

Player Name & Text Chat

Documentation

Hello,

Welcome to *Player Name & Text Chat* !

Please follow these steps carefully to set up the *Player Name & Text Chat* into your game.

Feel free to ask any question at the product's Unreal Engine's Marketplace website.

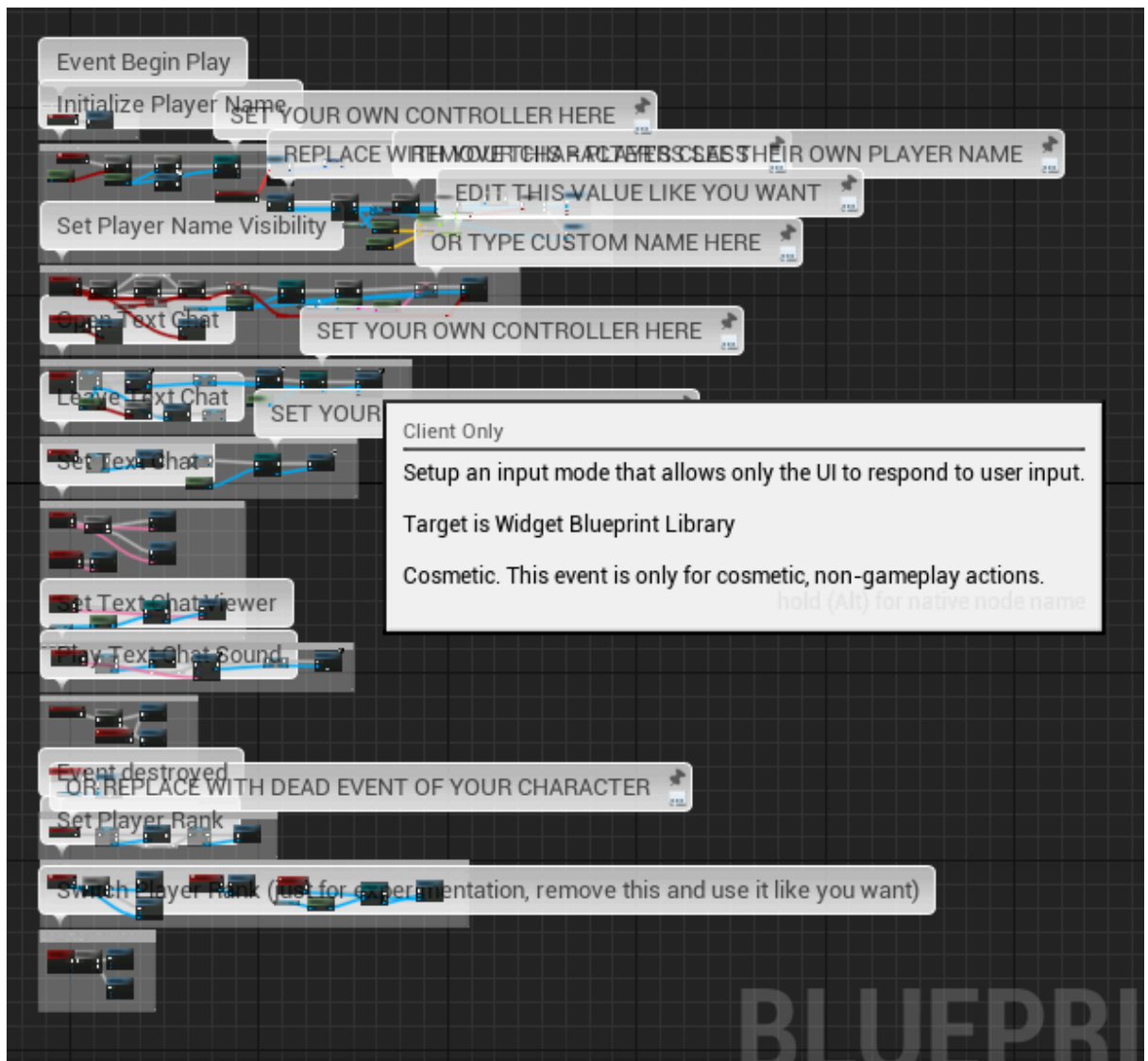
Good luck! :)

STEPS TO INTEGRATE:

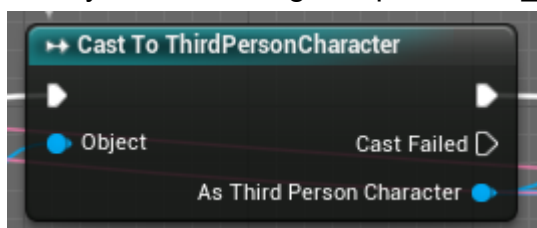
To integrate the project in your own project, follow these steps:

- Open the project from "PlayerName.uproject"
- Right click on "PlayerName" folder
- Choose "migrate"
- Select your own project
- Open your own project
- Open the migrated folder
- Open "ThirdPersonCharacter" from "ThirdPersonBP>Blueprints" Folder

- Copy The code and paste it in your own Blueprint Character



- Fix all errors given by Unreal engine after compiling
- If you already have an “Event Begin Play” event in your character BP, you must put the event “Initialize Player Name” after your Event Begin Play event
- Copy the “PlayerNameWidget” from the “ThirdPersonCharacter” (which is under the skeletal mesh) too, paste it into you own character BP, and put it under your skeletal mesh (you can attach it to the head socket too, so the playerName will follow player’s head)
- In PlayerName>Widgets open “WBP_TextChatEntry” and replace the “



” nodes with a cast to your own character

- Play with 2 players and enjoy! :)
 - => Move your character and look at player's name
 - => Press "T" key and write some text, the other player should see it above your head

Thank you!