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| <b>GalacticGames.com</b> | Document type<br><b>Unreal Engine marketplace product documentation</b> | Document number<br><b>GG.PF.UE.MPD.23.1.1</b> |                       |
|                          | Title<br><b>Platform Functions</b>                                      | Date<br><b>14.07.2022</b>                     | Version<br><b>2.4</b> |
|                          | Author<br><b>Michał Przanowski</b>                                      | Status<br><b>Closed</b>                       | Page<br><b>1/7</b>    |

# **Platform Functions**

Unreal Engine marketplace product documentation

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### Change log, after Settings Menu release

| Date       | Version | Author            | Changes                                   |
|------------|---------|-------------------|---|
| 07.06.2022 | 1.0     | Michał Przanowski | Document release version                  |
| 14.07.2022 | 2.4     | Michał Przanowski | Added “Mac” and “Linux” platforms support |

### Dictionary and Abbreviations

| Abbreviation / Term | Description        |
|---------------------|--------------------|
| PF                  | Platform Functions |
| UE                  | Unreal Engine      |

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## 1. Document description

This document is full documentation of the PF Unreal Engine marketplace product created by GalacticGames.com.

In this document you will find PF scope, purpose and overview.

## 2. Product scope and purpose

PF is designed as an addition to UE Game User Settings. PF is a UE plugin that can be enabled without using C++. PF will extend Blueprints with additional PF nodes as Blueprint Function Library.

PF purpose is to add extra settings that are available in C++ but not in Blueprints.

Usually those settings are platform dependent hence the product name.

This product was created as supplementary to GalacticGames product Settings Menu:

<https://www.unrealengine.com/marketplace/en-US/product/settings-menu>.

You can use PF without the Settings Menu product.

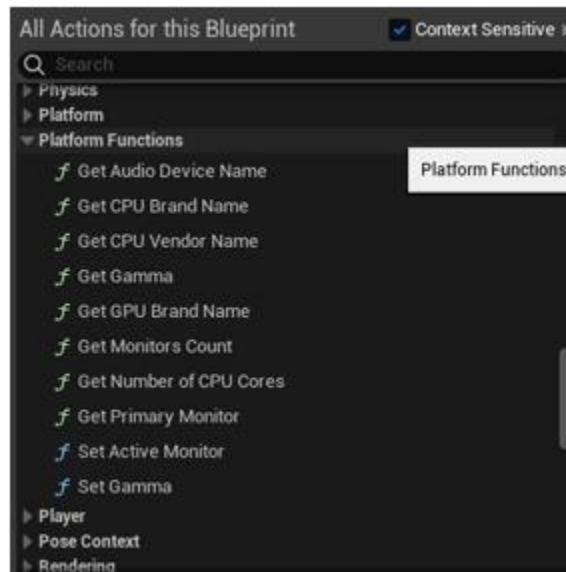
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### 3. Product overview

Below is a list of PF functions that will be added to Blueprint nodes once PF Plugin is enabled:

- Get Audio Device Name
- Get GPU Brand Name
- Get CPU Brand Name
- Get CPU Vendor Name
- Get Number of CPU Cores
- Get Gamma
- Set Gamma
- Get Monitors Count
- Get Primary Monitor
- Set Active Monitor

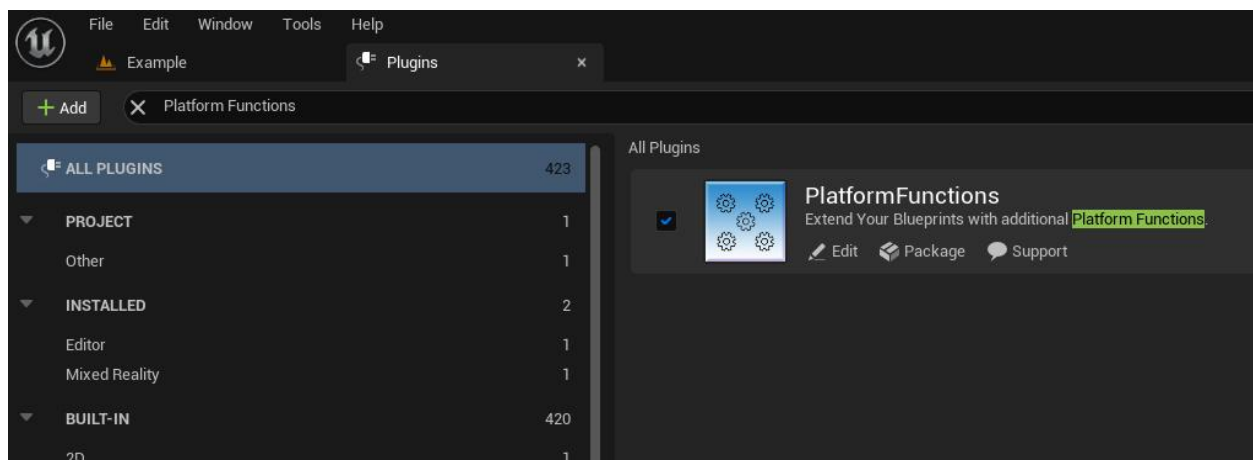
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Picture 1. Platform Functions overview.

## 4. Installation

To enable PF Plugin go to Plugins and enable Platform Functions Plugin. Once You restart the editor new Platform Functions nodes will be available in Your Blueprints.



Picture 2. Platform Functions Plugin enabled.

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In the Plugin content folder there is also an Example map with Widget Blueprint that shows all Platform Functions.

The image shows a screenshot of a Widget Blueprint interface with a black background and white text. It displays various system specifications:

- Audio brand name:** Headphone (Realtek(R) Audio)
- CPU brand name:** Intel(R) Core(TM) i7-10750H CPU @ 2.60GHz
- CPU Vendor name:** GenuineIntel
- CPU cores:** 6
- GPU brand name:** NVIDIA GeForce RTX 2060
- Monitors Count:** 2
- Primary monitor:** 1
- Switch monitor:** NextActiveMonitor (displayed in a grey box)
- Gamma (default 2.2):** 2.2 (displayed on a slider)

Picture 3. Example Widget Blueprint.