

ShipFast Documentation

1. SF_DataAsset Configuration

The SF_DataAsset is the central configuration asset for your project. Open it to set up levels, input mappings, branding logos, and intro screen behaviour.

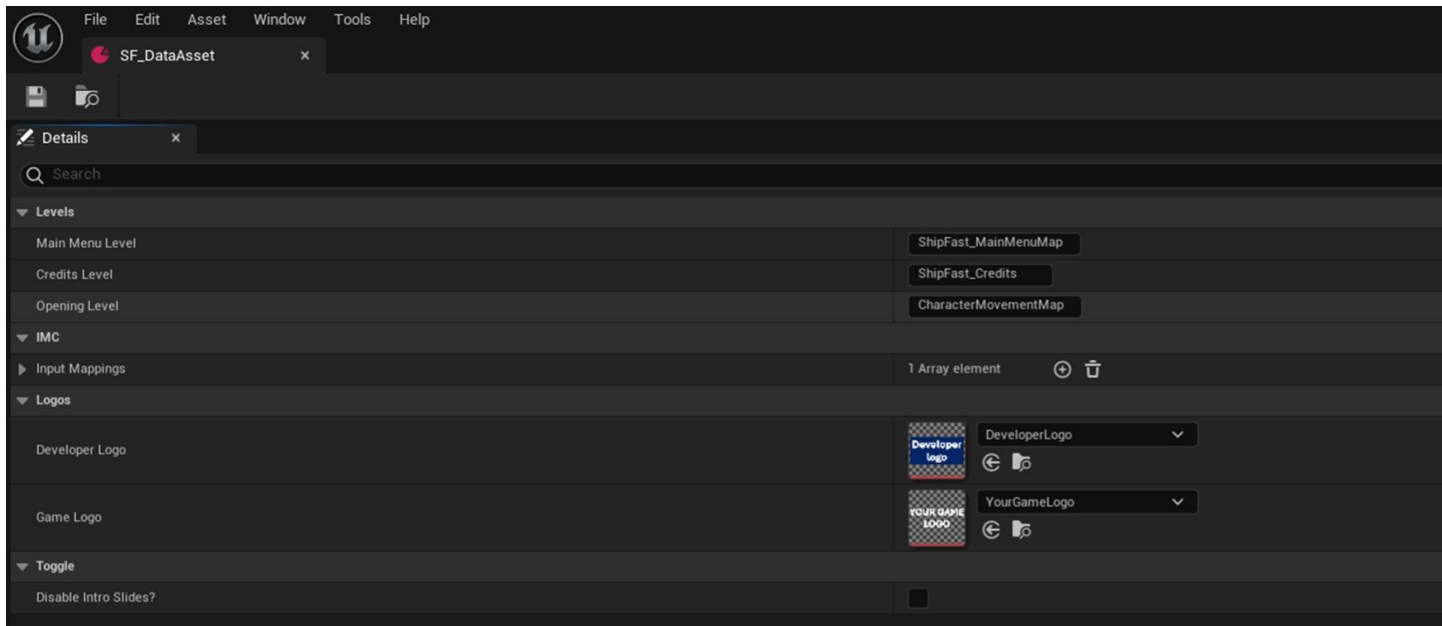


Figure 1 — SF_DataAsset details panel

Levels

The Levels section controls which maps are loaded at key points in the game lifecycle.

- **Main Menu Level:** The map that is loaded when a player reaches the main menu.
- **Credits Level:** The map displayed when the Credits screen is opened.
- **Opening Level:** The level the player is taken to from the main menu (i.e. your first gameplay map).

IMC (Input Mapping Context)

The IMC array defines which Input Mapping Contexts are active in the main menu. Adding an IMC here enables the built in control remapping system, allowing players to rebind their controls from within the menu.

💡 Add every IMC that you want players to be able to remap in the settings screen.

Logos

The Logos section controls the branding images displayed during startup and on the main menu.

- **Developer Logo:** Your game studio's logo, shown during the opening intro splash sequence.
- **Game Logo:** Your game's logo, displayed prominently on the main menu screen.

Toggle

The Toggle section contains optional switches to customise menu behaviour.

- **Disable Intro Slides:** When enabled, the opening intro splash sequence (showing the developer and game logos) is skipped, and the player is taken directly to the main menu.

2. Project Settings

Several Project Settings must be configured to integrate your game correctly with the ShipFast menu system. Open Project Settings via Edit → Project Settings.

Maps & Modes

Navigate to Project → Maps & Modes and update the following fields:

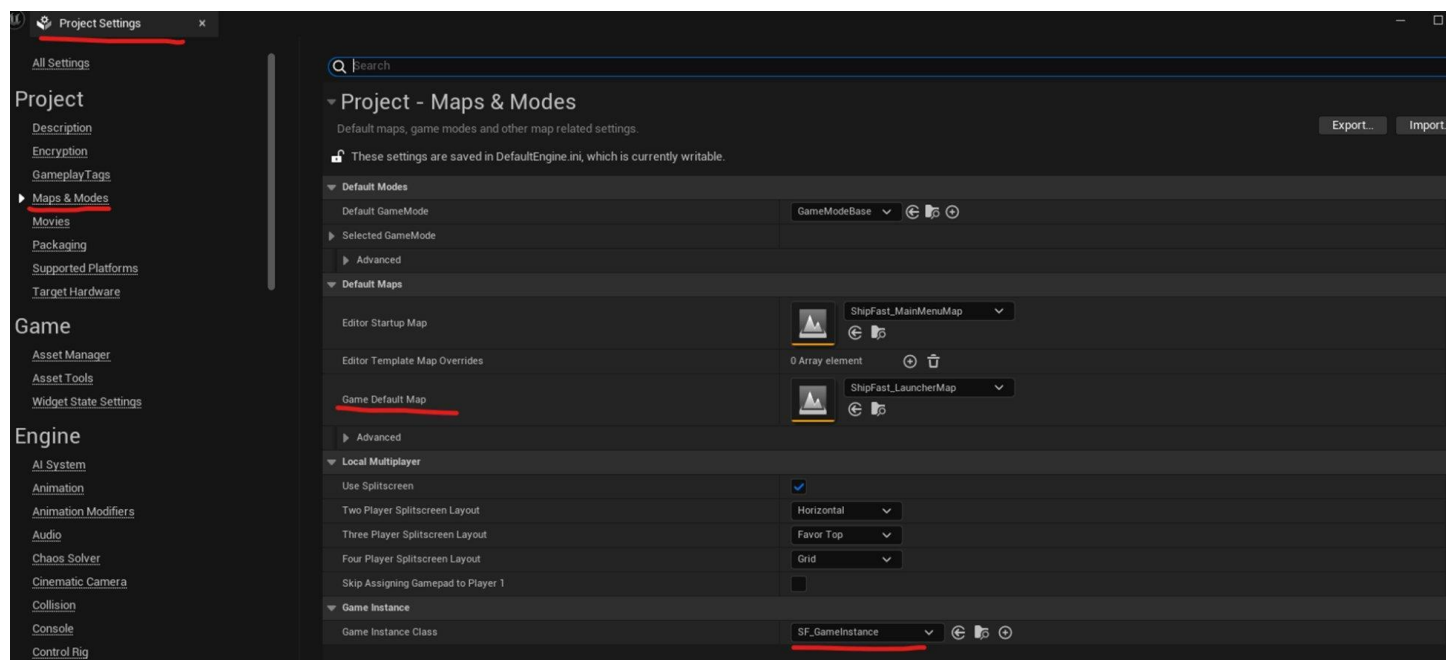


Figure 2 — Project Settings: Maps & Modes

- **Game Default Map:** Set this to ShipFast_LauncherMap. This is the map that runs when the packaged game first launches, and it handles bootstrapping into the correct level.
- **Game Instance Class:** Set this to SF_GameInstance. The ShipFast Game Instance manages persistent state such as audio settings and save data across level transitions.

Enhanced Input

To enable the remappable controls system, you must enable User Settings in the Enhanced Input project settings. Navigate to Engine → Enhanced Input and enable the following option under User Settings:

- **Enable User Settings (Experimental):** Check this box to activate the User Settings subsystem, which is required for the control remapping feature to function.

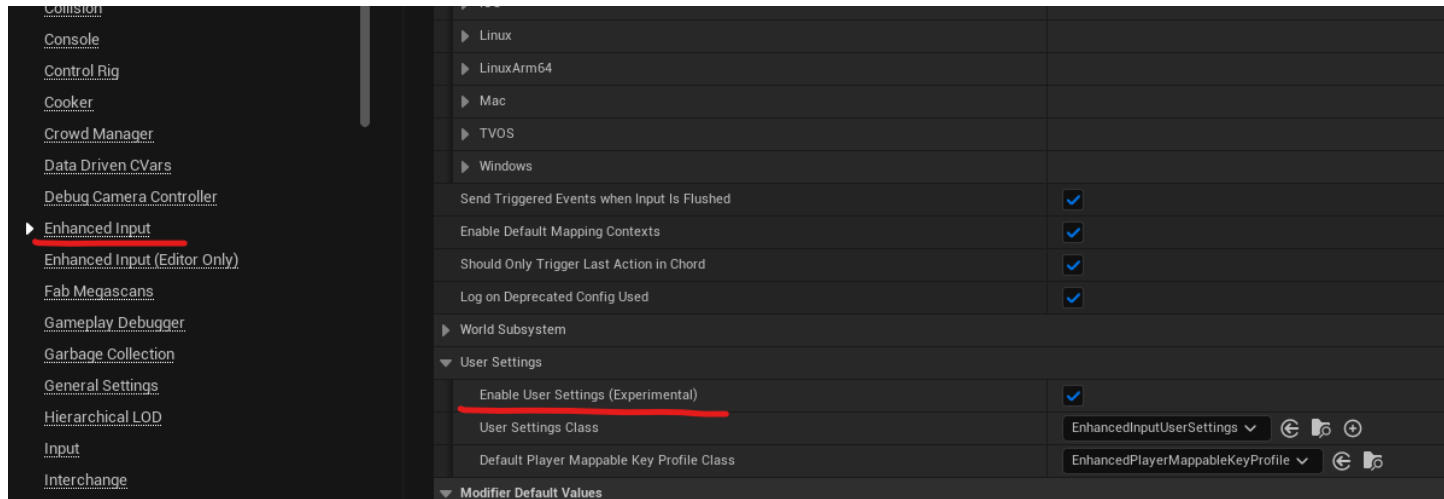


Figure 3 Project Settings: Enhanced Input Enable User Settings (Experimental)

Audio

Navigate to Engine → Audio and update the sound class settings below. This ensures all audio in your project will respond correctly to the volume sliders in the ShipFast main menu.

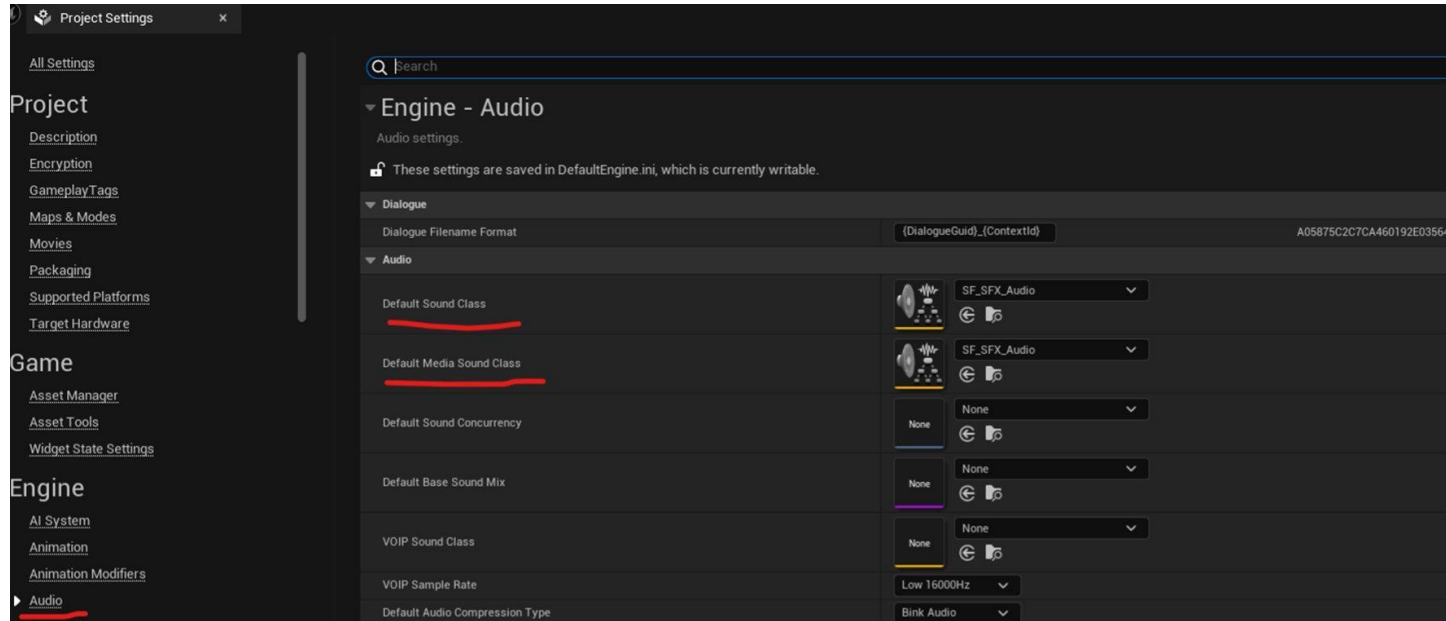


Figure 4 — Project Settings: Engine – Audio

- **Default Sound Class:** Set to SF_SFX_Audio.
- **Default Media Sound Class:** Set to SF_SFX_Audio.

💡 Setting both classes to SF_SFX_Audio ensures that any sound you add to your project will automatically be controlled by the SFX volume slider — no additional setup required.

3. Audio Integration

SFX Sounds

Any sound effects you add to your project will automatically work with the SFX volume slider in the main menu. No additional configuration is required the default sound class assignment (configured in the previous step) handles this automatically.

Music Sounds

If you add music to your project and want it to be controlled by the Music volume slider (rather than the SFX slider), you need to assign the correct sound class to each music asset:

Steps to assign a sound asset to the music slider:

- Open the sound asset in the Content Browser.
- In the Details panel, find the Sound section.
- Change the Class field from SF_SFX_Audio to SF_Music_Audio.
- Save the asset.

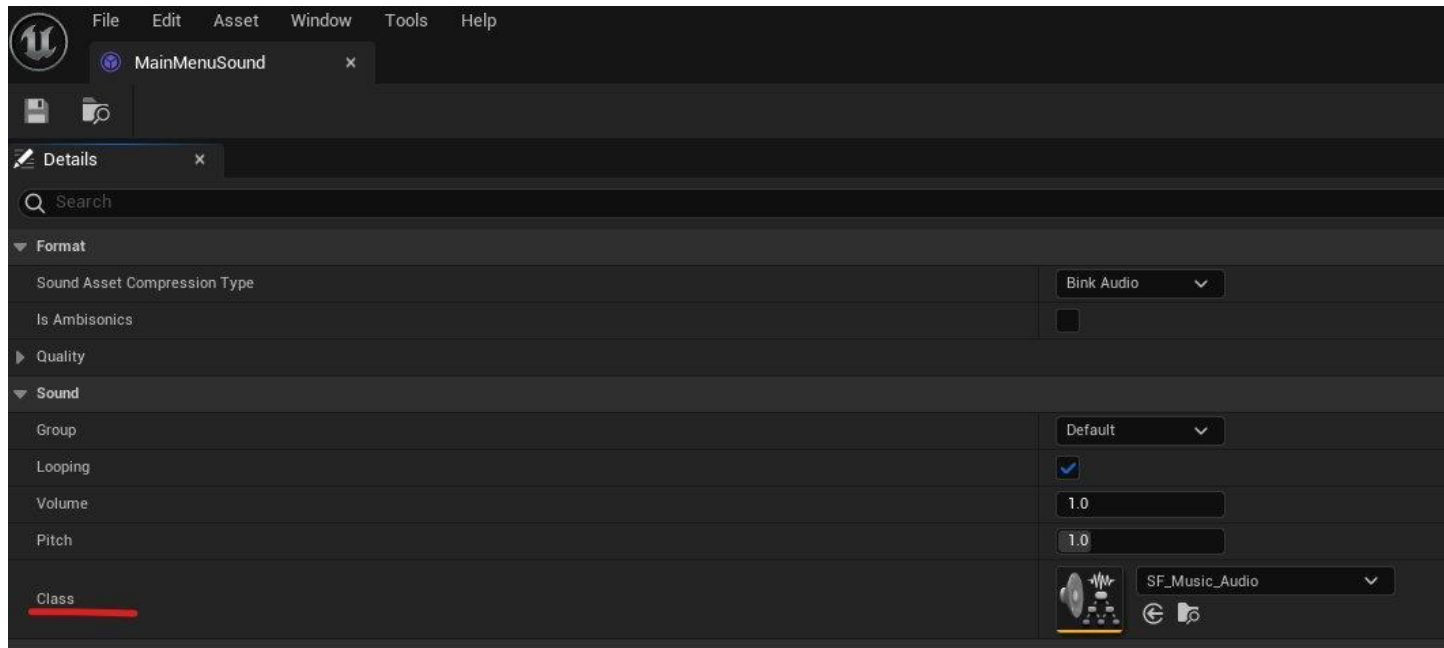


Figure 5 — Sound asset with Class set to SF_Music_Audio

💡 Only music assets need this change. All other sound effects will use SF_SFX_Audio automatically.

For support or questions, please refer to the ShipFast product page or contact me