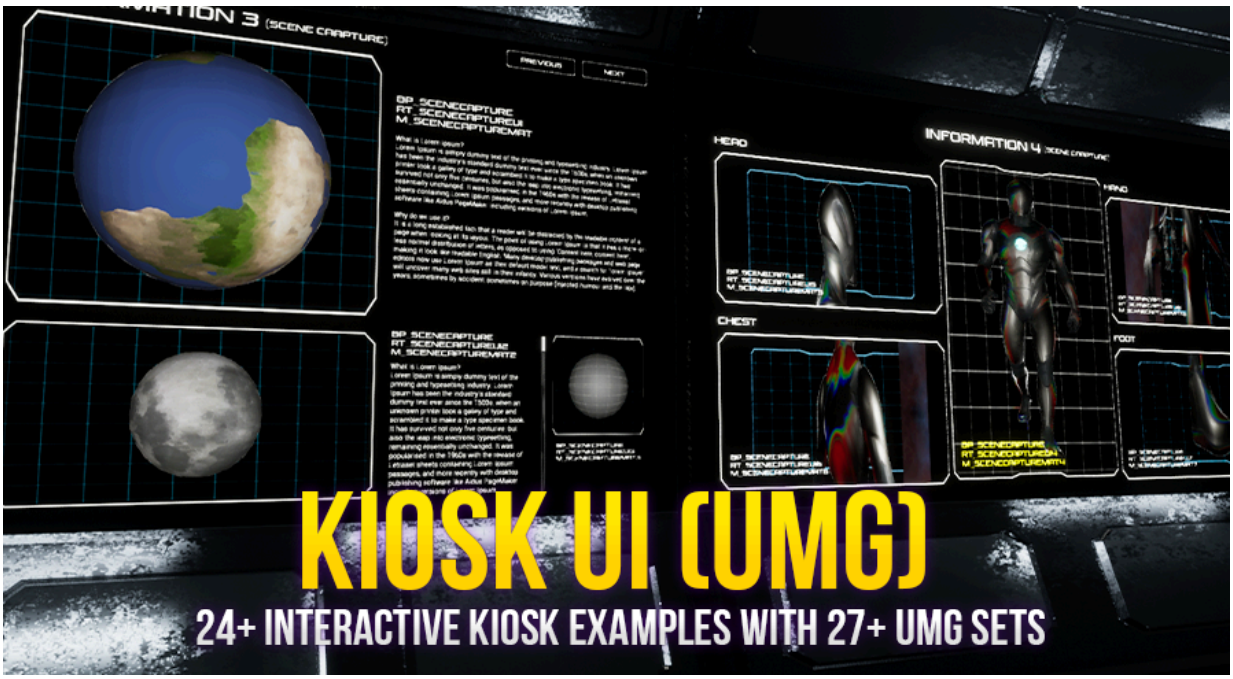
# Kiosk UI (UMG) Design Pack



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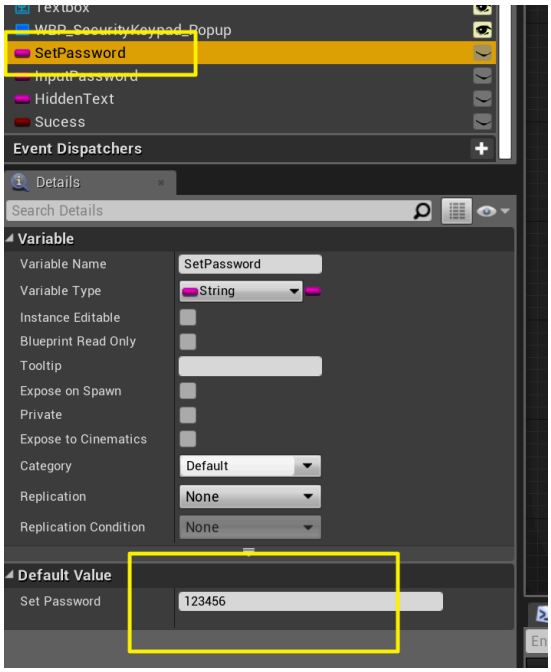
# 1.Security Keypad

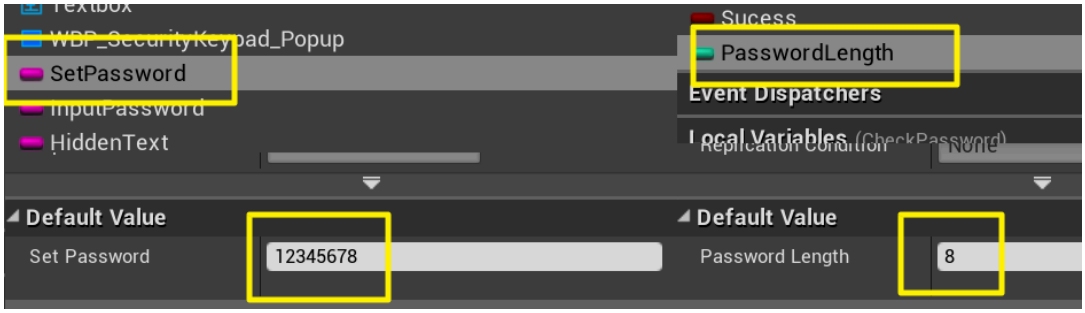
## 1) How to change password

Default password is 123456. You can change the password by changing the value of the SetPassword variable. If you want to change the length of the password as well, please check out the guide below.




## 2) How to change password length

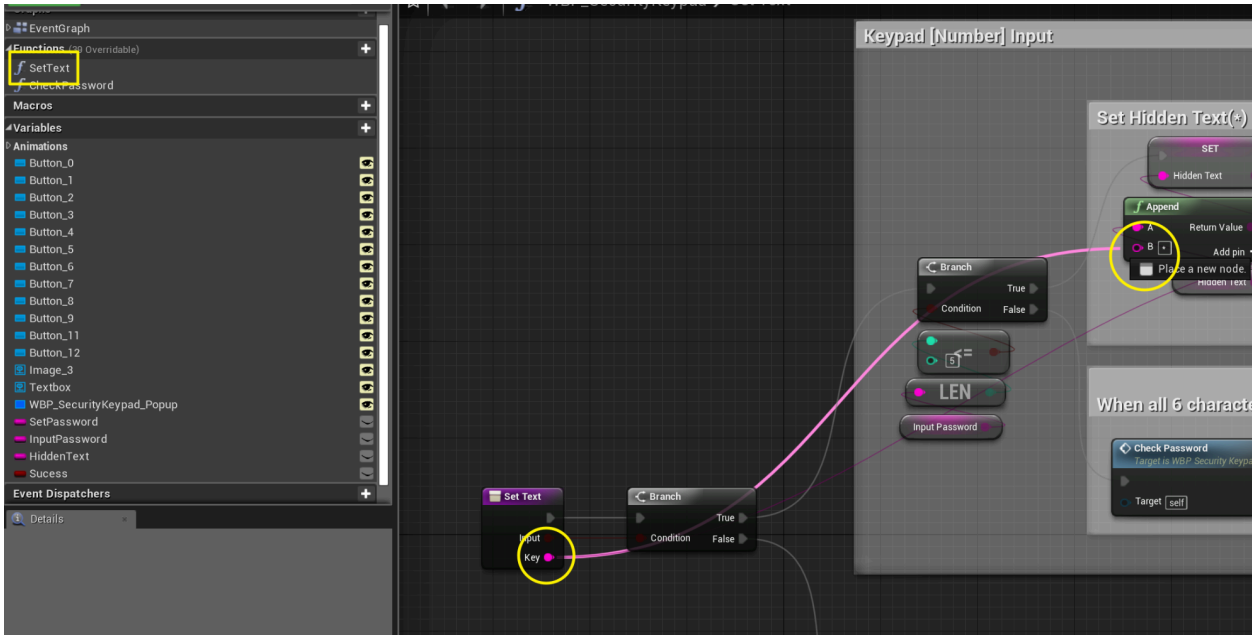
First, change the value of the SetPassword variable to the password you want. Next, change the integer value in the PasswordLength variable to the value of the corresponding length.




## 3) If you want to show the password you enter instead of hiding it

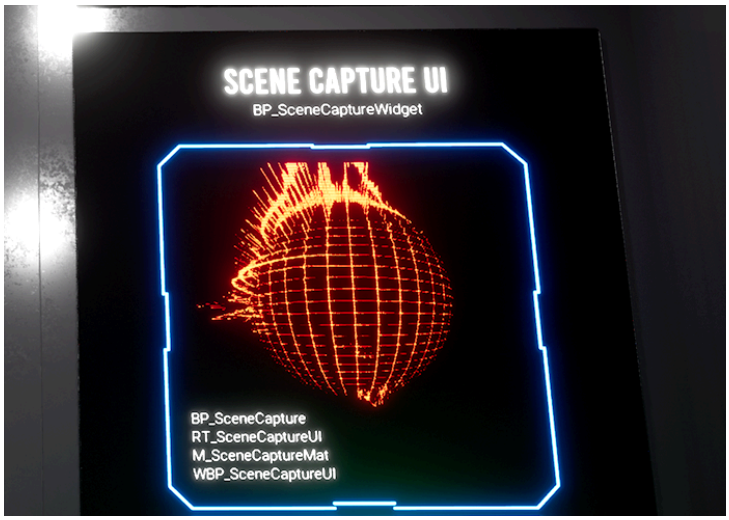
Please connect the input Key value in SetText Function to the node shown in the picture.

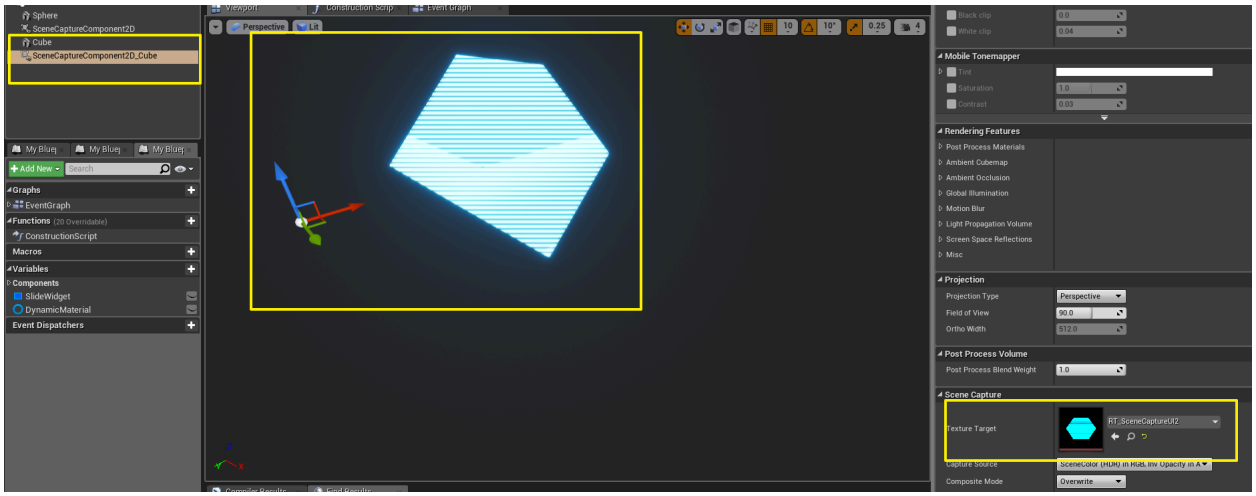
SECURITY DOOR SYSTEM
****
1 2 3
4 5 6
7 8 9
* 0 <
SECURITY DOOR SYSTEM
1234
1 2 3
4 5 6
7 8 9
* 0 <


EventGraph
SetText
Macros
Variables
Animations
Button_0
Button_1
Button_2
Button_3
Button_4
Button_5
Button_6
Button_7
Button_8
Button_9
Button_11
Button_12
Image_3
Textbox
WBP_SecurityKeypad_Popup
SetPassword
InputPassword
HiddenText
Sucess
Event Dispatchers
Details
Keypad [Number] Input
Set Hidden Text(*)
SET
Hidden Text
Append
Return Value
Branch
True
Condition
False
LEN
Input Password
When all 6 characte
Check Password
Target
self
Set Text
Input
Key
Branch
True
Condition
False

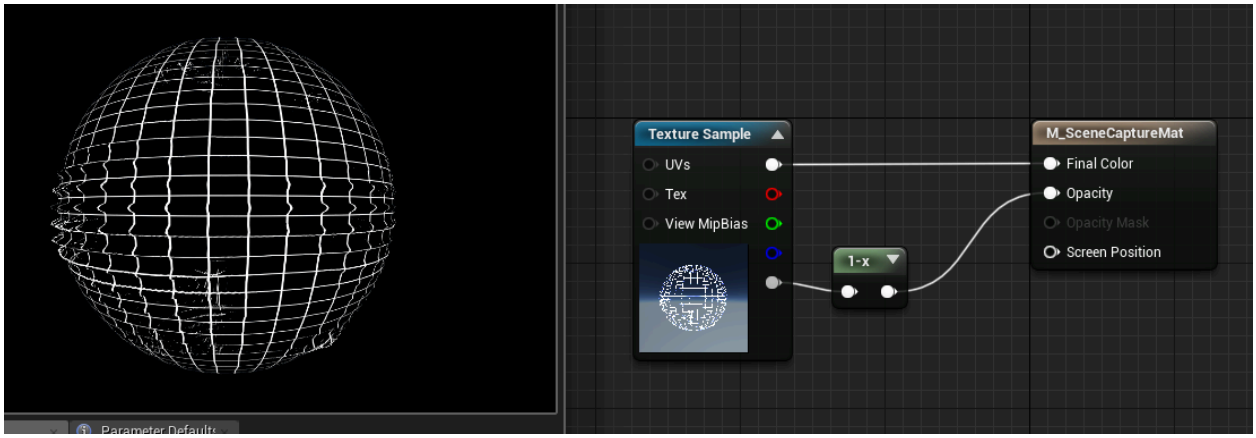
# 2.SceneCapture UI

## 1) How to create your SceneCapture UI




First, place an object you want to capture on BP_SceneCapture (refer to the existing position value carefully) and then create a camera component or use an existing component. Next, please adjust the angle and position of it so that it can capture the object well. Next, set the RenderTarget to contain the captured image.

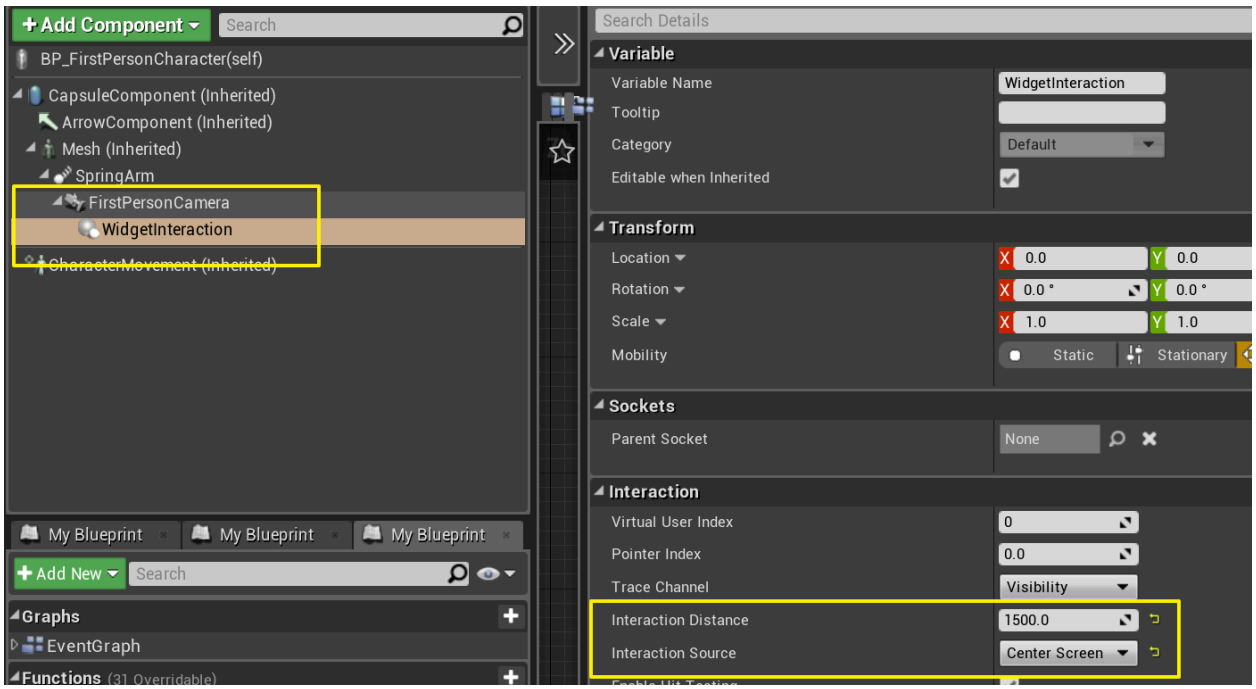



Finally, the Render Target containing the captured information is called from the material and set. You can now use this material as a UMG in the image widget.

# 3.Widget Interaction With Your Character

## 1) Create Widget Interaction Pointer

Copy a widget interaction component to your character and set these values.

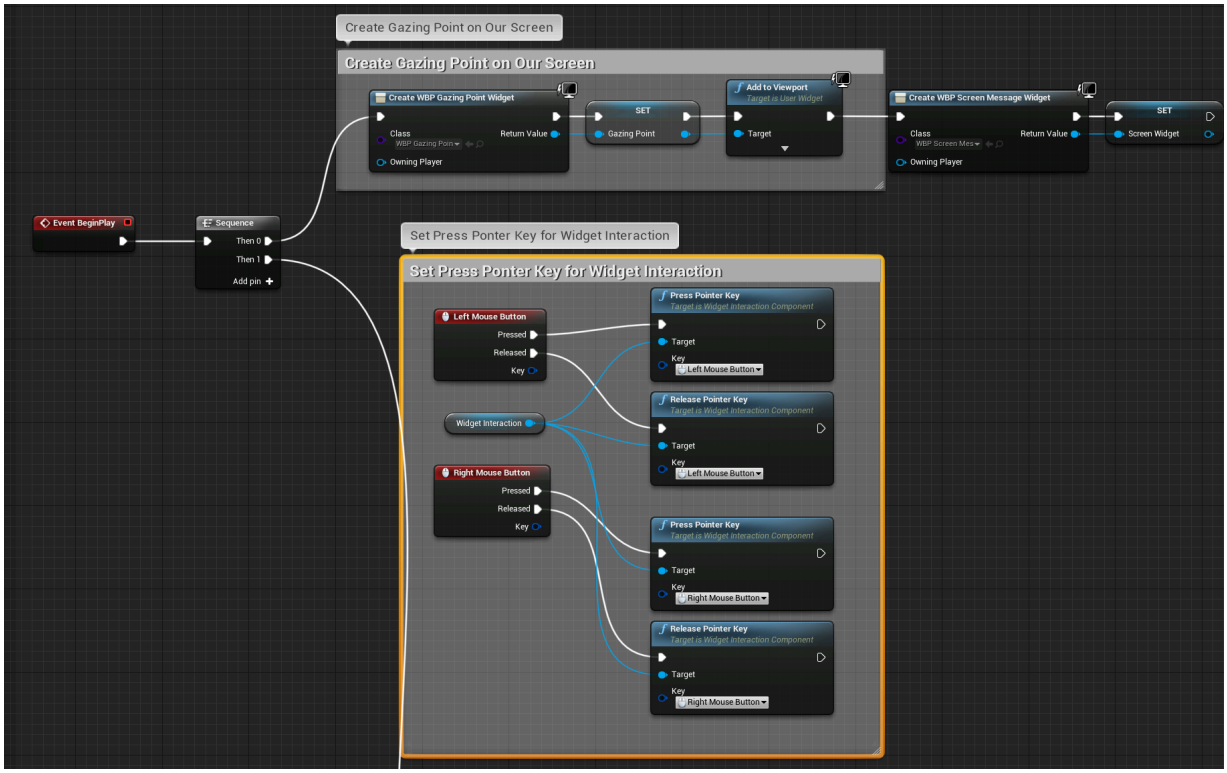



Interaction Distance: Effective distance for interaction

Interaction Source: Effective point for interaction sets center screen position

## 2) Set Mouse Button Input for Widget Interaction

Copy nodes In BP_FirstPersonCharacter and paste them to Event Graph of your character BP




They are related to the center HUD widget and mouse left and right button inputs.