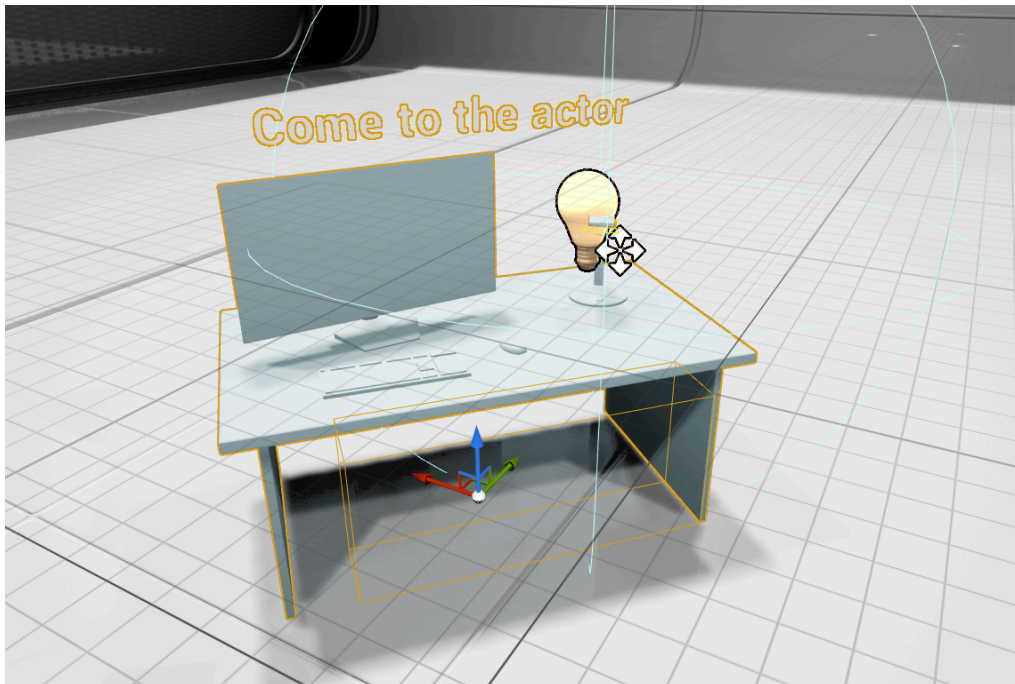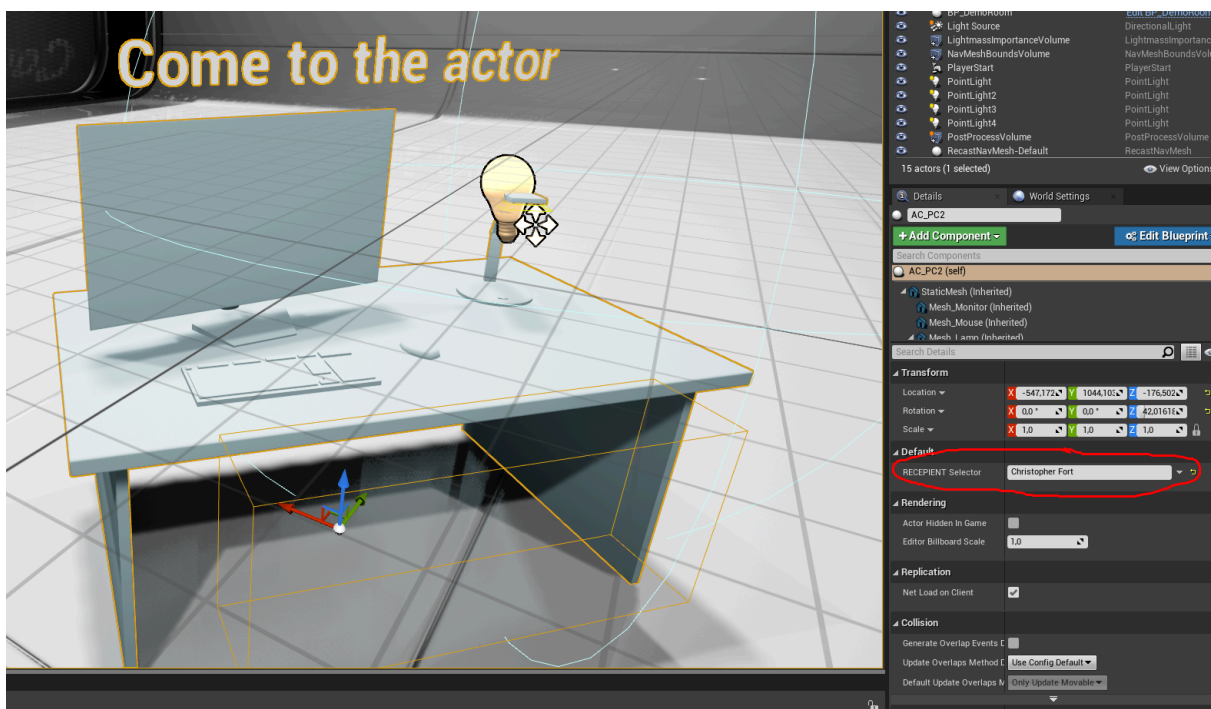# Lite Widget GrMail

How to use

Step 1: Position the actor at the level where you want to install the mail widget

Step 2: Create a variable in it, I named it "RECEPIENT Selector". For convenience, I made it "Instance Editable"
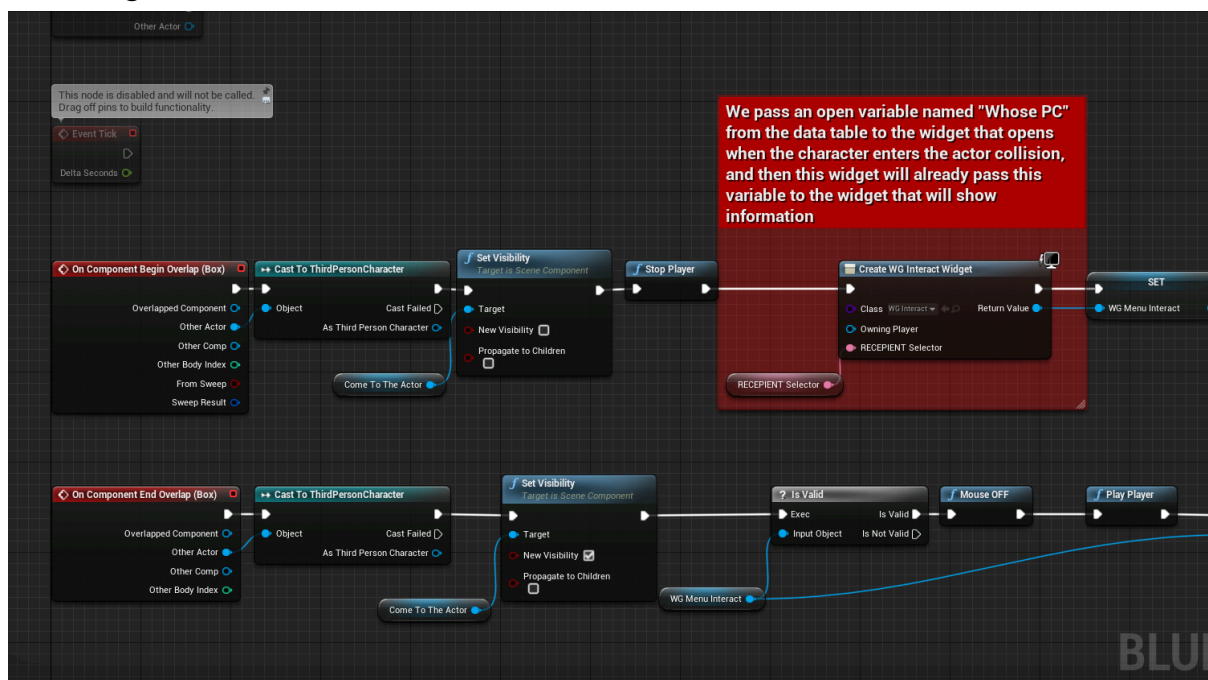
Step 3: Fill in the "DT_Mail" data sheet with your details. Please note that the "ID" must be individual for each entry (1). "Whose PC" we must specify this value in the variable of our actor (2)

After filling in the table, I selected the actor at the level and in the Settings on the "RECEPIENT Selector" wrote one of the selected "Whose_PC".

Step 4: In the "DemoLevel" actor, you can see a blueprint in which when a character enters a collision, a menu widget is created to select actions, but if you do not need this, you can directly open the "WG_Mail" widget. Don't forget to pass the value of the RECEPIENT Selector variable to the widget!!!

Step 5: Open the "WB_Button" widget, the text in the button I take from the "RECEIVED" datasheet, but if you want to replace this, you must first go to the "WG_Mail" blueprint and set the transfer of another necessary variable for the "Textbutton" function

Next, you need to go to the "WG_Button" widget and correct the comparison