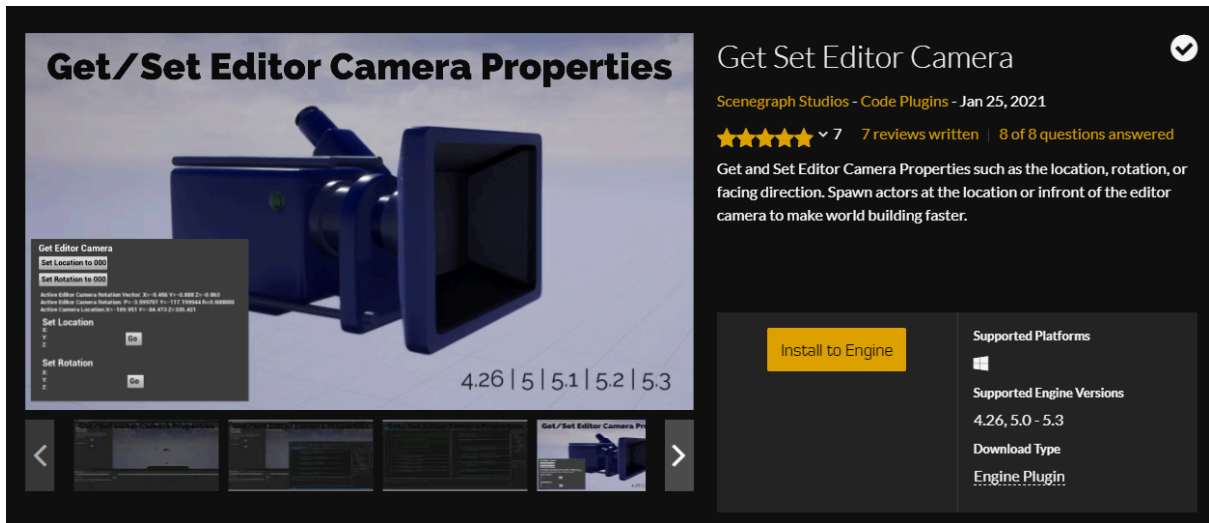


# Installing the Plugin

Find the plugin on the unreal market place



Install the plugin to the necessary engine

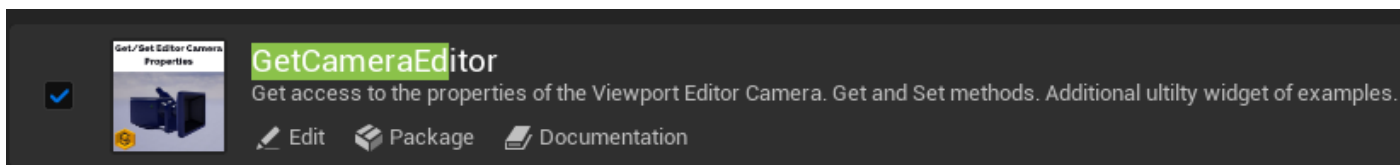
## Install Plugin

Slot to add plugin to: 5.2 ▼



We work hard to update the plugin to the latest versions of the engine. If you need any changes, please contact us.

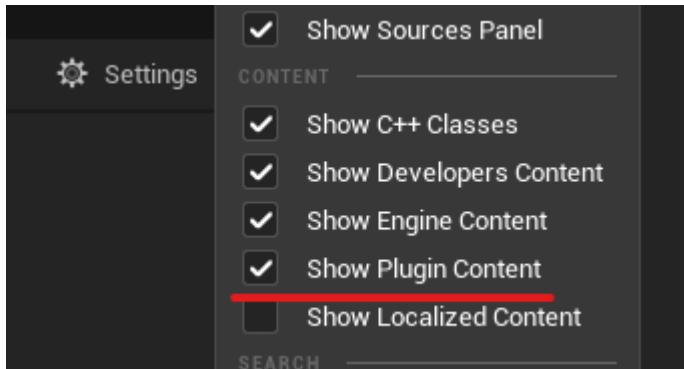
Create a new or use an existing unreal engine project and enable the plugin in the plugins window.



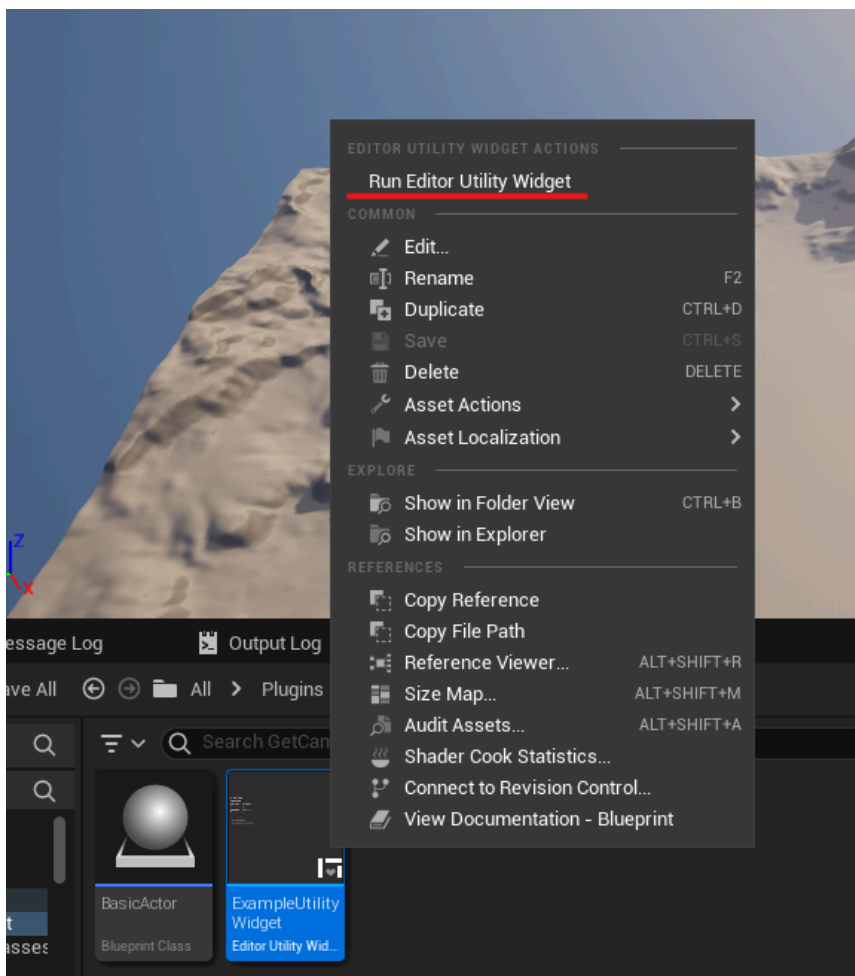
You will be prompted to restart the project. Please do so.

## Using the plugin

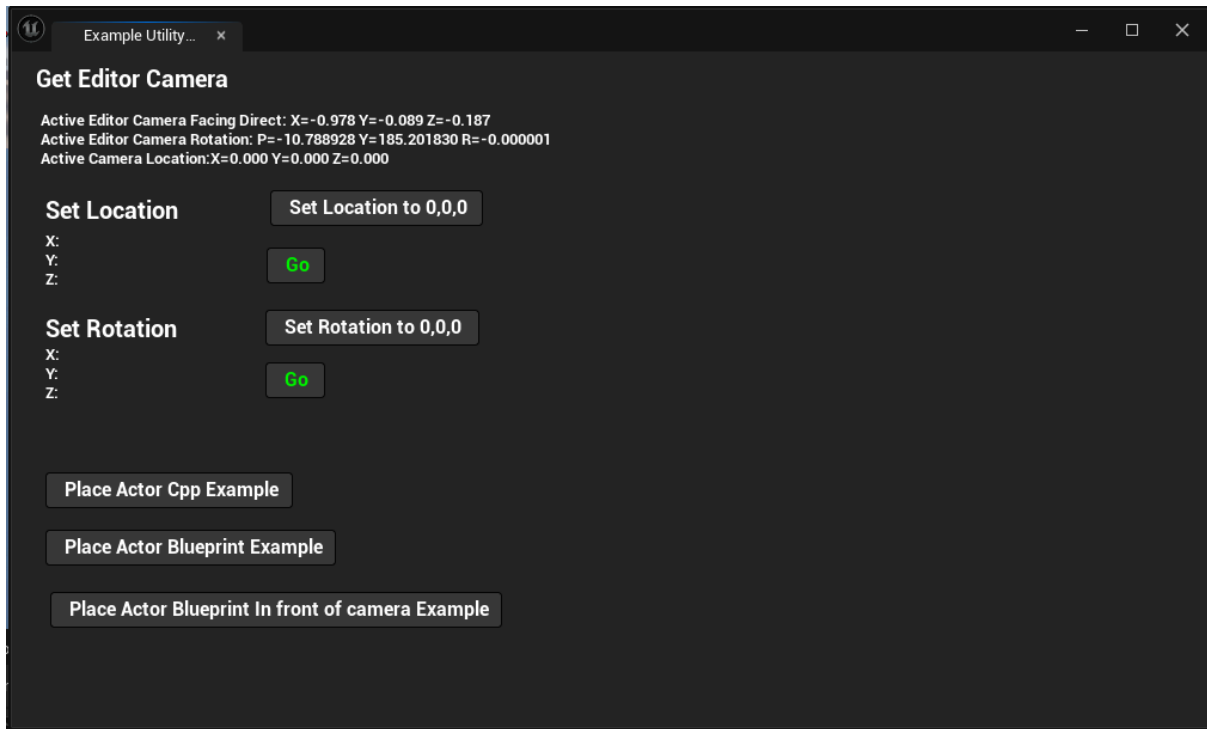
Enable “Show Plugin Content” under the settings in the content browser



Find the folder named GetCameraEditor Content then right click the ExampleUtilityWidget blueprint and run it.



You should now be able to see this window and use the plugin.

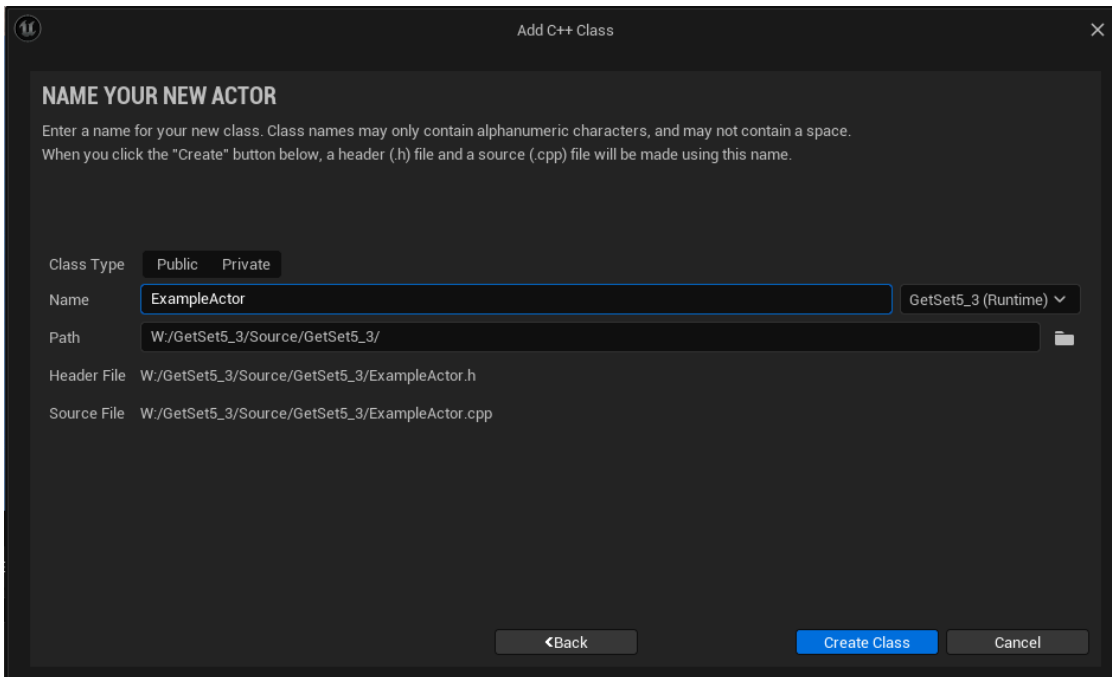


## Accessing the Blueprint Function Library

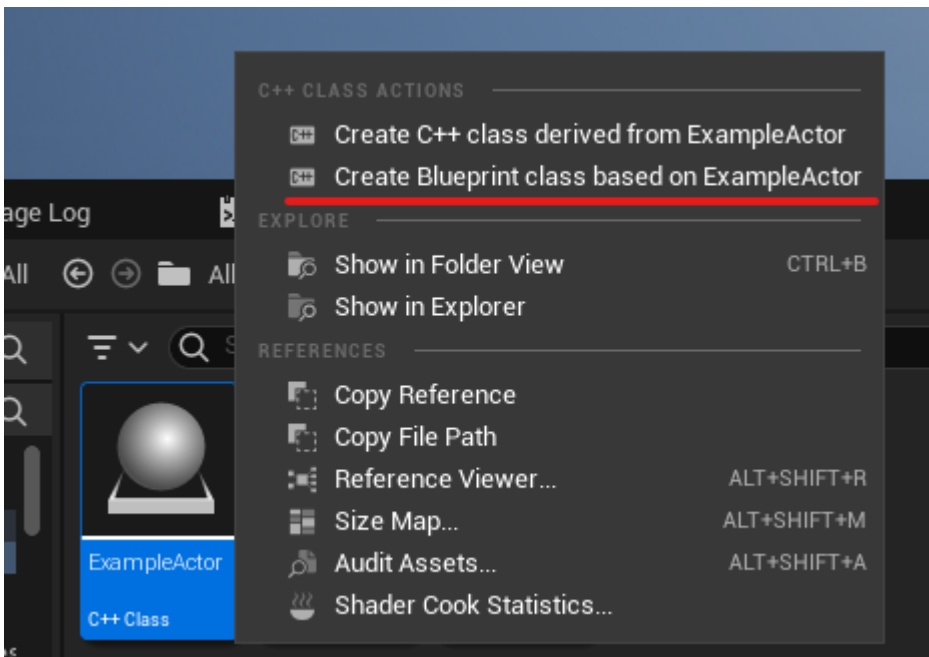
To enable your blueprint to access the GetCameraEditor blueprint function library you first need to create a cpp (C++) class that will be used for the blueprint.

In this example we will use an actor.

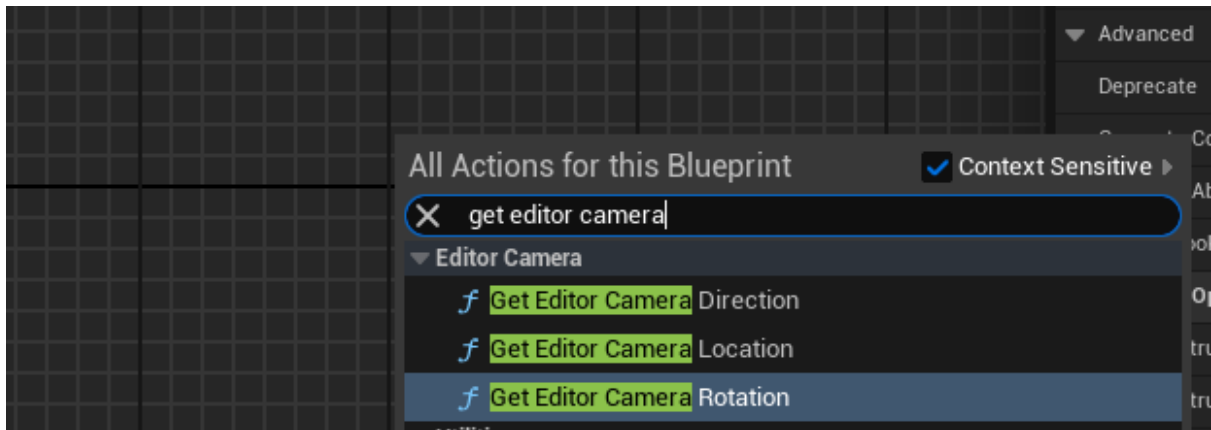
Make sure that the cpp class you are creating is inside of "GetCameraEditor C++Classes > GetCameraEditor > Public".



Once the actor is created you can create a blueprint based on the cpp class by right clicking the cpp class and selecting Create Blueprint class based on your\_class\_name. This blueprint can be saved anywhere in the project



Then you should be able to access the functions within your Blueprints.



## Use Cases

This plugin has been created for 2 reasons;

1. For us to understand how to use the utility widget extending the functionality of the editor (hopefully you will learn how to use it as well).
2. Quickly spawning objects in front of the editor camera instead of drag and drop from the content panel.

Is it worth all the hassle to bring open the utility widget where you can simple drag and drop a model... well it depends.

We like it when we are quickly spawning out our 3D Slides we use within presentations we create in Unreal making 3D and 4D PowerPoint style presentations. Our slides can float anywhere within a level so this is good for that.

Let us know how you are using the plugin or if you need a hand with anything. This is free, and always will be.

[info@scenegraphstudios.com](mailto:info@scenegraphstudios.com)

Thanks