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# **CUSTOM IN GAME CONSOLE**

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User's Manual

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# FIRST STEPS

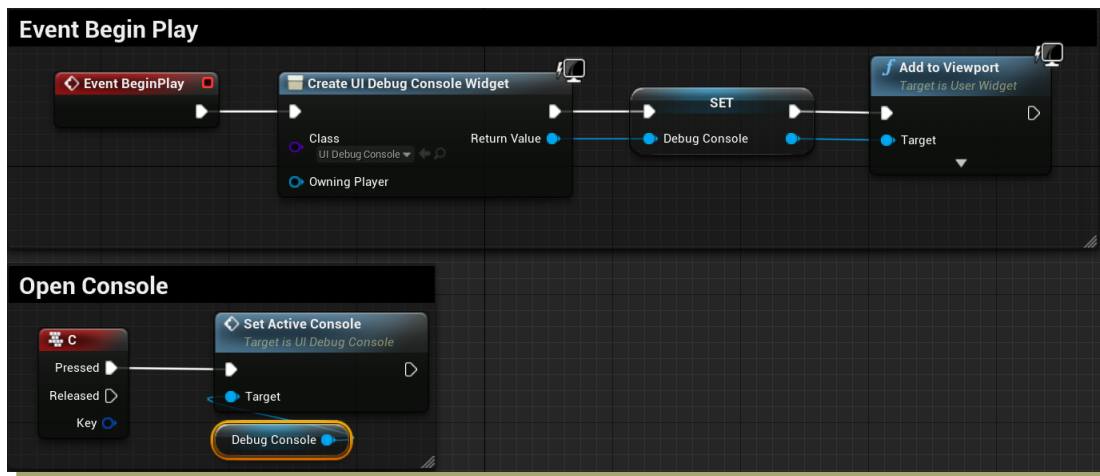
To carry out the inclusion of the command console in the UI, the following steps must be followed:

- Load the **Widget** and add it to the **Viewport**.
- Create **Task**.
- Add Task to the **Data Table**.

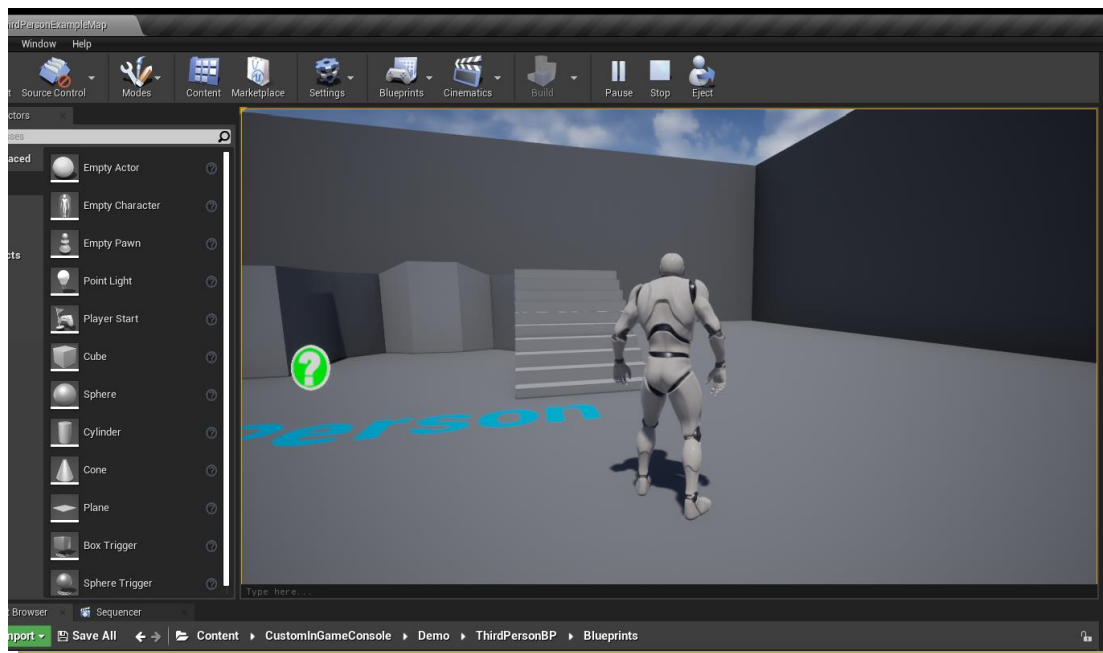
## WIDGET CONFIGURATION

You must access the **Player Controller** that is in use (preferably). In it you must add the following:

- **Widget** creation, storage in a variable and the incorporation to the **Viewport**.
- A function associated to an input where the **Event SetActiveConsole** of the **Widget** is called.

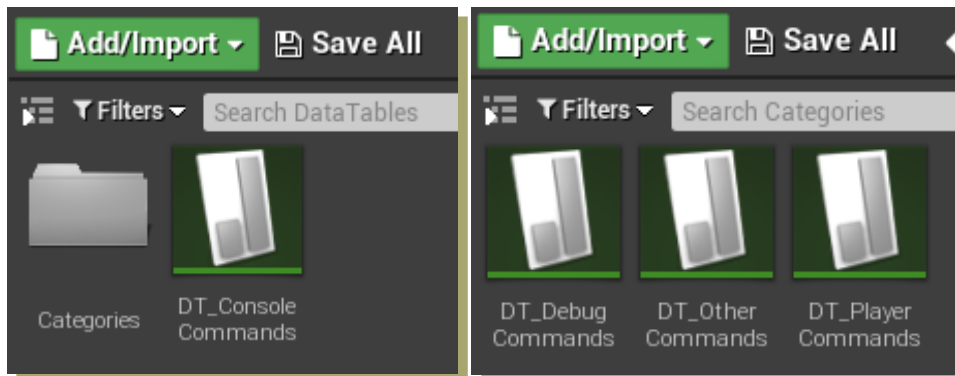


With this done, the command console now works.



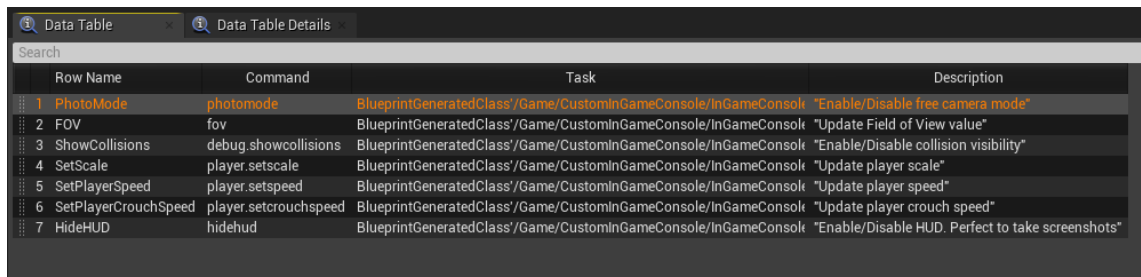
## COMMANDS DATA TABLE

To see the existing commands, you must access the **Data Table** in the *CustomInGameConsole/InGameConsole/DataTables* directory.



In these **Data Tables** you can modify the following parameters of each Command:

1. **Command:** Text to be typed in the console to call the command.
2. **Task:** Reference to the **Task** where the command is executed.
3. **Description:** Command description.



Row Name	Command	Task	Description
1 PhotoMode	photomode	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Enable/Disable free camera mode"
2 FOV	fov	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Update Field of View value"
3 ShowCollisions	debug.showcollisions	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Enable/Disable collision visibility"
4 SetScale	player.setscale	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Update player scale"
5 SetPlayerSpeed	player.setspeed	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Update player speed"
6 SetPlayerCrouchSpeed	player.setcrouchespeed	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Update player crouch speed"
7 HideHUD	hidehud	BlueprintGeneratedClass/Game/CustomInGameConsole/InGameConsole	"Enable/Disable HUD. Perfect to take screenshots"



PhotoMode	
Command	photomode
Task	BT_Task_PhotoMode
Description	"Enable/Disable free camera mode"

Now you can modify the content of the commands.

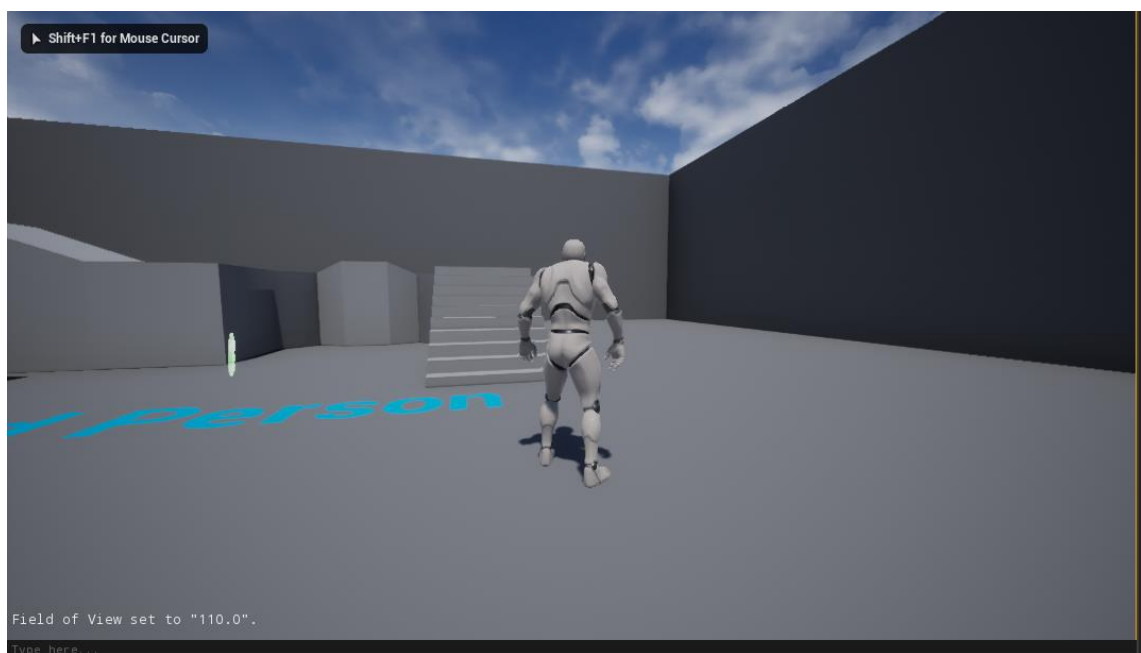
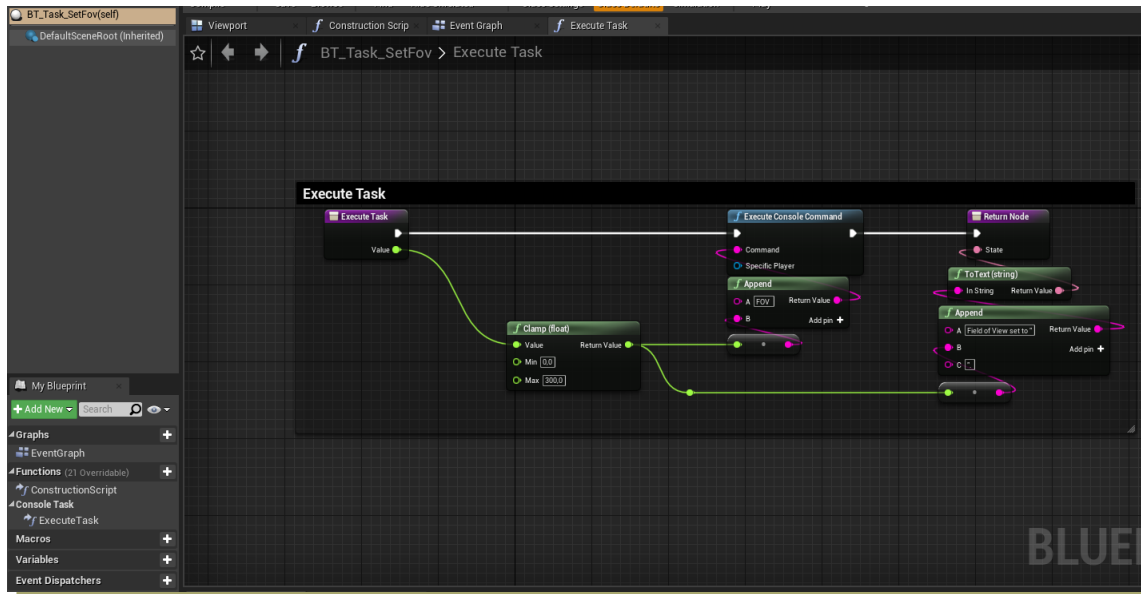
# COMMANDS

## COMMAND MODIFICATION

This **Asset** includes a number of default commands. These are located in the following directory:

*CustomInGameConsole/InGameConsole/Tasks*

These **Tasks** inherit from the **BT\_CommandTaskBase** class. The main function to take into account within these methods is **ExecuteTask**. This is the function that carries out the action of the command. This would include everything related to the consequences of using a code, such as updating the FOV of the camera.



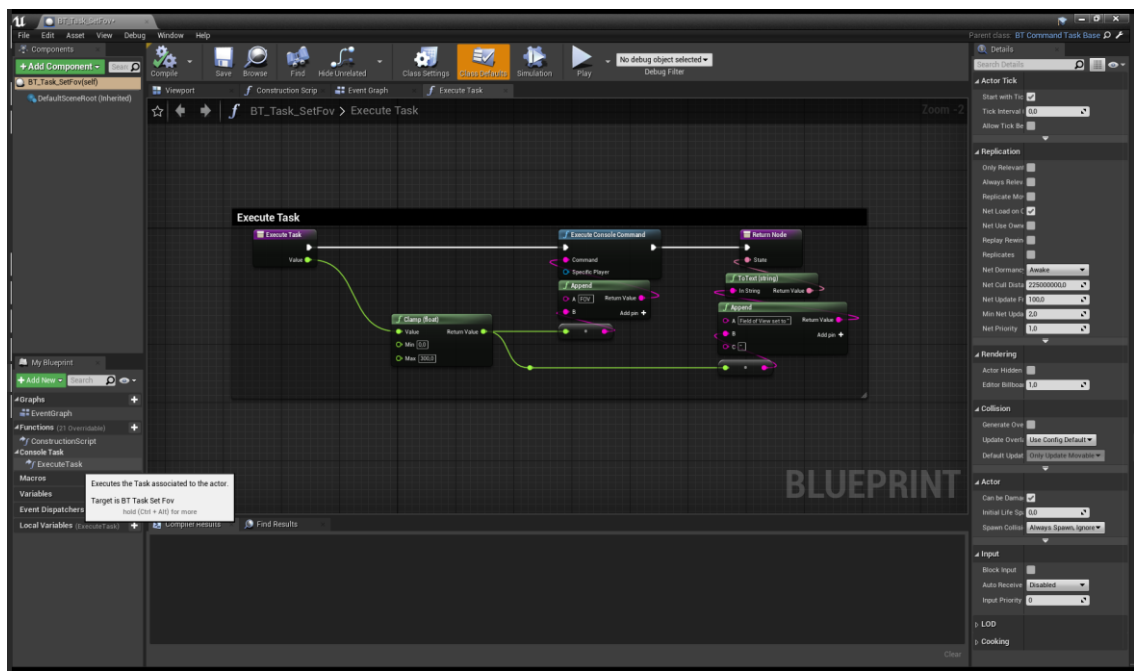
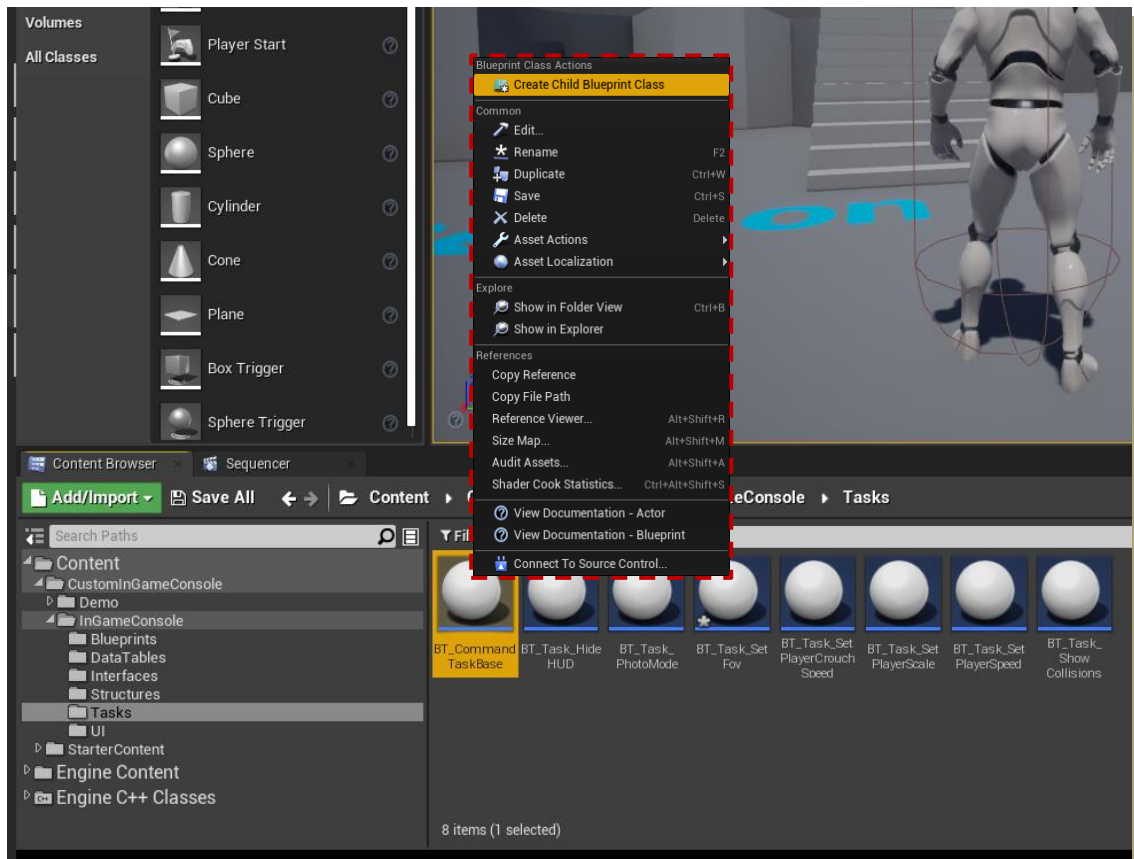
All the commands already included, can be modified in their respective **Task**.

## COMMAND CREATION

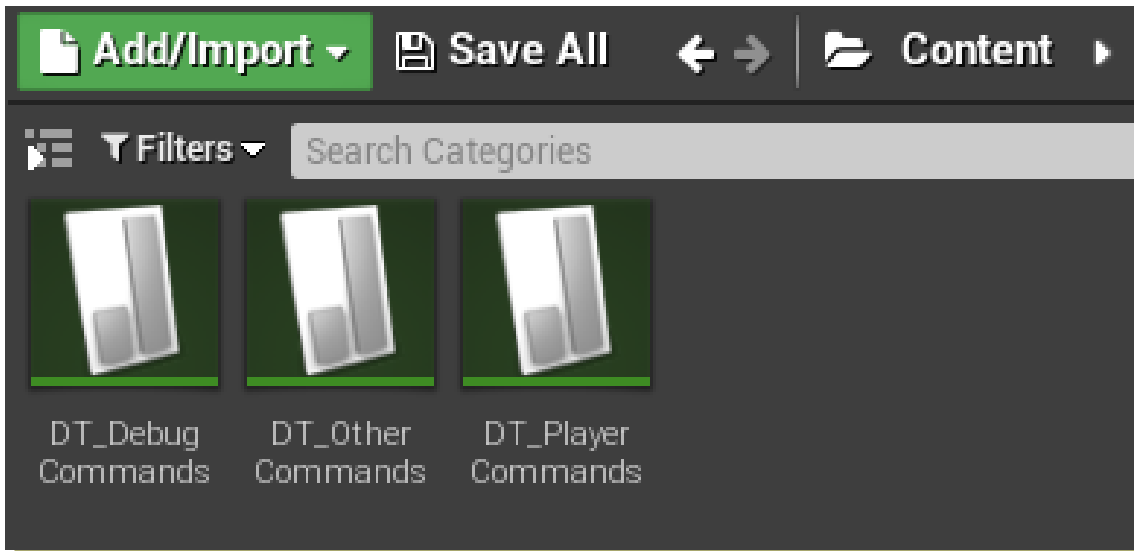
To create a command, you have two possibilities:

1. Create a Child Blueprint Class of `BT_CommandTaskBase`.
2. Duplicate an existing Task.

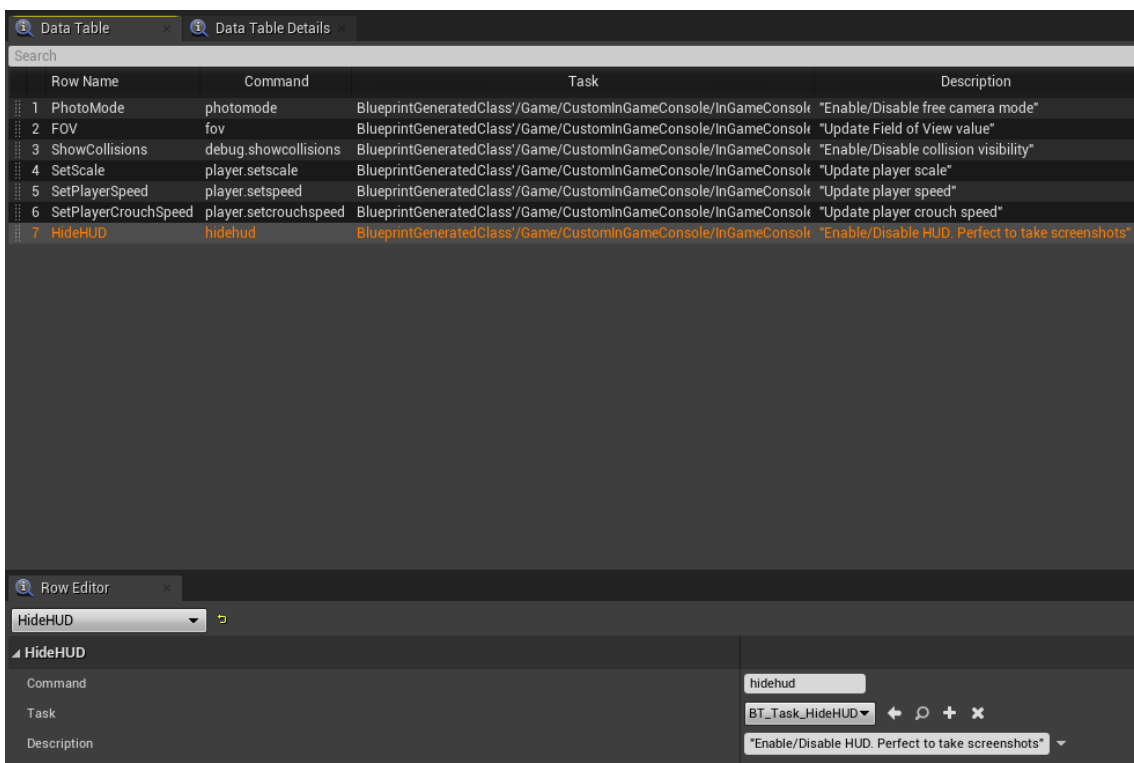
Once this is done, you only have to modify the content of the `ExecuteTask` function.



Now, you must access the *CustomInGameConsole/InGameConsole/DataTables* directory and select any of the Data Tables inside the folder Categories.



Here, you can create a new command by adding a new row. You will need to name the command and assign the **Task** you want to be executed after typing the code.



Once this is done, the new command will now be available to be typed in the custom command console.

# LIST OF COMMANDS

The following is a list of the example commands included.

ID	Command	Description
1	player.setscale	"Updates player scale"
2	player.setspeed	"Updates player speed"
3	player.setcrouchespeed	"Updates player crouching speed"
4	player.setacceleration	"Updates player acceleration"
5	player.setcolliderradius	"Updates player collider radius"
6	player.enablephysics	"Enables player ragdolls"
7	player.setflatfloor	"Sets player capsule flat floor"
8	player.setgravitiescale	"Sets player gravity scale"
9	player.setstepheight	"Sets player step height"
10	player.setjumpvelocity	"Sets player jump velocity"
11	player.setswimspeed	"Sets player swimming speed"
12	player.setflyspeed	"Sets player flying speed"
13	player.setaircontrol	"Sets player air control"
14	player.setwalkablefloorangle	"Sets player walkable floor angle"
15	debug.showfps	"Shows FPS in screen"
16	debug.showcollisions	"Enables/Disables collision visibility"
17	debug.showgpustats	"Show GPU Stats"
18	debug.enablemessages	"Enables screen messages"
19	debug.disablemessages	"Disables screen messages"
20	quit	"Quits game"
21	fov	"Updates Field of View value"
22	pm	"Enables/Disables free camera mode"
23	hidehud	"Enables/Disables HUD. Perfect to take screenshots"
24	reconnect	"Reconnects the client to the current game/server"
25	disconnect	"Disconnects the client from the current game/server"
26	exit	"Same as Quit"



# APPENDIX

All data structures and interface elements are easily configurable in their respective files. The code is commented and following its logic, the game can be adjusted for a completely customized experience.