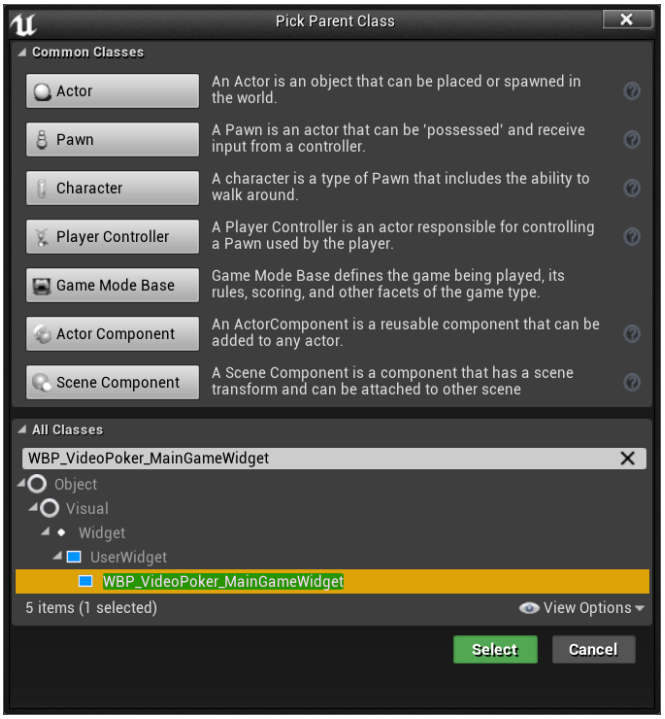
Video Poker Blueprint Documentation

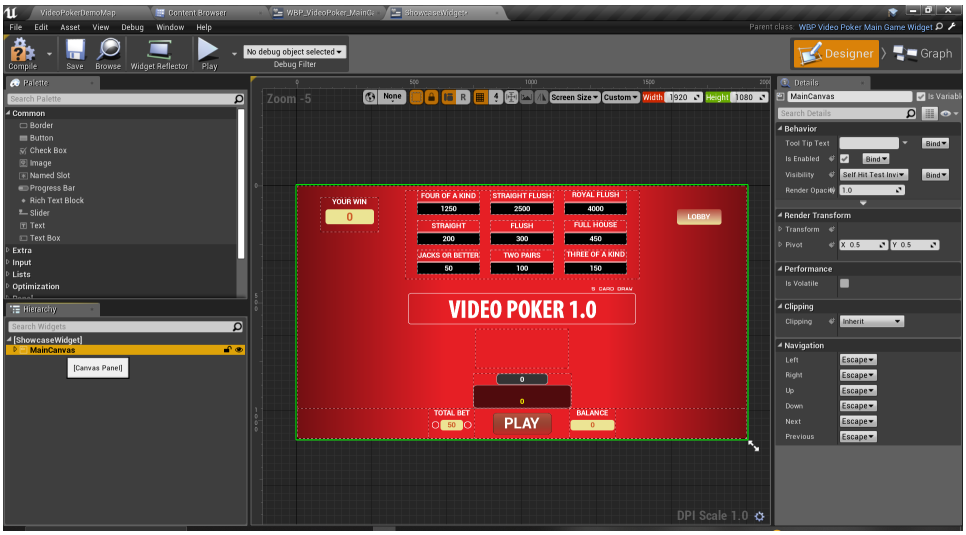
This documentation will cover the steps you would have to take in order to setup your own Video Poker design using the Video Poker Blueprint project.

Designing a new Video Poker version

Assuming you have the assets you want to use for your video poker game, such as button designs, table design, cards deck etc. first step you will have to do inside unreal is creating a new blueprint inheriting from WBP_VideoPoker_MainGameWidget.



Next step is opening up the newly created class and also opening the WBP_VideoPoker_MainGameWidget class itself. Select and copy the parent widget (called MainCanvas) from WBP_VideoPoker_MainGameWidget

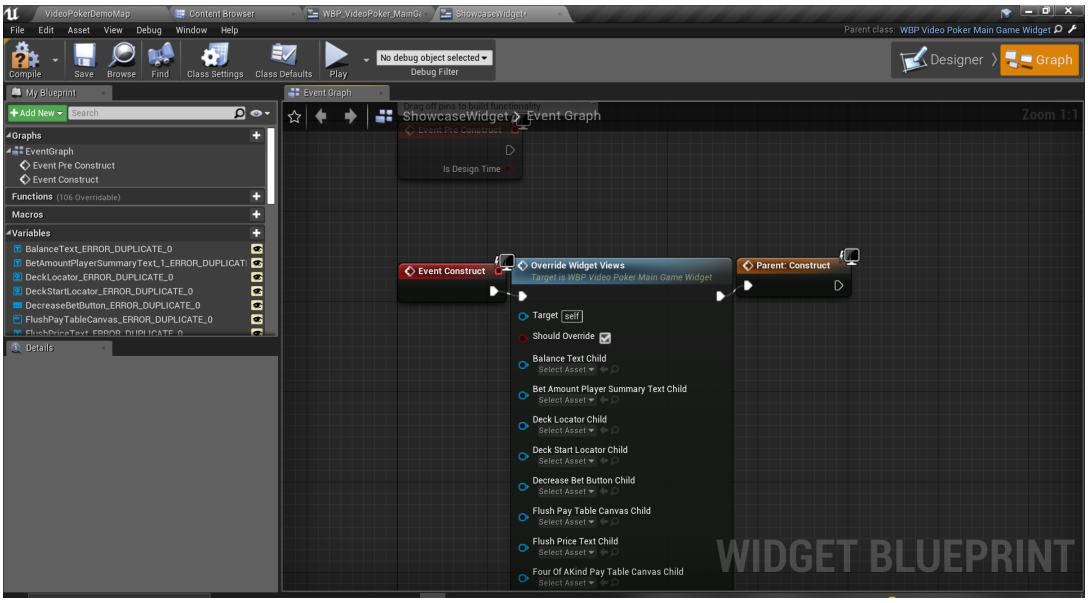


Next step is pasting the MainCanavas to your newly created widget class. At this point you don't need the WBP_VideoPoker_MainGameWidget class so you can close that. Now if you try to compile the newly created child widget which you copied MainCanvas into, you'll get a lot of compile errors. That's because some of the widgets inside MainCanvas are variables, and their names have already been occupied by the parent class which you copied from. In order to get past the compile errors, all you gotta do is just going through all elements in the widget's hierarchy tree, and rename those which are marked as variables. Non-variable widgets don't need to be renamed. I suggest just adding an underscrore at the end of their names so you would avoid later confusions.

Later on, you can customize the widgets as you desire to get the looks you want. In the widget hierarchy you'll see some images which are invisible and have "locator" in their name. These are basically used to indicate where cards should be located in different occasions. For instance "PlayerCard2Locator" will be used to locate where the second card in player's hand should be placed.

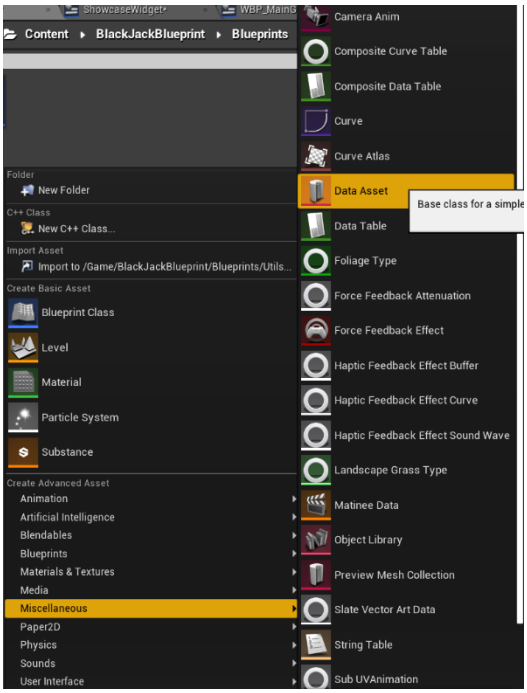
DeckStartLocator will be used to indicate where the shuffled cards should start moving from till they get placed in the deck (that location is specific with DeckLocator). But one unique thing about DeckStartLocator is that it will be used to also determine the size of each card. So if you intend to resize the card size, you should change the size of DeckStartLocator in your child widget blueprint.

Now inside the child widget's blueprint you need to call a function called "Override Widget Views", one input variable of the function is called "Should Override" which you need to set to true, and there are a bunch of widget type input variables which you should connect to the relevant widget elements you copied and renamed in the child widget blueprint. Something like the screenshot below but you need to connect the widget elements to related inputs.



Creating Video Poker Data Asset

First you need to create a data asset of type BP_VideoPokerVersion_DataAsset.



Inside it you'll get to set some variables specific to the version of Video Poker you're customizing.

Version Name: Name of the version of video poker you're creating. This name is mostly used for saving data specific to the video poker version.

Widget Class: Basically the child widget blueprint you have created in the last step.

2D Lobby Display Name: This name will be shown in the 2D lobby (which we'll get to setting it up later in the documentation)

2D Lobby Thumbnail: The background image used for this video poker version to be shown inside the 2D lobby.

Spades/Hearts/Diamonds/Clubs Textures: 4 arrays of 13 Texture2D variables. Each of the arrays should be populated in this order: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K

Back Face Texture: The Texture2D that will be used as the back of cards.

Setting Up a 3D Video Poker Machine

You need to create a child of the actor called "BP_VideoPoker3DActor_Actor". Inside it you can change the 3D model or its materials as you see fit. There is a DataAsset public variable attached to this actor and you have to set its value to the data asset you created in the last step. Place the actor in your scene and you'll be good to go.

Setting Up a 2D Video Poker

You can use VideoPoker child widget you created without using the lobby blueprint that exists in the project. All you gotta do is using the Create Widget node of unreal, set its widget to the child widget you created, then it will ask for the data asset as an input of the node, so you'll need to feed it the data asset you created, then add it to viewport like you would do with any other widget blueprint.

Setting Up a 2D Lobby

Basically you'll have to go through the same process as you did in the "Designing a new Video Poker version" step, except instead of creating a child of "WBP_VideoPoker_MainGameWidget" you need to create a child of "WBP_LobbyBlueprint_Parent", rename variables and redesign it. Next you'll need to add an instance of "BP_2DLobby_Actor" to your scene. It has 3 public variables on it.

2DLobby: A Boolean which you need to set to true if you want the 2D lobby to be shown as soon as scene is loaded.

Lobby Widget Blueprint: The child of "WBP_LobbyBlueprint_Parent" you created and customized.

Data Assets: An array containing all data assets related to all the Video Poker versions you've created and want to be shown in the 2D lobby.