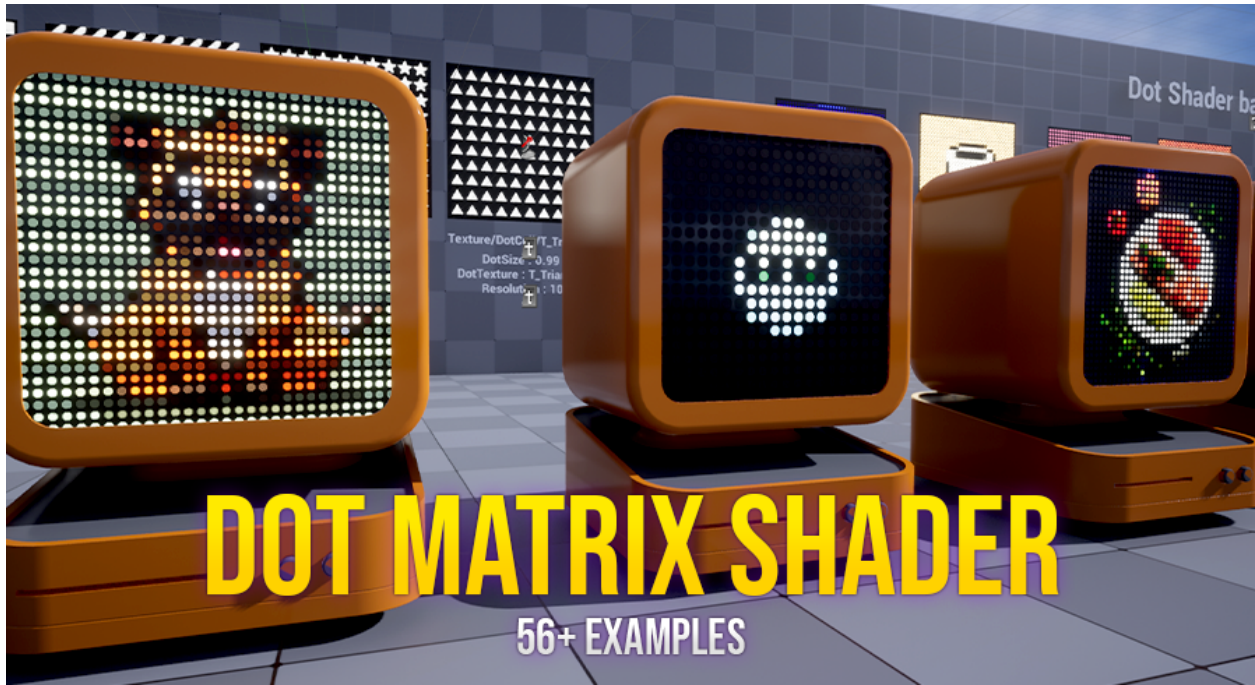


DOT MATRIX SHADER



We're constantly updating the documentation for the missing and any additional parts. If you have any additional questions or inquiries, please feel free to leave them through Discord, Q&A in Unreal Marketplace or e-mail.

SUPPORT & REQUESTS:

Discord: <https://discord.com/invite/7HRDUPg7Sn>

Email: corebgames@gmail.com

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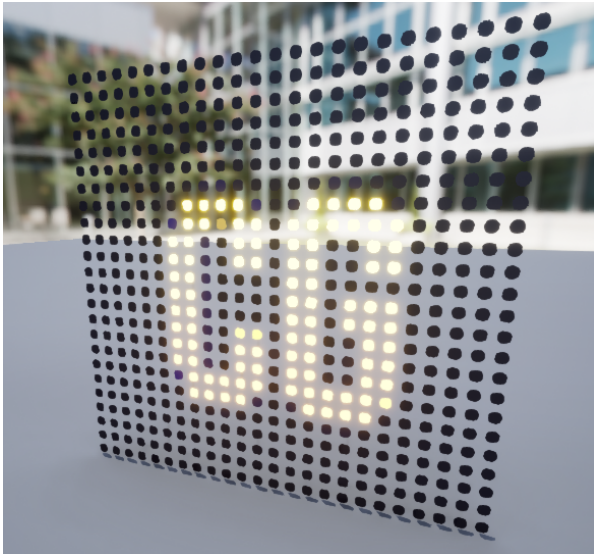
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1) Text	11

1. How to Set Up

1) Parameters

1) Resolution Parameter

- Resolution in X and Y directions can be adjusted with **CustomResolution** values.

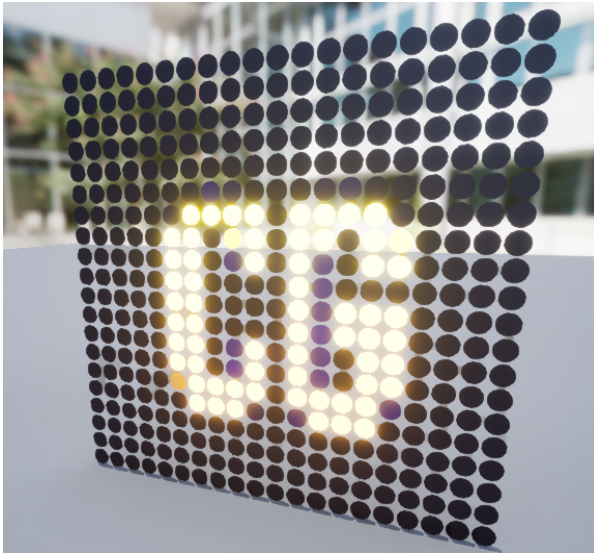


Resolution 24

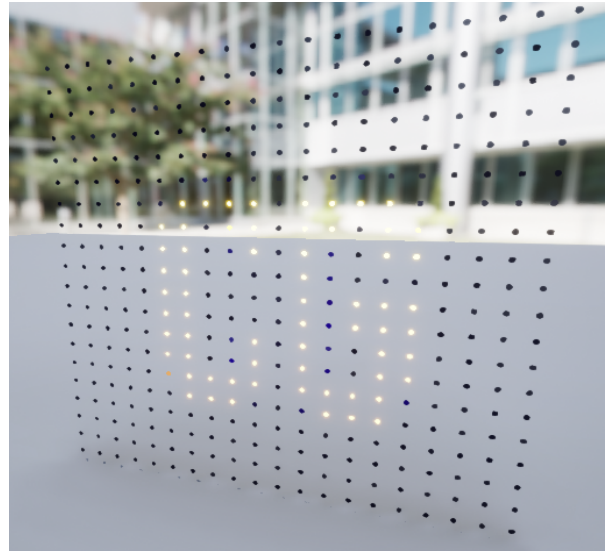


Resolution 118

2) DotSize Parameter

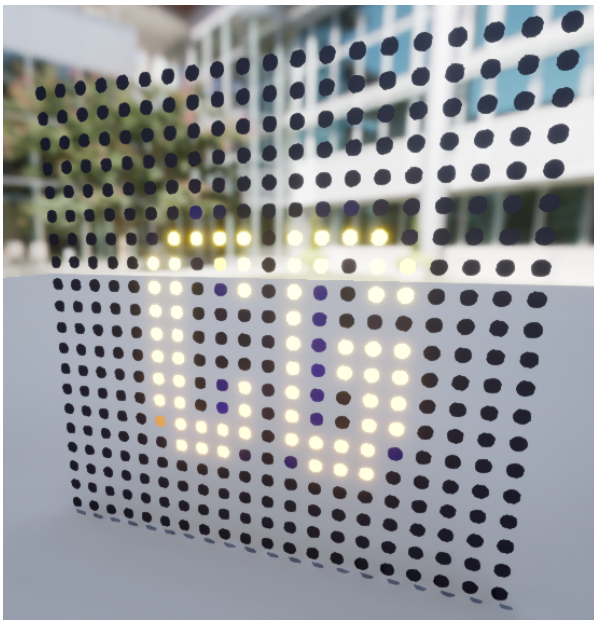


Resolution 20, DotSize 1

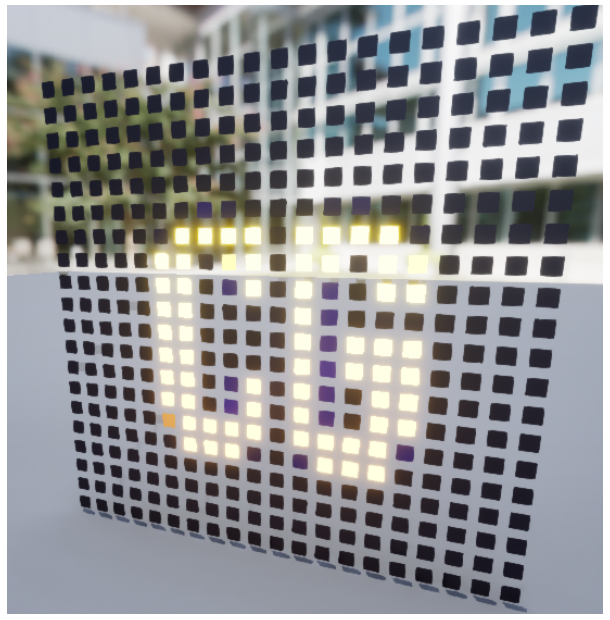


Resolution 20, DotSize 3

3) DotTexture Parameter



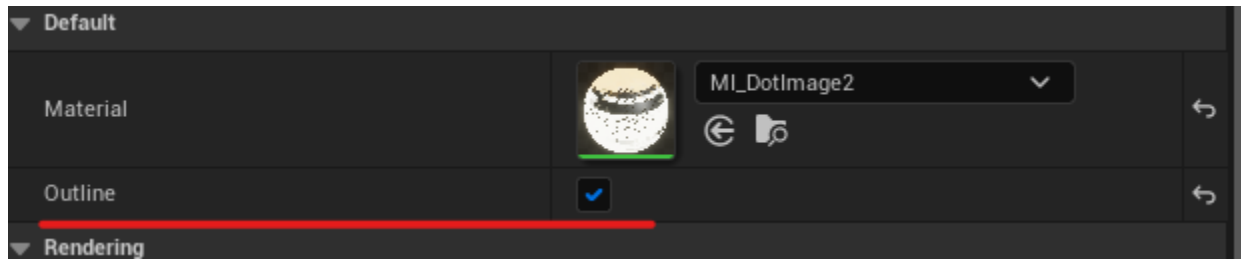
DotTexture Circle



DotTexture Square

4) Outline

You can create a outline by checking the Outline in blueprinter.



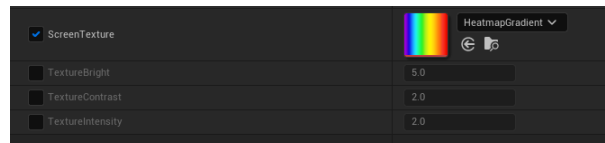
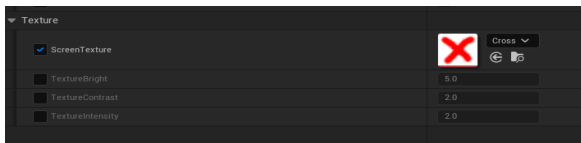
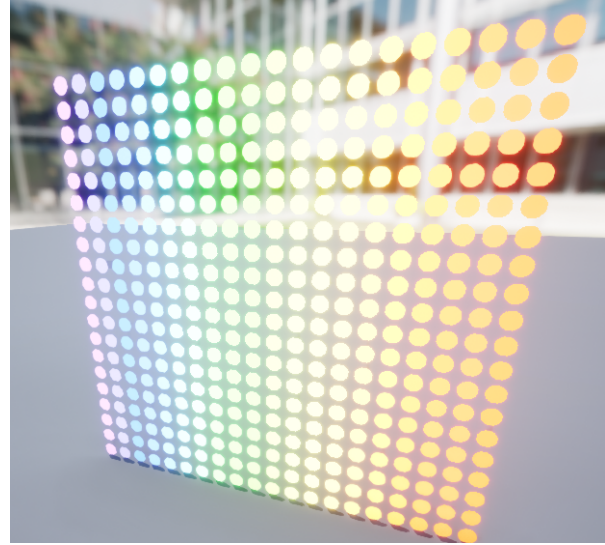
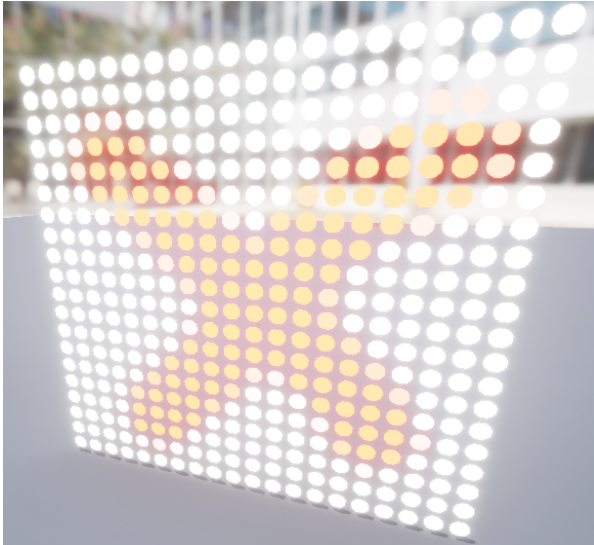
Outline Check



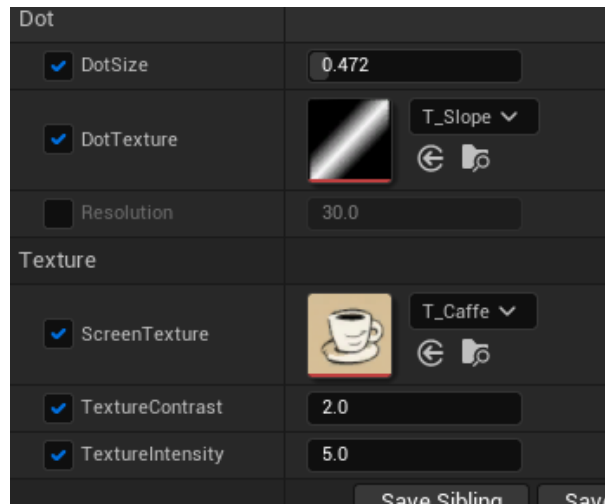
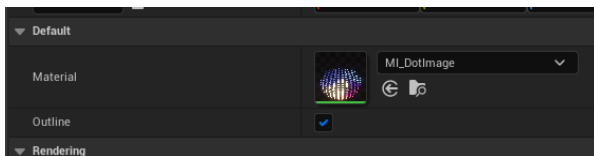
Outline Uncheck

2) Image

1) Applying a material to a plane



2) Applying a material to a plane with BP



Using Parameters in BP

Using Parameters in Material Instance

3) Video

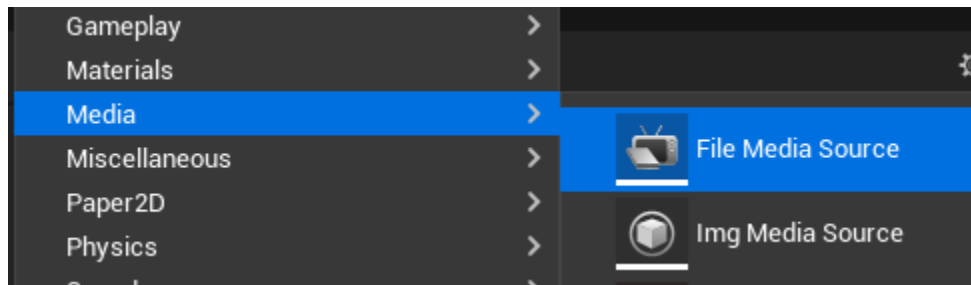
Media player plugin used:

Electra Player, Electra Player Content Decryption Module, Electra Player Subtitle Module, Electra Player Utilities

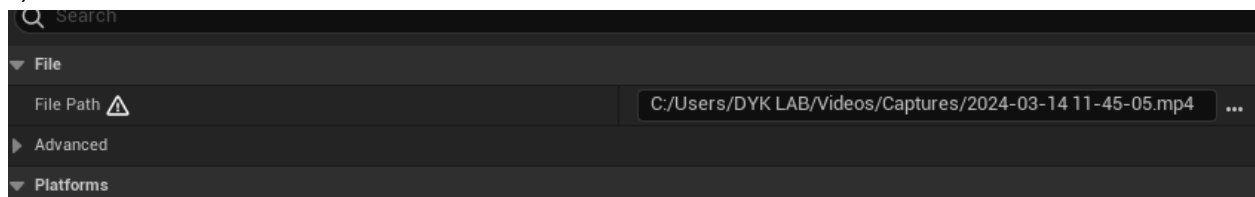
Material in Content/DotMatrix/Material/Video

Media Texture in Content/DotMatrix/Texture/VideoTexture

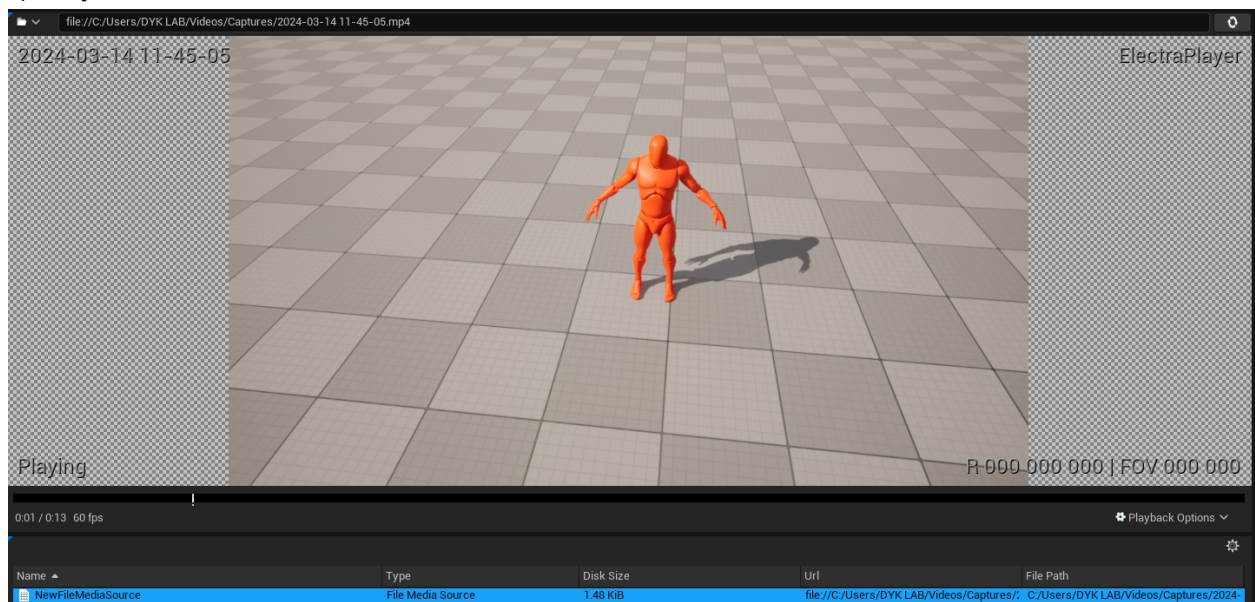
1) Create File Media Source



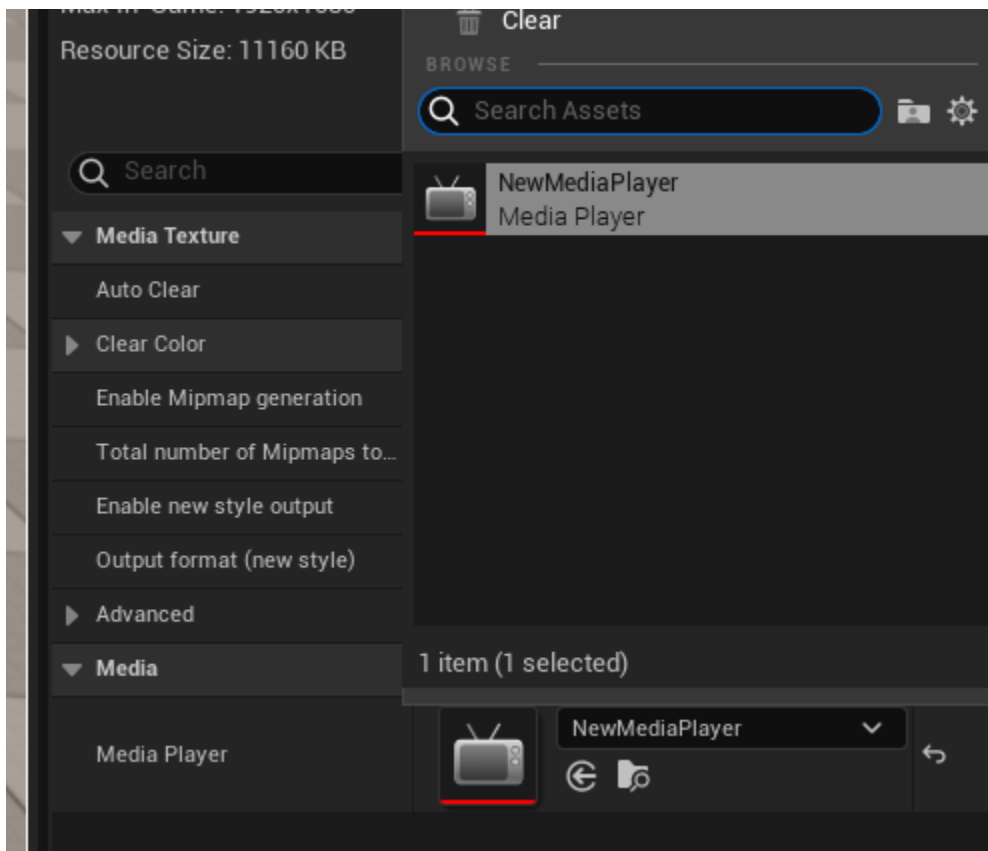
2) Set File Path



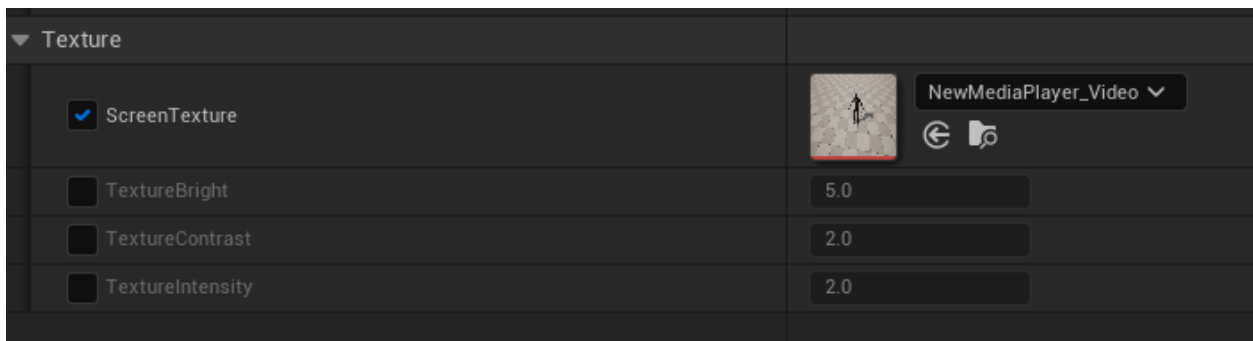
3) Play



4) Connect Media Player you create



5) Apply it to a Video Dot Matrix Material



Reference

Play a Video File:

<https://docs.unrealengine.com/4.27/en-US/WorkingWithMedia/IntegratingMedia/MediaFramework/HowTo/FileMediaSource/>

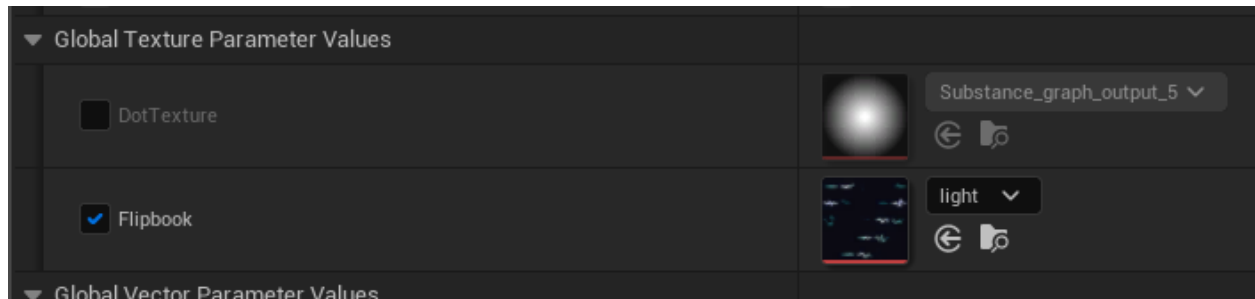
<https://dev.epicgames.com/documentation/en-us/unreal-engine/play-a-video-file-in-unreal-engine>

4) Flipbook Animation

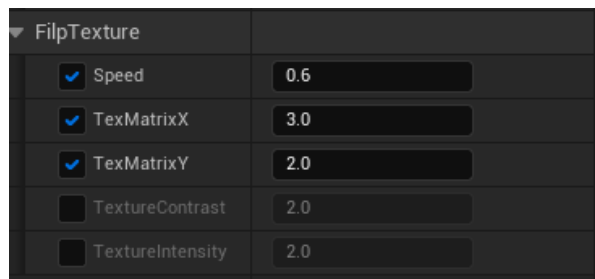
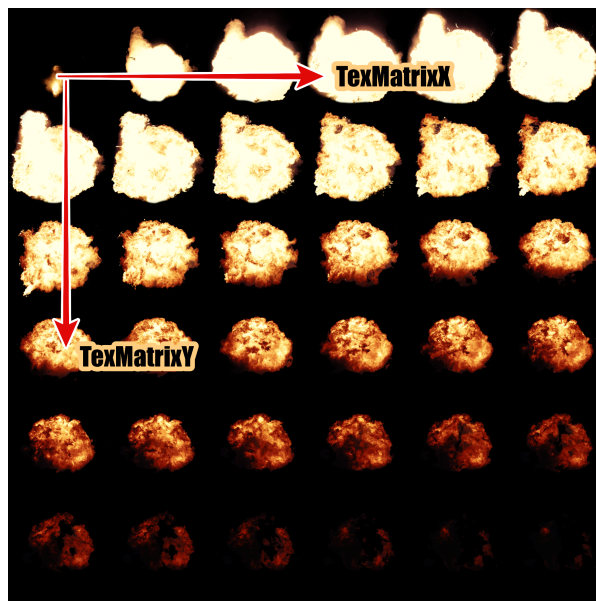
Material in Content/DotMatrix/Material/Flip.

Texture in Content/DotMatrix/Texture/FlipTexture

Apply flipbook animation to flipbook parameter in a material



Modify TexMatrix to fit the flipbook size and adjust the values of TexMatrixX and TexMatrixY.



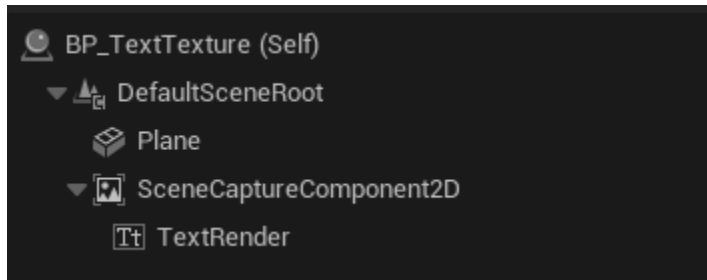
5) Text

Material in Content/DotMatrix/Material/Text.

Texture in Content/DotMatrix/Texture/TextTexture

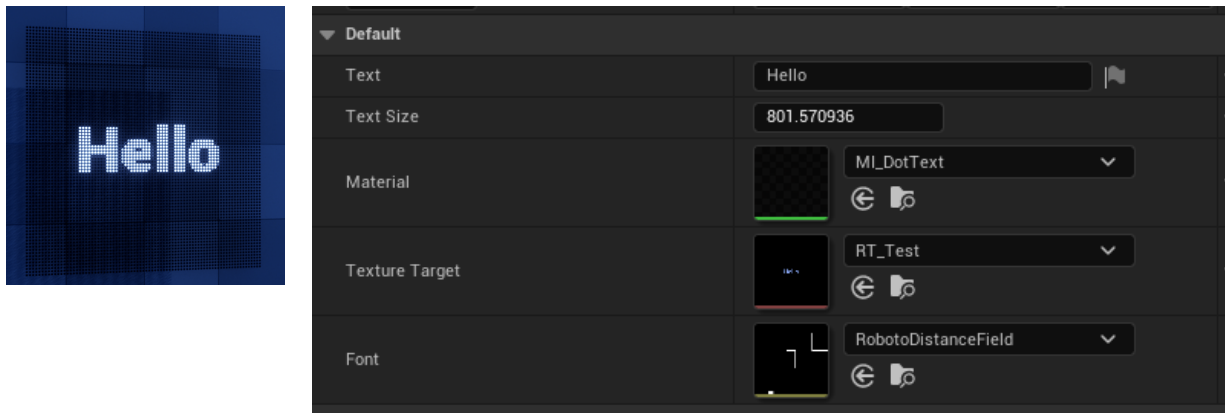
For text input, use the Blueprint BP_TextTexture.

BP_TextTexture



Set RenderTarget

Set parameters after placing BP_TextTexture



Font size can be adjusted using Text Size in Blueprint parameters.



TextSize 100



TextSize 500

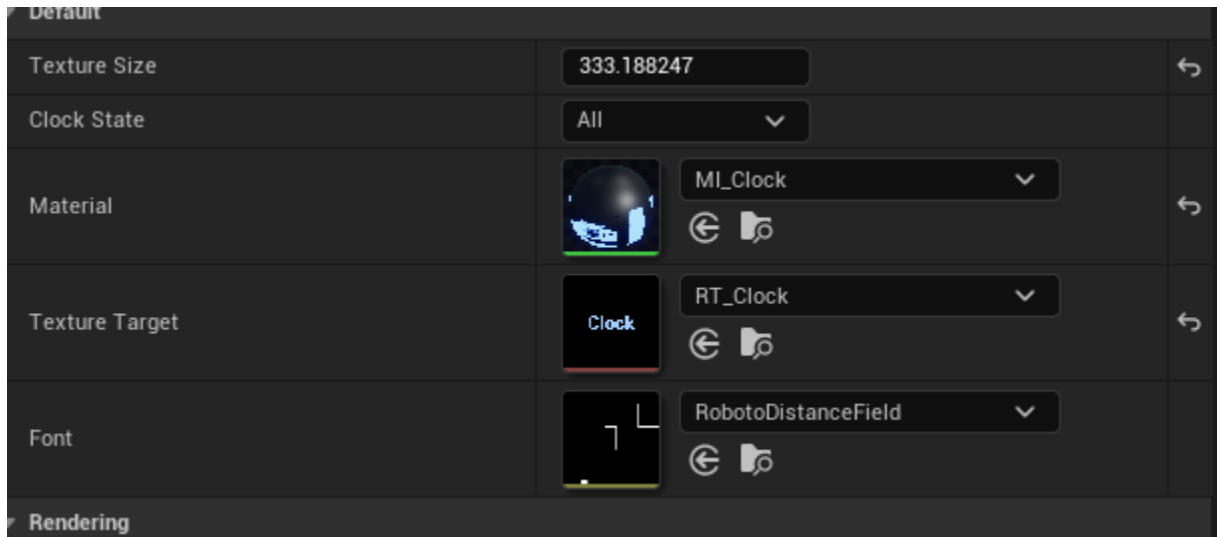
6) Clock

Material in Content/DotMatrix/Material/Text.

Texture in Content/DotMatrix/Texture/TextTexture

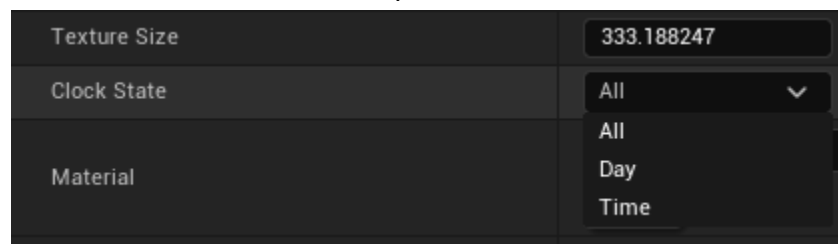
You can create a clock effect using BP_Clock (operates only during runtime).

Blueprint Parameters



Clock State

You can adjust date, time, and date+time output.



2. Q&A

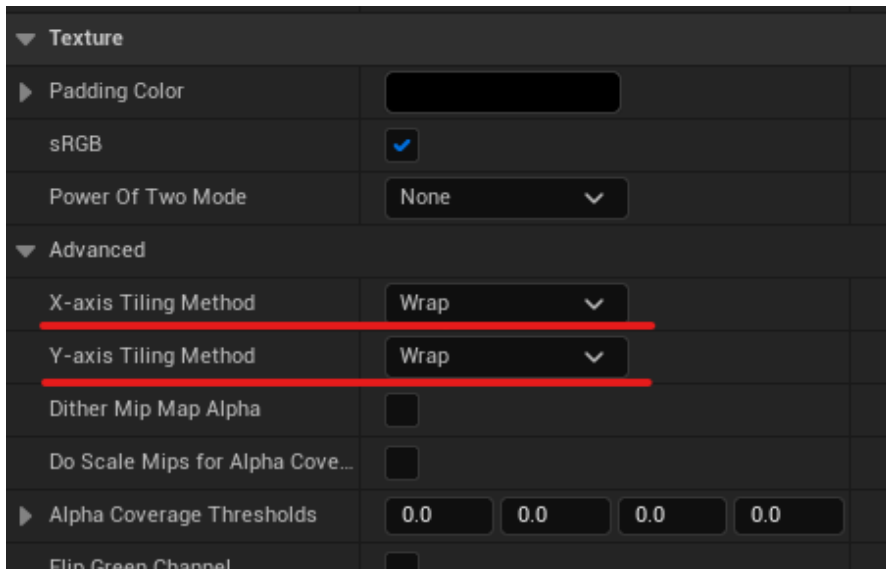
1) Text

Material and render texture are matched and used respectively.



Recurring phenomenon when resizing

Open the texture and change the X(Y)-axis Tiling Method from Wrap to Clamp.





Before



After