ULink User Guide

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1. Introduction

ULink is an editor-only UE4 plugin providing a simple way to obtain links to elements within assets, and navigate to them. Links have a simple textual format to allow easy sharing or embedding into documents.

Links are based on asset paths. This means that so long as an asset captured in a link can still be found at the same path when invoking the link (at a later time, on another machine, etc), the link will work. As such the plugin can be useful for a single user (embedding links in external project notes or documentation), but especially so for teams working on a project.

Links to engine or plugin/asset pack content can potentially even work across different projects, making them a great resource for marketplace asset documentation or UE4 tutorials.

2. Getting Started

Once the plugin is installed, certain context menus (see below) will be extended with a *Copy ULink* entry. This will copy a URL onto your system's clipboard.

With a link on the clipboard, hit *Alt+Enter* within the editor to invoke it.

3. Link Types

Links can be generated for the following elements:

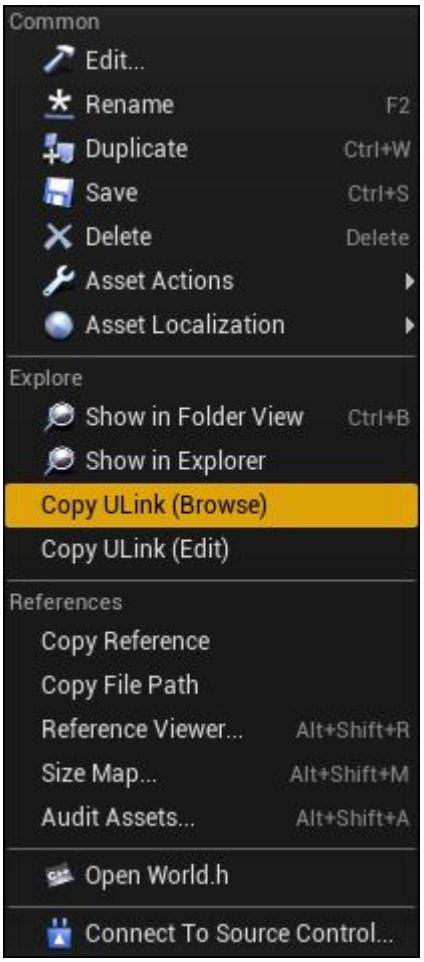
- Content browser entries (asset/folder browse links)
- Asset edit links (for opening the editor for a specified asset)
- Graph node links (asset edit links with additional navigation to a particular node)
- Actor links (links to actors in maps)

Further details on these link types follow.

3.1 Browse Links

Right click on any asset or folder in the content browser and select *Copy ULink (Browse)*.

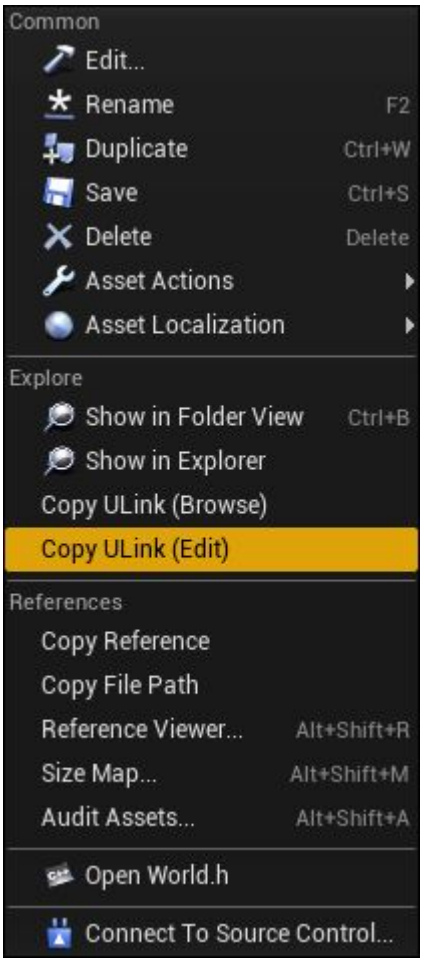
Invoking these links will sync a user's content browser to the given asset or folder.



3.2 Asset Edit Links

Right click on any asset or folder in the content browser and select *Copy ULink (Edit)*.

Invoking these links will open up the appropriate editor for the given asset.

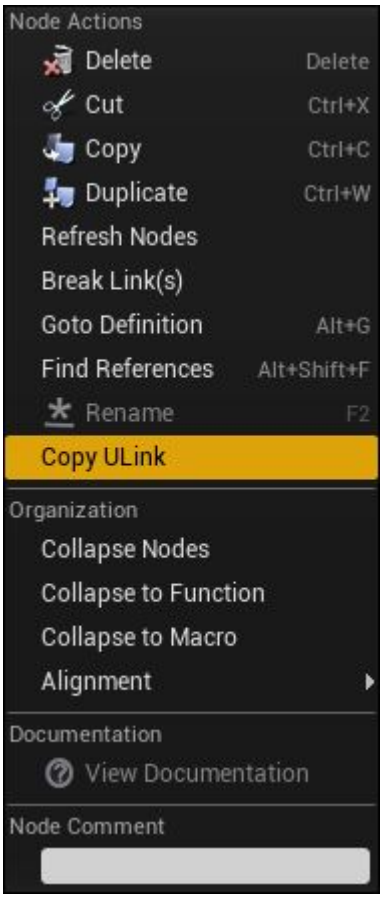


3.3 Graph Node Links

Right click on a node inside any of the following supported graph types, and select *Copy ULink*:

- Blueprint event graph or function graph.
- Anim blueprint event, anim, or state transition graph.
- Material graph.

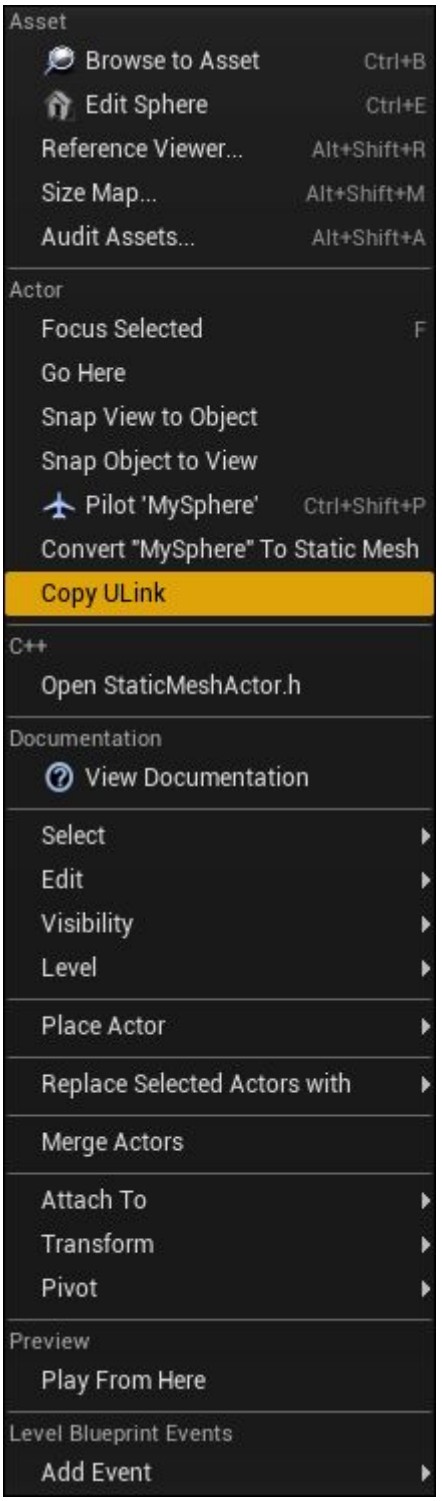
Invoking these links will open the asset in its appropriate editor, and navigate to the given node.



3.4 Actor Links

Right click on an actor in the level editor viewport or world outliner, and select *Copy ULink*.

Invoking these links will first open the map containing the actor, then select it and move the camera to the actor. If the target map is already open or is a sublevel of the open map, no map change is applied.



4. Invoking Links

The standard way to invoke a link is to copy the link text to the clipboard (from any source) and invoke the *Go To ULink* command, which by default is mapped to *Alt+Enter*. This mapping can be changed via *Edit* | *Editor Preferences…* > *General* | *Keyboard Shortcuts* > *ULink*.

There is also a console command:

```
ulink <optional url>
```

This can be given an explicit URL, or if omitted will behave as the above command and assume the clipboard contains a URL.

Finally, there is a companion application that can allow for clickable links in some circumstances, as detailed below.

5. ULink URI Protocol Handler

The plugin includes a small standalone program that can make the text links clickable in compatible applications. In practice this means web browsers as most messaging applications ignore non-standard URI protocols for security reasons. There may be some messaging apps however that allow them, or have plugin capability which may allow this behaviour to be added.

Installation of the handler adds a Windows Registry entry to register the URI, and installs the small executable which will be invoked when a URL is invoked (either by clicking a link in a compatible application, or directly executing a link from the Windows *Run* app). The executable is minimal, it simply sends the link to a predefined local port number which is monitored by the UE4 plugin. No external network traffic is generated.

The handler can be installed from the plugin welcome screen which is shown after first installing, and can also be brought up by enabling *Show Plugin Content* in the content browser view options, then navigating to *ULink Content* and double-clicking the *ULink_Info* asset.