

Instant Photo Camera Plugin for Unreal Engine 4 Documentation



Dennis Pauly (*palinoiadev*), 2018

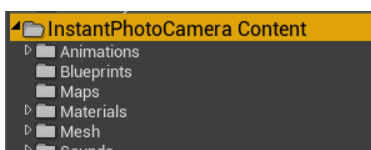
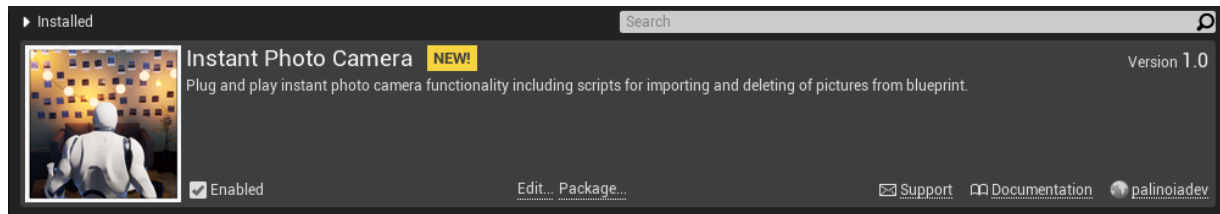
www.dennispauly.com

contact@dennispauly.com

1. Installation

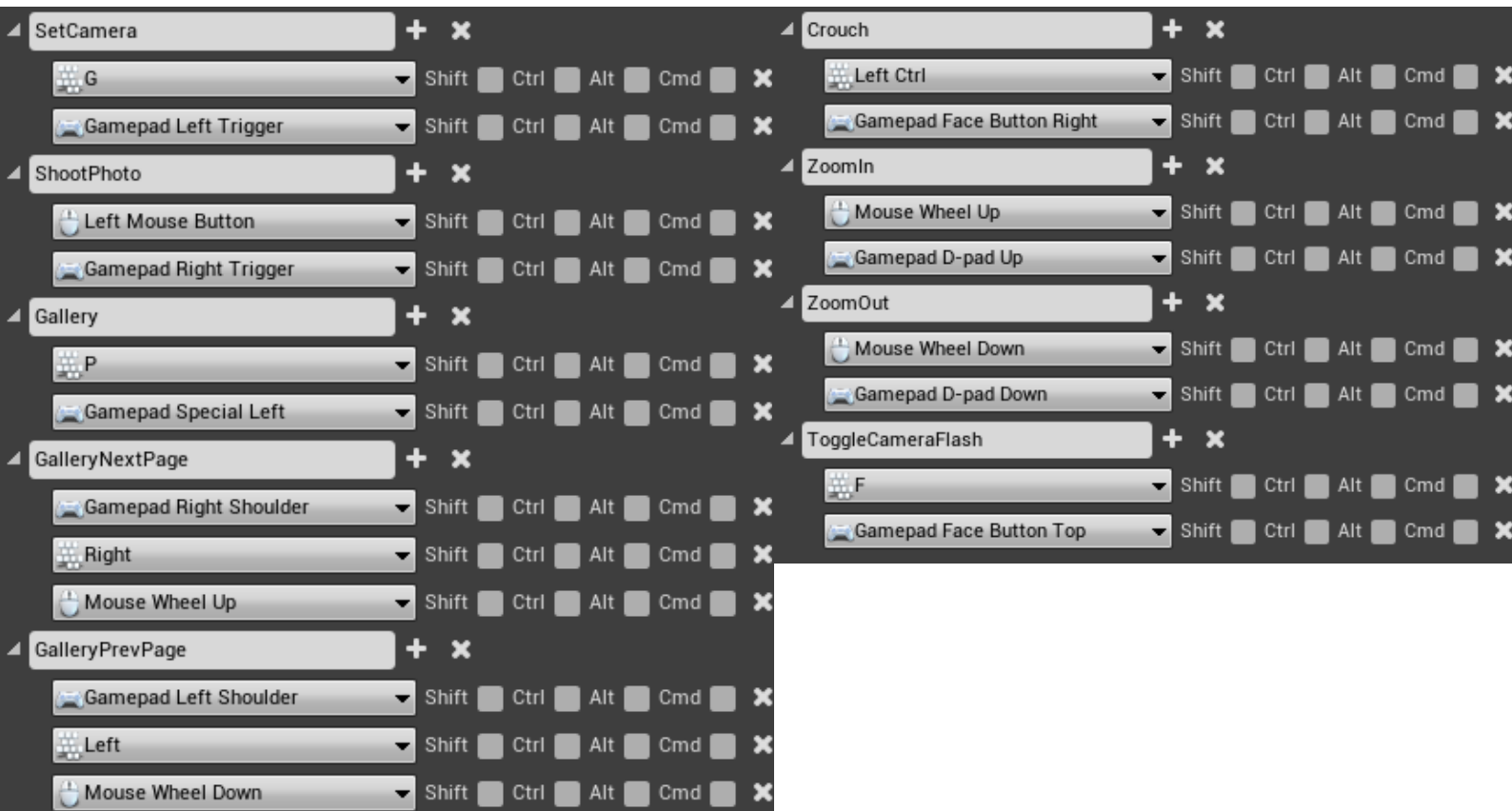
If you have installed the plugin as Engine plugin, simply activate it inside your project. You will find it under Settings -> Plugins.

I highly recommend installing the plugin as project plugin: After installing the plugin to your engine, copy and paste the folder inside your projects “plugins” folder. You may need to reopen your project after the activation.



You'll then find the plugin content listed inside your content browser. If you don't see it after restarting your project, please make sure you have enabled the “Show Plugin Content” flag within the View Options menu.

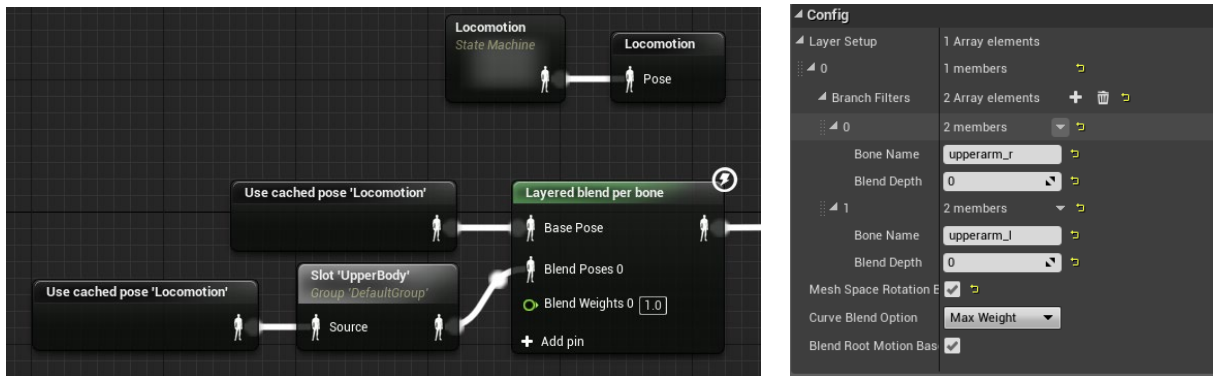
To use the camera, you'll first need to set up your input actions. Go to Settings -> Project Settings -> Input and add the following action mappings:



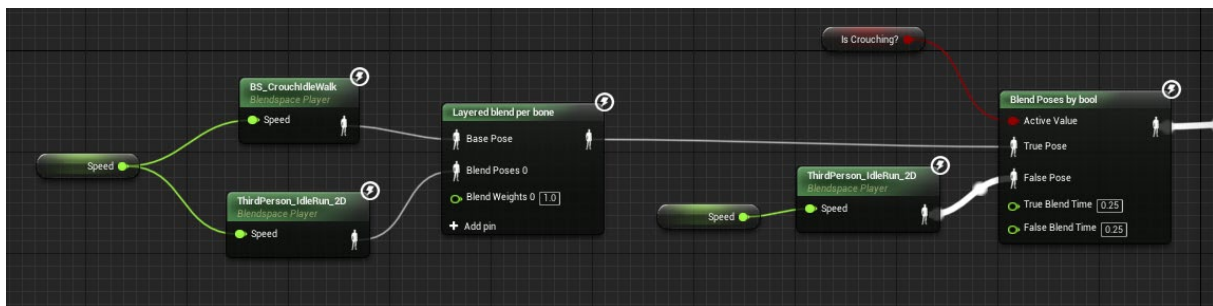
2. Set up Animations

The plugin contains an already set up example character blueprint. To use your own character, first retarget the provided animations inside the “InstantCameraAnimations” folder to your characters skeleton. Of course, you can also create your own animations using the provided ones as reference.

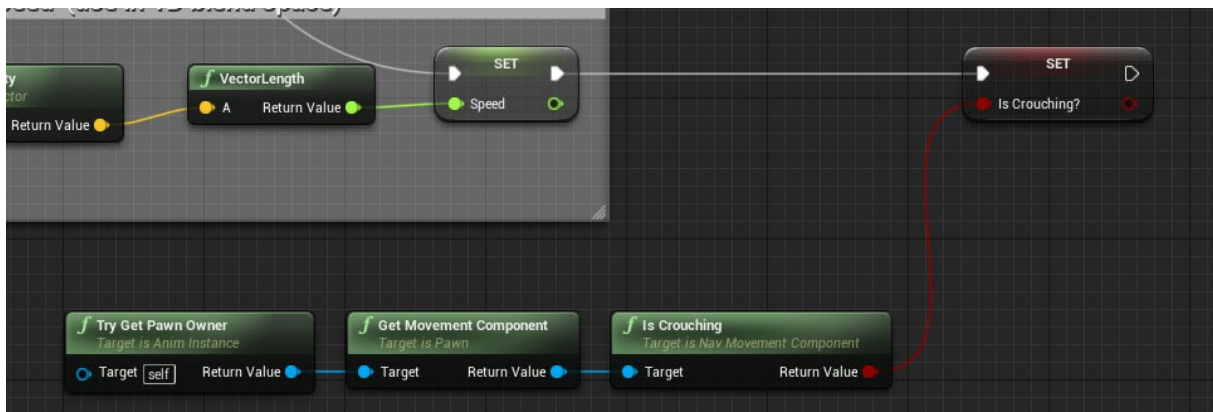
Open your player's animation blueprint and add the following nodes to your state machine, so the just retargeted animation montage can be accessed.



The example player character has a simple crouch functionality. If you want to use this as well add the following nodes to your base locomotion:

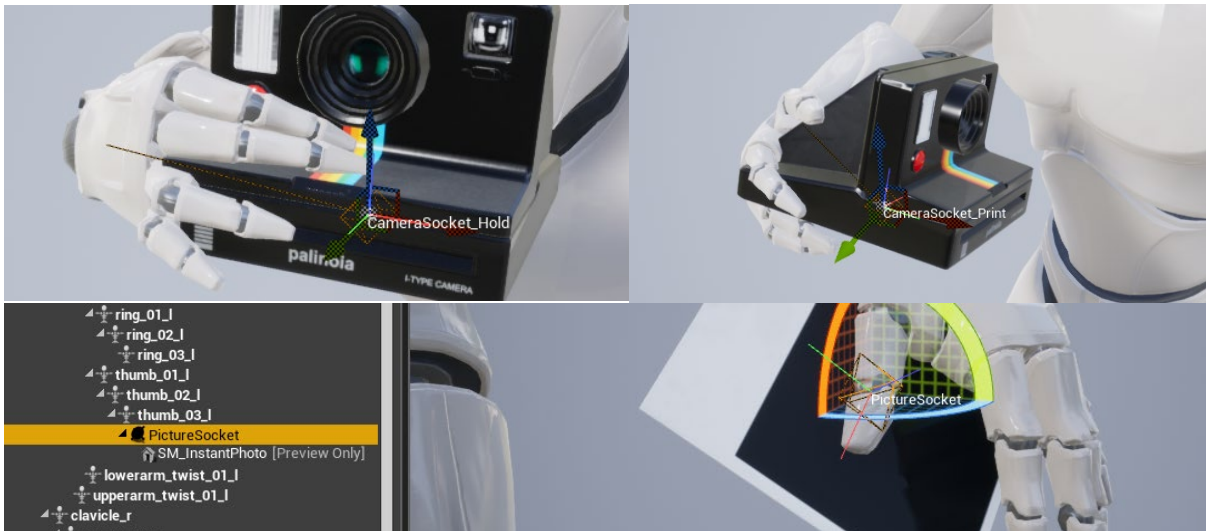


Also set up your "IsCrouching" Boolean in the event graph as following:



Now open your character's skeleton and add the following sockets (make sure you have named them the same as I did here):

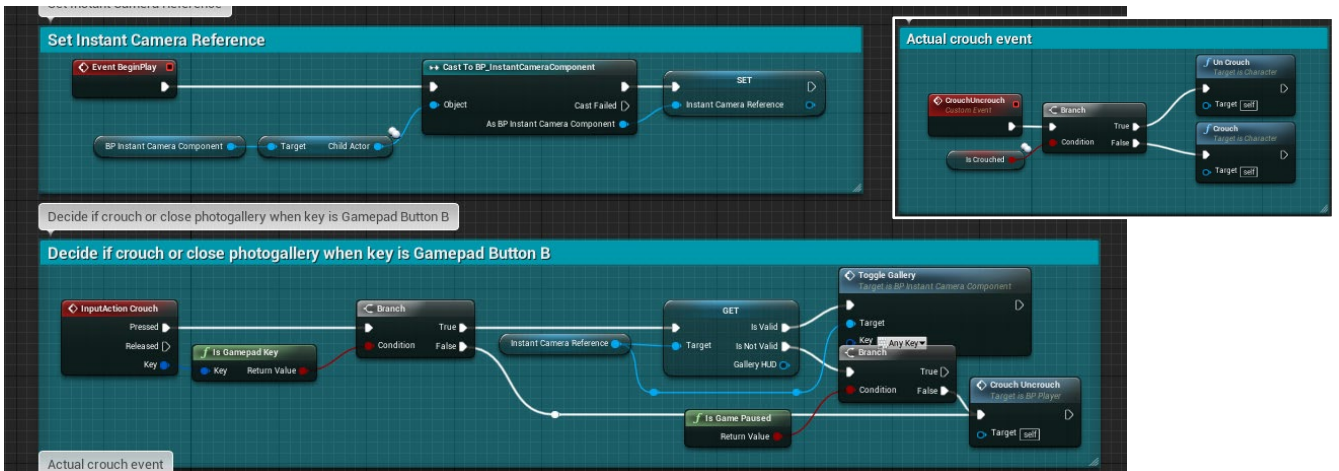
1. PictureSocket – add this socket to the thumb of the hand that will grab the picture. Location and Rotation are not important.
2. CameraSocket_Print – Add this socket to your characters right hand bone. Add the camera as preview mesh and select the print photo animation as preview and transform the new socket to make it fit the camera.
3. CameraSocket_Hold – Also add this socket to the right hand bone. Then, as you did before, add the preview mesh and select the camera set animation as preview and adjust the socket transform.



3. Character Blueprint

Next, open your player character's blueprint and add BP_InstanCameraComponent as child actor to it. You can drag and drop it there, or just click on the Add Component button and choose it from the list.

Copy the blue commented nodes from the example character blueprint (BP_Player) to your own character blueprint and add missing variables by rightclick -> create variable.



You will probably have to delete "Crouch Uncrouch" and add the node again manually if it's marked red. You can now open BP_InstanCameraSettings and change the settings you find in there if you want.

Note: Using the Settings-Structure doesn't work in all engine versions. You may need to open the instant camera component and change the variable "CameraSettings" there manually.

4. Deleting Pictures

If you want to delete all taken pictures, you can use the "Delete all Pictures" function inside the Instant Photo Camera Component. An example on how to call this event is set up inside the example character "BP_Player".

With the new version you are able to select and delete single pictures from within the gallery as well!

You now are ready to go!

Have fun with this content and please tell me if you're facing problems of any kind with it. Please also leave a good rating if you're happy with this package. If you don't feel like giving 5 stars, please tell me what I can do to change that.

Thank you so much for buying and using my content. Feel free to leave some feedback and suggestions. Leave a comment under the product info or write a mail to: contact@dennispauly.com

// Dennis Pauly (palinoia gamedev), 2019