Easy Buttons Panel

Documentation

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22 - December - 2025

Overview

Easy Button Panel is a modular, fully customizable button-based panel designed to create dynamic input combinations of any length. Buttons are generated at runtime and automatically adapt their layout, resizing the background panel based on the total number of buttons for a clean and consistent presentation.

What the technical information for this system?

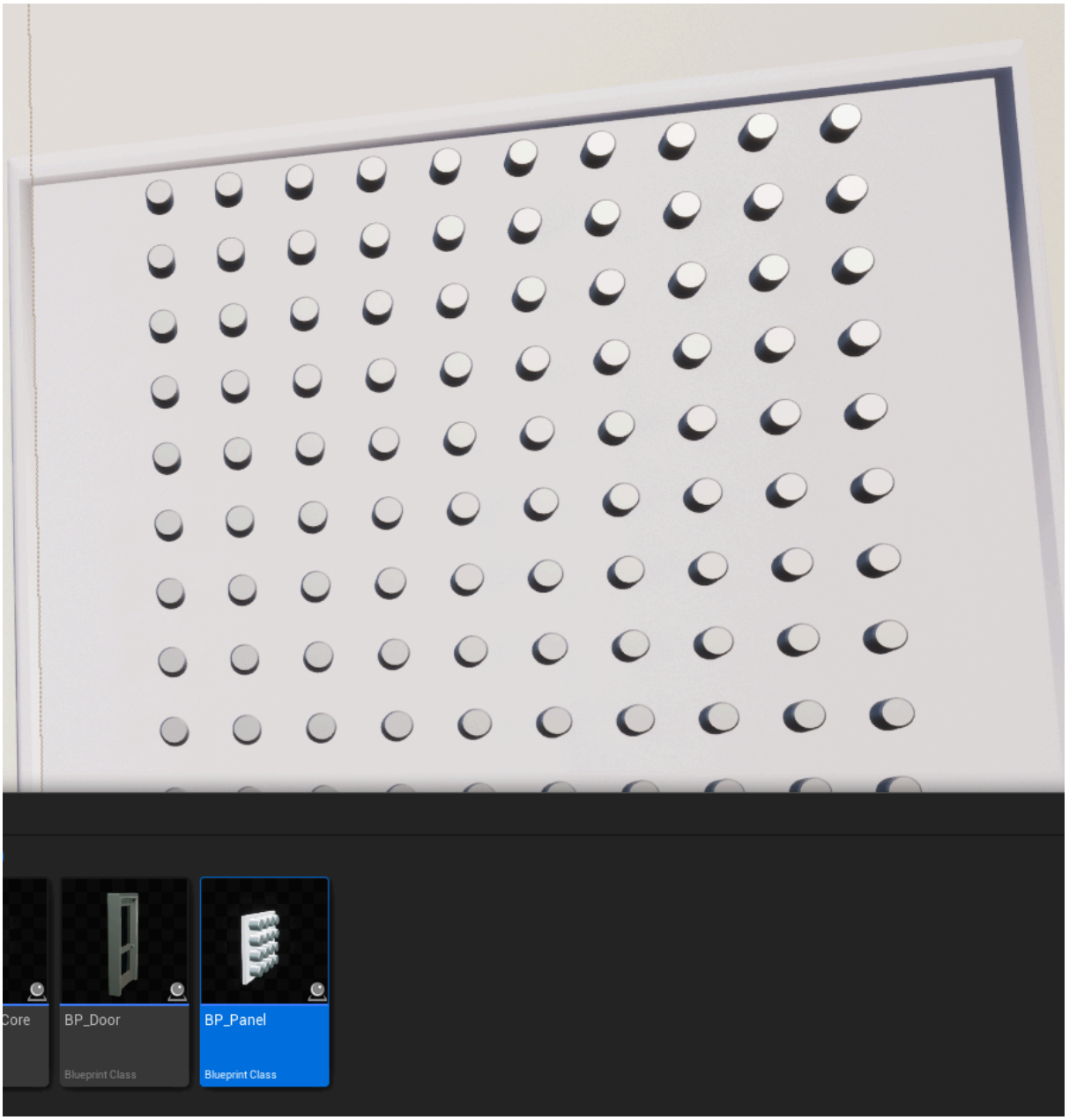
Assets:

- 7x blueprint class
- 1x interfaces
- 1x level
- 13x materials
- 6x static mesh, 1x skeletal mesh
- 1x enumeration
- 1x strucs
- 4x cues
- 2x widget blueprint
- 18x texture

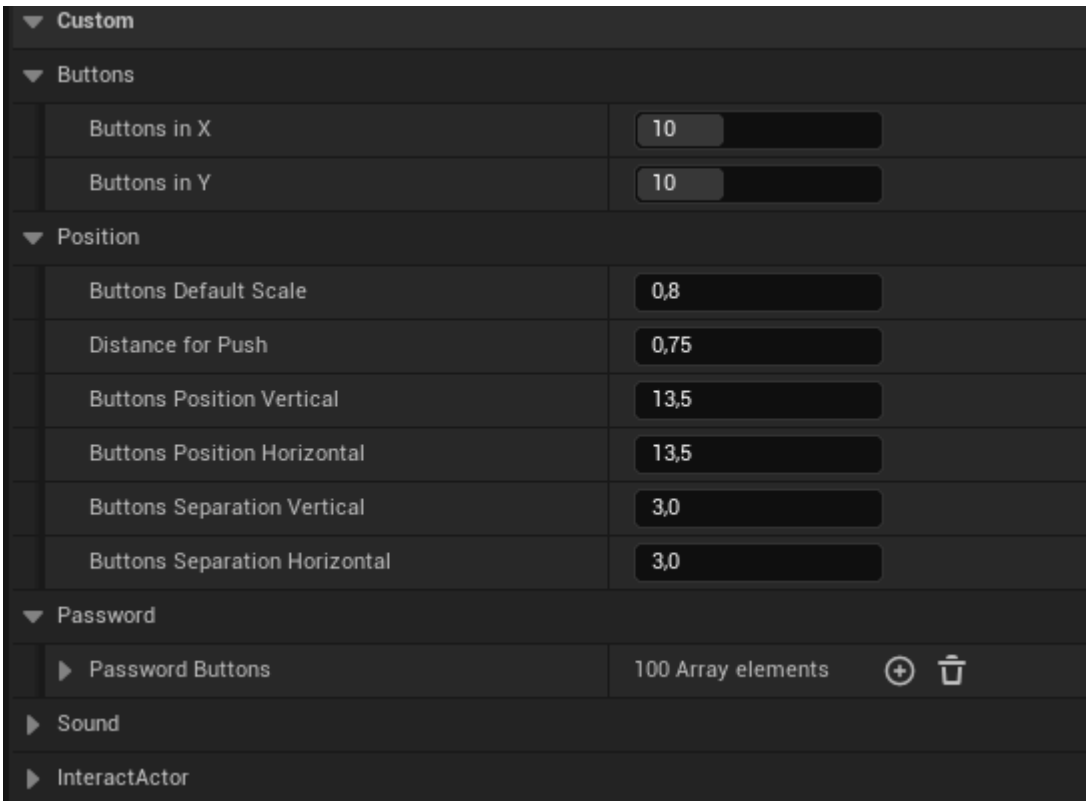
Features:

- Plug & Play
- Modular system
- Sound when moving buttons and entering the password
- High panel customization
- Autoresize panel
- Dynamically created buttons

How is the panel configured?

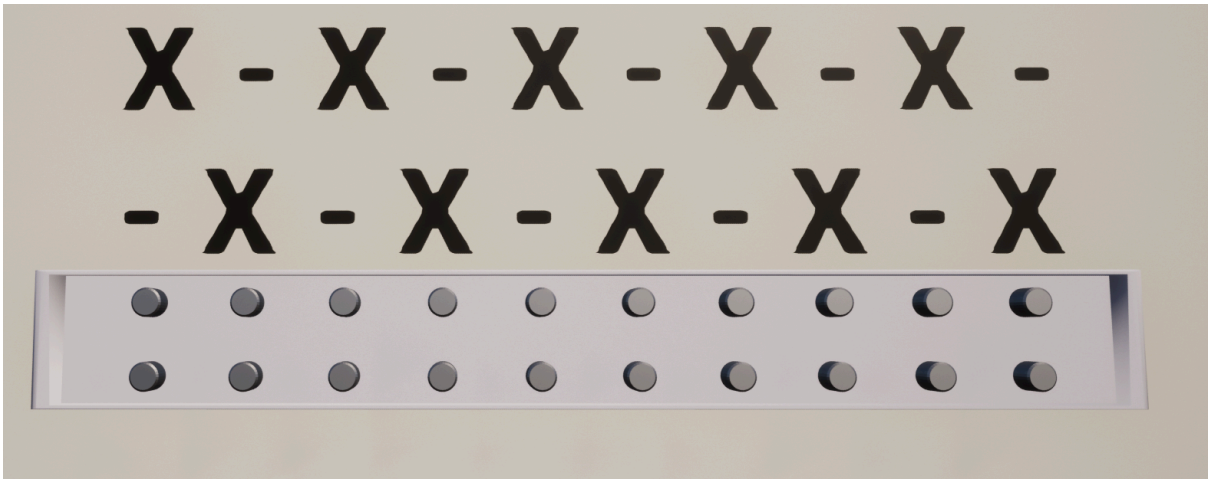


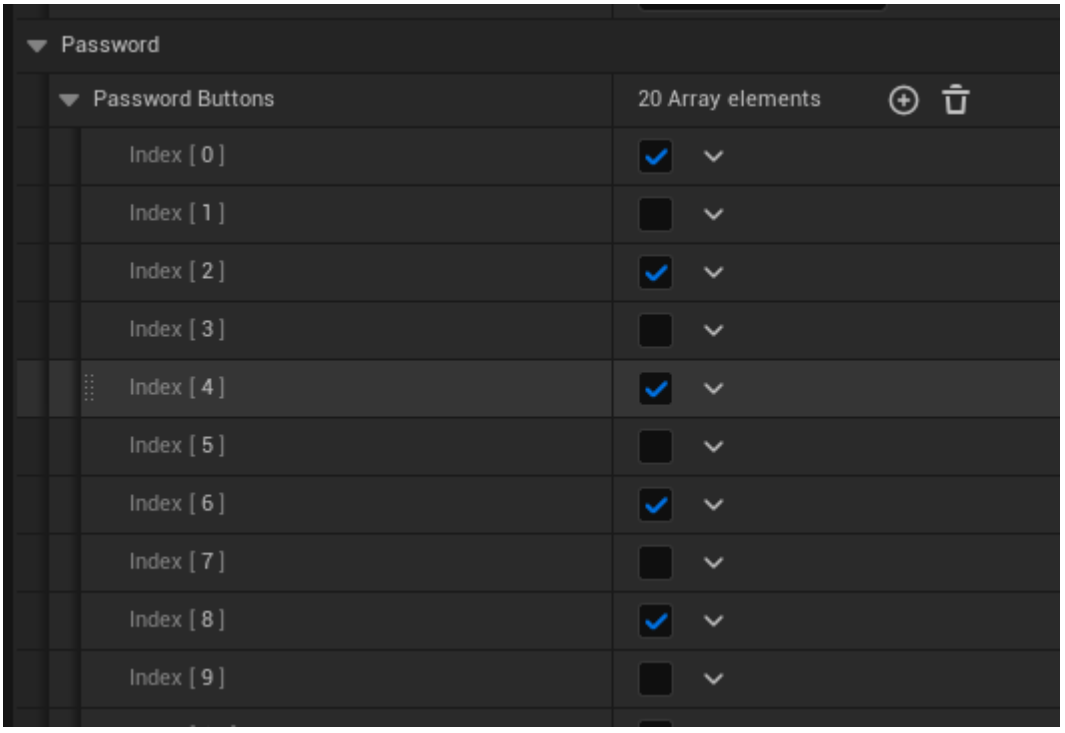
Just drag the blueprint from the Panel into the world, and you're done.



Then you can customize whatever you need: distance between buttons, sizes, height, width, sounds, whether you want to see the top panel or just want buttons...

How is the password entered checked?





The checks go in order, from left to right. It's as simple as activating the positions you want to press the buttons.

Interface?

An interact interface is also included. You can use it so that, upon completing the puzzle, the interact event of the selected actor is automatically called, or you can also use the “CorrectPassword” dispatcher and have your actor listen for that event.