

TransparenWindows plugin description:

Plugin Functionality: Implements transparent windows

Supported Window Versions: Windows 8.1 and above

Supports DirectX11,DX12

Currently, there are two modes:

GDI:

- Lower frame rate, approximately 30 FPS
- Capable of achieving mouse click-through in transparent areas
- Mouse clicks can penetrate the transparent regions, allowing interaction with icons behind the game window

DC:

- Higher frame rate, up to 120 FPS
- Unable to achieve mouse click-through in transparent areas
- Supports keyboard shortcut via a keyboard hook to quickly switch the game window to global click-through mode

Currently, with the proposed modification to the engine source code, I only support DX11. The GDI frame rate with DX11 has been improved and can now reach 110 FPS.

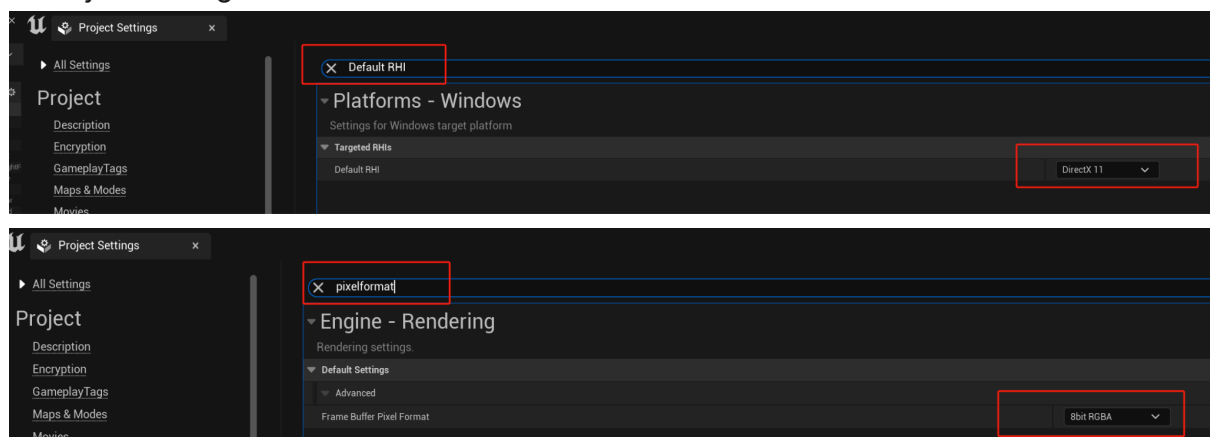
Business contact : pkozbao3721@outlook.com

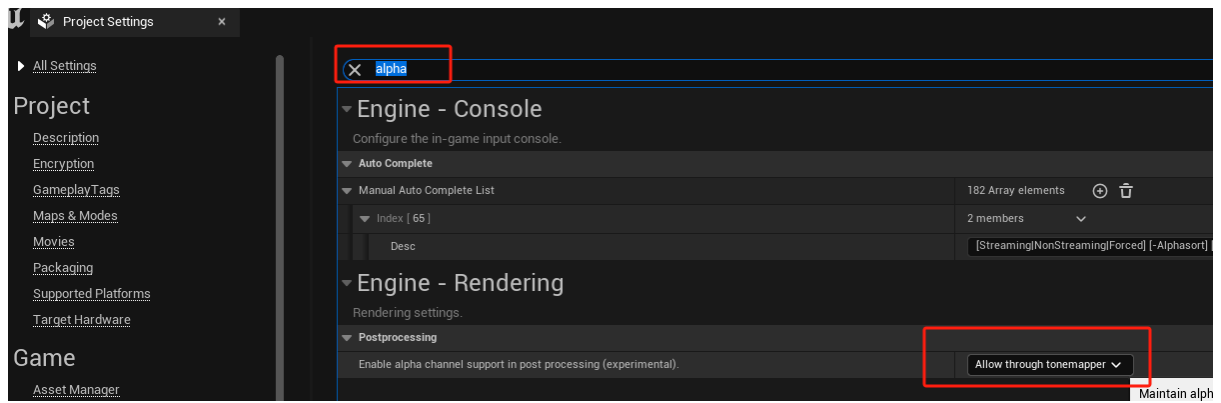
Notes:

1. After enabling this plugin, packaged builds will automatically have transparent windows enabled. If transparency is not needed, remember to disable this plugin.
2. Standalone builds do not support transparent windows, packaged builds can still have transparency unaffected.

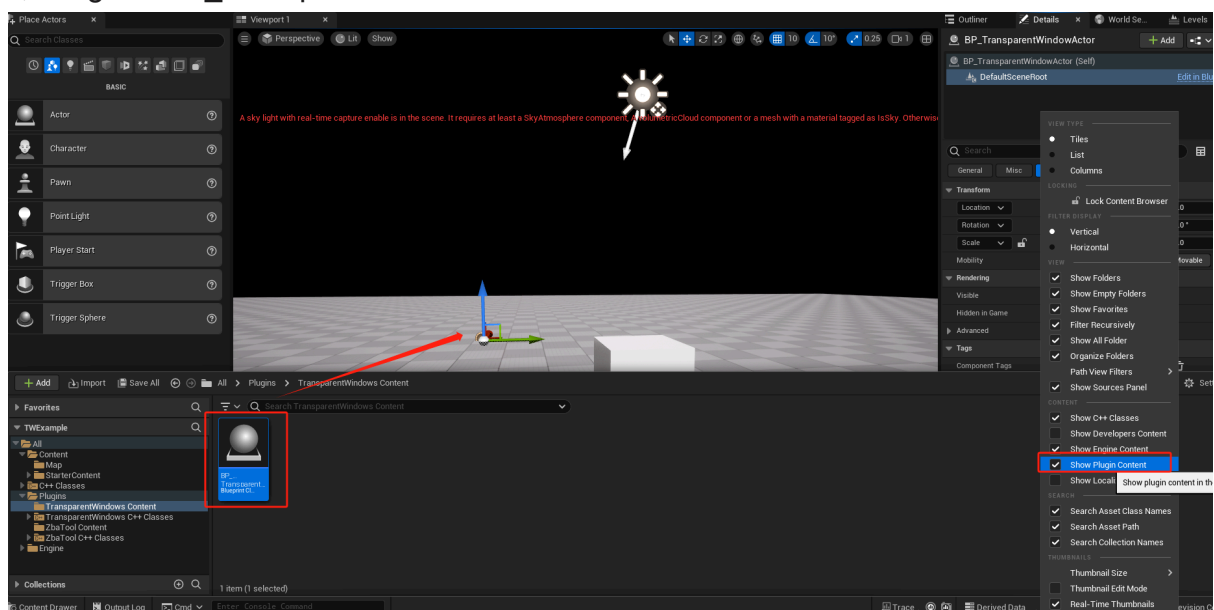
Installation Steps:

1. Enable the plugin
2. Project settings as follows:

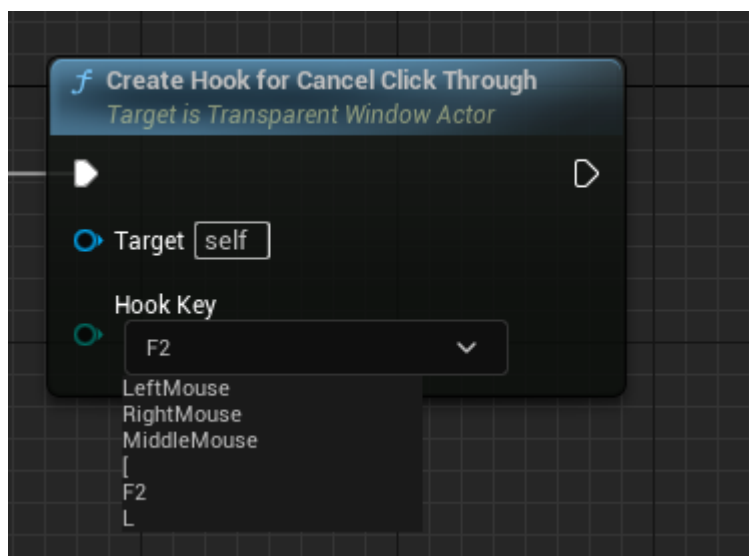




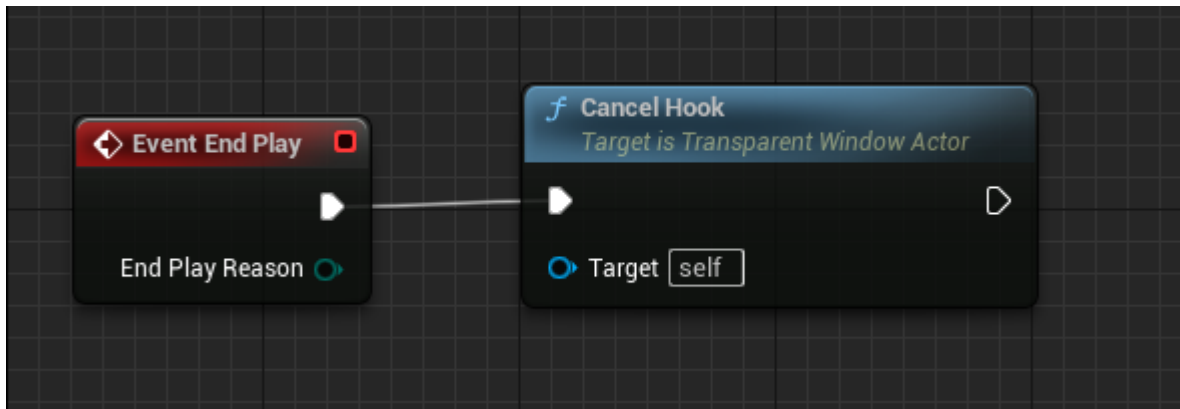
After you finish setting it up, you need to restart the engine.
 3, Drag the BP_TransparentWindowsActor into the scene.



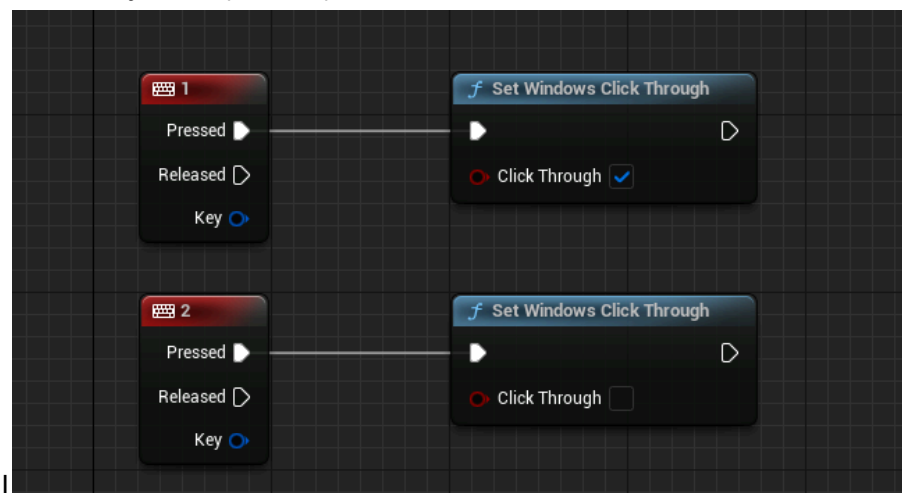
How to use:



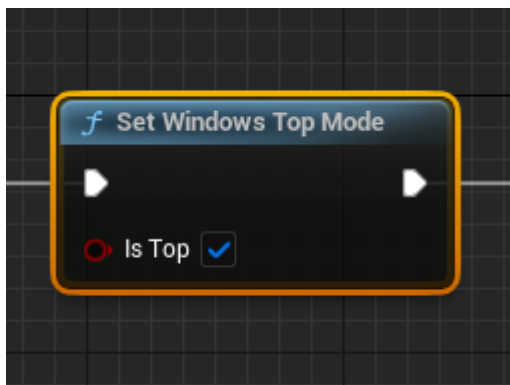
The keyboard(mouse) hooks allow you to make the transparent windows see-through again by pressing the assigned keys.



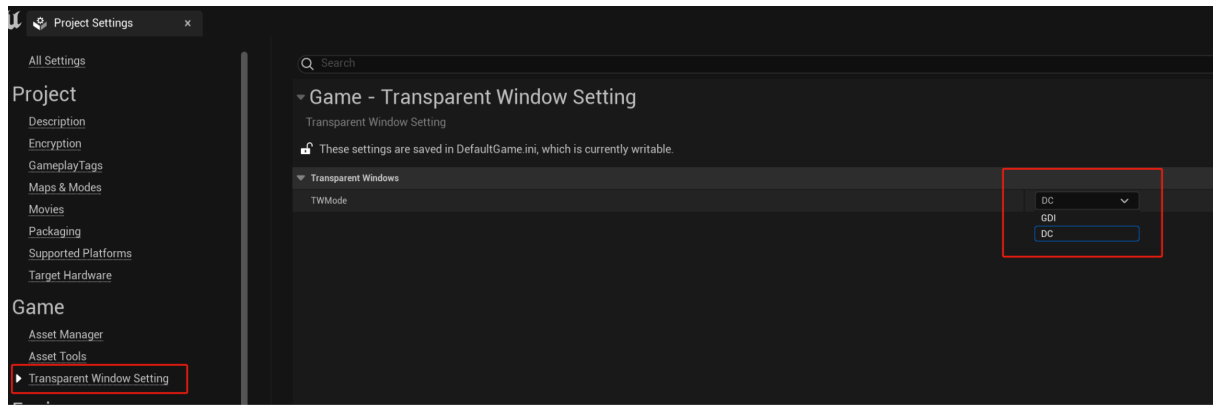
cancel keyboard(mouse) hooks



Set whether to make it click-through or not



set windows top



Set the mode of TransparentWindows

UMG Should be Widget Compoenent ,and set the space to World

