

Black Jack Template User Manual

You will need to take only a few steps to get your blackjack design up and running.

For designing the lobby, you need to make a copy of the “WBP_LobbyWidget_Widget” blueprint, and redesign it as you desire.

For redesigning the blackjack game, you need to make a copy of “WBP_MainGame_UserWidget” blueprint, and redesign it as you see fit. It is highly recommended that you keep the anchors of elements inside the main game widget as they are, but it is not mandatory. Only for some elements which are titled “Locator” (it is stated at the end of the element name) it is mandatory to keep the anchors as they are. These locator elements are not visible as they have an opacity of 0, and they’re only used for the purpose of animating cards.

If you wish to change the size of cards, you will only have to change the size of the element called “DeckStartLocator” in the widget hierarchy. All spawned cards will have the same size as that one.

Last thing you need to do is drag and drop an instance of “BP_BlackJackSpawner_Actor” blueprint into your scene. There are some instance editable variables on this blueprint which you need to set. You need to set a class reference to your lobby redesign, a class reference to your main game redesign, the texture you want to use for the back of your cards, and for each of the card suits, an array of textures to set. Beware when adding elements to the texture array of each suit, the order should go from ace at index 0 to king at index 12.