

Slots Creator Blueprint Manual

- Setting up a slot machine:

There are 2 steps for creating a slots machine.

- Setting up the properties of the slots machine version:
 - In order to do so, you'll need to create a Data Asset of type "BP_SlotsVersion_DataAsset". There are various properties in the data asset you can customize, and by hovering over each of the properties, you'll see a description of what it does.
- Creating a playable widget to be played as the slot version:
 - You need to create a child blueprint of type "WBP_SlotsParentClass_ParentSlotsClass".
 - Open up the "WBP_SlotsParentClass_ParentSlotsClass" blueprint, copy and paste the widget hierarchy into the blueprint you just created, then modify views as you desire. Keep in mind that you'll need to rename widget elements that are variables so they won't conflict with the parent class. Leave the name of the rest of the elements as they are.
 - In the child blueprint event graph,, before the call to parent's Event Construct is made, override the function called "Override Widget Views" and hook up the widget variables to their relevant inputs in the function. Also set the "Should Override Views" variable in the inputs to True.

- Setting up 3D slots machine:

For doing so you need to create a child blueprint of type "SM_CasinoSlots_ParentMachine" and change the design as you desire. There is a variable on it called "Slots Info Data Asset". Set that to the data asset you have created. Then drag and drop the created blueprint into your scene.

- Setting up 2D lobby:

There are 2 things you need to do.

- Creating a lobby widget:
 - You need to create a child blueprint of type "WBP_SlotsLobbyBlueprint_Parent".
 - Copy the hierarchy of "WBP_SlotsLobbyBlueprint_Parent" into the blueprint you created, and redesign as you desire. Make sure to rename variable elements.

- In child blueprint event graph, before the call to parent's Event Construct, override the function "Override Widget Views" and hook up variable elements to their relevant inputs. Make sure you set the "Should Override" variable to true.
- Drag and drop an instance of "BP_2DLobby_Actor". Set the "2DLobby" variable to True in case you want to add the lobby widget to viewport immediately after starting the game. Set the "Lobby Widget Blueprint" to the lobby blueprint you had created earlier. Add all data assets for different slot versions you have created to the Slots array variable.