



Start here

What this plugin does

Quest & Objective Kit keeps track of quests, their tasks and completion. It includes a quest journal, an on-screen objective list and an experience display. You can use these windows or connect your own.

Try the demonstration first

Install the plugin from Fab, then download the separately linked Example Project. Follow the setup below to open QOK.uproject. Speak to Rowan, accept the first quest and collect its required items. Return to Rowan to finish it. The next quest becomes available after the previous one is turned in.

What your own game supplies

Your game decides how players pick up items, what fits in their bags and when rewards are given. The plugin records quest progress. You do not need another BIS plugin, but you do need to connect your own item and reward systems if you replace the demonstration.

How to read this guide

Start with the setup pages, then follow the numbered Blueprint examples. Each example names the file to open, shows the complete graph and explains what should happen. You do not need to use all 42 examples.

Before you begin

A Blueprint is Unreal's visual way of giving instructions. A node is one box in the graph. A pin is a connection point on a box. White wires control when things happen; colored wires carry information. This guide explains the quest steps, but assumes you can open a Blueprint and connect pins.

Install and find the examples

1. Keep a backup

Make a recoverable copy of your project before installing the plugin. Use the plugin build that matches your Unreal Engine version. The current demonstration was checked with Unreal Engine 5.8.3 on Windows.

2. Install the plugin, then get the sample

Install Quest & Objective System: Plug&Play from Fab into Unreal Engine5.8. Download the Example Project using the link in the Fab listing and extract it to a writable folder. The example deliberately excludes the purchased QuestObjectiveKit plugin; Unreal uses your Fab installation. No other BIS purchase is needed.

3. Open the gathering example

The example has a small C++ host. Install Visual Studio2022 with Game development with C++ and a Windows SDK. Open QOK.uproject and allow Unreal to compile its modules. Alternatively, generate project files and build QOKEditor in Development/Win64. Open /Game/QOKStarterDemo/Maps/L_Starter and press Play. The included Rowan helper and native bag are sample systems, not dependencies of the reusable quest plugin.

4. Find the example files

Open the Content Drawer. In its Settings menu, enable Show Plugin Content. Search for BP_BIS_QOK_IntegrationExamples. Double-click it, then find the graph tab named on the example page. Examples 23-42 are in BP_BIS_QOK_ExtendedExamples.

5. Start a graph deliberately

The red box in an example is a Custom Event: an entry point that your game must call. Merely placing the example Blueprint in a level does not run every graph. Copy the needed pattern into your own Blueprint and connect its execution wire to the action that should start it, such as a button click.

6. Make your first quest

Begin with example 01 to get the quest manager, then example 02 to add a quest. Check whether it can start with example 03 and accept it with example 04. Begin with one simple objective before building a chain.

Packaging the demonstration

The supplied project includes cook settings for QOKStarterDemo/CollectibleArt, Items and UI. Cooking means including assets in the packaged game. If you copy the demonstration into another project, keep those folders in Project Settings > Packaging > Additional Asset Directories to Cook. Your own assets loaded by text paths need an equivalent packaging rule.

Names used in the examples

Provider means the quest manager

Provider is the input pin that tells the example which local player's quest manager to use. Get it with GetQuestObjectiveKit in example 01. Keep this reference and reuse it. Check that it is valid before calling other quest functions.

IDs are internal names

QuestId identifies one quest. ObjectiveId identifies one task in it. Choose names such as GatherMushrooms and CollectMushrooms, then use exactly the same names in every related call. They are separate from the title shown to the player.

True and false are yes and no

A bool is a yes/no value. True often means a request succeeded; false means it was refused. Read each example's result before giving rewards or creating pickups. A Return Value pin carries the answer back to your graph.

Events are notifications

An event announces that something happened. Bind means start listening; Unbind means stop listening. For example, listen for objective progress changes to refresh your own window. Connect once when opening that window and disconnect when closing it.

Host means your game

When this guide says your game is responsible, that includes your inventory, combat, saving and multiplayer rules. The quest plugin cannot verify a successful pickup in a system it has not been connected to.

Accept, collect and turn in

Offer a quest without starting it

Use `CanStartQuest` before showing an offer. Opening the offer or choosing Cancel should not call `StartQuest`. When Accept is pressed, check again and call `StartQuest`. Create quest pickups only after that call succeeds.

Count items that were actually collected

Let the bag accept the item first. If the bag is full, leave the item in the world and do not add quest progress. Use `SetCollectionObjectiveCount` to tell the quest manager how many required items are currently in the bag. Update that number after dropping or using items too.

Finish the exchange safely

Before turn-in, check the required items, interaction distance and room for rewards. Your inventory code must remove the requested items and grant rewards as one recoverable exchange. If a step fails, restore the previous items and do not leave the quest marked complete. `TurnInQuest` does not do that external inventory work for you.

Let players read the story again

Select a quest in the journal and open `READ QUEST TEXT`. The journal uses `StartDialogue` for the full description and `Summary` if no longer description was supplied. Put your full quest story in `StartDialogue` when creating the definition.

Test the difficult cases

Try a full bag, a cancelled offer, a repeated turn-in and dropping a required item. None should give free progress or extra rewards. The next quest should unlock only after a successful completion.

Connect and adjust the windows

Use the included windows

ShowJournal opens the journal; HideJournal closes it. ToggleJournal switches between the two. Test that closing it gives control back to the player. You can keep these windows even if the rest of your game uses a different UI.

Use your own windows

Get the quest manager first. Listen for OnQuestStateChanged and OnObjectiveProgressChanged, then read GetQuestDefinitions and GetAllProgress to fill the window when it opens. Match records by QuestId. Use IsQuestVisibleInJournal if you want the same hiding of locked and completed quests as the included journal.

Replace the launcher button

SetStandaloneLauncherSuppressed hides the included launcher while your own button is present. Your button can call ShowJournal or ToggleJournal. Set suppression back to false when removing your replacement.

Make settings change while dragging

For your own slider, call the matching Set function from OnValueChanged. This changes the existing window immediately. Call CommitAppearance once when the player releases the slider or finishes dragging the window, and check its result. Do not save repeatedly every frame.

Understand the appearance controls

Normal background opacity changes the plain backing. Backdrop-art opacity changes the decorative picture. Border opacity changes the frame. The master opacity affects the whole window. Progress width and height size the XP bar; backdrop width and height size its optional backing panel.

Fit and reset

SetTrackerHeight with 0 lets the objective list fit its contents. ResetAppearance restores appearance defaults without deleting quest saves. CenterWindows brings windows back into view. SetExternalSuiteCoordinatorActive is for a game that already manages shared window/input behavior; it is not required just to use your own launcher.

Keep progress and preferences

Demo resets and real game saves are different

The sample starts its three quests fresh each Play session while keeping appearance preferences. That demonstration choice does not mean your own game has to reset. Decide whether your game should keep quest progress and connect saving accordingly.

Use your own save system

CaptureHostState copies quest data into a QOK Save Game object. It does not write a file. Save that object through your game's save system together with the matching inventory and reward records. RestoreHostState reads it back after your game has loaded it.

Report a save honestly

Before enabling SetExternalPersistenceActive, connect SetHostSaveHandler to your save function. That function must return true only after the save succeeds. A missing connection or failed write must return failure, so the UI does not claim settings were saved.

Do not give rewards again while loading

Loading a completed quest should restore its completed state, not give its rewards a second time. Test saving, closing, loading and trying to turn in the same quest again.

Clean up when a window closes

Stop listening to the same manager you connected to. The examples call this Unbind. Leaving an old connection can make a closed window keep responding or make the next window react twice.

Optional C++ integration

Blueprint users can skip this page

The Blueprint examples cover the normal setup. This section is for a developer writing C++ code. You do not need to edit C++ just to use the examples.

Use the same public functions

Add QuestObjectiveKit to your module dependencies and include QOKBlueprintLibrary.h. Use UQOKBlueprintLibrary::GetQuestObjectiveKit with a valid world context and local-player index. Check the returned pointer before using the UQOKQuestSubsystem functions.

Your game still makes the gameplay decisions

The C++ route has the same responsibilities as Blueprint: confirm real inventory changes, validate multiplayer actions, avoid duplicate rewards and remove event subscriptions when their owner is destroyed.

01 | Find the player's quest manager

BP_BIS_QOK_IntegrationExamples / BIS01_GetQuestObjectiveKit_Example

Function: GetQuestObjectiveKit

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS01_GetQuestObjectiveKit_Example.
2. Use local player index 0 for the usual single-player case. Run the example from your local player setup. When using GetQuestObjectiveKit directly in your own Blueprint, it also needs a valid game world context; Unreal normally supplies that from the Blueprint calling it.

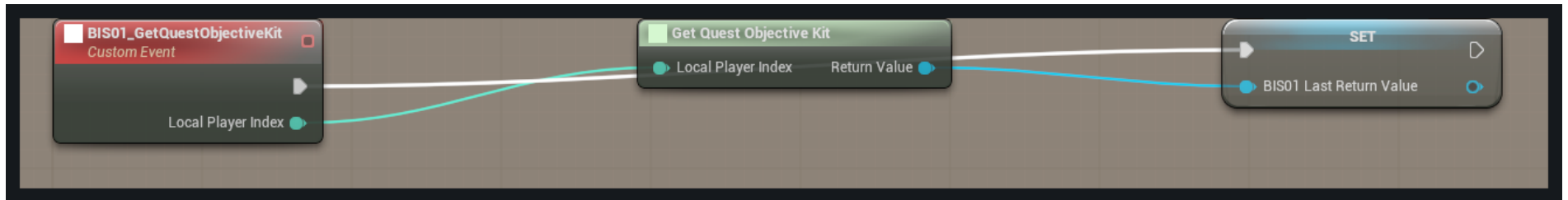
Expected result

BIS01_LastReturnValue contains the quest manager. Use Is Valid before storing and reusing it as Provider.

The next page shows the complete graph.

01 | Find the player's quest manager - complete graph

BIS01_GetQuestObjectiveKit_Example



02 | Add a quest your game can offer

BP_BIS_QOK_IntegrationExamples / BIS02_RegisterQuestDefinition_Example

Function: RegisterQuestDefinition

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS02_RegisterQuestDefinition_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Make a QOK Quest Definition. Give it a QuestId, a title and at least one objective with an ObjectiveId and a TargetCount greater than zero. Connect Definition and Provider. Add prerequisite quests first.

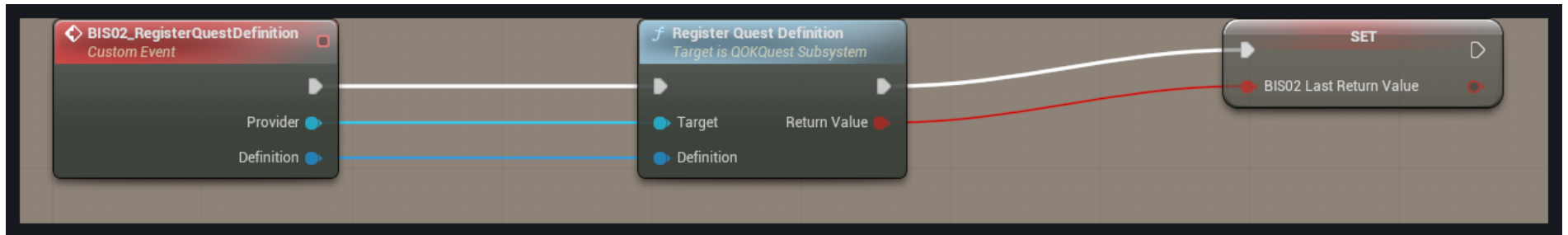
Expected result

True means the quest was added. Reusing the same QuestId returns false and does not replace the existing quest.

The next page shows the complete graph.

02 | Add a quest your game can offer - complete graph

BIS02_RegisterQuestDefinition_Example



03 | Check whether a quest can be offered

BP_BIS_QOK_IntegrationExamples / BIS03_CanStartQuest_Example

Function: CanStartQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS03_CanStartQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the QuestId you want to offer. Run this before opening the offer window.

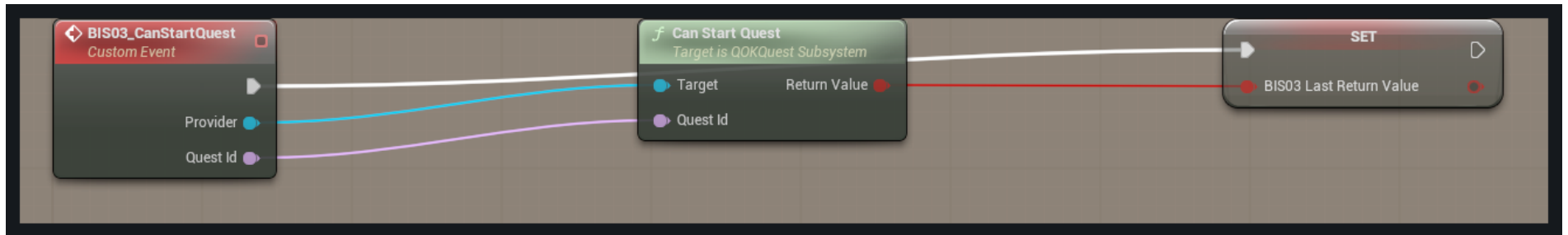
Expected result

True means you can offer it. This check does not accept the quest. Cancel should simply close the offer.

The next page shows the complete graph.

03 | Check whether a quest can be offered - complete graph

BIS03_CanStartQuest_Example



04 | Accept a quest

BP_BIS_QOK_IntegrationExamples / BIS04_StartQuest_Example

Function: StartQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS04_StartQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. When the player presses Accept, check CanStartQuest again. Then call StartQuest with the same Provider and QuestId.

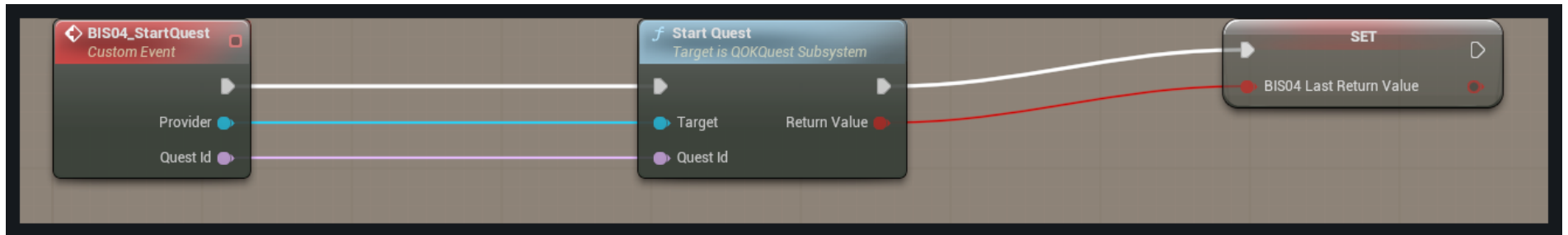
Expected result

Only a successful result should let your game create its quest pickups. Pressing Accept again must not create a second set.

The next page shows the complete graph.

04 | Accept a quest - complete graph

BIS04_StartQuest_Example



05 | Add progress after something succeeds

BP_BIS_QOK_IntegrationExamples / BIS05_ReportObjectiveProgress_Example

Function: ReportObjectiveProgress

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS05_ReportObjectiveProgress_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider, the active QuestId, its ObjectiveId and a positive Amount. Call this after the gameplay action succeeds, not merely when its button is pressed.

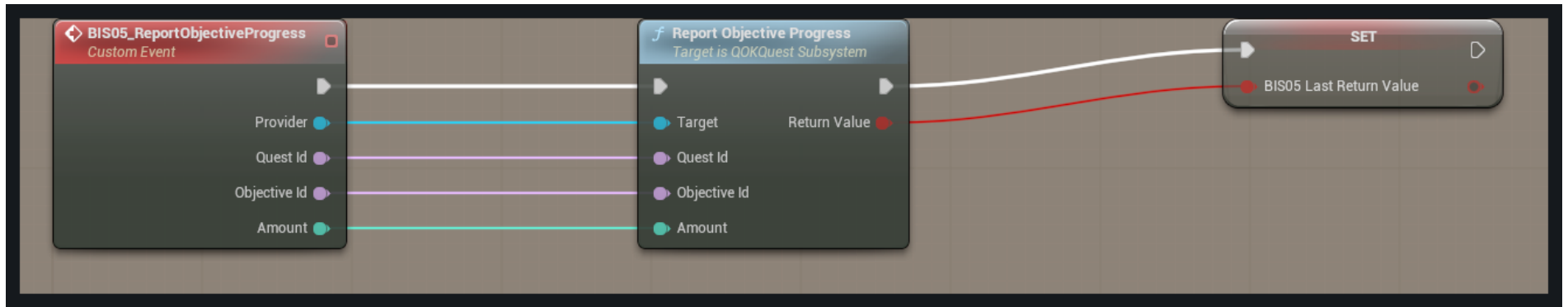
Expected result

Progress increases for the accepted action. Do not call it for a failed pickup. ReturnToQuartermaster tasks use the turn-in path instead.

The next page shows the complete graph.

05 | Add progress after something succeeds - complete graph

BIS05_ReportObjectiveProgress_Example



06 | Count the same event only once

BP_BIS_QOK_IntegrationExamples / BIS06_ReportUniqueObjectiveProgress_Example

Function: ReportUniqueObjectiveProgress

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS06_ReportUniqueObjectiveProgress_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider, QuestId, ObjectiveId and Amount. Give the successful event a SourceId that stays the same if that event is reported again.

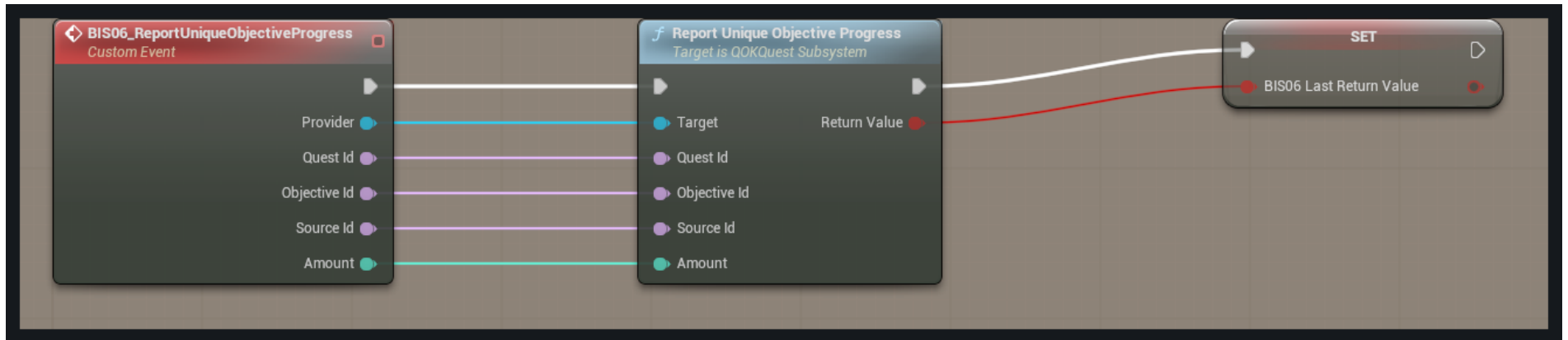
Expected result

The first report counts. Repeating the SourceId in that quest attempt does not add progress again. Your game still checks whether the event was legitimate.

The next page shows the complete graph.

06 | Count the same event only once - complete graph

BIS06_ReportUniqueObjectiveProgress_Example



07 | Match a collection task to the bag

BP_BIS_QOK_IntegrationExamples / BIS07_SetCollectionObjectiveCount_Example

Function: SetCollectionObjectiveCount

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS07_SetCollectionObjectiveCount_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. After adding, using or dropping an item, count what is really in the bag. Connect that total to CurrentCount for the matching QuestId and Objectiveld.

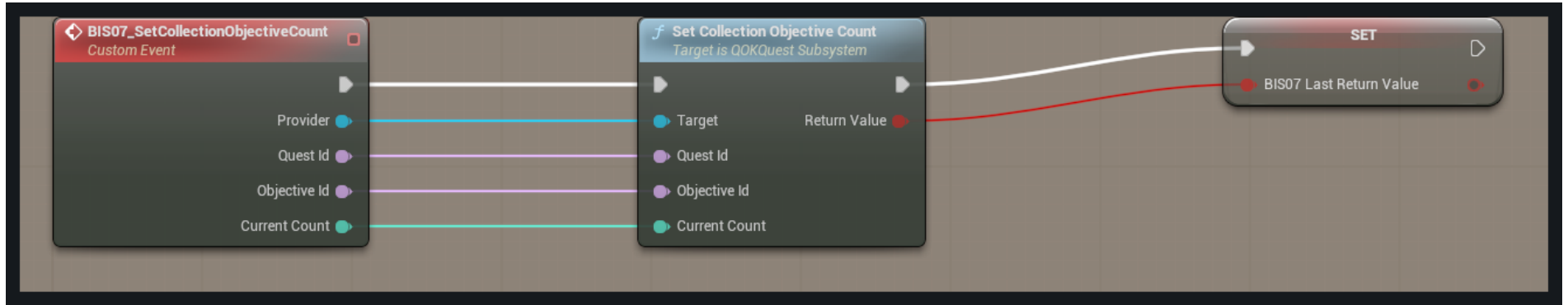
Expected result

The count can go up or down. A full-bag rejection adds nothing, and dropping a required item can make the quest no longer ready.

The next page shows the complete graph.

07 | Match a collection task to the bag - complete graph

BIS07_SetCollectionObjectiveCount_Example



08 | Check whether a quest is ready to hand in

BP_BIS_QOK_IntegrationExamples / BIS08_CanTurnInQuest_Example

Function: CanTurnInQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS08_CanTurnInQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Update collection counts from the bag first, then connect Provider and QuestId. Also check the player is close enough and the bag can receive its rewards.

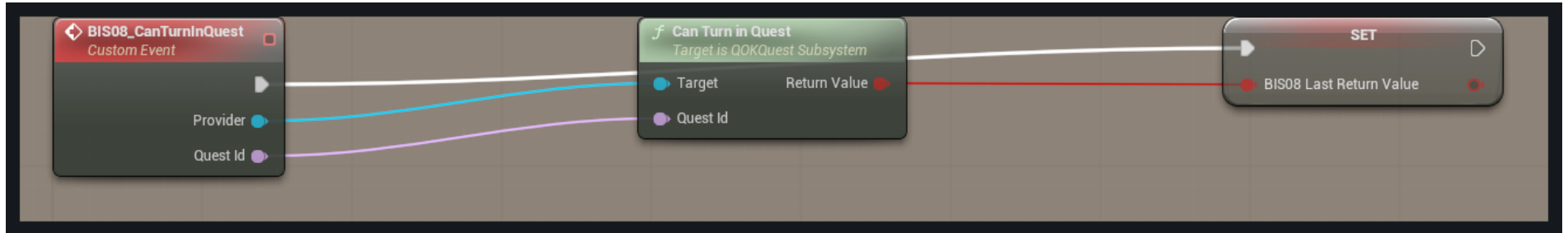
Expected result

The quest readiness result is available. This does not replace your inventory or distance checks and does not give a reward.

The next page shows the complete graph.

08 | Check whether a quest is ready to hand in - complete graph

BIS08_CanTurnInQuest_Example



09 | Finish a quest at the quest giver

BP_BIS_QOK_IntegrationExamples / BIS09_TurnInQuest_Example

Function: TurnInQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS09_TurnInQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Use a required ReturnToQuartermaster task for explicit cash-in. In your own inventory code, prepare an exchange that can restore removed items if anything fails. Call this with Provider and QuestId as part of that checked exchange.

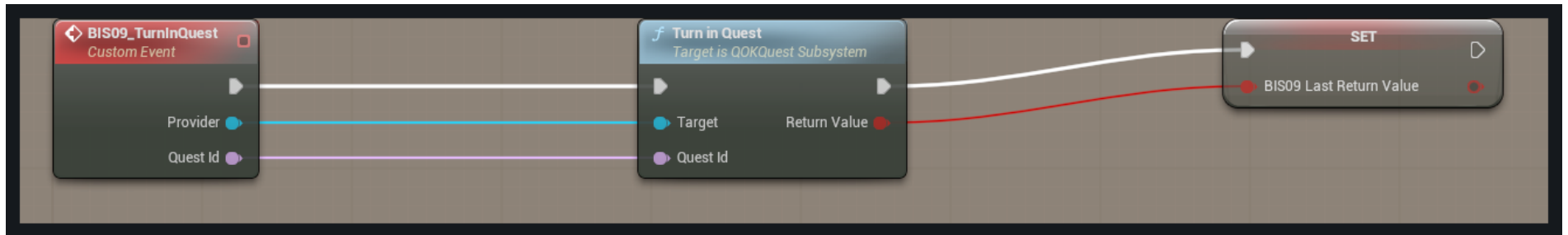
Expected result

A successful turn-in completes the quest once. This node does not remove or add items in another inventory system; your game must finish or undo that exchange safely.

The next page shows the complete graph.

09 | Finish a quest at the quest giver - complete graph

BIS09_TurnInQuest_Example



10 | Read the quest names and descriptions

BP_BIS_QOK_IntegrationExamples / BIS10_GetQuestDefinitions_Example

Function: GetQuestDefinitions

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS10_GetQuestDefinitions_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider. If you are creating a custom window, start listening for changes before reading this list.

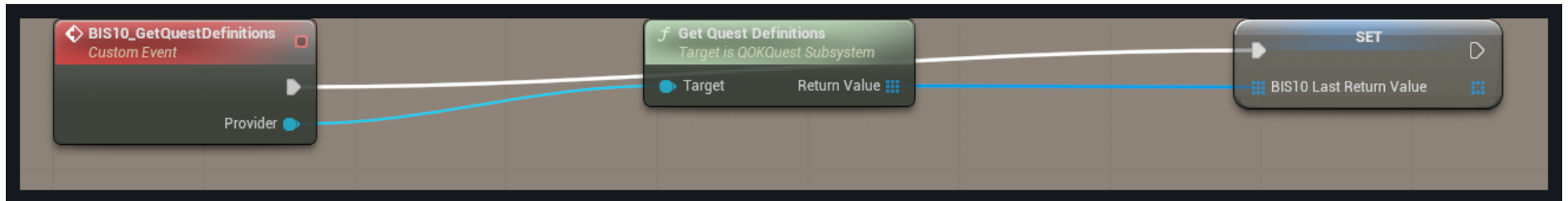
Expected result

The returned definitions supply the titles and task descriptions for your window. Match them using QuestId, not the displayed title.

The next page shows the complete graph.

10 | Read the quest names and descriptions - complete graph

BIS10_GetQuestDefinitions_Example



11 | Read the player's current progress

BP_BIS_QOK_IntegrationExamples / BIS11_GetAllProgress_Example

Function: GetAllProgress

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS11_GetAllProgress_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and match the returned records to quest definitions using QuestId.

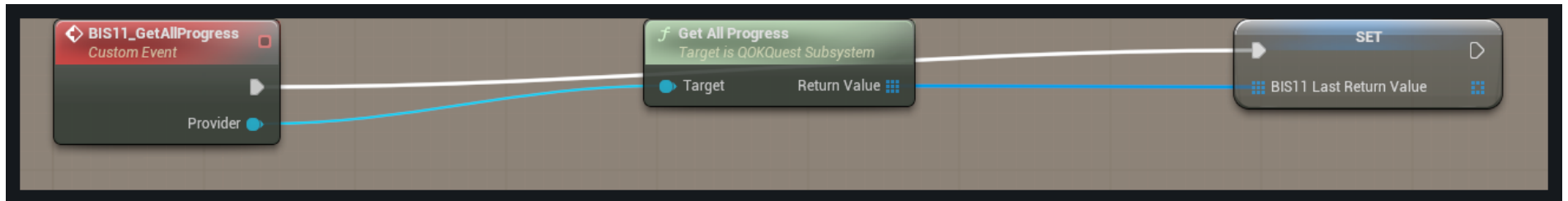
Expected result

You can show the current task counts and states. Use IsQuestVisibleInJournal to hide locked and completed rows like the supplied journal. Loading completion is not a new reward.

The next page shows the complete graph.

11 | Read the player's current progress - complete graph

BIS11_GetAllProgress_Example



12 | Choose which quest appears in the tracker

BP_BIS_QOK_IntegrationExamples / BIS12_SetQuestTracked_Example

Function: SetQuestTracked

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS12_SetQuestTracked_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and QuestId. Set bTracked to true to track it or false to stop tracking it. Check the returned result.

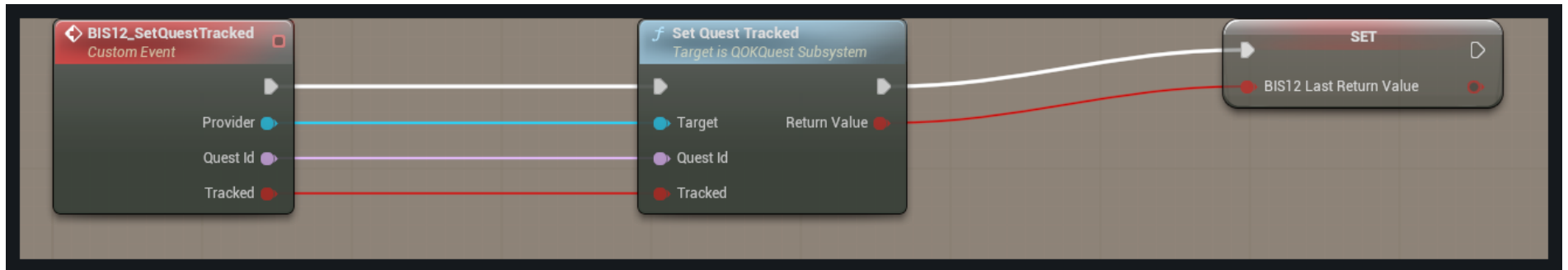
Expected result

The request is applied if allowed. The tracker's display limit can still affect how many quests are visible.

The next page shows the complete graph.

12 | Choose which quest appears in the tracker - complete graph

BIS12_SetQuestTracked_Example



13 | Open the journal from your button

BP_BIS_QOK_IntegrationExamples / BIS13_ShowJournal_Example

Function: ShowJournal

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS13_ShowJournal_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call this with Provider when your journal button is pressed. Use HideJournal when closing it.

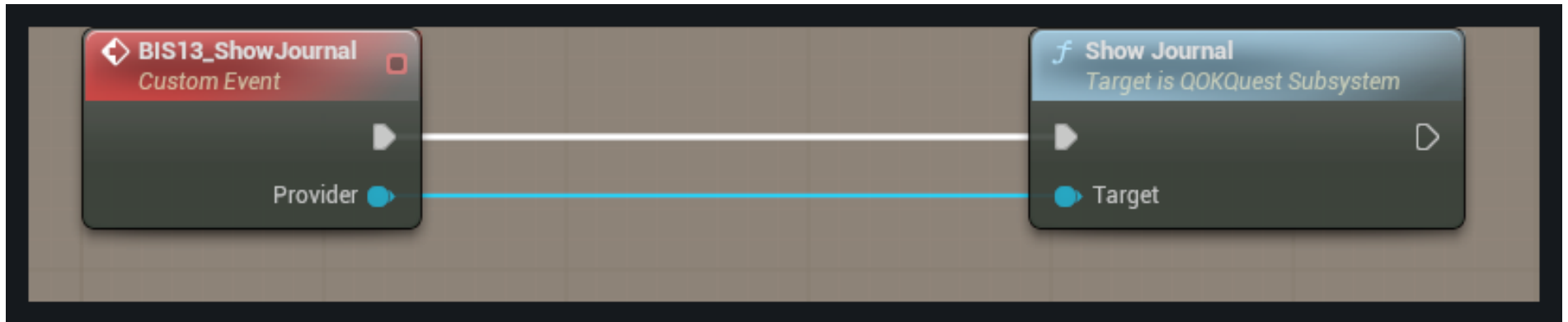
Expected result

The included journal opens. Test Escape and closing to confirm the player regains normal controls.

The next page shows the complete graph.

13 | Open the journal from your button - complete graph

BIS13_ShowJournal_Example



14 | Use your own launcher button

BP_BIS_QOK_IntegrationExamples / BIS14_SetStandaloneLauncherSuppressed_Example

Function: SetStandaloneLauncherSuppressed

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS14_SetStandaloneLauncherSuppressed_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and set bSuppressed to true while your replacement launcher exists. Set it back to false when removing your launcher.

Expected result

The supplied launcher hides or returns. This does not make your custom window manage the mouse or keyboard automatically.

The next page shows the complete graph.

14 | Use your own launcher button - complete graph

BIS14_SetStandaloneLauncherSuppressed_Example



15 | Update a window when a quest changes

BP_BIS_QOK_IntegrationExamples / BIS15_OnQuestStateChanged_Example

Function: OnQuestStateChanged

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS15_OnQuestStateChanged_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call BIS15_Bind once with the quest manager connected to Provider. This starts listening. Read the current data to fill the window when it first opens.
4. Continue from BIS15_Receive to update your own display when a change arrives. The BIS15_Last variables shown in the graph store the received values.
5. Call BIS15_Unbind with that same Provider when the window closes. This stops the old window from responding.

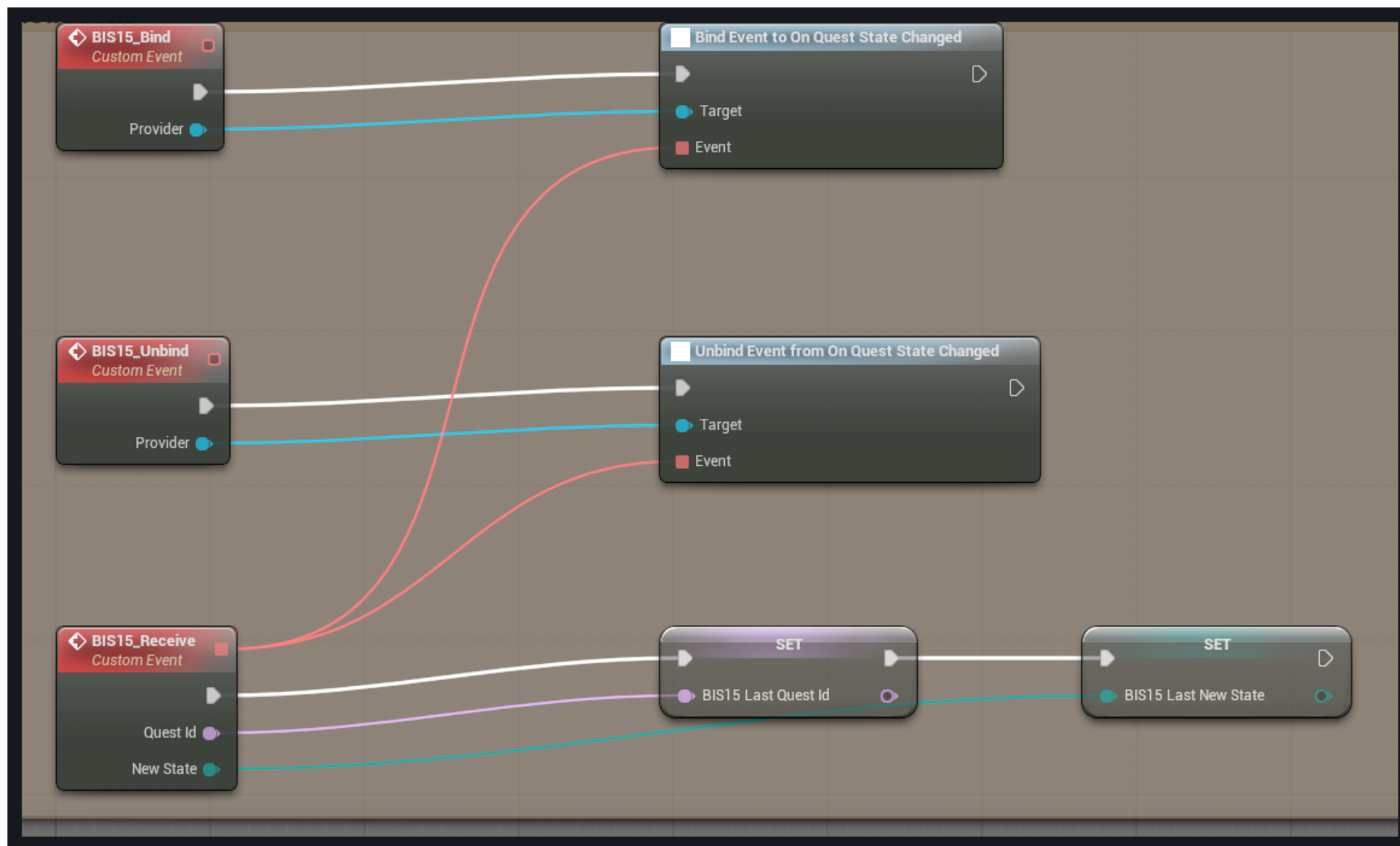
Expected result

The open window responds once to each relevant change. After it closes, later changes do not update it. Restoring saved progress must not hand out rewards again.

The next page shows the complete graph.

15 | Update a window when a quest changes - complete graph

BIS15_OnQuestStateChanged_Example



16 | Update task counts when progress changes

BP_BIS_QOK_IntegrationExamples / BIS16_OnObjectiveProgressChanged_Example

Function: OnObjectiveProgressChanged

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS16_OnObjectiveProgressChanged_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call BIS16_Bind once with the quest manager connected to Provider. This starts listening. Read the current data to fill the window when it first opens.
4. Continue from BIS16_Receive to update your own display when a change arrives. The BIS16_Last variables shown in the graph store the received values.
5. Call BIS16_Unbind with that same Provider when the window closes. This stops the old window from responding.

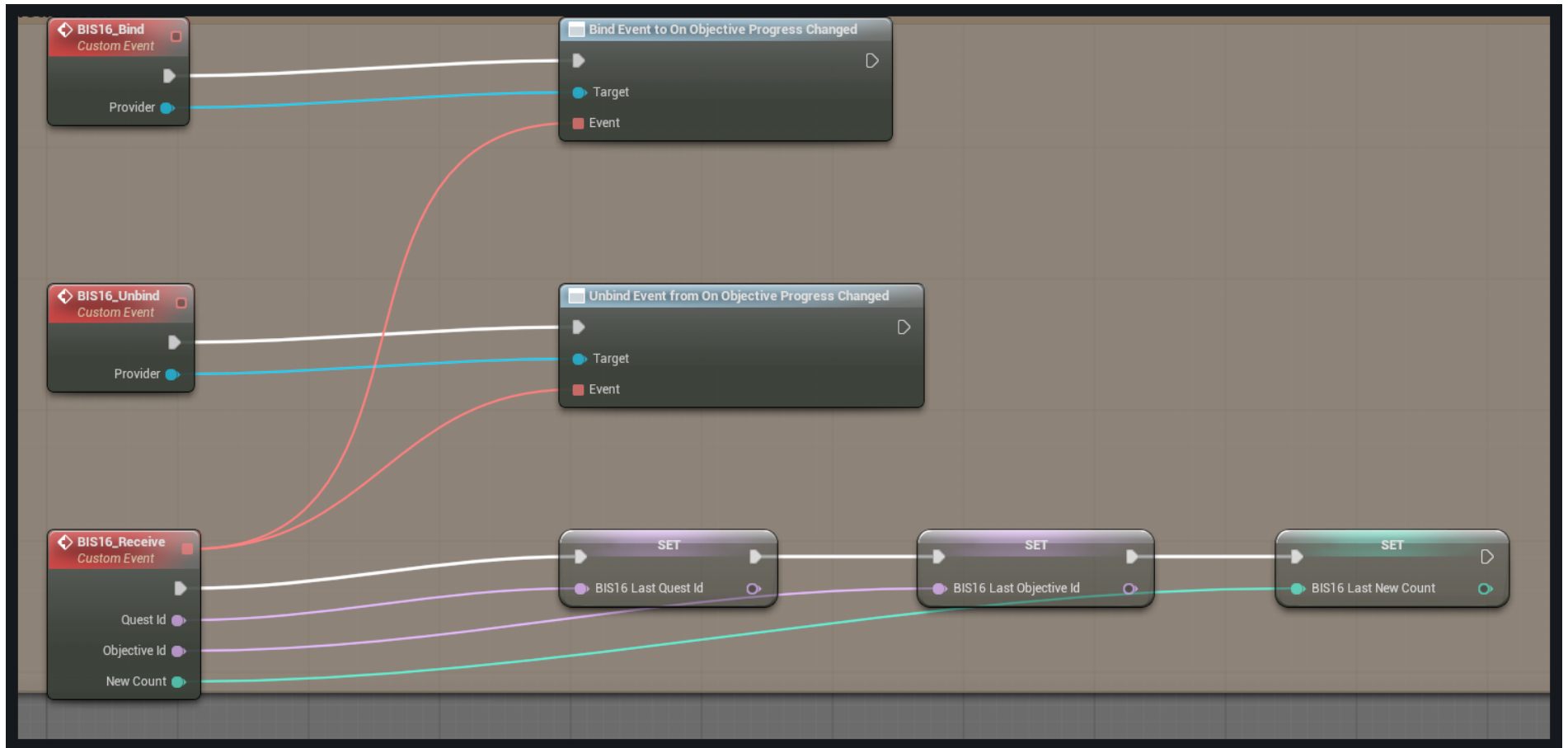
Expected result

The open window responds once to each relevant change. After it closes, later changes do not update it. Restoring saved progress must not hand out rewards again.

The next page shows the complete graph.

16 | Update task counts when progress changes - complete graph

BIS16_OnObjectiveProgressChanged_Example



17 | Respond when a quest pays its reward

BP_BIS_QOK_IntegrationExamples / BIS17_OnQuestRewarded_Example

Function: OnQuestRewarded

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS17_OnQuestRewarded_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call BIS17_Bind once with the quest manager connected to Provider. This starts listening. Read the current data to fill the window when it first opens.
4. Continue from BIS17_Receive to update your own display when a change arrives. The BIS17_Last variables shown in the graph store the received values.
5. Call BIS17_Unbind with that same Provider when the window closes. This stops the old window from responding.

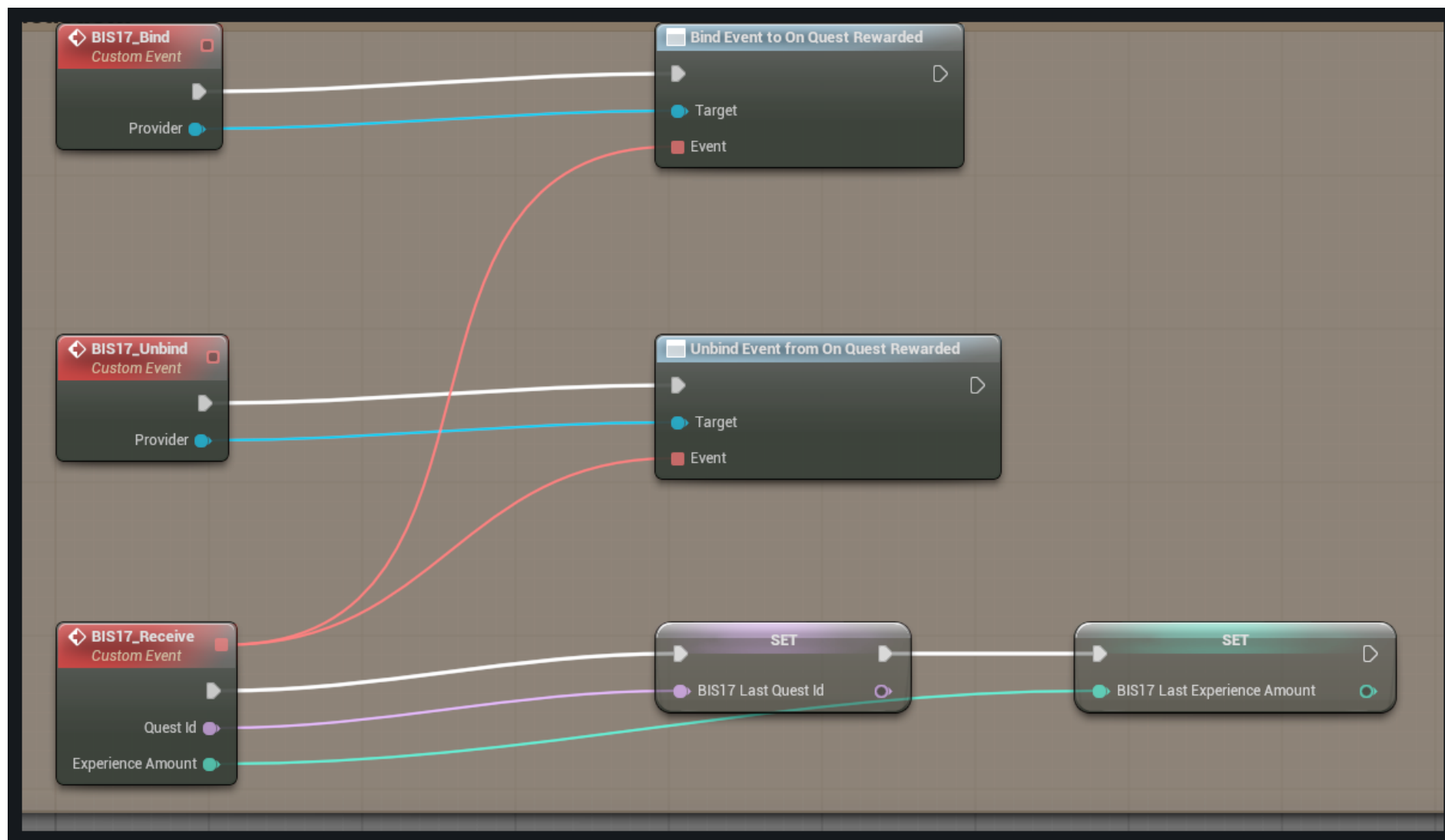
Expected result

The open window responds once to each relevant change. After it closes, later changes do not update it. Restoring saved progress must not hand out rewards again.

The next page shows the complete graph.

17 | Respond when a quest pays its reward - complete graph

BIS17_OnQuestRewarded_Example



18 | Update the experience display

BP_BIS_QOK_IntegrationExamples / BIS18_OnExperienceChanged_Example

Function: OnExperienceChanged

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS18_OnExperienceChanged_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call BIS18_Bind once with the quest manager connected to Provider. This starts listening. Read the current data to fill the window when it first opens.
4. Continue from BIS18_Receive to update your own display when a change arrives. The BIS18_Last variables shown in the graph store the received values.
5. Call BIS18_Unbind with that same Provider when the window closes. This stops the old window from responding.

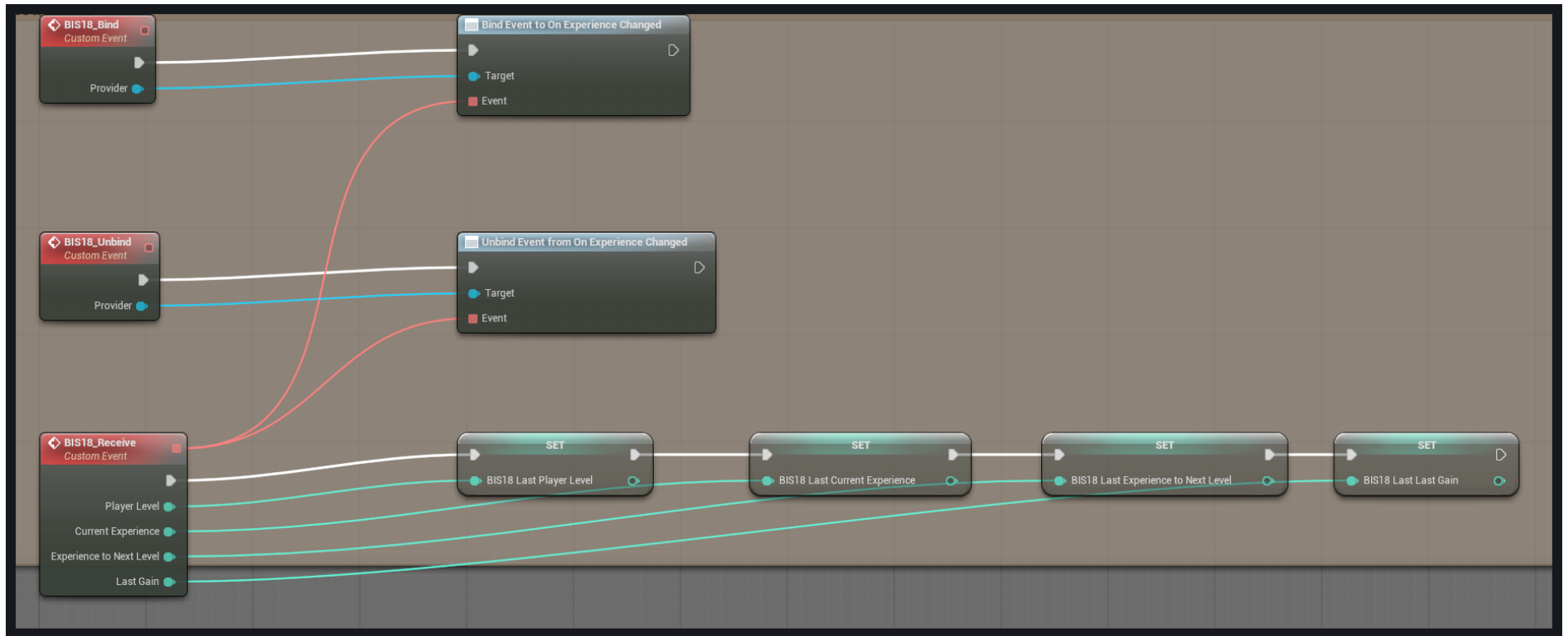
Expected result

The open window responds once to each relevant change. After it closes, later changes do not update it. Restoring saved progress must not hand out rewards again.

The next page shows the complete graph.

18 | Update the experience display - complete graph

BIS18_OnExperienceChanged_Example



19 | Let your game save quest preferences

BP_BIS_QOK_IntegrationExamples / BIS19_SetExternalPersistenceActive_Example

Function: SetExternalPersistenceActive

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS19_SetExternalPersistenceActive_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. First connect SetHostSaveHandler to a function that really saves the data and returns true only on success. Then enable bActive with Provider.

Expected result

Preference-save requests go to your function. A missing or failed function must not be reported as a successful save.

The next page shows the complete graph.

19 | Let your game save quest preferences - complete graph

BIS19_SetExternalPersistenceActive_Example



20 | Collect quest data for a save

BP_BIS_QOK_IntegrationExamples / BIS20_CaptureHostState_Example

Function: CaptureHostState

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS20_CaptureHostState_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Use Create Save Game Object to make a QOK Save Game object. Connect it and Provider. If capture succeeds, write the object using your save system.

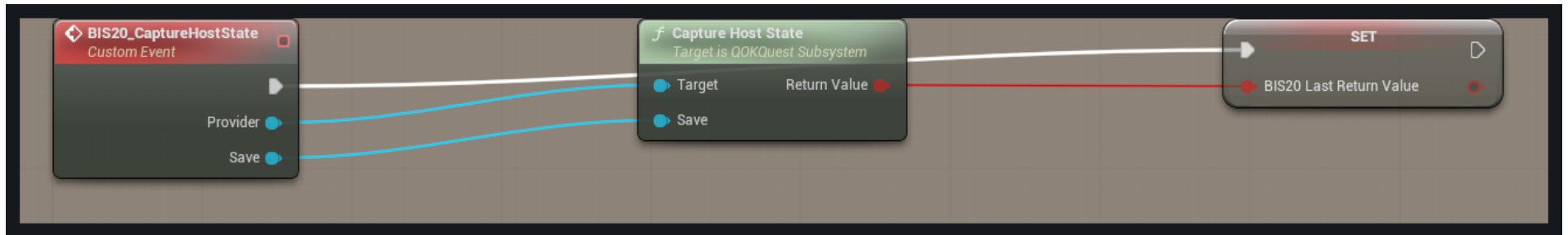
Expected result

The object contains the data, but CaptureHostState itself has not saved a disk file. Keep it consistent with inventory and reward records.

The next page shows the complete graph.

20 | Collect quest data for a save - complete graph

BIS20_CaptureHostState_Example



21 | Restore quest data from a save

BP_BIS_QOK_IntegrationExamples / BIS21_RestoreHostState_Example

Function: RestoreHostState

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS21_RestoreHostState_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Load your QOK Save Game object through your own save system. Register the needed quest definitions, then connect the loaded object and Provider.

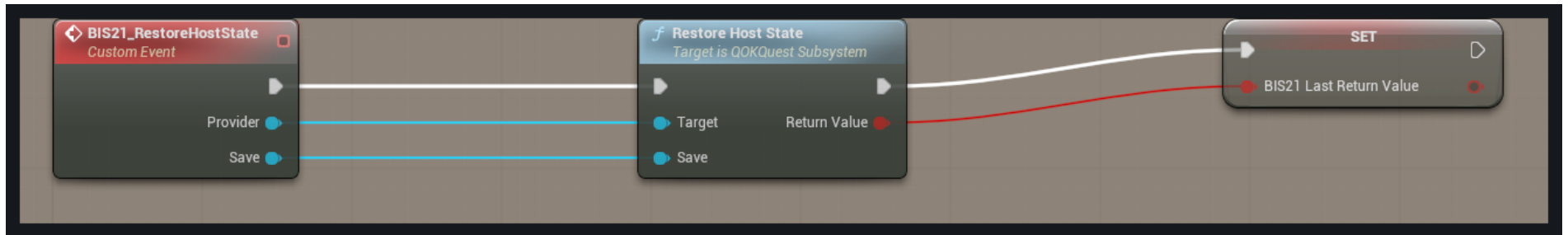
Expected result

A successful restore brings back saved state. It must not hand out rewards for completed quests again.

The next page shows the complete graph.

21 | Restore quest data from a save - complete graph

BIS21_RestoreHostState_Example



22 | Use an existing shared window manager

BP_BIS_QOK_IntegrationExamples / BIS22_SetExternalSuiteCoordinatorActive_Example

Function: SetExternalSuiteCoordinatorActive

What to connect

1. In the Content Drawer, open BP_BIS_QOK_IntegrationExamples. In the Blueprint editor, open BIS22_SetExternalSuiteCoordinatorActive_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Enable this only if your game already coordinates its windows and input. Connect Provider and the requested active value.

Expected result

Your game takes the shared coordination role. Restore the normal mode when disconnecting. Replacing a launcher alone does not need this setting.

The next page shows the complete graph.

22 | Use an existing shared window manager - complete graph

BIS22_SetExternalSuiteCoordinatorActive_Example



23 | Read one quest's description

BP_BIS_QOK_ExtendedExamples / BIS23_GetQuestDefinition_Example

Function: GetQuestDefinition

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS23_GetQuestDefinition_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the QuestId you want to read.

Expected result

A valid ID returns that quest's definition. False means the request failed and the returned definition is empty.

The next page shows the complete graph.

23 | Read one quest's description - complete graph

BIS23_GetQuestDefinition_Example



24 | Read one quest's progress

BP_BIS_QOK_ExtendedExamples / BIS24_GetQuestProgress_Example

Function: GetQuestProgress

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS24_GetQuestProgress_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the QuestId you want to read.

Expected result

A valid ID returns its current progress. False means the request failed; do not present the empty result as completed progress.

The next page shows the complete graph.

24 | Read one quest's progress - complete graph

BIS24_GetQuestProgress_Example



25 | Read how many tasks are done

BP_BIS_QOK_ExtendedExamples / BIS25_GetObjectiveCount_Example

Function: GetObjectiveCount

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS25_GetObjectiveCount_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider, QuestId and ObjectiveId after your game has reported a successful action.

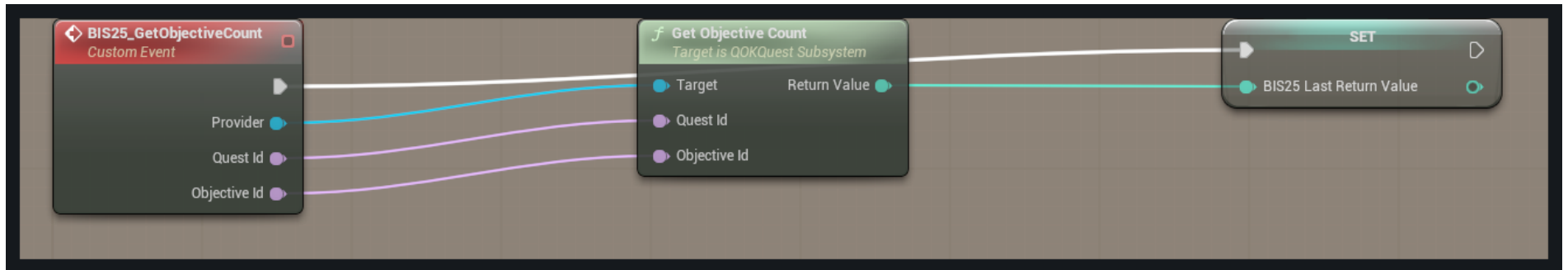
Expected result

Use the returned count for that objective in your own display.

The next page shows the complete graph.

25 | Read how many tasks are done - complete graph

BIS25_GetObjectiveCount_Example



26 | Change the tracker's width

BP_BIS_QOK_ExtendedExamples / BIS26_SetTrackerWidth_Example

Function: SetTrackerWidth

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS26_SetTrackerWidth_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the new width value shown by the input pin. Call it as your slider moves; call CommitAppearance when dragging ends.

Expected result

The tracker becomes wider or narrower immediately. Confirm the save succeeds when the slider is released.

The next page shows the complete graph.

26 | Change the tracker's width - complete graph

BIS26_SetTrackerWidth_Example



27 | Change the tracker's height

BP_BIS_QOK_ExtendedExamples / BIS27_SetTrackerHeight_Example

Function: SetTrackerHeight

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS27_SetTrackerHeight_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and a height value. Use 0 when you want the window to fit the quests it contains. Save with CommitAppearance after editing.

Expected result

The height follows the setting, or fits the content when set to 0.

The next page shows the complete graph.

27 | Change the tracker's height - complete graph

BIS27_SetTrackerHeight_Example



28 | Resize the whole tracker

BP_BIS_QOK_ExtendedExamples / BIS28_SetTrackerScale_Example

Function: SetTrackerScale

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS28_SetTrackerScale_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the scale value from your control. Save with CommitAppearance when editing ends.

Expected result

The tracker scales live. The plugin limits extreme values to its supported range.

The next page shows the complete graph.

28 | Resize the whole tracker - complete graph

BIS28_SetTrackerScale_Example



29 | Change objective text size

BP_BIS_QOK_ExtendedExamples / BIS29_SetTrackerTextSize_Example

Function: SetTrackerTextSize

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS29_SetTrackerTextSize_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the requested text-size value. Save with CommitAppearance after editing.

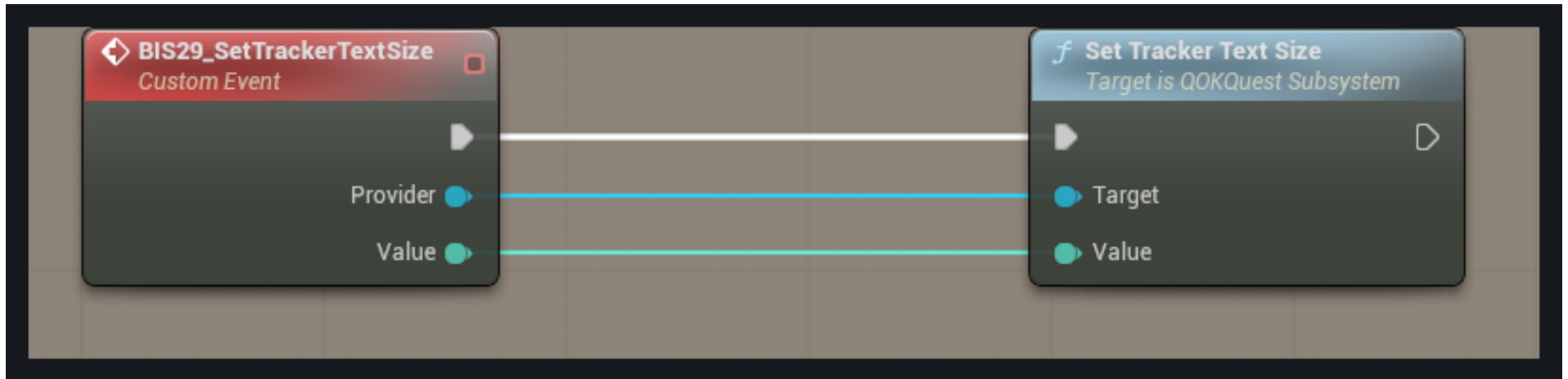
Expected result

The tracker text changes size within the supported range.

The next page shows the complete graph.

29 | Change objective text size - complete graph

BIS29_SetTrackerTextSize_Example



30 | Change the tracker's plain background

BP_BIS_QOK_ExtendedExamples / BIS30_SetTrackerOpacity_Example

Function: SetTrackerOpacity

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS30_SetTrackerOpacity_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the opacity value from your control. Save with CommitAppearance when editing ends.

Expected result

The plain background becomes more or less transparent; the decorative picture has its own setting.

The next page shows the complete graph.

30 | Change the tracker's plain background - complete graph

BIS30_SetTrackerOpacity_Example



31 | Change the tracker's background picture

BP_BIS_QOK_ExtendedExamples / BIS31_SetTrackerArtOpacity_Example

Function: SetTrackerArtOpacity

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS31_SetTrackerArtOpacity_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the art-opacity value. Save with CommitAppearance when editing ends.

Expected result

The decorative picture changes transparency separately from the text and plain background.

The next page shows the complete graph.

31 | Change the tracker's background picture - complete graph

BIS31_SetTrackerArtOpacity_Example



32 | Resize the journal

BP_BIS_QOK_ExtendedExamples / BIS32_SetJournalScale_Example

Function: SetJournalScale

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS32_SetJournalScale_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the scale value. Save with CommitAppearance after editing.

Expected result

The journal becomes larger or smaller using the same setting as its included controls.

The next page shows the complete graph.

32 | Resize the journal - complete graph

BIS32_SetJournalScale_Example



33 | Change the experience bar's width

BP_BIS_QOK_ExtendedExamples / BIS33_SetExperienceWidth_Example

Function: SetExperienceWidth

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS33_SetExperienceWidth_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the requested width value. Save with CommitAppearance when editing ends.

Expected result

The experience bar changes width. Its optional backdrop has separate size controls.

The next page shows the complete graph.

33 | Change the experience bar's width - complete graph

BIS33_SetExperienceWidth_Example



34 | Show or hide the objective tracker

BP_BIS_QOK_ExtendedExamples / BIS34_SetShowTracker_Example

Function: SetShowTracker

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS34_SetShowTracker_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the show/hide value on the input pin.

Expected result

The tracker appears or disappears. Quest progress is retained while it is hidden.

The next page shows the complete graph.

34 | Show or hide the objective tracker - complete graph

BIS34_SetShowTracker_Example



35 | Limit the number of displayed quests

BP_BIS_QOK_ExtendedExamples / BIS35_SetMaxTrackedQuests_Example

Function: SetMaxTrackedQuests

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS35_SetMaxTrackedQuests_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the maximum count you want the tracker to display.

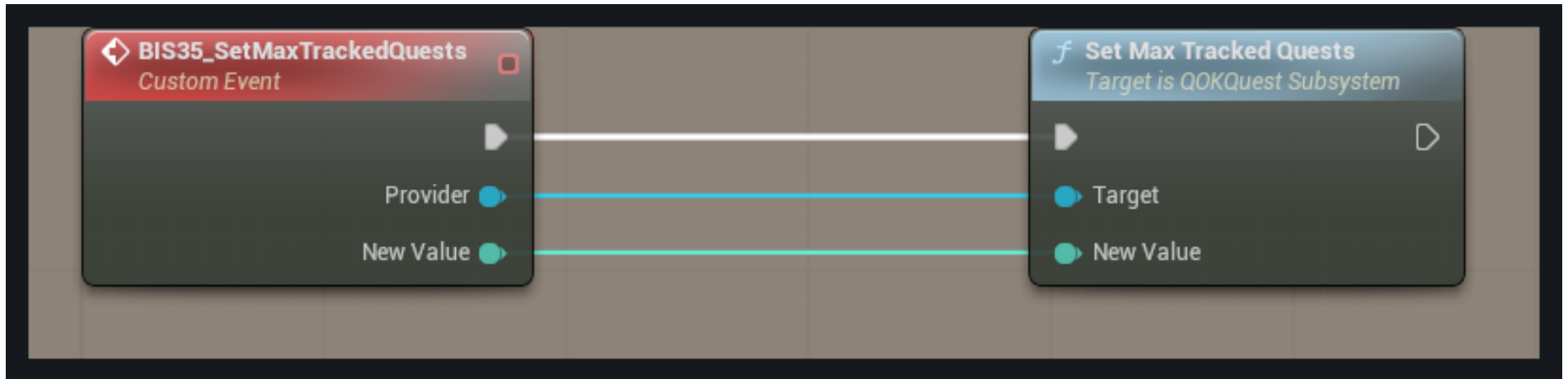
Expected result

The display limit changes. This does not delete quests or reset their progress.

The next page shows the complete graph.

35 | Limit the number of displayed quests - complete graph

BIS35_SetMaxTrackedQuests_Example



36 | Move the journal

BP_BIS_QOK_ExtendedExamples / BIS36_SetJournalOffset_Example

Function: SetJournalOffset

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS36_SetJournalOffset_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and the position offset shown in the graph. The offset is relative to the game viewport. Save with CommitAppearance when the move ends.

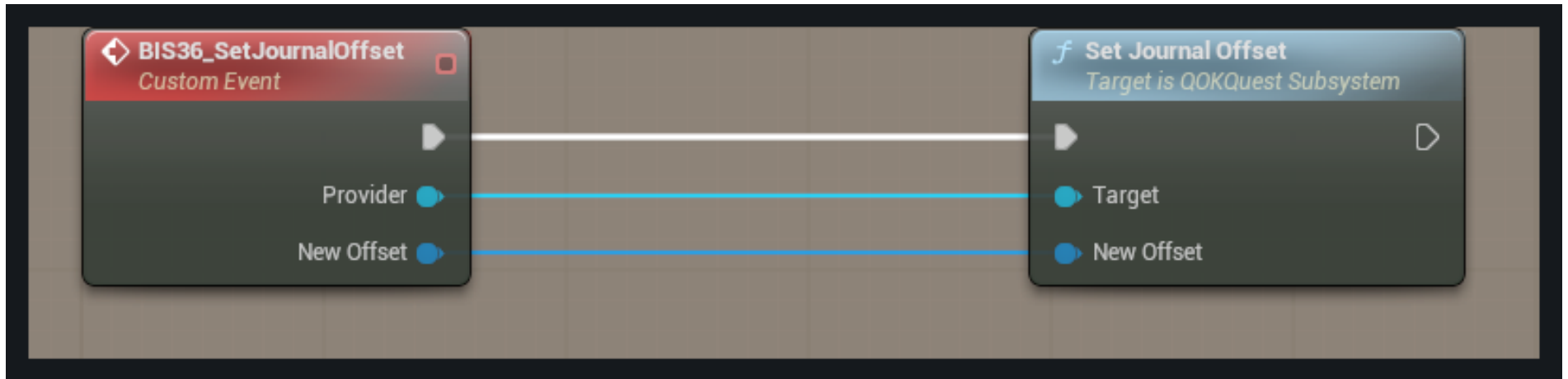
Expected result

The journal moves while the plugin keeps it within its allowed screen bounds.

The next page shows the complete graph.

36 | Move the journal - complete graph

BIS36_SetJournalOffset_Example



37 | Save appearance changes

BP_BIS_QOK_ExtendedExamples / BIS37_CommitAppearance_Example

Function: CommitAppearance

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS37_CommitAppearance_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Call this once after releasing a custom slider or finishing a window drag. Connect Provider and check the returned result.

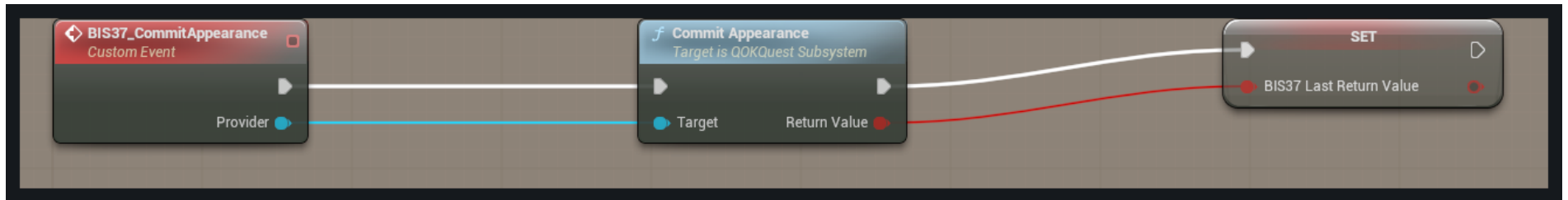
Expected result

True confirms success through the active saving path. Do not show a saved message after failure or call this every frame.

The next page shows the complete graph.

37 | Save appearance changes - complete graph

BIS37_CommitAppearance_Example



38 | Let the player abandon a quest

BP_BIS_QOK_ExtendedExamples / BIS38_AbandonQuest_Example

Function: AbandonQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS38_AbandonQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and QuestId when the player confirms abandonment. Check the result before your game changes related pickups or items.

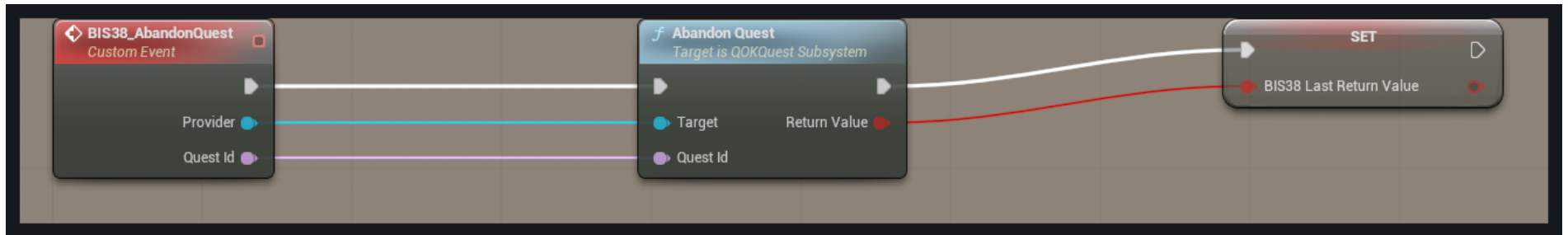
Expected result

An allowed active quest is abandoned. Your game must handle the items and objects it created for that quest.

The next page shows the complete graph.

38 | Let the player abandon a quest - complete graph

BIS38_AbandonQuest_Example



39 | Mark a quest as failed

BP_BIS_QOK_ExtendedExamples / BIS39_FailQuest_Example

Function: FailQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS39_FailQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. When your game's failure rule is met, connect Provider and QuestId. Check the returned result.

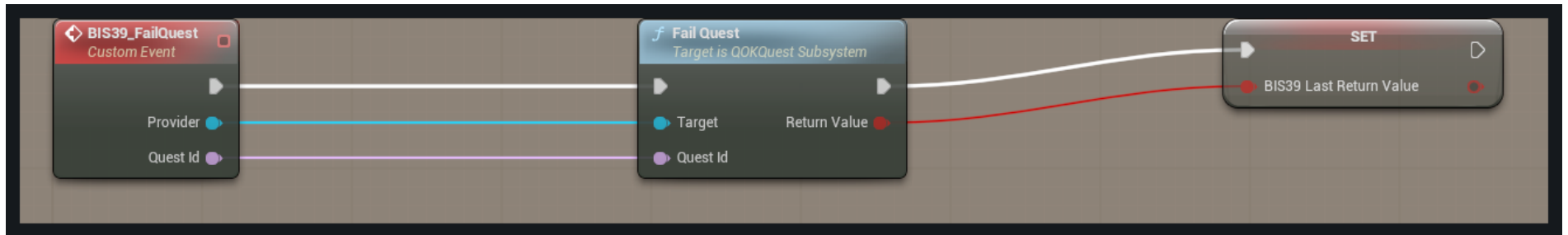
Expected result

An allowed active quest is marked failed. The plugin does not invent a time limit or other failure rule for you.

The next page shows the complete graph.

39 | Mark a quest as failed - complete graph

BIS39_FailQuest_Example



40 | Reset a quest for another attempt

BP_BIS_QOK_ExtendedExamples / BIS40_ResetQuest_Example

Function: ResetQuest

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS40_ResetQuest_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Connect Provider and QuestId only when your game intends to reset it. First decide what should happen to old quest items and rewards.

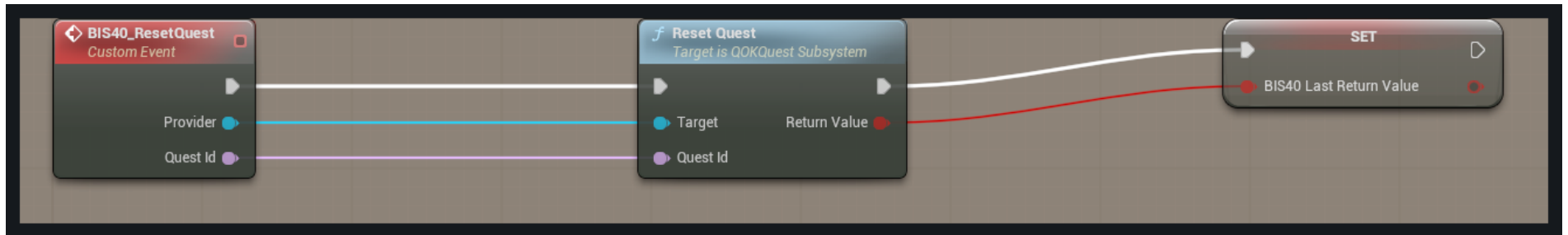
Expected result

Quest state resets if allowed. Your game must prevent leftover items or repeated rewards from creating an exploit.

The next page shows the complete graph.

40 | Reset a quest for another attempt - complete graph

BIS40_ResetQuest_Example



41 | Remove a quest definition

BP_BIS_QOK_ExtendedExamples / BIS41_RemoveQuestDefinition_Example

Function: RemoveQuestDefinition

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS41_RemoveQuestDefinition_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. Stop the game code that uses the quest, then connect Provider and QuestId. Check whether removal is allowed.

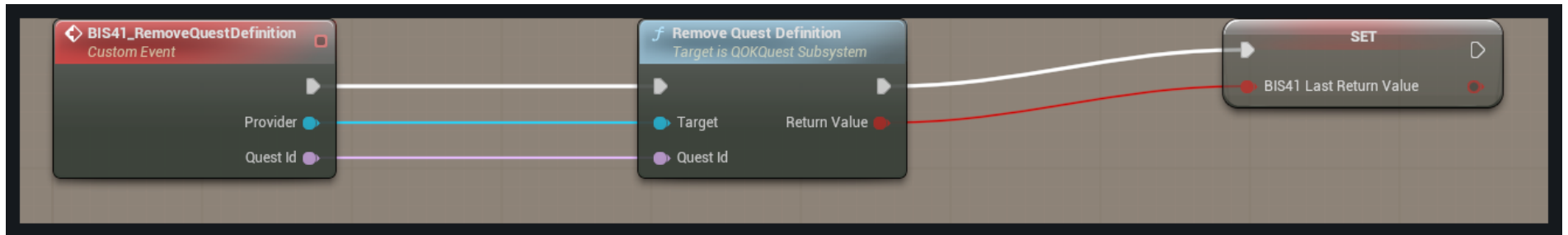
Expected result

A successful request removes the eligible definition. A rejected request must not be treated as removal.

The next page shows the complete graph.

41 | Remove a quest definition - complete graph

BIS41_RemoveQuestDefinition_Example



42 | Give experience for a gameplay event

BP_BIS_QOK_ExtendedExamples / BIS42_AwardHostExperience_Example

Function: AwardHostExperience

What to connect

1. In the Content Drawer, open BP_BIS_QOK_ExtendedExamples. In the Blueprint editor, open BIS42_AwardHostExperience_Example.
2. Use the quest manager from example 01 for Provider. Your game must call the red Custom Event; it does not run by itself.
3. After your game confirms the player earned it, connect Provider and the amount shown in the graph. Call once for that credited event.

Expected result

Experience and its usual change notification update. Your game prevents the same kill or action from paying twice.

The next page shows the complete graph.

42 | Give experience for a gameplay event - complete graph

BIS42_AwardHostExperience_Example

