

Hide All UI

Documentation

Cyrus365.com

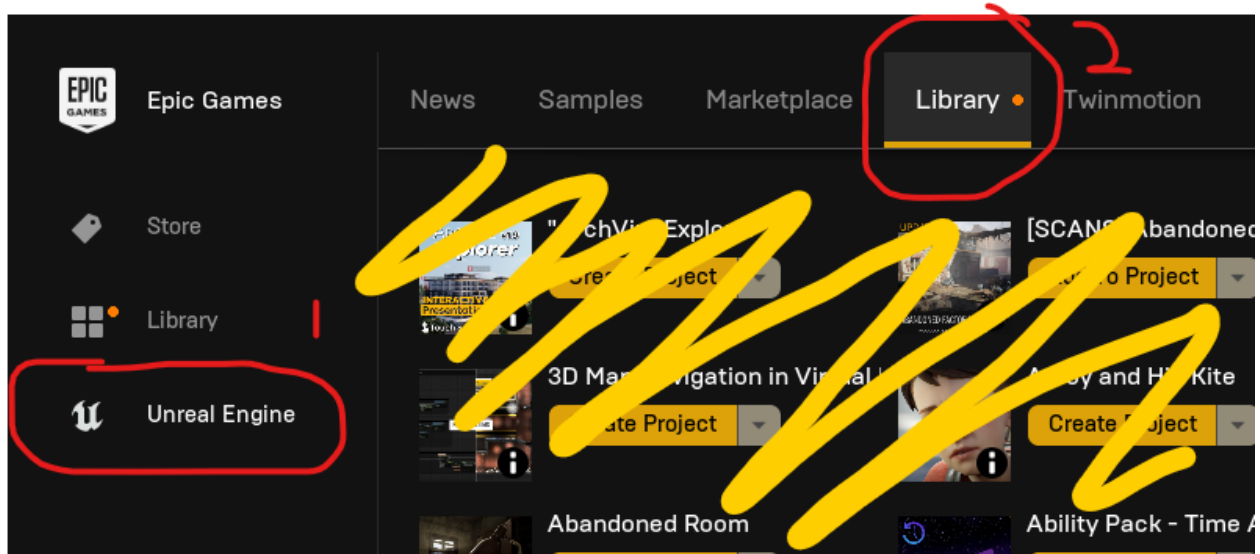
Contact & Support:

Marketplace: <https://www.unrealengine.com/marketplace/en-US/product/hide-all-ui>

Discord: <https://discord.gg/Qanp7Wyjkr>

Email: ue_support@cyrus365.com

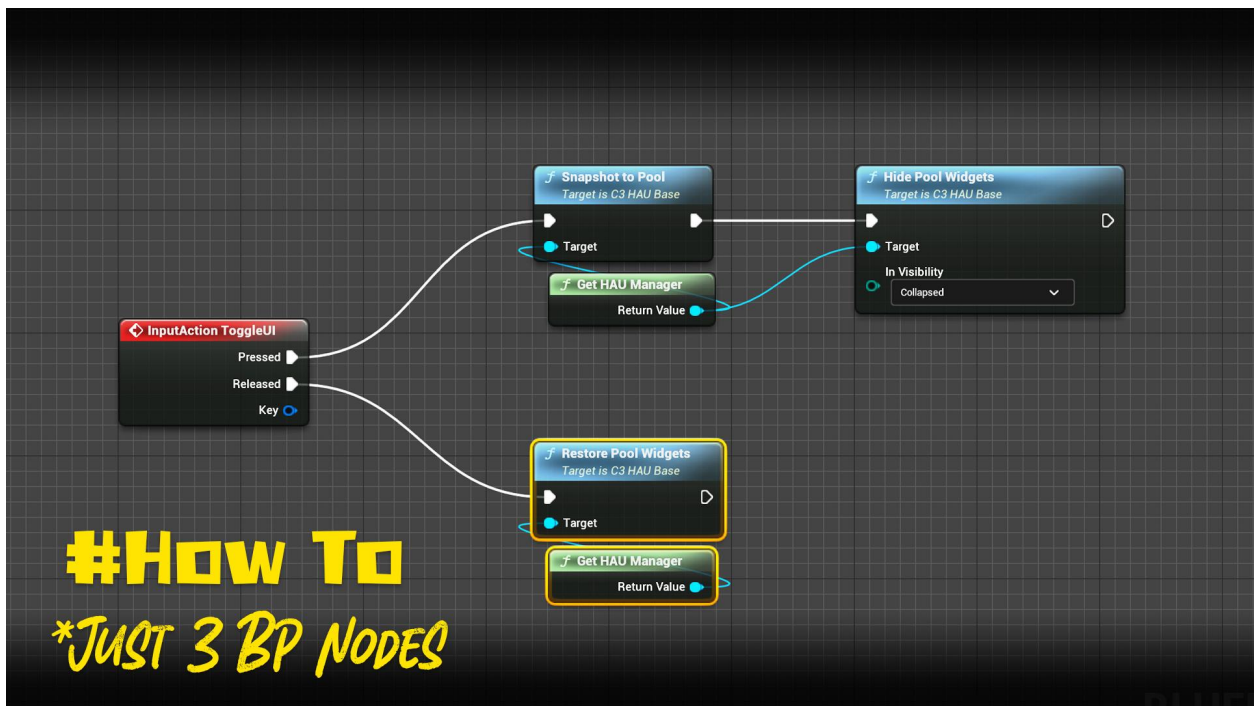
Installation:



- 1) Open Epic Games, Click "Unreal Engine"
- 2) Click "Library"
- 3) Find "Hide All UI" in vault and click "Install"

Use Case:





How To Use in BP:



Video Demo: <https://youtu.be/G82vFtYfkt4>

1. Right click on any blueprint graph that you want to implement.
2. Search the “Blueprint Name” (Blue color field) and click on it.
3. Please fill the input pin. Some are optional if it has the default value.
It will show a tooltip guide message when you highlight the pin (Not all input has tooltip, but I am making sure the difficult one will have tooltip).
4. If you got any problem, please go to Discord Support Group for more information:
5. I will be very happy if you rate the product on Unreal Marketplace! Link

Document Example:

Blueprint Name	C++ Name
Description	

Base Actor (AC3_HAU_Base.h)

Snapshot to Pool	SnapshotToPool
* Store every widget's visibility info into pool	

Hide Pool Widgets	HidePoolWidgets
* Hide all pool widgets.	

Restore Pool Widgets	RestorePoolWidgets
* Restore the original visibility.	

Function Library (UC3_HAU_FL.h)

Get HAU Manager	GetHAUManager
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* Get HAU Manager.