CreateAccess

Learning Guide

Connect Pop-Up Dialog Devices and Audio Files to Assets in Unreal Editor for Fortnite

Contents

Introduction
Step 1: Getting started
Step 2: Add a Capture Area
Step 3: Add a Pop-Up Dialog Device
Step 4: Assign a trigger event to a Pop-Up Dialog Device
Step 5: Add a second Pop-Up Dialog Device
Step 6: Add Audio
Step 7: Assign a trigger event to an audio file
Lesson Closure

Video Learning Guide for this Lesson
youtube.com/watch?v=I3miUyap2Lk

Introduction

In this Guide, you will learn how to add Pop-Up Dialog Devices and audio files to a Fornite island using Unreal Editor for Fortnite (UEFN). You can then connect them to assets, such as 3D models, so that a Pop-Up Dialog Box appears or an audio file plays when the player approaches the asset. This can be useful when you want to provide information about assets on your island, as you might in a virtual museum or other interactive 3D experience.

By the end of this lesson, you should have the skills to add Pop-Up Dialog Devices, Audio Players, and audio files to your island and begin to configure them as you wish.

Prior Knowledge Check

To successfully complete this lesson, you should:	Resources:
☐ be familiar with the basics of the UEFN User Interface and moving around in UEFN ☐ have an in-progress project in UEFN that includes at least one 3D model that you'd like to connect to a Pop-Up Dialog Device and/or an audio file ☐ have an audio file saved in a .wav format. Note that the audio file you use should be original (such as a recording of your voice or your own musical composition) to avoid any copyright concerns	• *Unreal Editor for Fortnite User Interface Basics* • *Create a 3D Model Using Polycam*

Step 1: Getting started

Launch UEFN and access the project you're working on. This lesson assumes that you have a project in progress, with at least one asset on your island, such as a photogrammetry model on a display. Locate an asset that you'd like to connect to a Pop-Up Dialog Device, which will cause a Pop-Up Dialog Box to appear on the screen when the player approaches the asset.

Step 2: Add a Capture Area

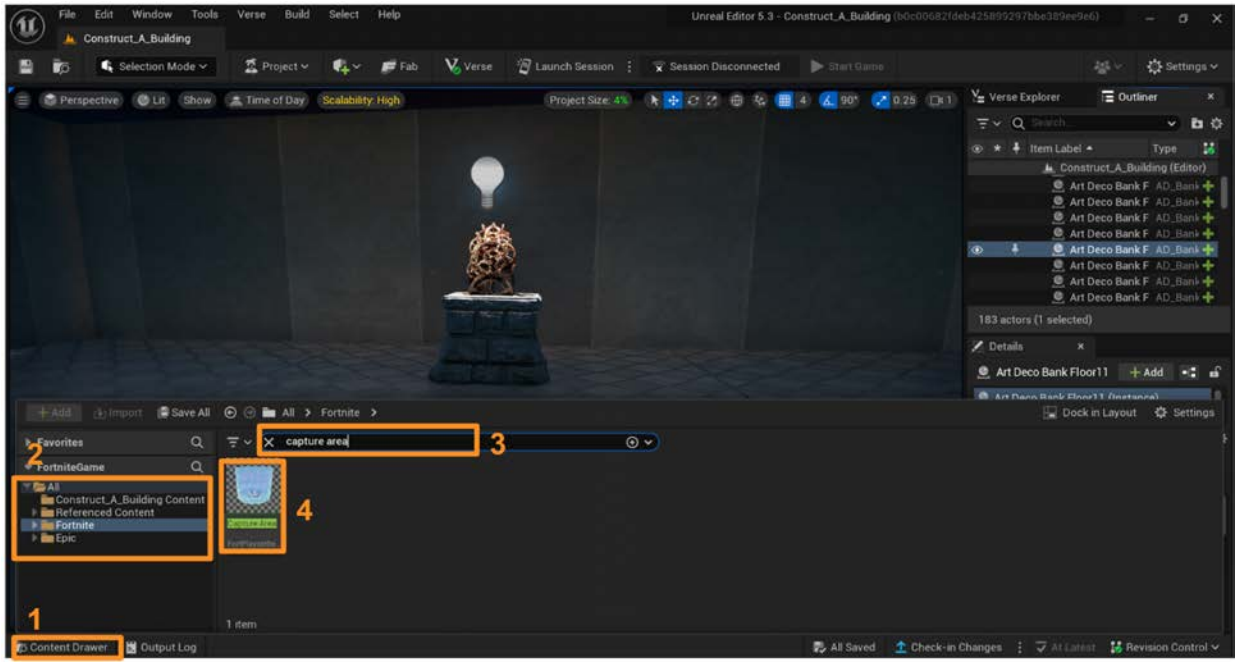
Preview

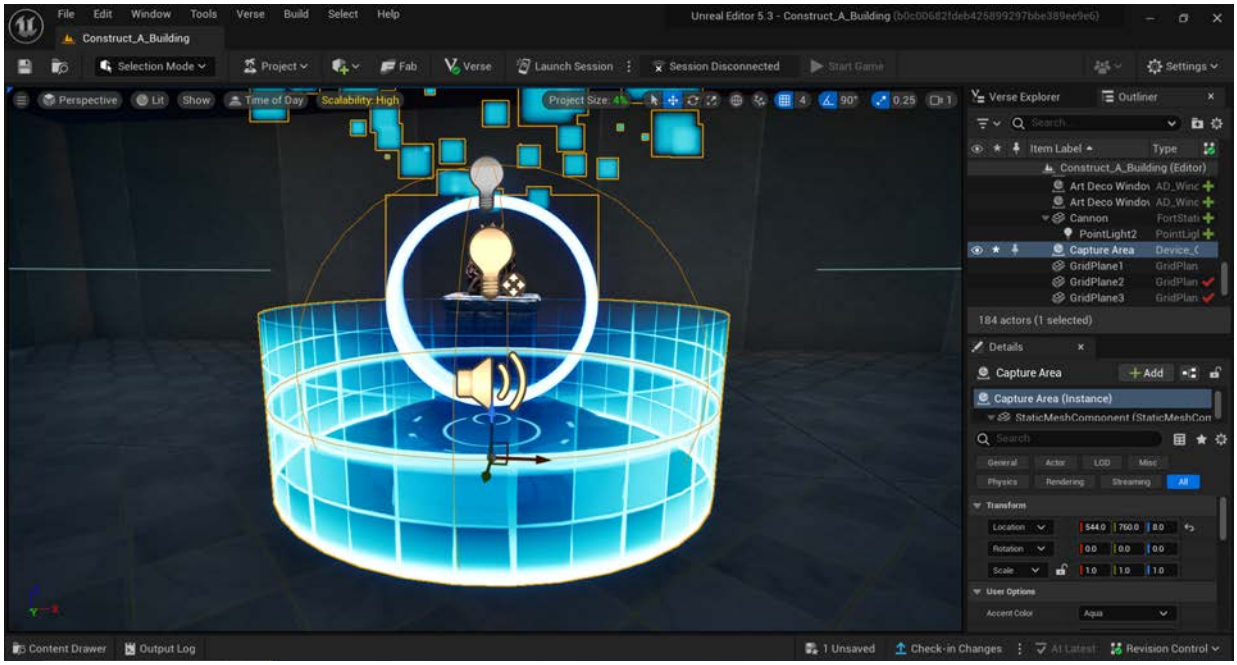
The first step in connecting a Pop-Up Dialog Device to an asset is adding a Capture Area around or near the asset. A Capture Area is a zone that can trigger different events when a player steps inside it. The size and location of the Capture Area are up to you.

Explore

DRAG A CAPTURE AREA ONTO YOUR ISLAND

Open the **Content Drawer** (1) and access the **Fortnite folder** (2). With the Fortnite folder selected, type “Capture Area” into the **Search Box** (3). Click and drag the **Capture Area** (4) that appears in your Content Drawer onto your island near your selected asset.

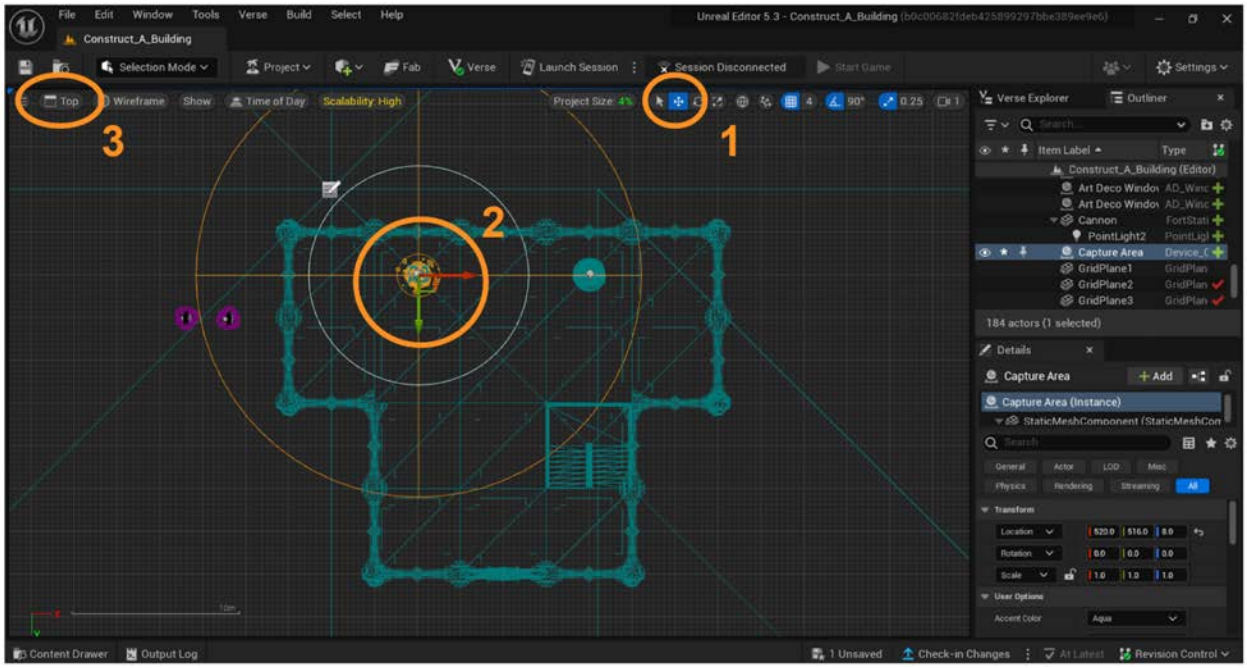




POSITION THE CAPTURE AREA

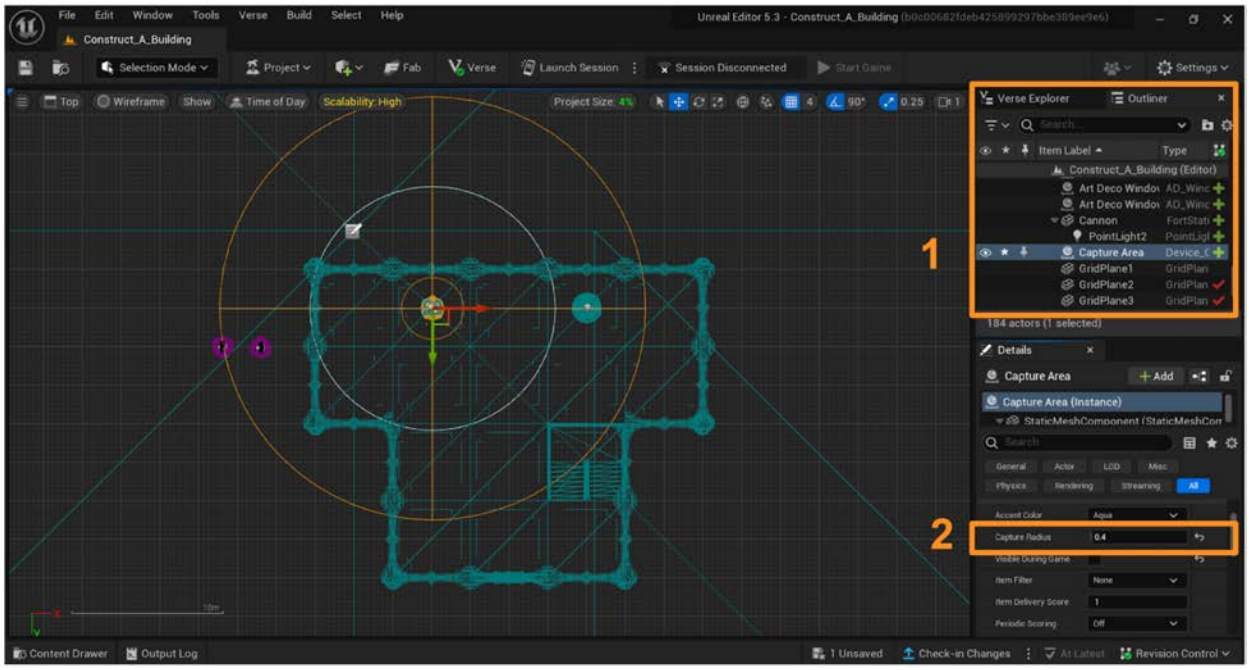
Position the Capture Area as you wish using the **Translate gizmo** (1). Click and drag the handles on the gizmo (2) to move the Capture Area. You may want to surround your asset with the Capture Area so the Pop-Up Dialog Box appears any time the player approaches the asset from any direction.

To gain more control of the placement of the Capture Area, you may wish to switch to an orthographic view. Click the button (3) in the top left corner of the Viewport, and select your preferred orthographic view. The “Top” view is likely to be useful in this case, as you can see the Capture Area and asset as though you were looking down at them.



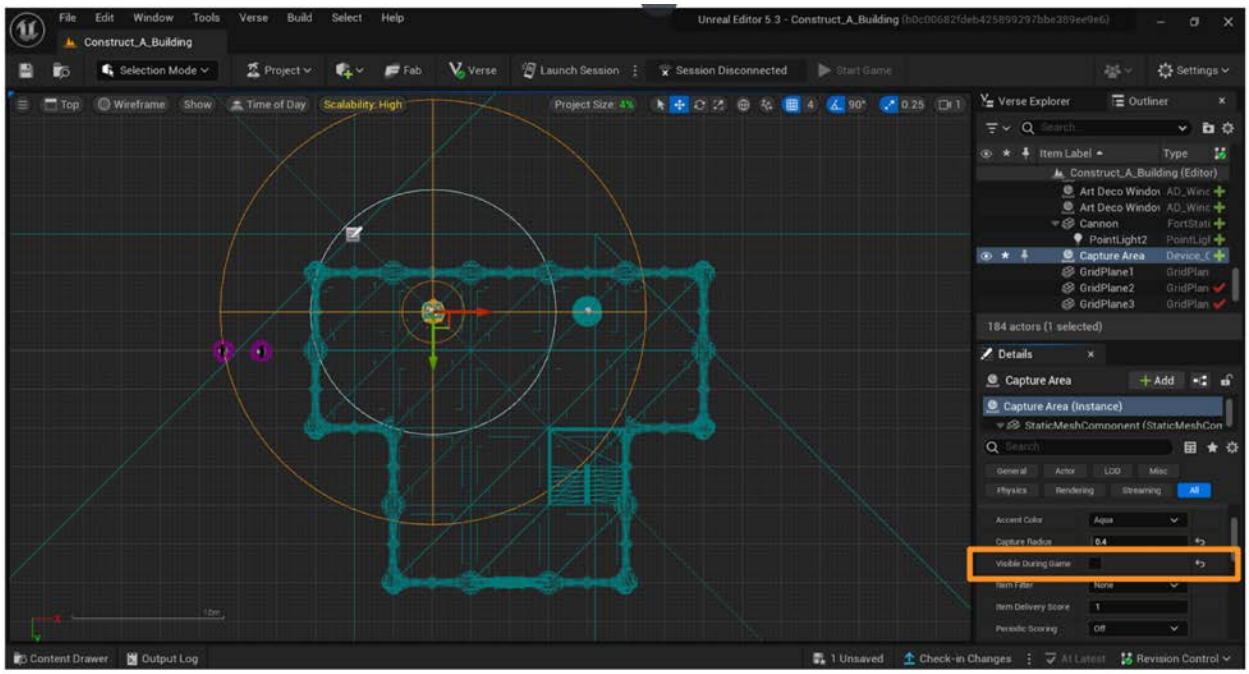
RESIZE THE CAPTURE AREA

To change the size of the Capture Area, select the Capture Area in the **Outliner** (1). Note the “Capture Radius” (2) under “User Options” in the Details Panel below the Outliner. You can adjust the Capture Radius to a bigger or smaller number depending on whether you want a bigger or smaller Capture Area. In an orthographic view, the circle around the Capture Area reflects the radius value. Experiment with different options until you are satisfied with the outcome.



ADJUST THE CAPTURE AREA'S VISIBILITY

In the Details Panel below the Capture Radius, you should see the words "Visible During Game," with a checkbox next to it. You may wish to uncheck this box so that the Capture Area itself is not visible during gameplay, as it can be a distraction.



Self Check

Could you add a Capture Area and configure it as you wanted to?

Step 3: Add a Pop-Up Dialog Device

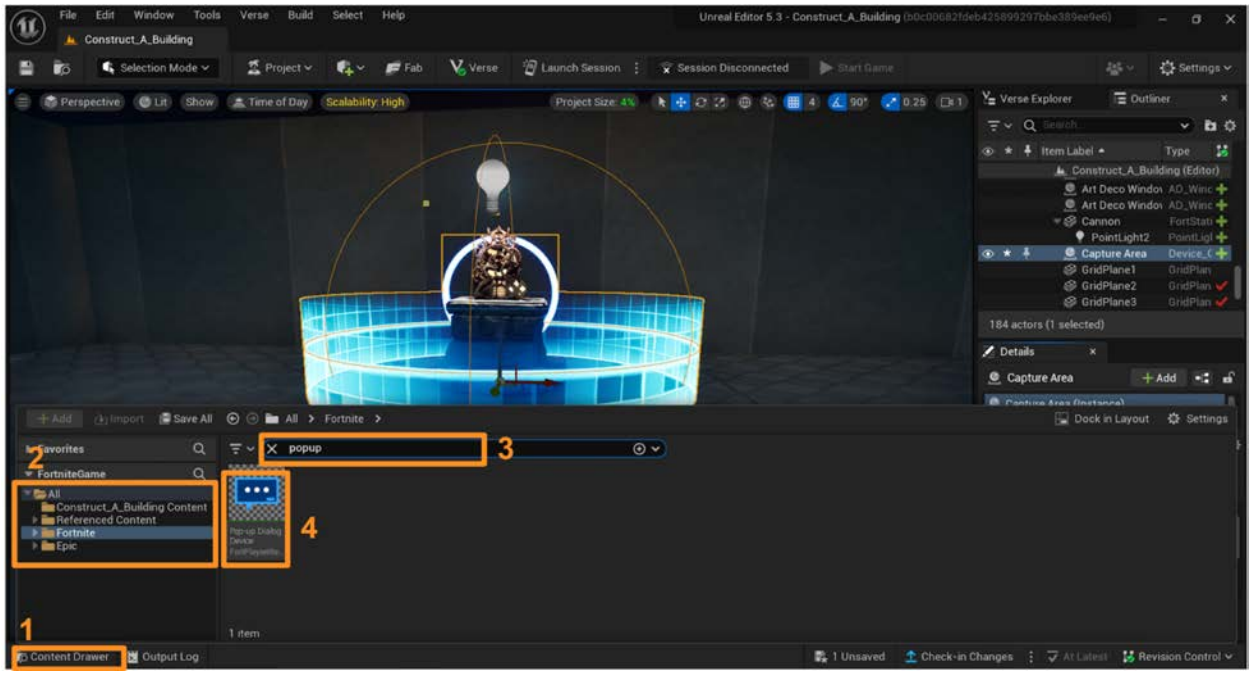
Preview

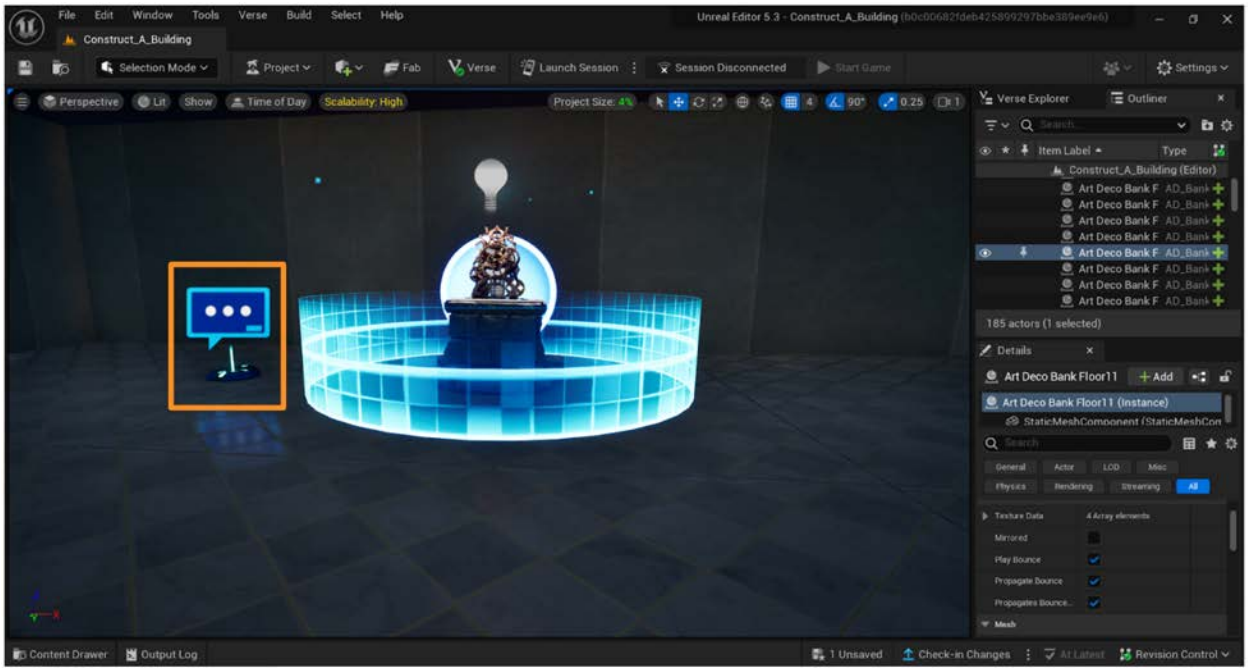
You can add a Pop-Up Dialog Device that will be activated when a player enters the Capture Area you just set up. The Pop-Up Dialog Device will cause a Pop-Up Dialog Box with text of your choosing to appear when the player enters the Capture Area.

Explore

DRAG A POP-UP DIALOG DEVICE ONTO YOUR ISLAND

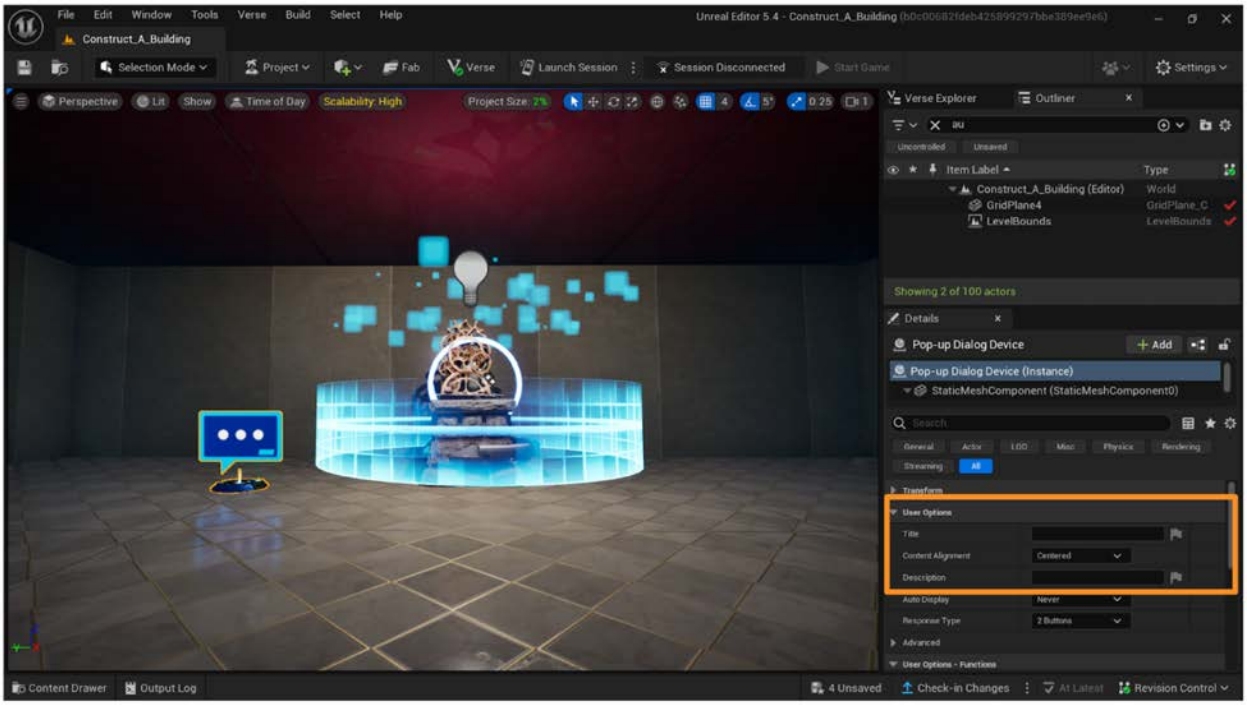
Open the **Content Drawer** (1), select the **Fortnite folder** (2), and search for “popup” in the search box (3). The **Pop-Up Dialog Device** (4) should appear. Drag the Pop-Up Dialog Device onto the island. It can be placed anywhere, but if you intend to add multiple Pop-Up Dialog Devices to your island, it makes sense to locate it somewhere near the Capture Area it’s connected to so you can stay organized.





ADD A TITLE AND DESCRIPTION FOR THE POP-UP DIALOG BOX

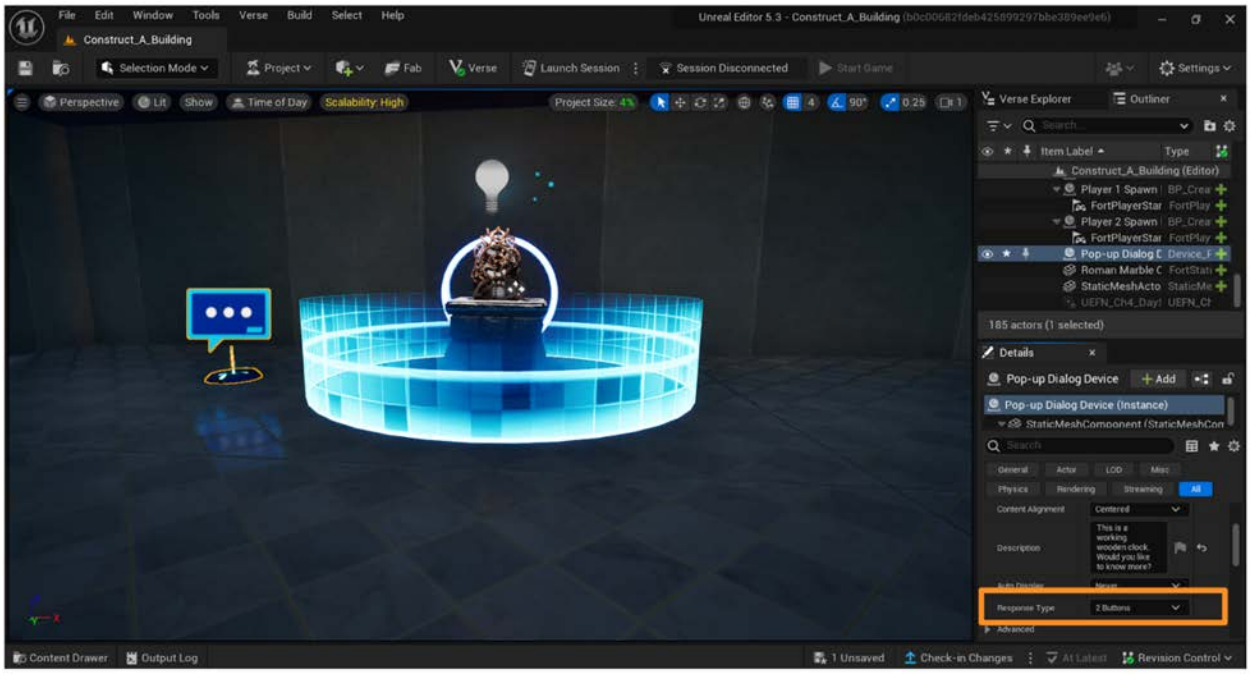
Select the Pop-Up Dialog Device in the Outliner. Access the Details Panel below it, and locate the “User Options” section. Choose a Title and a Description for your Pop-Up Dialog Box. The Title and Description are what the player will see on the Pop-Up that appears when they enter the Capture Area. Add the text you would like to appear as the Box’s title next to “Title,” and add a description next to “Description.”



ADJUST THE BUTTONS ON THE POP-UP DIALOG DEVICE

To make the player's experience more interactive, you might choose to include a question in your description, and configure buttons that allow the player to respond. For example, you might provide basic information about your asset on the first Pop-Up Dialog Box, then ask the player if they would like to know more, with the ability to respond "Yes" or "No." You can configure a second Pop-Up Dialog Box to appear with additional information if the player responds "Yes." In this case, change the "Response Type" to "2 Buttons" if it is not already set that way. You can experiment with other properties of the Device if you wish.

Next, in the "Advanced" dropdown, change the text associated with each button to be what you wish. For example, if you want to ask the player if they'd like to know more about the model, you can change the Button 1 text to "Yes," and the Button 2 text to "No."



If you don't wish to add a second Pop-Up Dialog Device that is connected to this one, you can simply choose "1 Button" for the "Response Type," and add text such as "Close" or "Ok" to the button so the Pop-Up Dialog Box will disappear when the player clicks the button.

Self Check

Could you add a Pop-Up Dialog Device to your island and configure it as you wish?

Step 4: Assign a trigger event to a Pop-Up Dialog Device

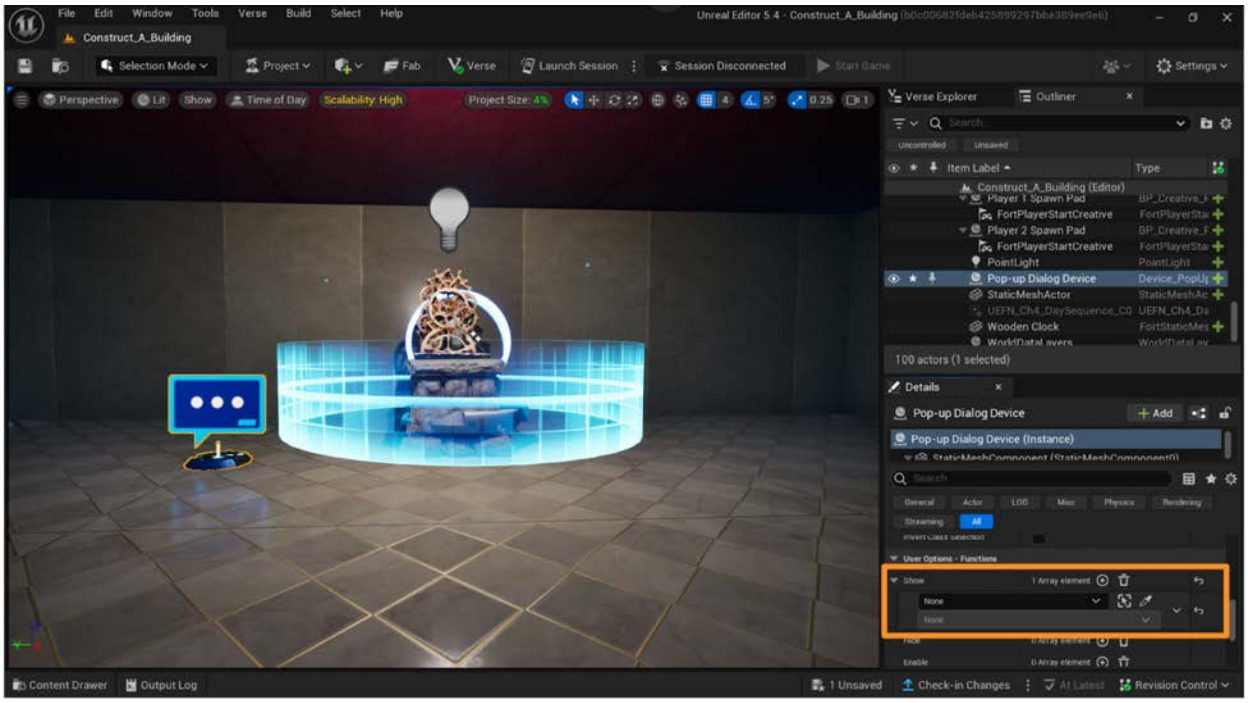
Preview

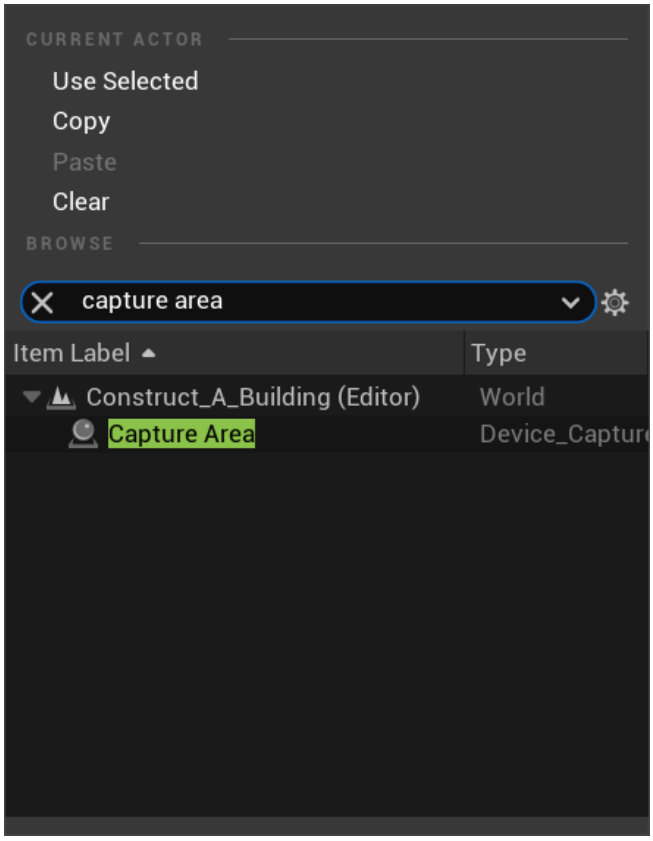
Now that a Pop-Up Dialog Device has been added to the island, you will need to determine the circumstances under which the Pop-Up Dialog Box it generates will be displayed. In this example, the Box will appear when a player enters the Capture Area.

Explore

CONNECT THE POP-UP DIALOG DEVICE TO THE CAPTURE AREA

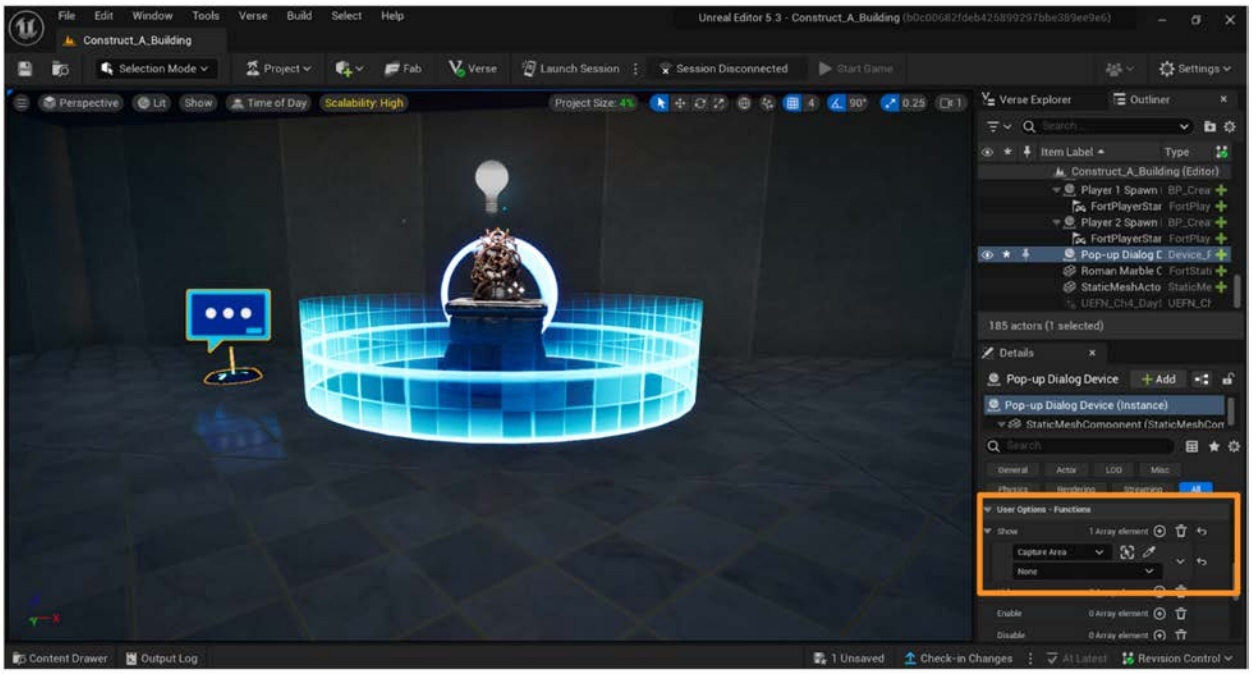
Select the Pop-Up Dialog Device in the Outliner, and go to the “User Options - Functions” area in the Details Panel. Click on the + sign next to “Show”. Click on “None” to generate a dropdown, search for “Capture Area” in the menu that pops up, and then click on “Capture Area.” The upper “None” entry in the Details Panel should change to “Capture Area.”

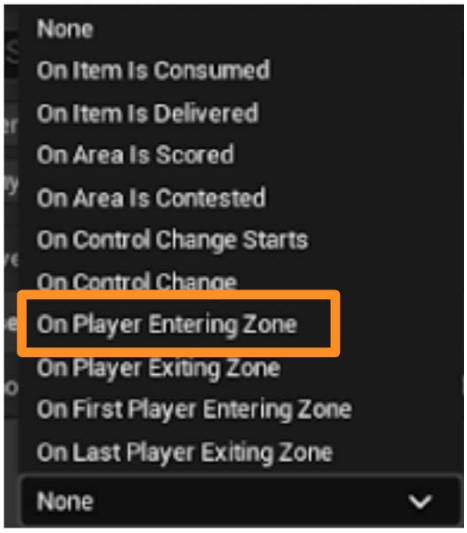




CHOOSE A TRIGGER EVENT THAT MAKES THE POP-UP DIALOG BOX APPEAR

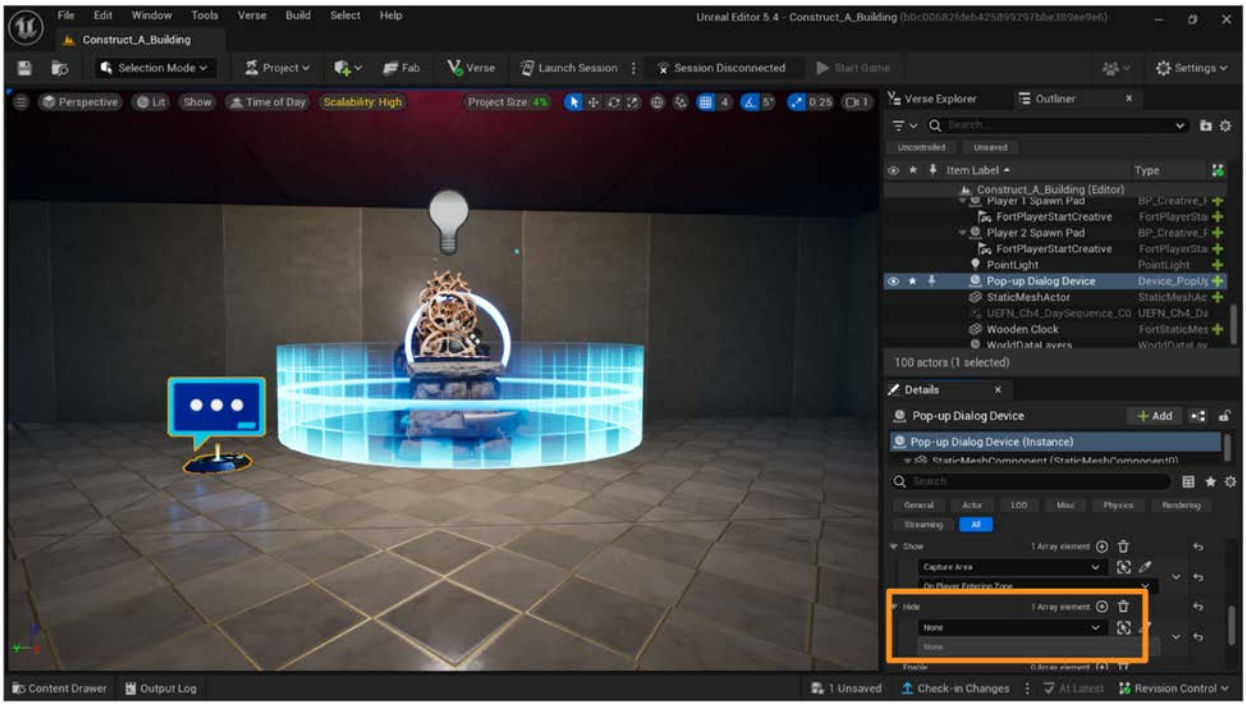
Locate the dropdown just below the dropdown where you just selected the Capture Area (which defaults to “None”). You should see a list of the possible events that would trigger the Pop-Up Dialog Box to appear. Selecting the “On Player Entering Zone” option will cause the Pop-Up Dialog Box to appear when the player enters the Capture Area.

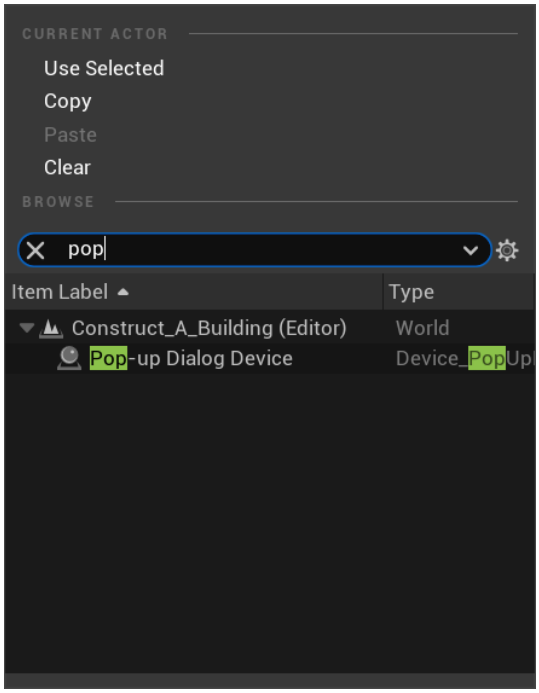




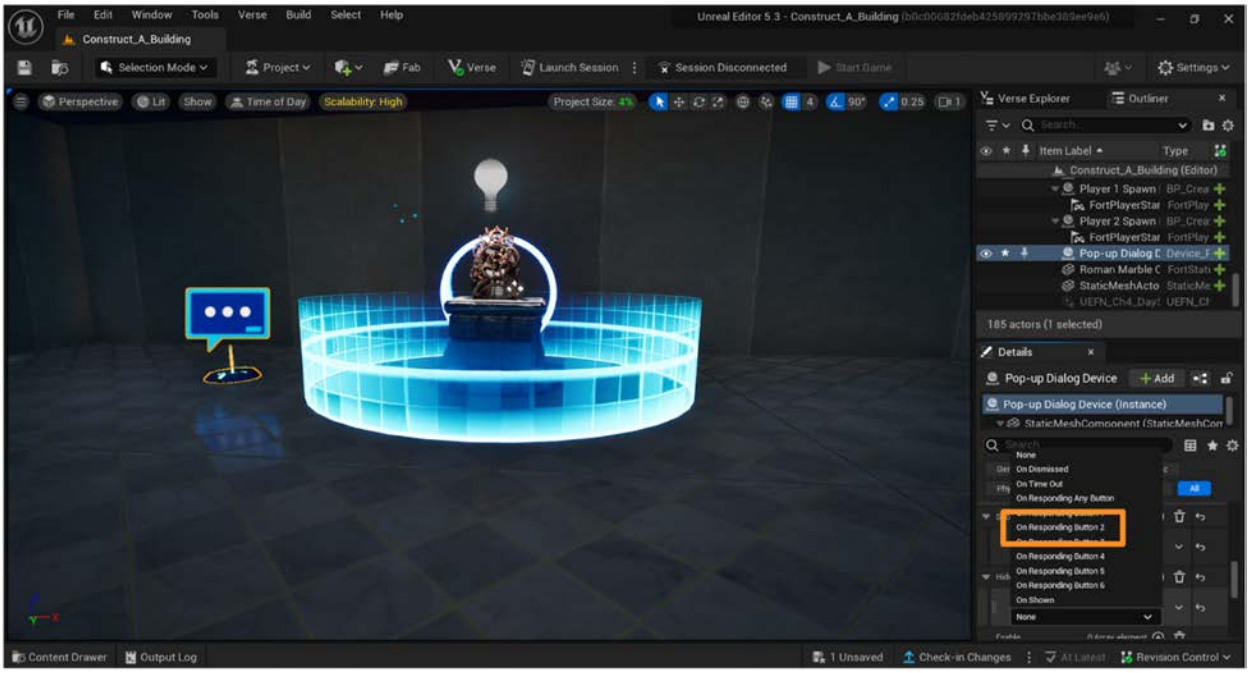
CONFIGURE THE POP-UP DIALOG BOX TO DISAPPEAR BASED ON PLAYER RESPONSE

In the next step, you will learn how to set up a second Pop-Up Dialog Device so that a second Pop-Up Dialog Box appears if the player answers “Yes” to your query and wants more information. However, if the player answers “No,” you will need to configure the first Pop-Up Dialog Box to disappear. To accomplish this, select the Pop-Up Dialog Device in the Outliner, and click the “Hide” dropdown in the Details Panel. Search for “pop” (no quotation marks). Select the Pop-Up Dialog Device.





In the “Hide” section of the Details Panel, click the lower dropdown that defaults to “None.” This should bring up the list of possible triggers that cause the Pop-Up Dialog Box to be hidden. Select “On Responding Button 2.” Button 2 on the Pop-Up Dialog Box has been assigned as an answer of “No” from the player, so when they click “No,” the Device will close.



Self Check

Could you assign the trigger event to the Pop-Up Dialog Device?

Step 5: Add a second Pop-Up Dialog Device

Preview

If you added two buttons to your first Pop-Up Dialog Device so that the player had two response options, you will need to set up a second Pop-Up Dialog Device. In this example, the first Pop-Up Dialog Box asks the player “Would you like to know more?” The second Pop-Up Dialog Device will be configured so a second Pop-Up Dialog Box will appear if the player answers “Yes,” and will provide more information about the model.

Explore

DRAG A POP-UP DIALOG DEVICE ONTO YOUR ISLAND, AND ADD A TITLE, DESCRIPTION, AND BUTTON

As you did in Step #3, access the Fortnite folder in the Content Drawer, search for “Pop-Up,” locate the Pop-Up Dialog Device, and drag it onto your island near its associated asset. With the Device selected in the Outliner, go to “User Options” in the Details Panel, and add a title and description for the second Pop-Up Dialog Device. For example, you might use a title such as

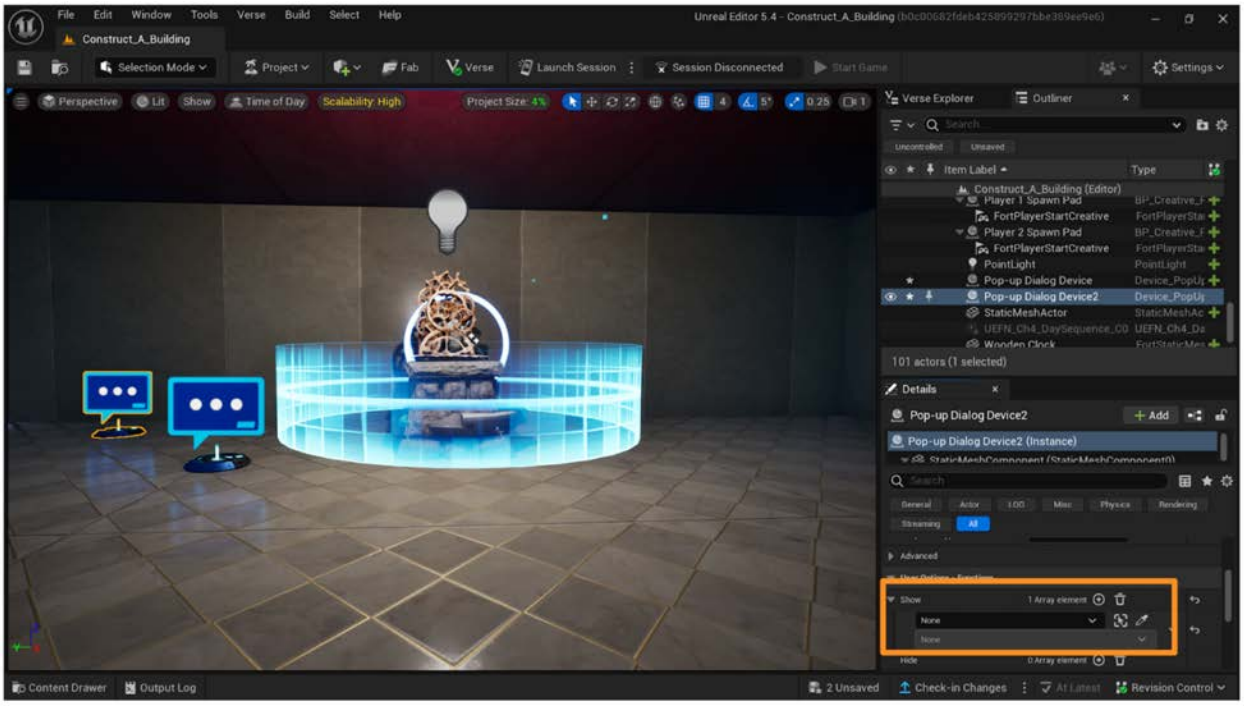
“[Model Name] More Information,” and a description that provides more detail about the model.

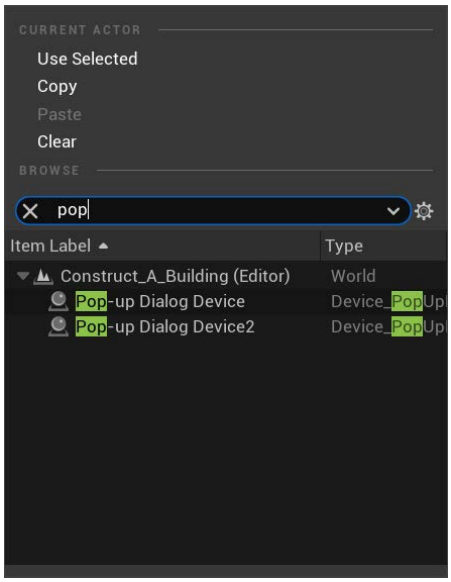
This Device will only require one button, which will make the Device disappear when the player presses it. Change the Response Type setting to “1 Button” and the Button 1 text to “Close.”

CHOOSE A TRIGGER EVENT THAT MAKES THE SECOND POP-UP DIALOG BOX APPEAR

In this example, the goal is for the second Pop-Up Dialog Box to appear when the player presses the “Yes” button on the first Pop-Up Dialog Box, NOT when the player enters the Capture Area. Therefore, you will follow a similar procedure as you did above, but you will choose a different trigger event.

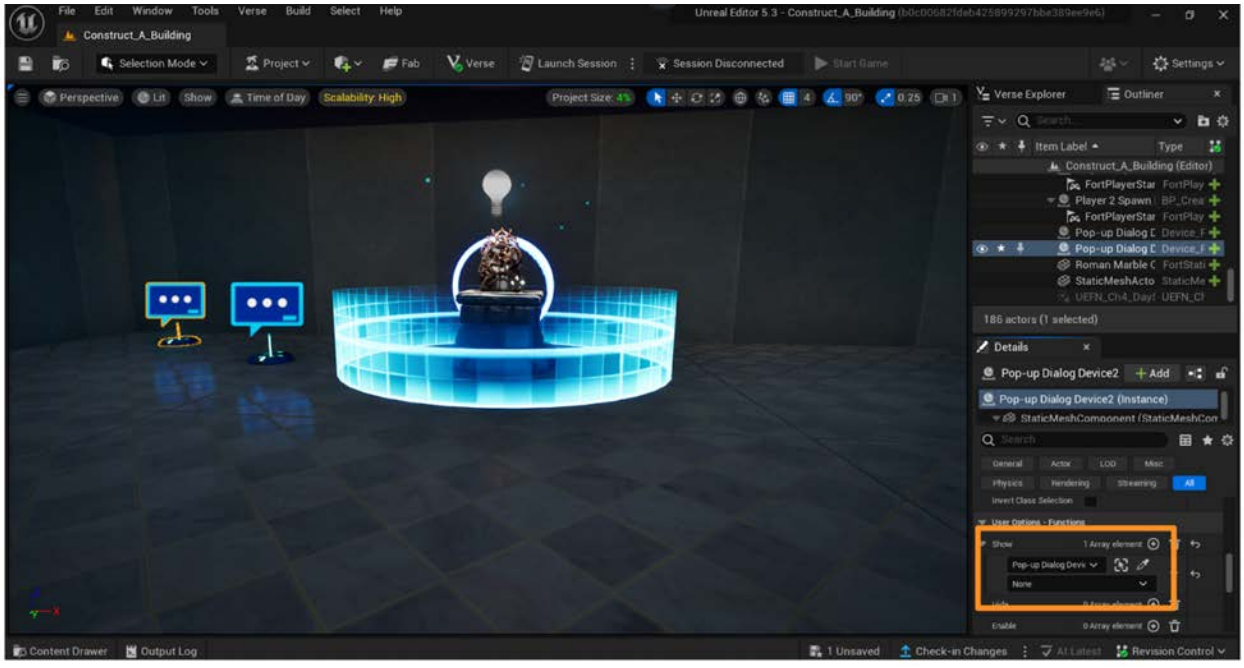
With the SECOND Pop-Up Dialog Device selected in the Outliner, navigate to the “User Options - Functions” area in the Details Panel and click the “+” sign to the right of “Show.” Click the “None” dropdown, and search for “Pop.”





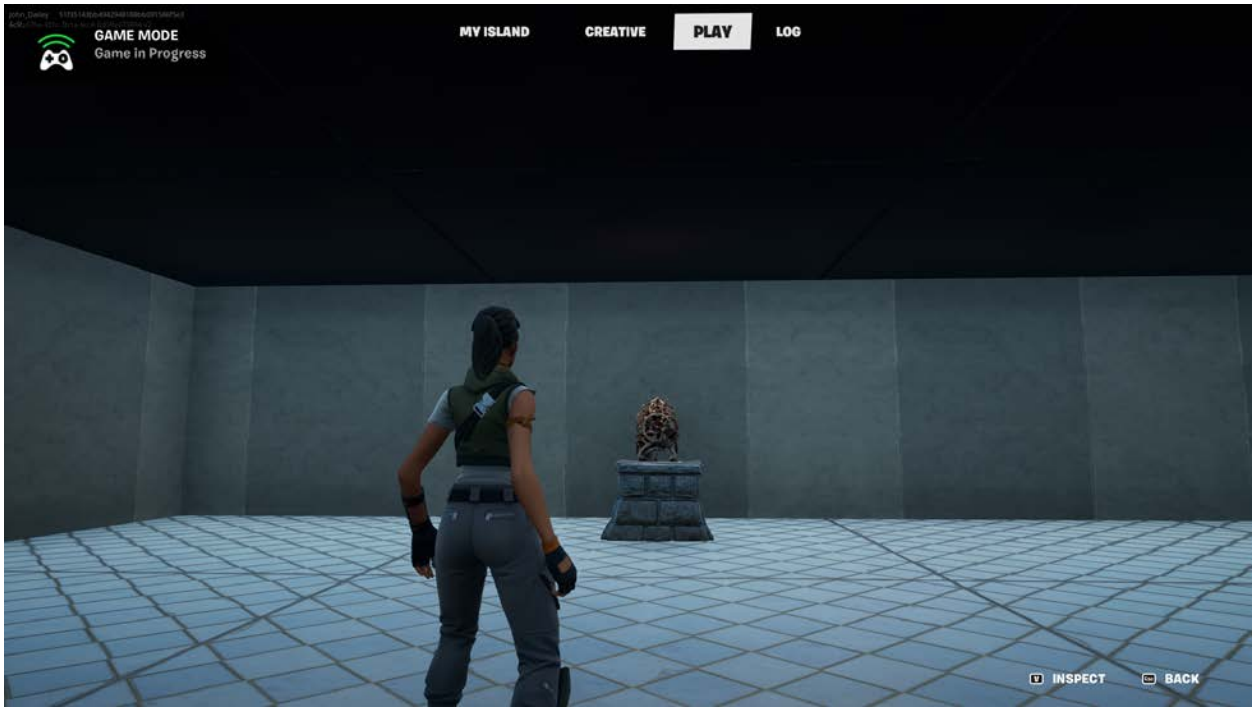
THIS IS IMPORTANT - the trigger that makes the second Pop-Up Dialog Box appear is Button 1 on the first Pop-Up Dialog Box. Therefore, be certain to select Pop-Up Dialog Device, NOT Pop-Up Dialog Device2, from the list.

Click on the lower “None” dropdown in the Details Panel and select “On Responding Button 1” from the choices. Although you could define the Hide property for the second Pop-Up Dialog Box to be tied to the “Close” button, this is not necessary - hitting “Close” (or whatever you defined as text for the button) will cause the Box to be hidden by default.

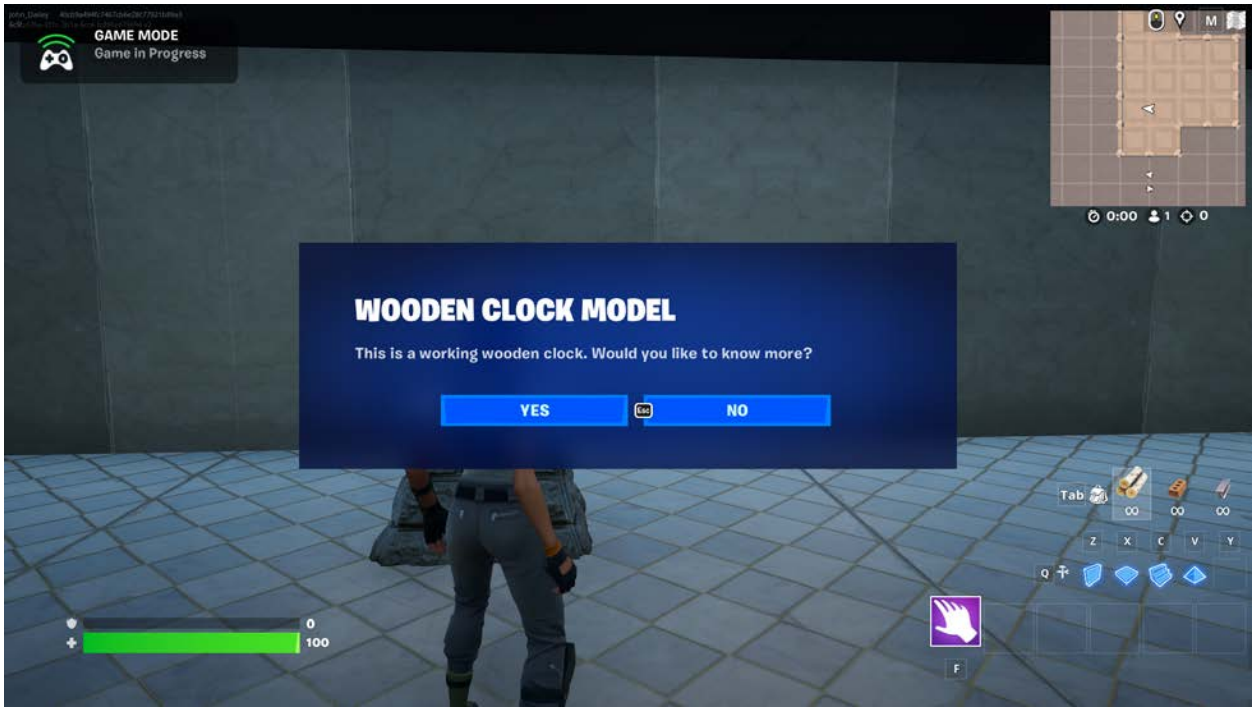


This is an example of what the sequence looks like in-game.

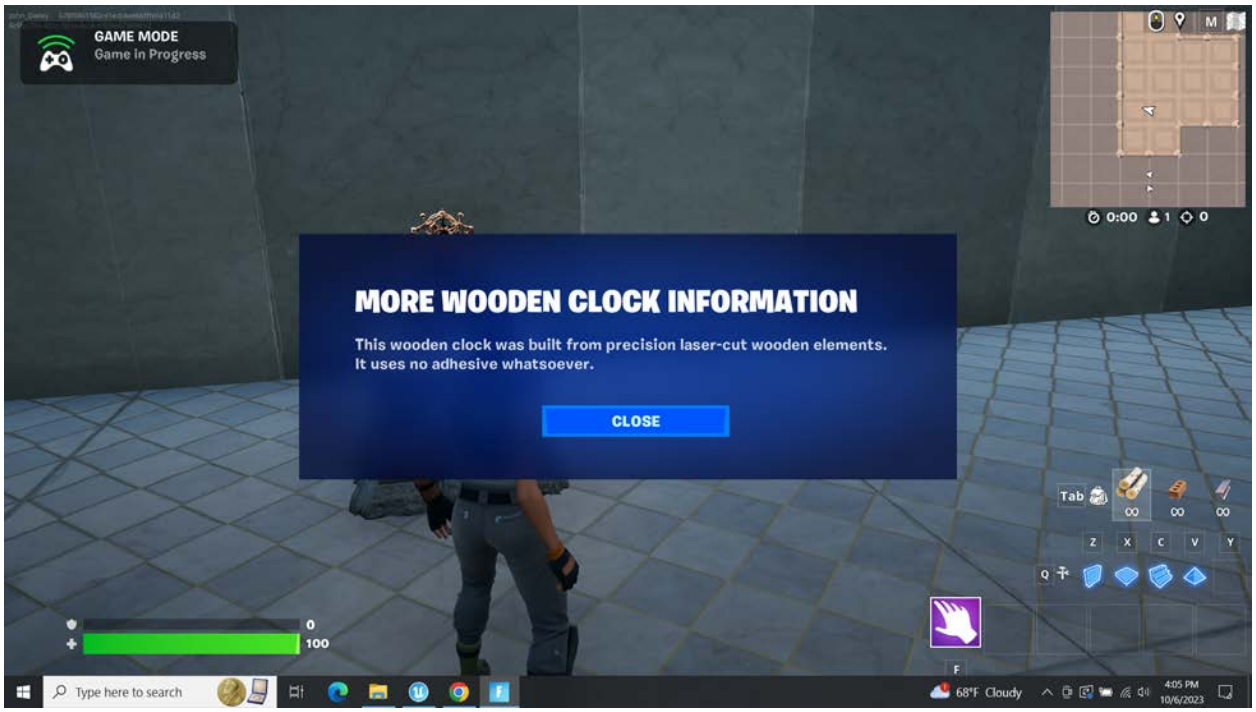
Before Entering the Capture Area



After Entering the Capture Area



After “Yes” was Clicked on the First Pop-Up Dialog Box



Self Check

Could you add a second Pop-Up Dialog Device, and configure your devices to achieve the effect you wanted?

Step 6: Add Audio

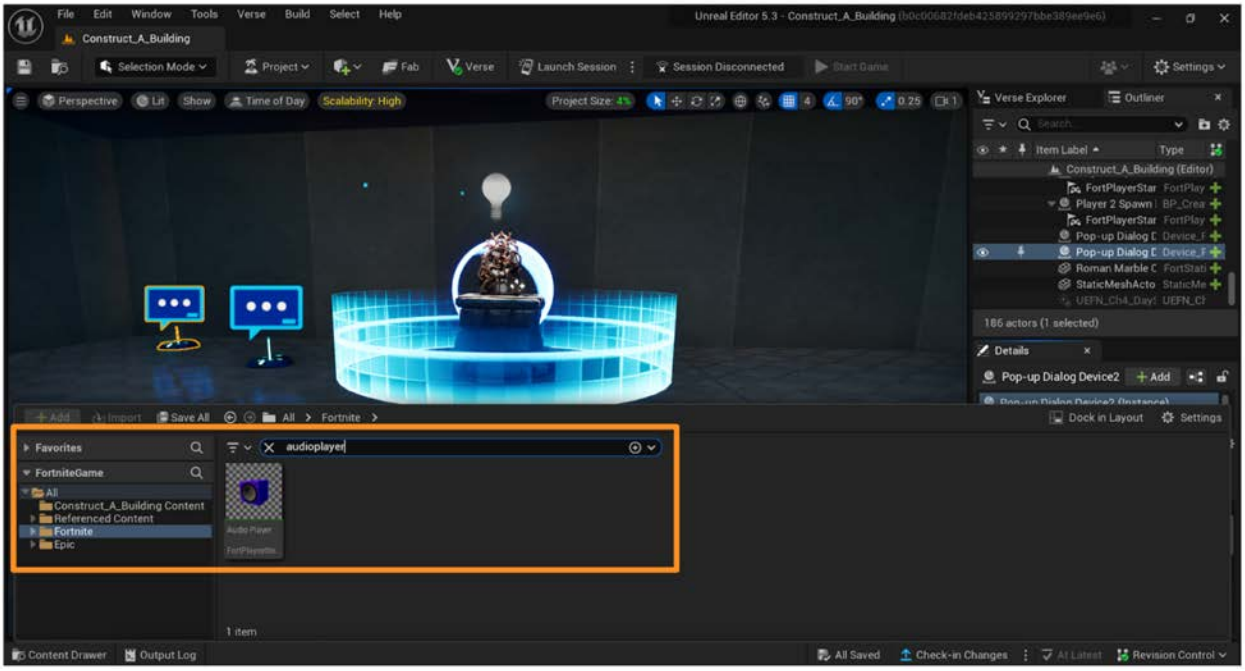
Preview

In addition to Pop-Up Dialog Devices being triggered when a player enters a Capture Area, audio files can be added to your island that will play when the player enters the Capture Area. You can use the audio that already exists within UEFN, but in this example, you will learn how to add a custom audio file. You will need to have an audio file recorded in a .wav format for this purpose. There are several free tools available online to convert different types of files to .wav files if you need them.

Explore

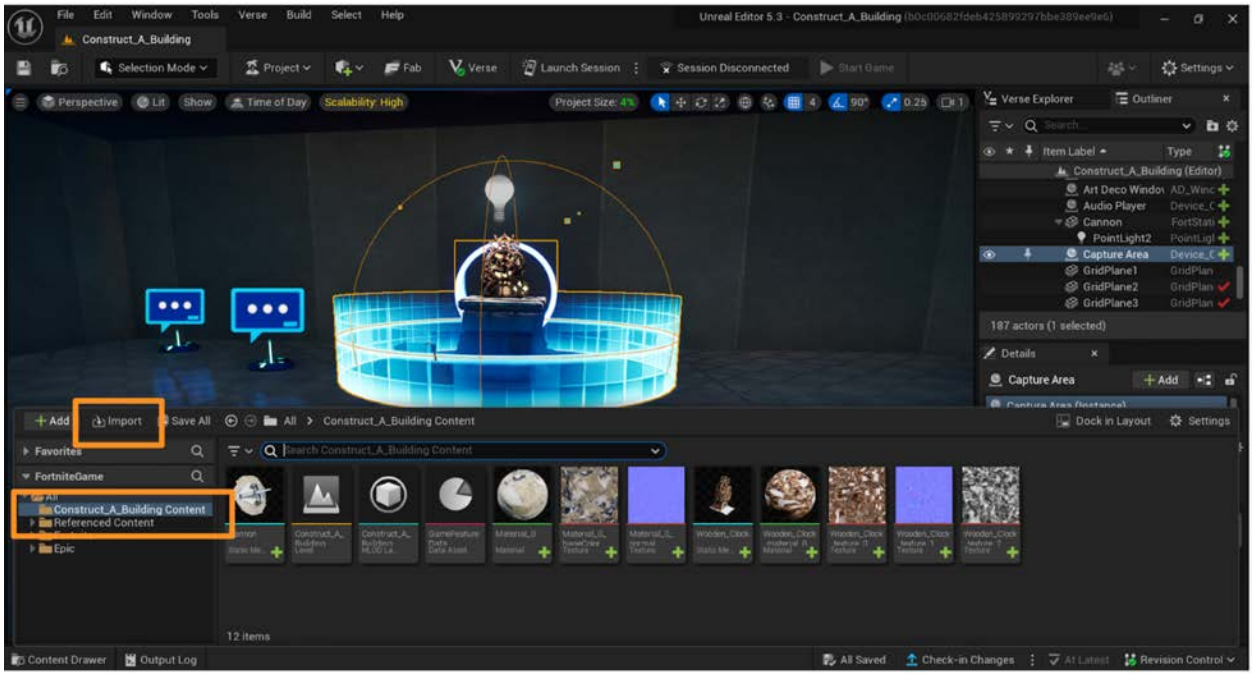
DRAG AN AUDIO PLAYER ONTO YOUR ISLAND

Open the Content Drawer and access the Fortnite folder. In the Search Box, search for “audioplayer” (no spaces, no quotation marks). Locate the Audio Player Device and click and drag it onto your island near the asset you want to associate it with to help you stay organized.

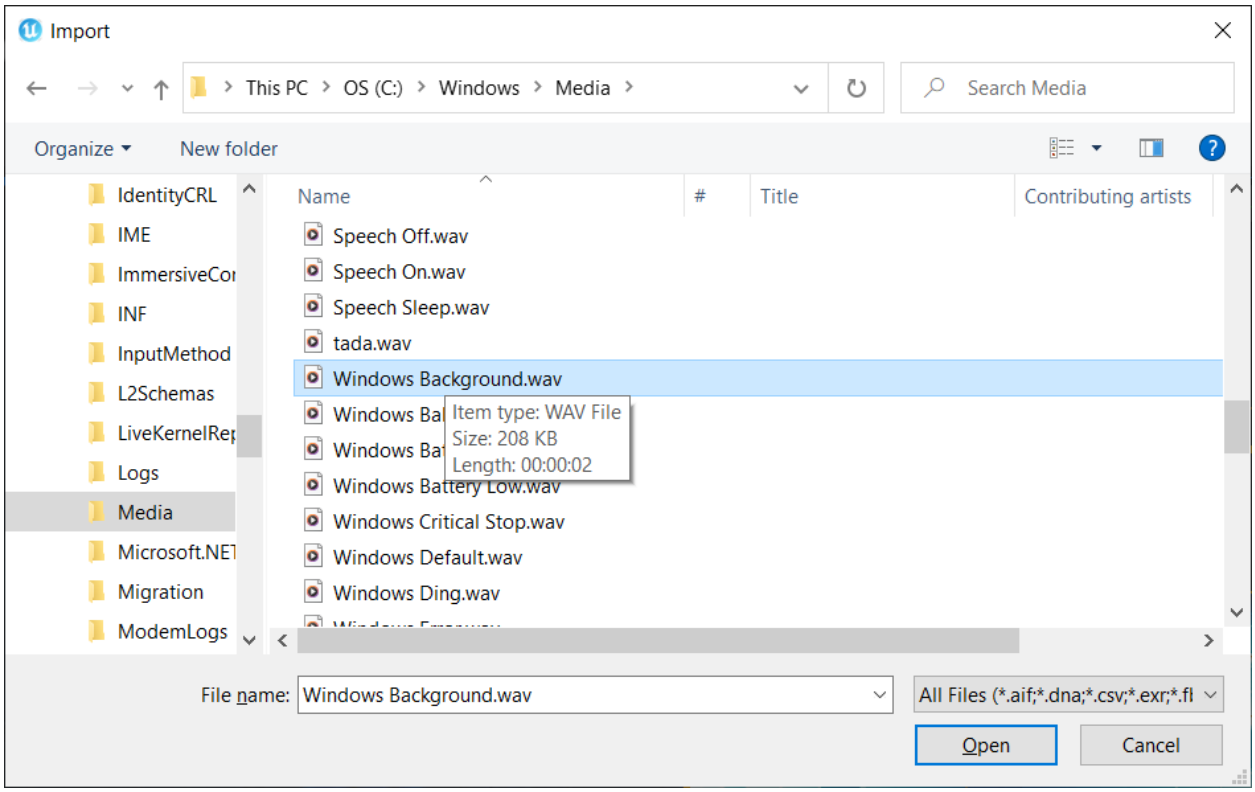


IMPORT AN AUDIO FILE

To import a custom audio file, open the Content Drawer and select the folder associated with your project. In this example, that is the Construct_A_Building Content folder. Click the “Import” button and browse to the location of the desired .wav file on your computer.



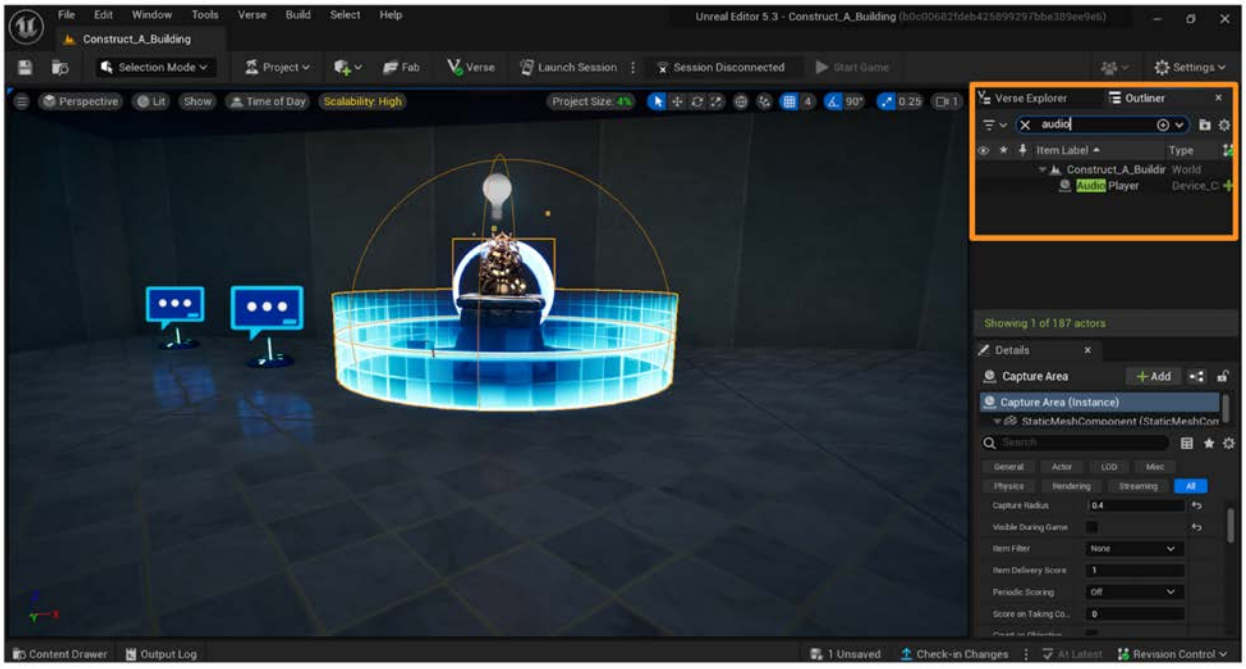
Click “Open” to import the .wav file.



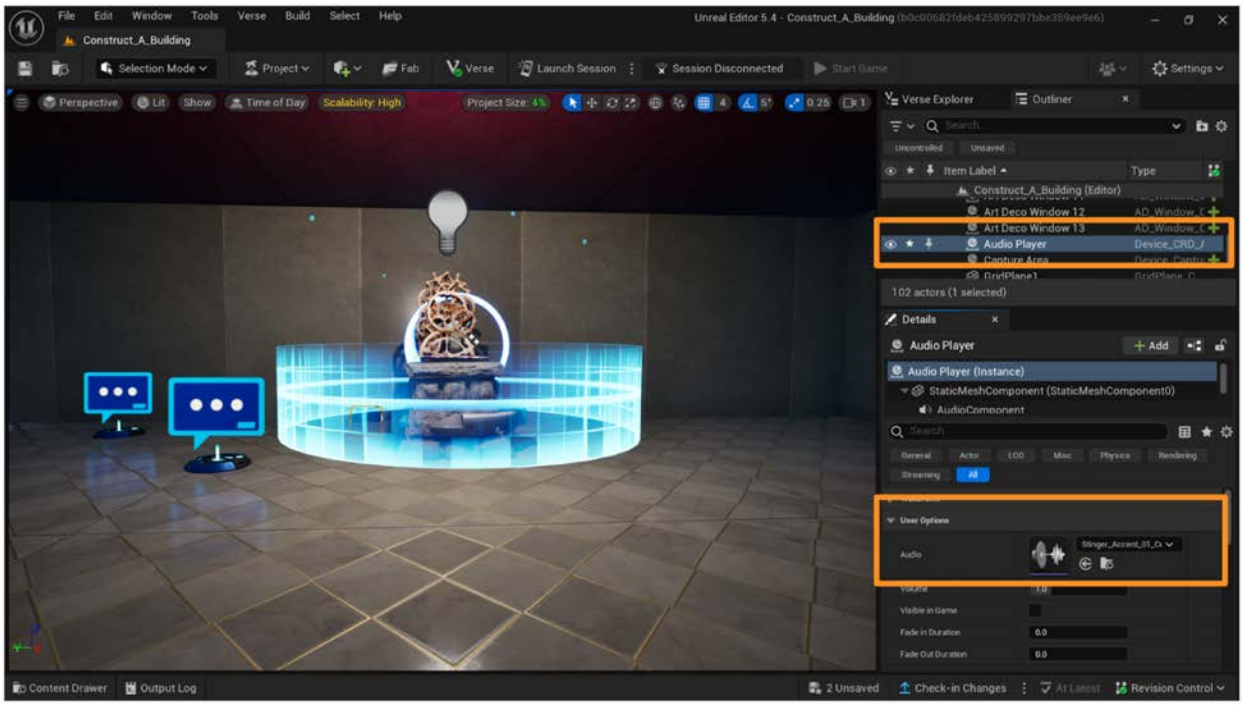
The file should now appear in the Content Drawer.

CONNECT THE AUDIO FILE TO THE AUDIO PLAYER

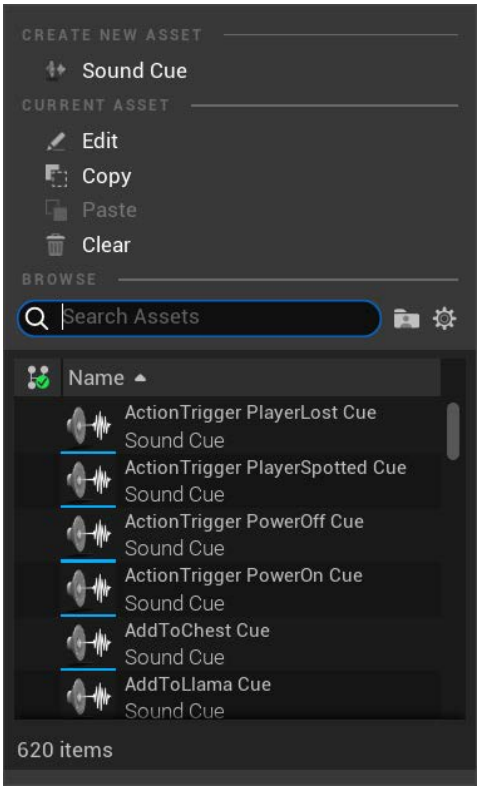
In the Search Box at the top of the Outliner, search for “audio.” The Audio Player should be listed. Drag the .wav file from the Content Drawer and drop it onto the Audio Player listing in the Outliner.

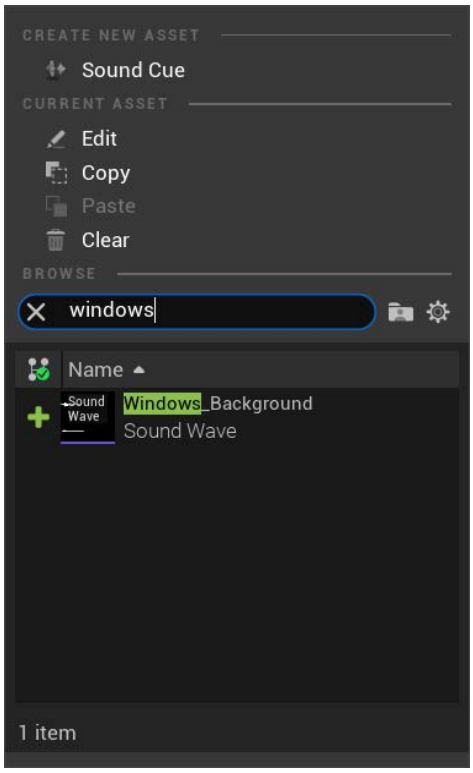


With the Audio Player selected in the Outliner, in the User Options (Audio) section of the Details Panel, click the dropdown arrow to bring up a listing of all available audio files.



In the Search Assets search area, type some or all of the file name of your audio file, or just scroll through the list to find your file. Click on the file to select it.


CREATE NEW ASSET
Sound Cue
CURRENT ASSET
Edit
Copy
Paste
Clear
BROWSE
Search Assets
Name
ActionTrigger PlayerLost Cue
Sound Cue
ActionTrigger PlayerSpotted Cue
Sound Cue
ActionTrigger PowerOff Cue
Sound Cue
ActionTrigger PowerOn Cue
Sound Cue
AddToChest Cue
Sound Cue
AddToLlama Cue
Sound Cue
620 items


CREATE NEW ASSET
Sound Cue
CURRENT ASSET
Edit
Copy
Paste
Clear
BROWSE
windows
Name
Sound Wave
Windows_Background
Sound Wave
1 item

Self Check

Could you get an Audio Player onto your island and connect your audio file to it?

Step 7: Assign a trigger event to an audio file

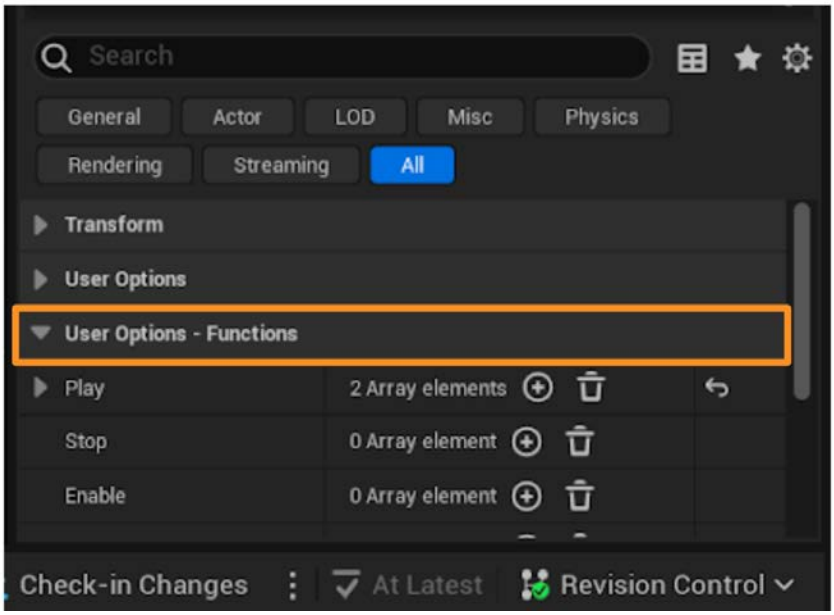
Preview

You can configure your Audio Player to play when the player enters the Capture Area. This can make the player's Fortnite experience more dynamic.

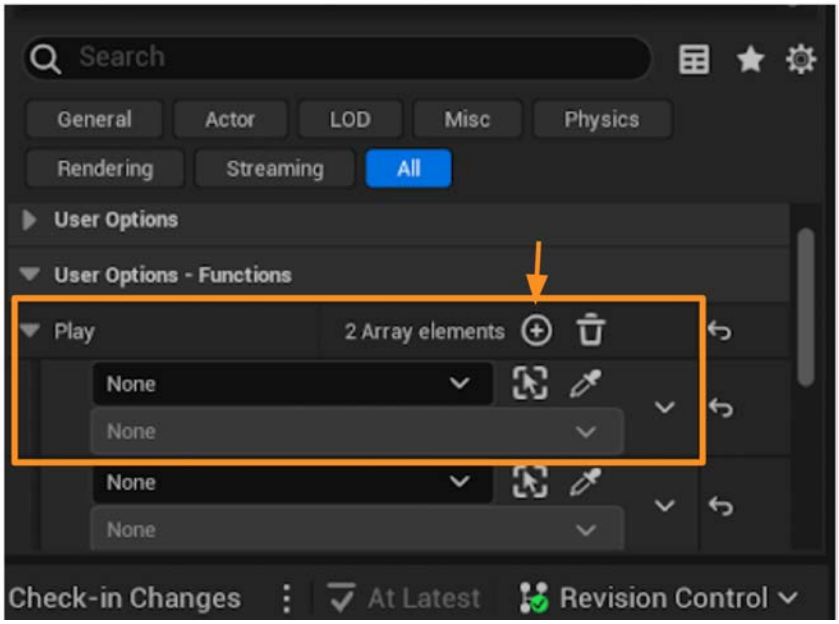
Explore

CONNECT THE CAPTURE AREA TO THE AUDIO PLAYER

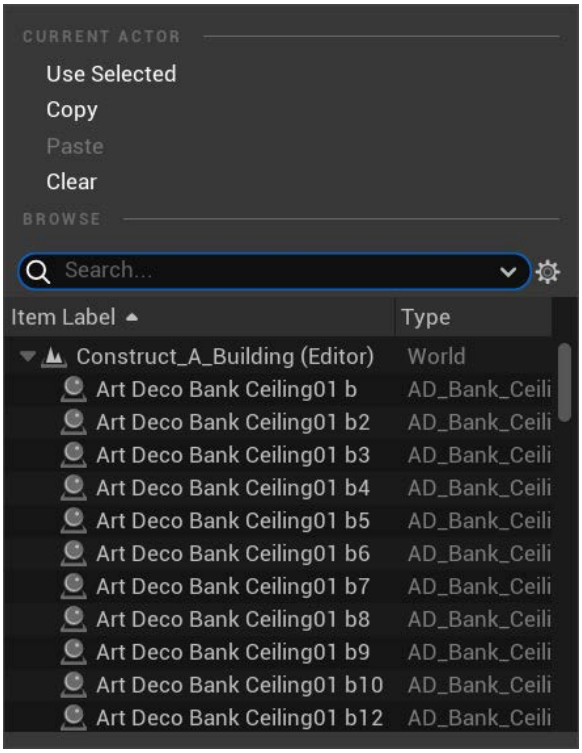
Select the Audio Player in the Outliner. Click the left dropdown arrow next to "User Options - Functions" in the Details Panel.



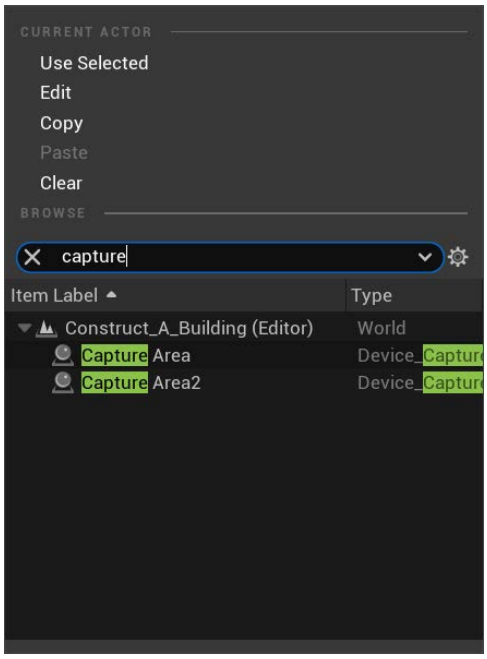
Click the plus sign next to “Play” to access the dropdown.



Click the down arrow in the upper “None” box. This will bring up a list of assets.

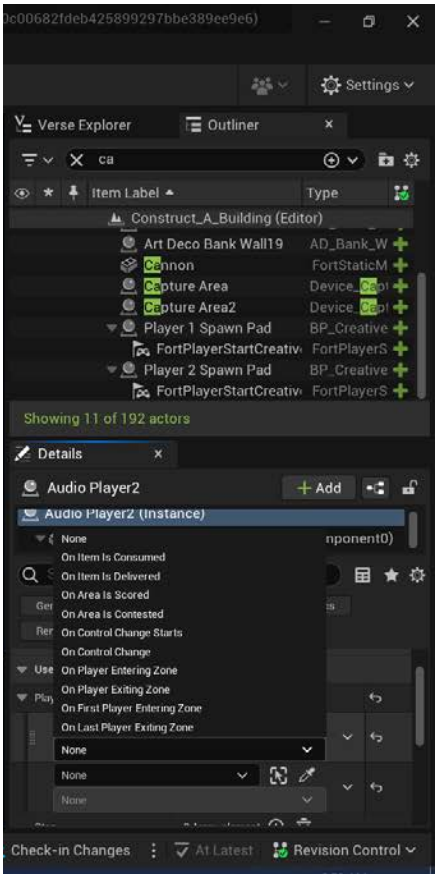


In the Search box, type “capture” (no quotation marks). Click on Capture Area in the list.



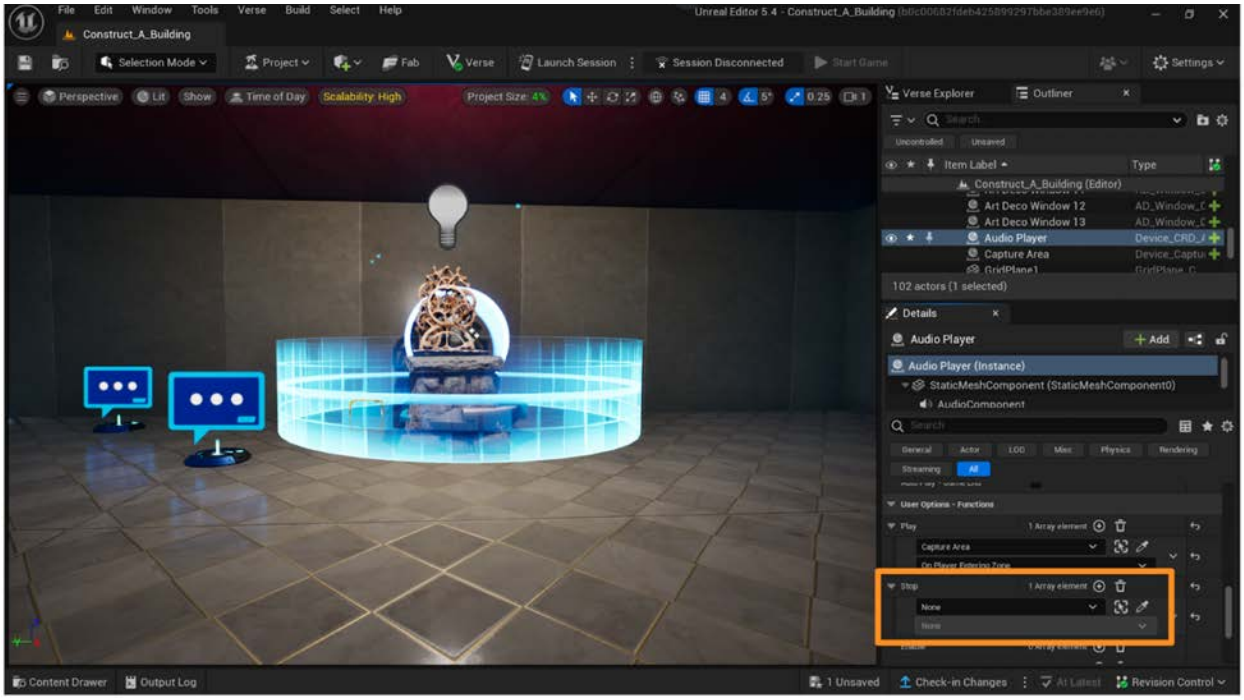
ASSIGN A TRIGGER EVENT TO THE AUDIO PLAYER

Once the Capture Area has been selected as the trigger, click the down arrow in the second “None” box. This brings up a list of possible trigger events. Scroll down the list and select “On Player Entering Zone”



CONFIGURE THE AUDIO PLAYER TO STOP PLAYING (OPTIONAL)

If the player exits the Capture Area during the playback, you might want to stop playing the file. To do this, click the “+” sign in the “Stop” area of the Details Panel under “User Options-Functions.” Click the upper “None” box dropdown arrow, then, as you did previously, search for and click on Capture Area. Select “Capture Area” from the list of assets. Click the lower “None” box dropdown arrow, then select “On Last Player Exiting Zone.”



Self Check

Could you set up a trigger event for your audio file so that it plays as you want it to?

Lesson Closure

Demonstration of Learning

You were able to enhance a Fornite experience and make it more interactive by setting up trigger events for Pop-Up Dialog Devices and Audio Players.

Exploration Opportunities

Experiment with different ways to set up trigger events - perhaps consider different types of triggers, or different sequences for Pop-Up Dialog Devices. Explore the devices available within UEFN to discover countless ways to make your Fortnite experience more interactive and engaging.