



EZCompass

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Created for the UE Marketplace.



EZCompass Overview

- 2 Components:
 - **EZCompass** Component - Responsible for creating the **EZCompass** Widget.
 - **EZObjectiveMarker** Component - Renders any actor to the compass as an icon.
- Comes with an example level so you can see just how easy it is to use yourself!
- Written in 100% Clean and Optimized Blueprints for your easy use!
- Completely plug-n-play, no need to worry about struggling to implement EZCompass!
- 100% Multiplayer Replicated, so you can use EZCompass in any game!
- All of this for only \$11.99 USD! Don't wait, navigate your game today with **EZCompass**! And even if you can't use it now, you can buy today, and enjoy forever!



Product FAQ

What is EZCompass?

EZCompass is 2 infinitely useful actor components that can easily be used to quickly and effortlessly generate an overhead UI compass, and populate it with interesting objectives! Any actor can use EZCompass!

How can I use EZCompass?

All you need to do is add the component, and you're done! EZCompass handles all the complications of creating a compass for you, you don't have to touch a single line of code!

Is EZCompass Complicated?

EZCompass is quite easy to understand, though for those who want to tweak some of the functionality, there is heavily commented blueprints, but for those more interested in the technical side of things, there is heavy documentation covering the asset, and if you find yourself with more questions outside of that, there is a [Discord Server](#) where you will be helped!

How big is EZCompass?

EZCompass takes up less than 1 MB on disk space (without the showcase), 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 EZCompass 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 EZCompass be Receiving Updates?

It is unlikely that I will update EZCompass 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!

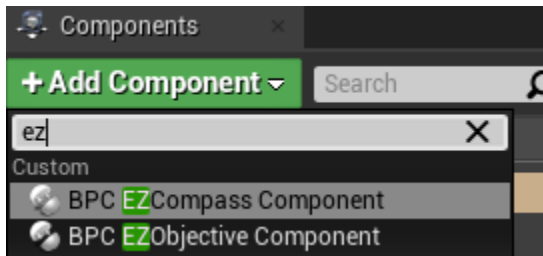


Project Integration

Once EZCompass has been added to your project, you're free to use the components, no setup necessary.

How to use EZCompass:

To use any of the components, you simply add the component using the Add Component dropdown in the actor:



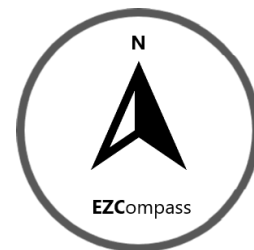
1.) EZCompass Component

The compass component is what you will attach to the player to create the compass. It will utilize the actor's player controller to access the camera to control the values for the compass, so ensure your actor is a pawn that is controlled by a player before using this component. This component is pretty straightforward and does not hold any settings.

2.) EZObjective Marker Component

You can attach the objective component to any actor to add a marker for it on the compass, which will never affect how they are seen in the world, only on the compass. It comes with a couple variables, Texture and LocationOffset. Texture is the image that will show up on the compass to represent the actor. LocationOffset is the offset from the actor's location that will be used as the origin for finding position on the compass.





Additional Information:

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

Customization

You might be wondering how to change the look of the compass, in which case, turn to WBP_EZCompass in the Widgets folder. This is essentially the compass. If you are going to change the compass or marker image, it is recommended that you use an image with the same resolution to replace it, the Compass is 5400x60, and the Marker is 23x120. Additionally, if you want to add any markers, the default is 23x120, but you can use an icon of really any width as long as it keeps the same height (120).

My Objectives Aren't Showing on the Compass!

Whenever an objective component is initialized, it finds all compass widgets, and adds itself to them, so if you create your compass AFTER you have created your actor with the objective widget, the objective will not show up. You can fix this either by making the compass spawn before the objective actor, or by using the Update function on the Objective component.

“Could not find camera manager!”, “Actor is not a pawn!” or “Controller not found!” solution!

These errors will show when the actor you added the BPC_EZObjectiveComponent to is not a pawn, does not have a valid player controller, or does not have an active camera.

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 EZMiniMaps!