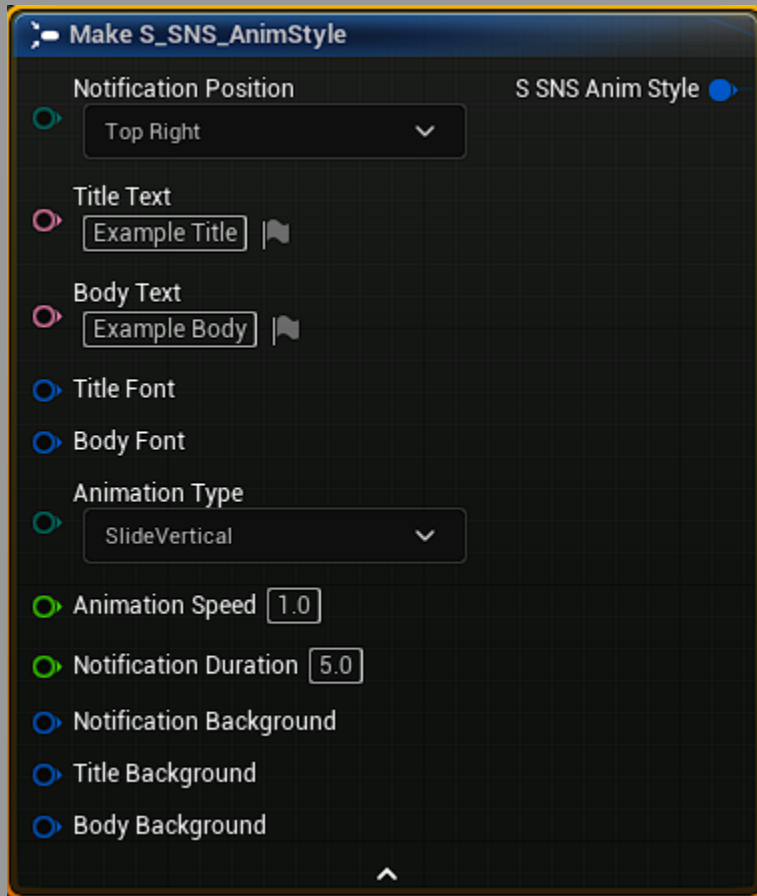
Simply call the 'Create Notification' function wherever and whenever needed. The function is stored within a Library, so it can be called from virtually anywhere.



Above is an example of the 'Create Notification' Function being called within the Demo Character's Blueprint

Customizing The Notification

In order to customize the notification, drag off of the 'Notification Info' input node and select 'Make Notification Info'
Then, it should look like this:



See Next Page for More Info

Below is a chart displaying what each option does in detail:

Option Name	Description	Notes
Notification Position	This Dictates where the notification appears on screen	
Title Text	What Text the Title will display	
Body Text	What Text the Body will display	
Title Font	The font of the Title Text	It is Recommended to keep the Font Size 20 and Below
Body Font	The font of the Body Text	It is Recommended to keep the Font Size 16 and Below
Animation Type	The type of Animation the Notification will Pop in and Out with	
Animation Speed	The Speed multiplier for the Animation	Anything Past 2 will look glitched
Notification Duration	How long the Notification will stay up before Popping out	
Notification Background	Break This Input Node to Change the Color of the Background	This is simple the small outline behind the Title and Body Boxes
Title Background	Break This Input Node to Change the Color of the Background	
Body Background	Break This Input Node to Change the Color of the Background	