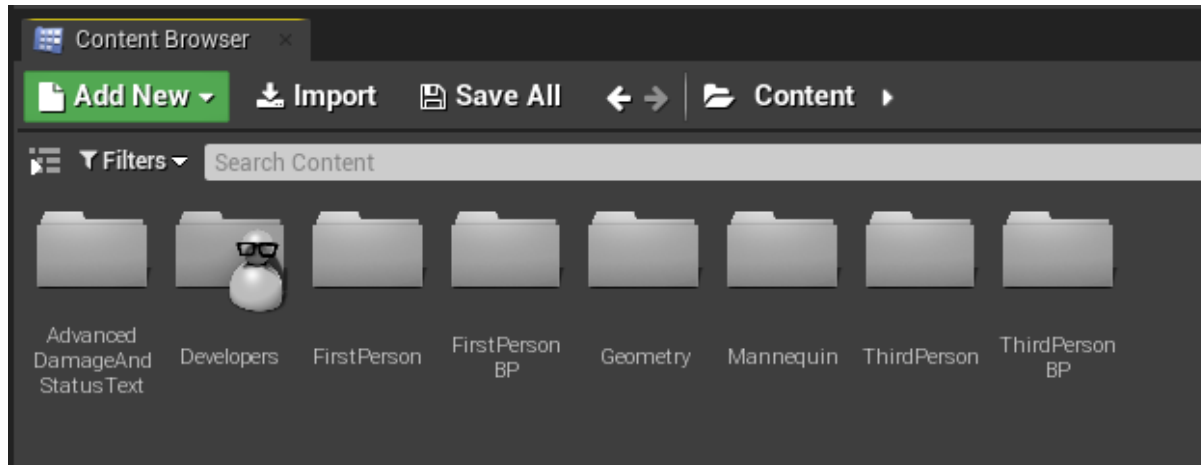


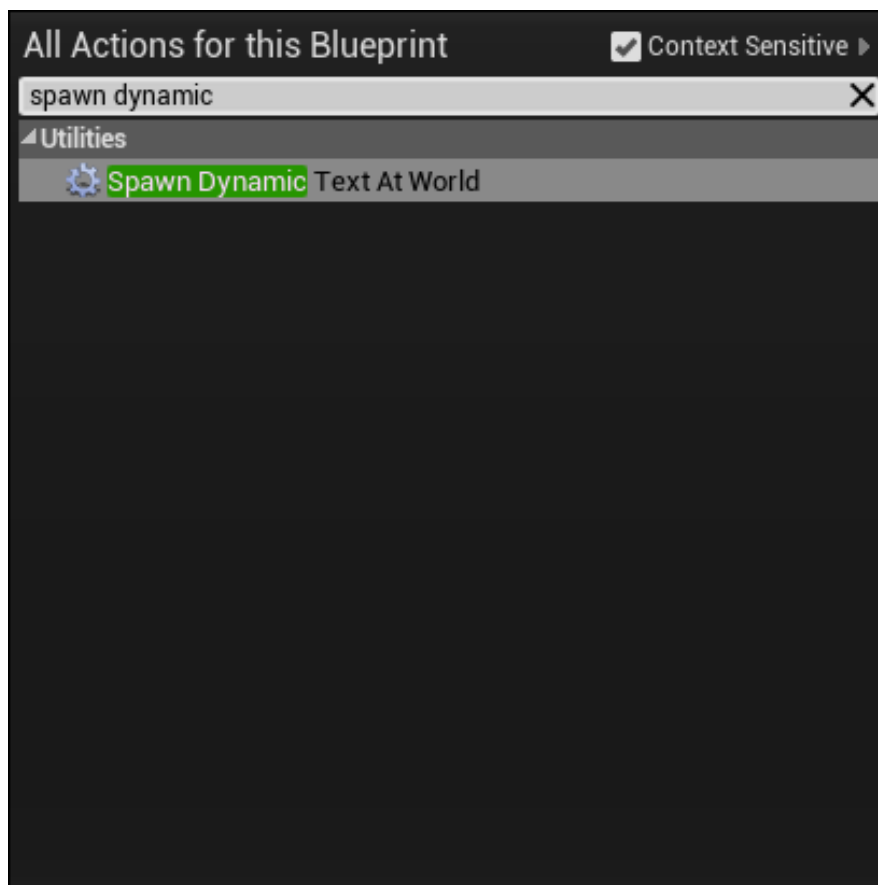
Custom Damage and Status Text for Unreal Engine

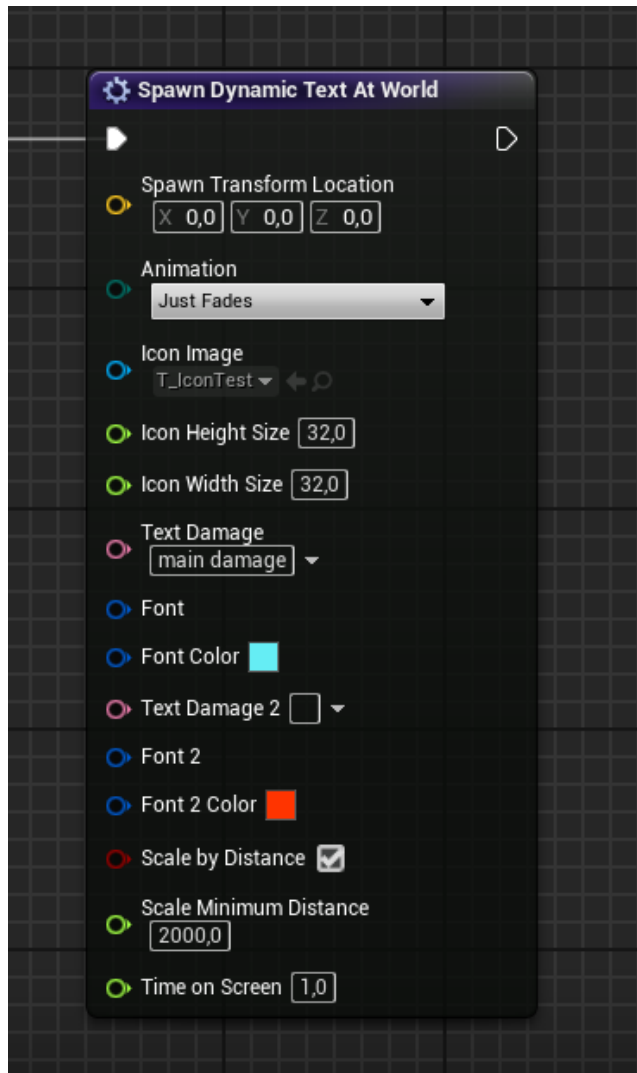
Versions Tested 4.25, 4.26, 4.27, 5.0, 5.1, 5.2

First you need to add the project to your content folder:



After that the project is 100% implemented. You should be able to see this macro on any blueprint inside the project:





This macro instance can be initialized anywhere and is highly customizable. You can add a lot of them in sequence for different effects.

Choose the spawn location, it always spawns turned to the player, so it works at any camera angle.

The icon is optional, if you don't have any icons to show or don't want this option, just set it to none.

Icon height and width override the size of your icon without affecting the resolution. I recommend letting it be a perfect square, but you can customize it to fit your needs.

Text damage is a string but you can connect integers, floats, etc, and it converts automatically to a string, you can use append too.

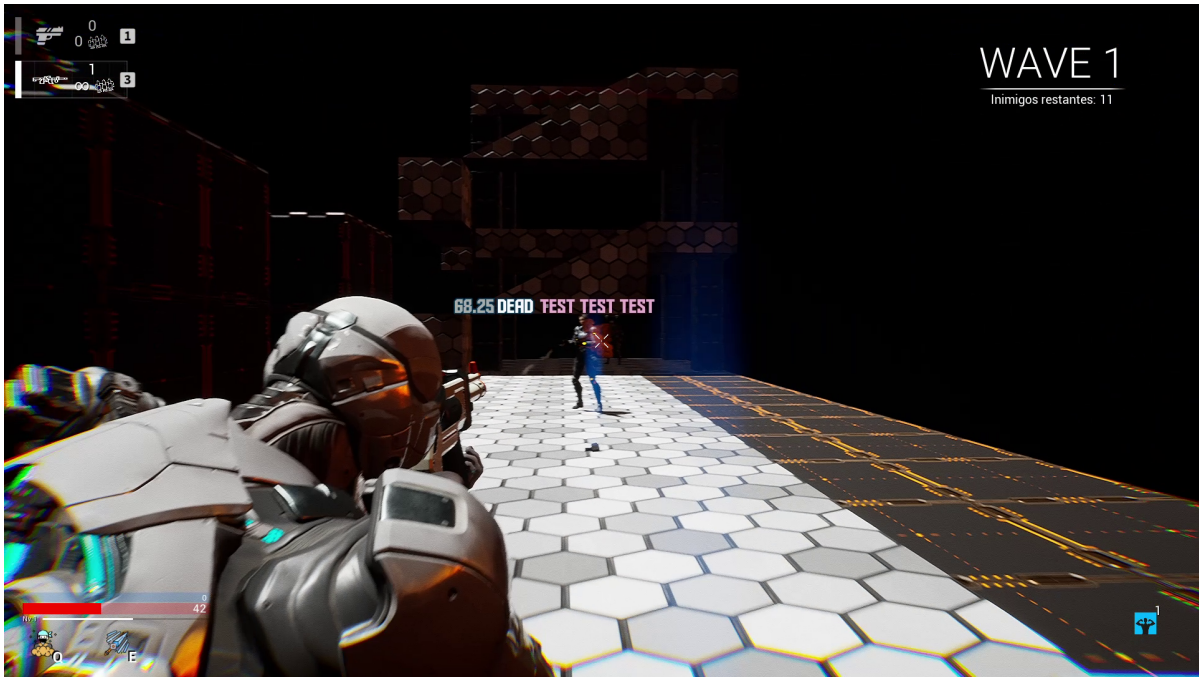
The font is a struct variable, you can leave it without anything, the default font

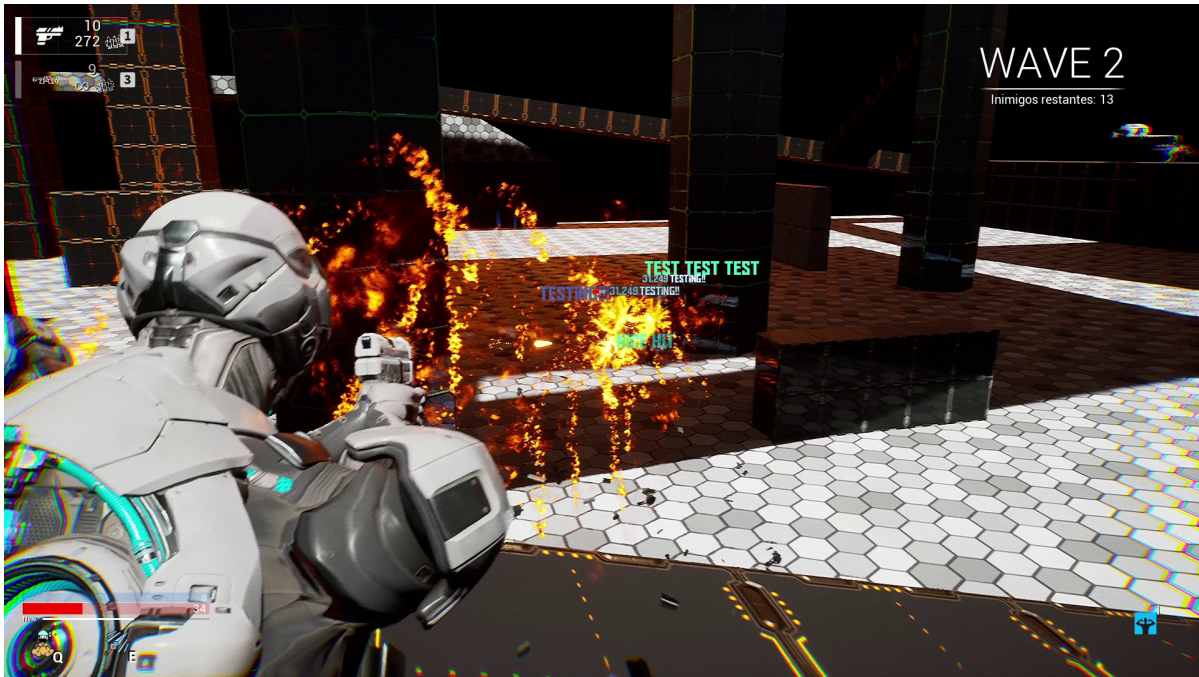
is roboto size 24, but I highly recommend adding a font that fits your project atmosphere.

Text Damage 2 is a duplication of the normal variable, if you want to show more information in the same widget. You can leave it empty if you don't wanna use it.

Scale by Distance sets text progressively smaller as you get far away. It works by getting your distance to the text spawning and dividing this value by the scale minimum distance. If you are under the scale distance set in the variable, the scale will simply be 1, unchanged. If you move more than the set distance, like 4000 for example, the scale will be 2000/4000, so 0.5, half the scale.

Time on Screen sets how many seconds the widget will stay on your screen without being destroyed. All the animations are 1 second long so they can scale easily with this setting. If you set the time to 0.5, the animation will run 2x faster. If you set it to 2 seconds on screen, the animation will run 2x slower. If you don't want animations you can choose that option.





This project is very concise and modular and it should work for other purposes too.

Feel free to ask me anything.

