Video and Audio Menu System

Documentation

Umar 313

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Contact

umar.shaathir.313@gmail.com

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This asset contains a customizable video and audio menu system.

Features:

· Everything is done with blueprints and is easily customizable.

· Widgets are in different layers, switch between them using a control tab.

· Control tabs also make it easy to add, remove or change widgets.

· Quick and easy to set up.

Number of Blueprints:

· 3x Data Asset

· 1x Map

· 4x Material

· 1x Texture

· 3x Widget Blueprint,

· 1x Character Blueprint

· 2x Sound Wave

· 2x Sound Cue

· 2x Sound Class

· 1x Sound Class Mix

Input: Keyboard & Mouse

Network Replicated: Easy to set up replication.

Supported Development Platforms: Windows

Q&A

How to add the video and audio menu system to my project?

● Add the nodes shown below in your player blueprint.