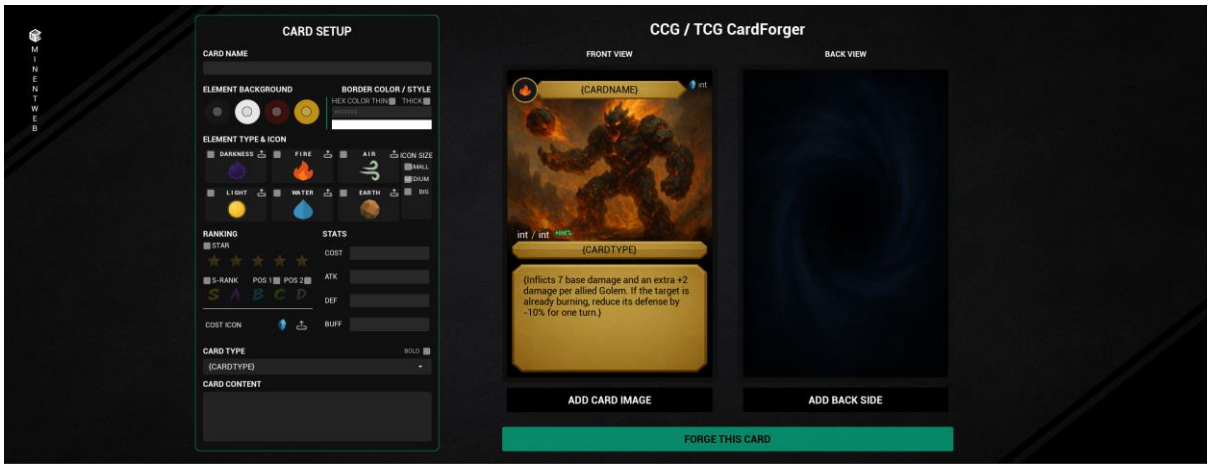
CardForger

CardForger Plugin – Step-by-Step Tutorial & User Guide

This tutorial will guide you through the setup, usage, and customization of the CardForger Plugin inside Unreal Engine.



CardForger Plugin – Documentation (Release Version)..... 3

1. Plugin Installation & Activation 3

2. Opening the Plugin 3

3. Creating a Card 3

4. Using Custom Icons or Images 3

Option 1: Image Browser (Recommended)..... 4

Option 2: Manual Blueprint Editing (Advanced Users) 4

5. Exporting Cards 5
6. Important Behavior Notes 5
7. Troubleshooting – Image Browser Not Updating? 6
8. Advanced Topics – Promoted Variables 6
9. Best Practices & Marketplace Submission Note 6
10. Technical Info & Support 6
Summary 7
Visual Assets Notice 7
Legal & Disclaimer 7

CardForger Plugin – Documentation (Release Version)

1. Plugin Installation & Activation

- Locate the `CardForgerPlugin` folder under your project's `/Plugins` directory.
- In Unreal Engine, go to **Edit > Plugins > Installed > CardForgerPlugin** and make sure the plugin is enabled.
- Restart Unreal Engine after activation to ensure all systems initialize correctly.

2. Opening the Plugin

- Access the plugin via **Window > CardForge Plugin**.
- The plugin tab will open inside the Unreal Editor.

Recommended:
Dock the tab and stretch it across your screen. This ensures the full UI layout is visible, especially when previewing front and back of the card simultaneously.

3. Creating a Card

- Use the provided fields and selectors to define:
    - **Card Name**, **Type**, **ATK/DEF**, **Cost**, **Buff Text**
    - **Element Type**, **Border Color**, **Main Image**, **Icons**, etc.
- Inputs are dynamically updated in real-time, showing a live preview of both front and back.
- Buffs support visual markup (e.g. `+10%` = green; `-5%` = red) automatically.
- Stars, S-Rank icon, element border/background and other visual overlays are preconfigured and appear based on your input.

4. Using Custom Icons or Images

There are two supported ways to use your own media files:

Option 1: Image Browser (Recommended)

- Place your images in this path:
  `/Game/cardSystem/userCardImages/`
- Subfolders for icons and backgrounds are automatically scanned.
- Use only **square images (1:1)** for proper scaling.
- Select assets from the image browser within the plugin – they will apply immediately.

Note: For element icons and cost icons, assigning a new image **replaces** the previous one. Only one can be active at a time.

Option 2: Manual Blueprint Editing (Advanced Users)

- Open the `mainMenuWidget` UMG Blueprint (and optionally `WBP_CardFront`, `WBP_CardBack`).
- Manually update Image components or modify layout elements.
- This is required for advanced users who want:
  - Unique placement
  - Animated effects
  - Custom layouts
  - Alternative logic (e.g. multiple icons)

Do not rename any core widget variables unless you update all dependent logic in the plugin. UMG Blueprints and the plugin system are interlinked.

5. Exporting Cards

When ready to export:

- Choose one of the export options:
  - **Blueprint Actor (2D or 3D)**
  - **Image Export (screenshot format, PNG or JPG)**
- All exports are saved inside:
  - `/Game/cardSystem/userCards/` for card Blueprints
  - `/Game/cardSystem/userDecks/` for 3D decks

Export options support:

- Automatic naming based on card title
- Asset duplication from templates
- Preservation of original Widget logic (cards remain editable post-export)
- Clean actor setup with connected front/back widget components

6. Important Behavior Notes

- **Star Rank Icons** (1–5 stars) are part of the Widget. Visibility and image path can be adjusted, but the icons themselves must be manually replaced in the Widget.
- **S-Rank Icon** position is toggleable (left/right), but graphic adjustments (e.g. color, shape) require Widget editing.
- **Element Background and Border Styles** have predefined variants. Changing designs requires manually editing both `WBP_CardFront` and `WBP_CardBack`.
- Promoted Variables inside the Widget are dynamically injected but not generated at runtime. If you remove or rename elements, the injection may fail.

Always close and reopen the plugin window after making manual changes in Blueprints. Unreal Engine does **not hot-reload Widget changes** unless the tab is refreshed.

7. Troubleshooting – Image Browser Not Updating?

If images are missing or not showing up in the browser:

- Close the plugin tab.
- Reopen it via **Window > CardForge Plugin**.
- This forces a new asset scan.

Important: If the plugin window is **already open when the project loads**, the image scanner may skip initialization. Always reopen after project launch if needed.

8. Advanced Topics – Promoted Variables

For advanced users building their own logic or systems on top of CardForger:

- All card data is stored in a **`FCardDataStruct`** and injected into the generated Widget and Actor Blueprints.
- These variables can be accessed at runtime for gameplay, logic, or customization.
- A complete list is found under the plugin menu: **"Promoted Variables"** – showing name, type, and description.

9. Best Practices & Marketplace Submission Note

- Always backup your `WBP_CardFront`, `WBP_CardBack`, and `mainMenuWidget` before editing.
- The plugin avoids hardcoding paths – user customization is safe as long as structure is respected.
- Designed for **Blueprint-only workflows**. No C++ knowledge is required for standard usage.
- All generated assets are stored under **`/cardSystem/userCards/`** and **`/cardSystem/userDecks/`**, ensuring they are cleanly separated from the plugin core.
- Editor-only plugin – no runtime code will execute in packaged builds unless manually extended.

10. Technical Info & Support

Plugin Name: CardForgerPlugin
Version: 1.0.0 – Initial Marketplace Release

Engine Compatibility: Unreal Engine 5.3 & 5.4
Platform: Editor-only tool (no runtime or packaged game integration required)

Developer: EminentWeb
Support:

- General: support.cfp@eminentweb.ch
- Development Contact: dev@eminentweb.ch

Documentation Website: https://eminentweb.ch/cardForgerPlugin/index *(if available)*

Use CardForger responsibly. For deep custom modifications, always back up your UMG and Blueprint assets.

Summary

CardForger Plugin is a modular card generation and export system for Unreal Engine – combining UMG UI design with a powerful backend. Whether you're building TCGs, skill cards, or RPG interfaces, this plugin speeds up design iteration and supports both beginners and professionals.

For marketplace testers: All plugin dependencies, Blueprints, paths, and injected variables are fully documented and accessible. The plugin runs entirely within the Unreal Editor and supports 2D and 3D output formats.

Visual Assets Notice

All placeholder images and icons used in this plugin were created by the developer and are fully licensed.
You are free to use them in your prototypes or personal projects. However, it is **strongly recommended** to replace them with your own unique assets when publishing games or commercial products. This plugin focuses on functionality, flexibility, and workflow support.
The included visuals are intended as *technical placeholders* – not as final game assets.

Legal & Disclaimer

This plugin does **not** sell or distribute commercial graphic packs.
All included assets (images, icons, templates) are either original works by **EminentWeb** or purely functional UI mockups.
No third-party material is included.

Users are responsible for ensuring that their final projects comply with copyright, branding, and platform-specific visual standards.

The plugin is provided **“as is”** without any warranty of suitability for a particular purpose.
Use at your own discretion, and always **backup your assets** before customization.

Licensing & Distribution Rights

This plugin is licensed to the purchasing user or organization and may be used by **multiple team members working on the same project**.
However, **distribution, resale, or sharing of the plugin or its components with third parties outside of the original team or company is strictly prohibited**.

Transferring the plugin to another individual, team, or organization not involved in the licensed project requires **explicit written permission** from **EminentWeb**.

Important Integration Notice:

CardForgerPlugin is designed as a project-level plugin. While it can be migrated into other Unreal projects, the full functionality depends on a pre-defined structure (/cardSystem/) including templates, assets, and widget logic.
Users wishing to use it in their own project must either:

- Work within the provided CardForger project base, or
- Migrate the entire `/cardSystem/` content structure and ensure dependencies remain intact.

The plugin does **not** integrate automatically as a drop-in asset into unrelated projects.