

Unreal engine - Working Computer & Wi-Fi System v1.1 v5.1

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Unreal engine - Working Computer & Wi-Fi System v1.1 v5.1: Introducing Working Computer & Wi-Fi System (WCW), a simple, easy-to-use, and beginner-friendly simulation of computer and Wi-Fi systems with multiple applications. Plug and play and ready to enhance your game development experience!

WCW is designed to accelerate your game development process, allowing you to create immersive gameplay where players can interact with various applications. With WCW, you can effortlessly integrate a functional computer system into your game. Some applications may require an in-game internet connection, making the Wi-Fi feature essential. Invest in a quality router for seamless application loading!

How to Use:

- 1. Switch the game mode in the world settings tab to "BP_WCW_GameMode."
 - 2. Place the computer and other assets in the world.
 - 3. Enjoy hassle-free gameplay!
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- Plug and play functionality; simply switch the game mode to get started.
 - Easy addition of multiple applications with included template widgets.
 - Neat, simple, and beginner-friendly blueprints for easy understanding.
 - Eye-catching design to enhance visual appeal.
 - Simple money system integrated.
 - Maximize/minimize windows with a drag-and-drop feature.
 - Saving system for all necessary data.



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