



EZGamepadWidgets

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Created for the UE Marketplace.

A banner for the EZGamepadWidgets Overview. On the left, there is a circular icon containing a white gamepad with a blue plus sign and red buttons. To the right of the icon, the text "EZGamepadWidgets Overview" is written in a large, bold, white font on a dark background.

- Easy to integrate! All you need to do is set `WBP_EZGamepadWidget` to be your widget's parent.
- Easy to use! Add functionality to all your widgets with one simple node.
- Made 100% out of Clean, Commented, and Efficient Blueprints for your easy use.
- Works across any widget type. You can use your controller to select buttons, text box's, scroll box's, you name it! EZGamepadWidgets does it all for you!
- Come's with a showcase widget to show you just how easy it is to apply yourself!
- Adding Gamepad Support for your Widgets has never been easier! Navigate your widget today for only \$4.99 USD! Even if you can't use it now, you can buy today, and enjoy forever! Don't wait! Transform your menu today!

Product FAQ

What is EZGamepadWidgets?

EZGamepadWidgets is an infinitely useful widget blueprint that has all the functionality you need to add controller accessibility to your menu. All it takes is one node to add gamepad navigation to your widget!

How can I use EZGamepadWidgets?

Just make WBP_EZGamepadWidget a parent of your widget, or create a new one, and use the node "RegisterButtons" on Construct to add your widget! Everything else is done for you, all it takes is one node!

Is EZGamepadWidgets complicated?

EZGamepadWidgets is quite easy to understand, doing everything for you, all you have to do is add it. But for those who want to tweak some of the functionality, there is heavily commented blueprints, but for those newer to blueprints, or more interested in the technical side of things, you're at the right place! However, if you have any additional questions, find me on the [Discord Server](#), and I will answer them.

How big is EZGamepadWidgets?

EZGamepadWidgets takes up less than 1 MB on disk space, and an extremely small amount of memory and CPU (it's hard to estimate because Unreal Engine takes up quite a large amount itself, but EZGamepadWidgets is practically unnoticeable in your levels performance, how do we know it doesn't affect performance? It always keeps 120 fps on an empty project).

Will EZGamepadWidgets be receiving updates?

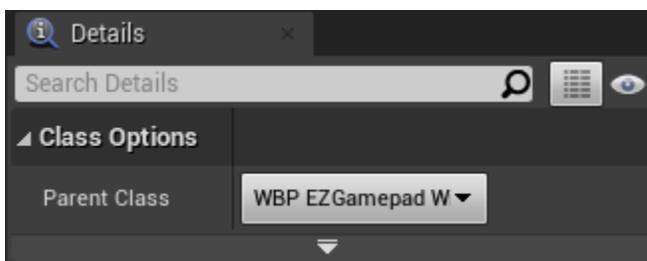
It is unlikely that I will update EZGamepadWidgets as of today, aside from engine version updates, unless there is an overwhelming number of requests for it to change. However, I am always working on other assets, and you can find me in the [Discord Server](#) if you feel that something is missing in your project!

Project Integration

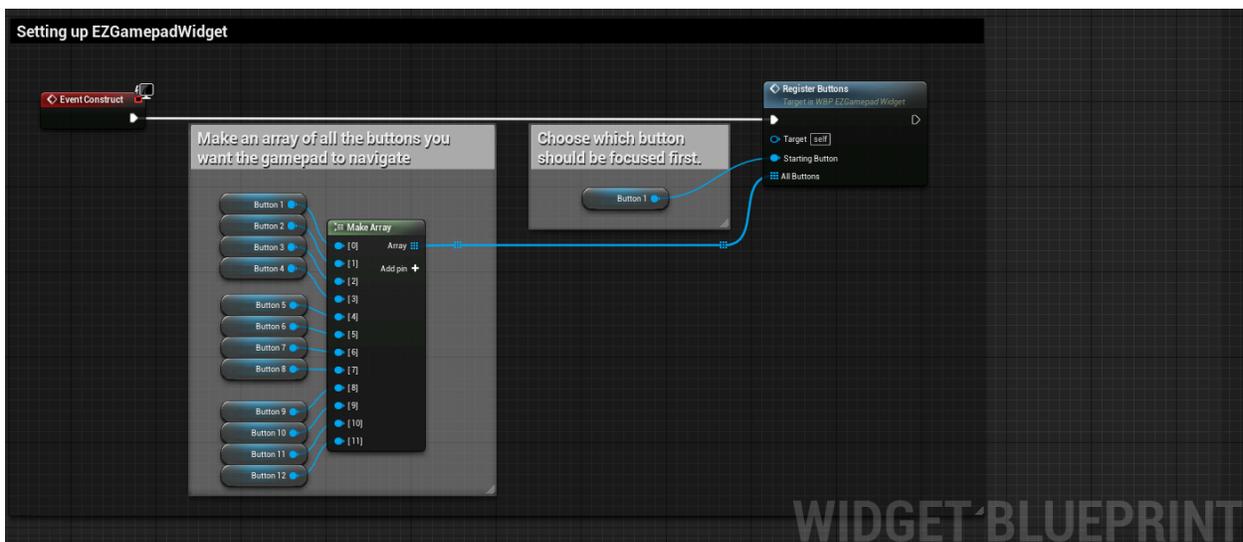
Once you have added EZGamepadWidgets to your project, your done with integration. That was easy!

How to use EZGamepadWidgets:

EZGamepadWidgets is easy to use, and requires almost no programming on your part. To use EZGamepadWidgets functions in your widget, go to your widgets Class Settings, and under Parent Class select WBP_EZGamepadWidget, as shown below:



This is the first step, the second step is to expose your buttons to the widget. You can do this with the “Register Buttons” node, adding all of your buttons in an array, and specifying which of the buttons you want to start on:



And that's it! You should now be able to completely navigate your widget using your controller! Another note is that you should set the Button Style setting in your class defaults after adding the widget as your parent, which is what is used to set buttons to hovered for easy visualization. If you ever encounter any errors, activate the debug boolean which will give you insight.

Additional Information:

EZGamepadWidgets is made easy, but sometimes there are more questions than shown here, in which case you can find me on the [Discord Server](#).

All my buttons have gone white!

Be sure to update your project files! In previous versions, a button style variable controlled the style of the pressed button, but if you update, EZGamepadWidgets now uses the buttons default style.

My cursor is locked in the widget!

This is due to the Mouse Lock Mode variable, also found in your widgets class defaults, under Settings. In order to stop the cursor from being locked in the widget, set this to “Do Not Lock”.

Active Input Device Variable

This variable can be called from any child of the WBP_EZGameWidget. It stores whether the Keyboard or Gamepad is being actively used, and you may find it of use in your own blueprint.

You and Me

If you have any questions regarding the product, you can ask it on the marketplace page, or on the [Discord Server](#). If you would be so kind as to leave a nice review on the marketplace, I would greatly appreciate it.

Thank You For Using EZGamepadWidgets!