# Blueprint Cheat Manager Documentation

When developing a game, it's often necessary to incorporate cheat functions for smoother debugging during gameplay. In Unreal Engine, these cheat functions typically require C++ code for implementation. However, this plugin eliminates the need for writing C++ code, allowing you to directly add cheat functions using blueprints. This streamlined approach significantly enhances development efficiency.
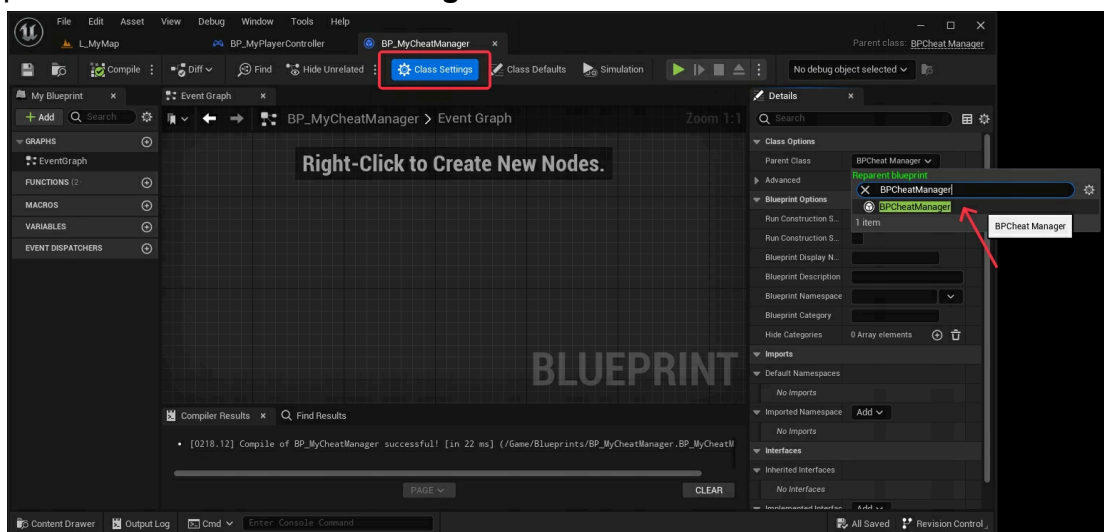
Quick Start

1. Set the **GameMode** Class and **PlayerController** Class in the **World Settings**. Skip this step if you've already configured them.
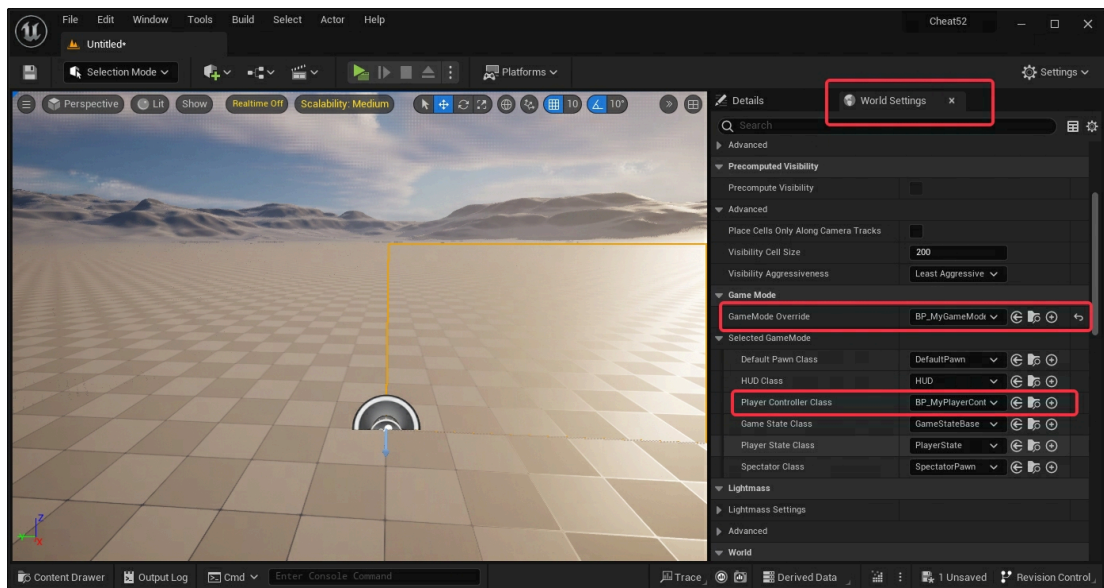
2. Access the *Class Default* Details panel of the *PlayerController*. Add the CheatManager class and configure it.
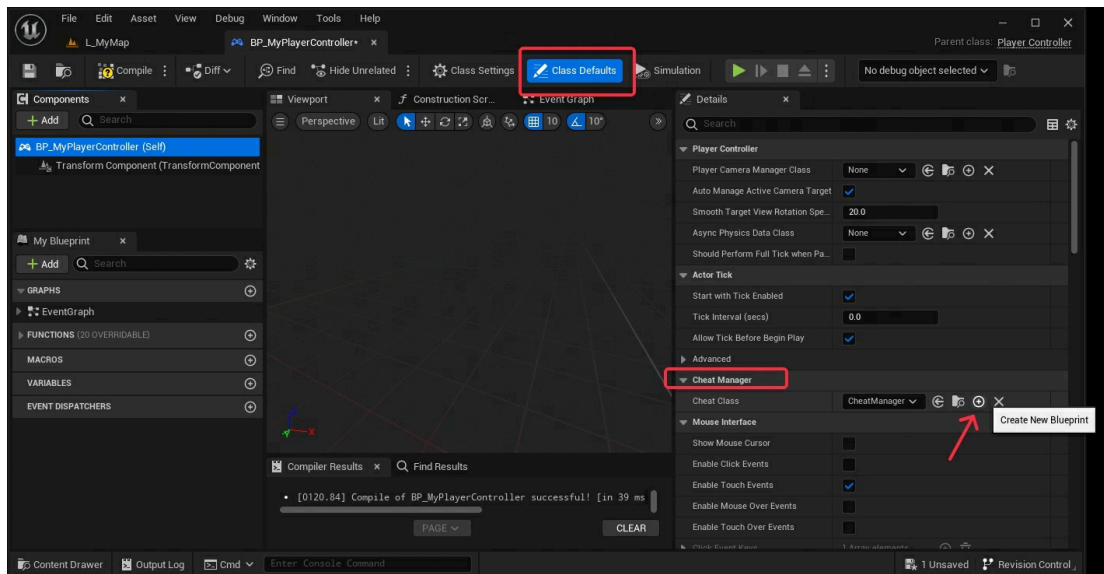
3. Open the Class Settings panel of the *Cheat Manager Class* and designate its parent class as *BPCheatManager*.

4. Integrate *functions* or *events* within the blueprint of the Cheat Manager class. An illustrative example of adding a function is provided below.
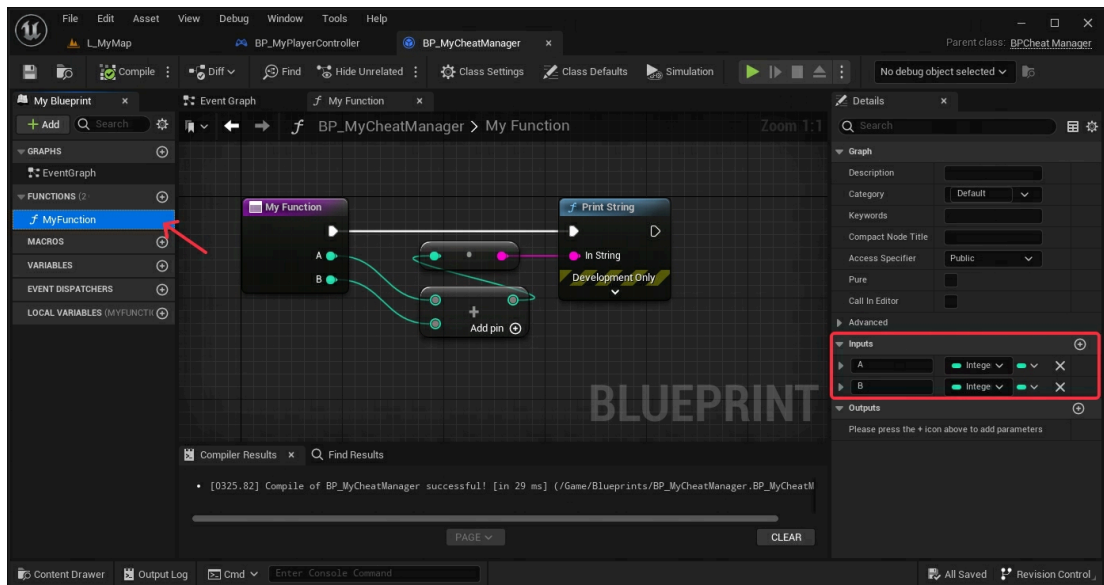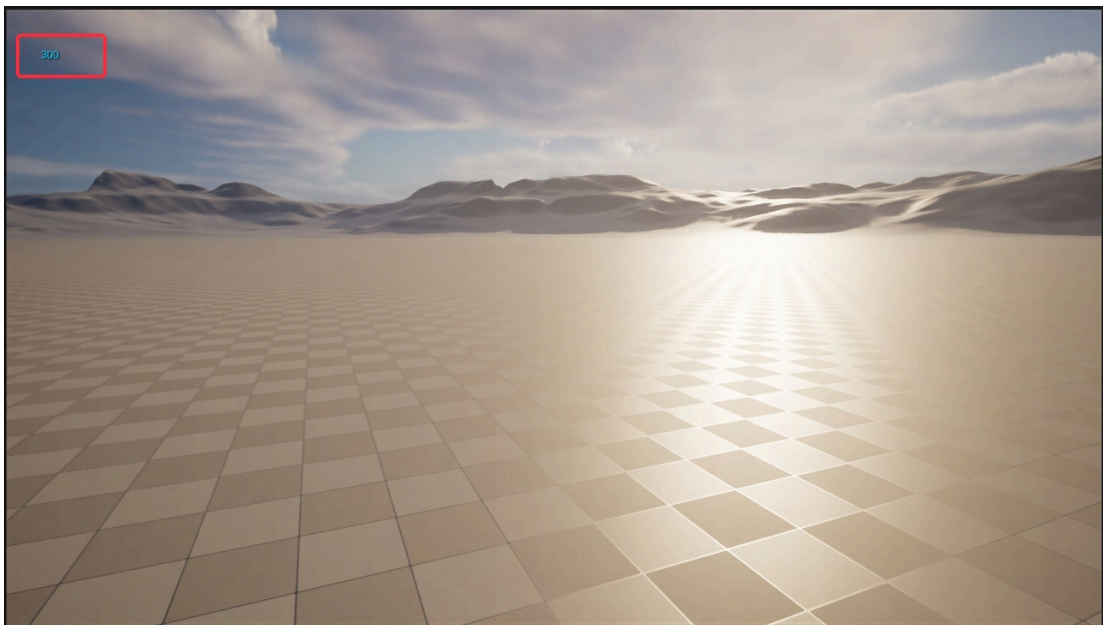

5. Begin playing the game. To invoke the Console, press the ` key. Input the function name and its parameters, separated by spaces, and hit Enter to execute the function.
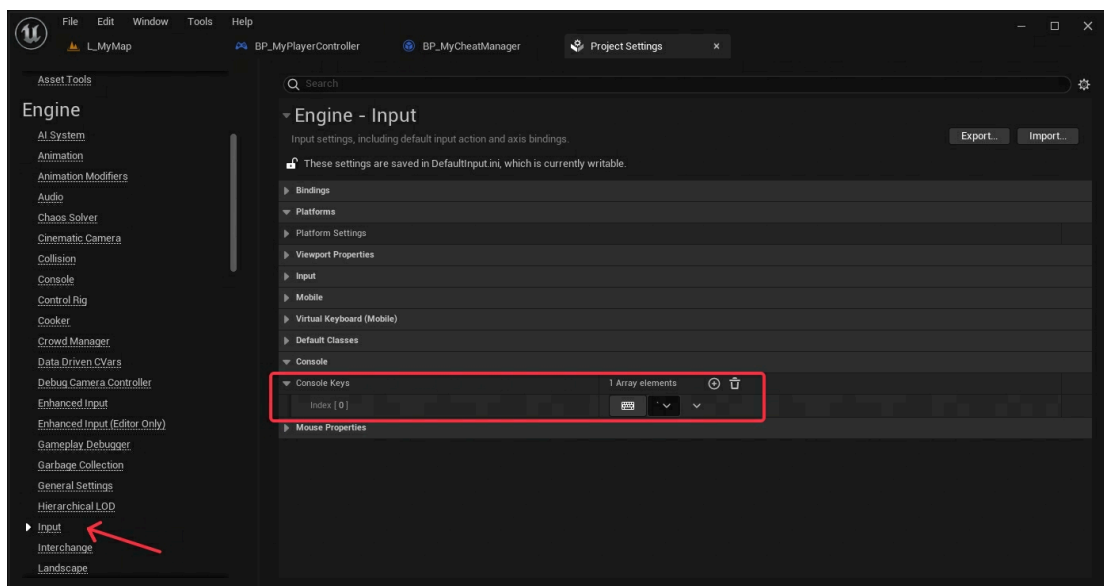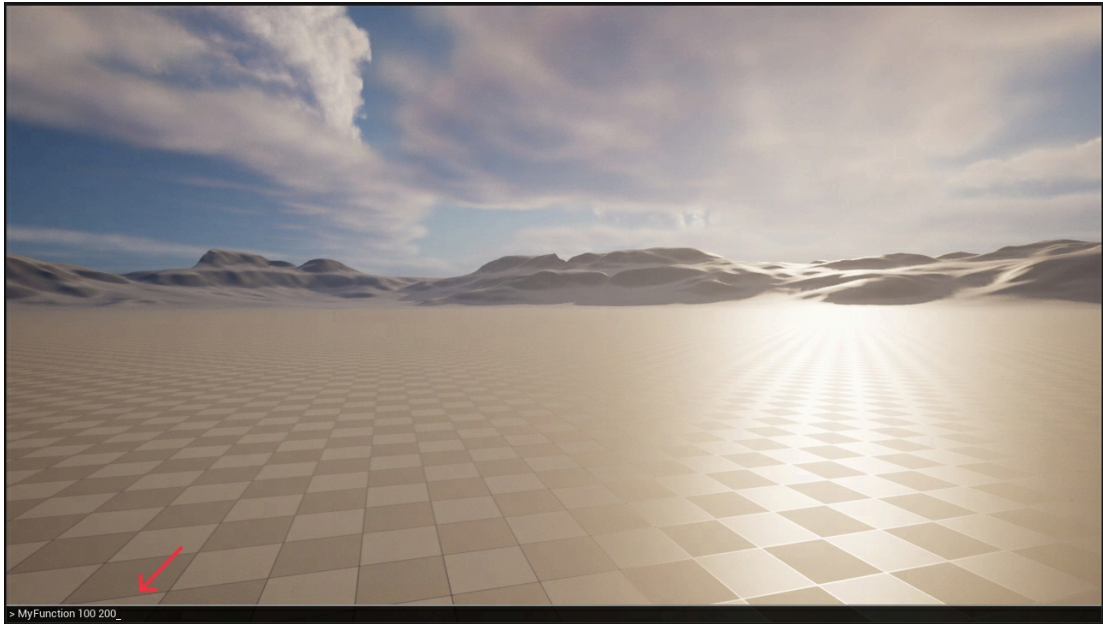
6. Observe and analyze the execution outcomes.

This streamlined process empowers you to expedite debugging with cheat functions while enhancing your overall development workflow.