



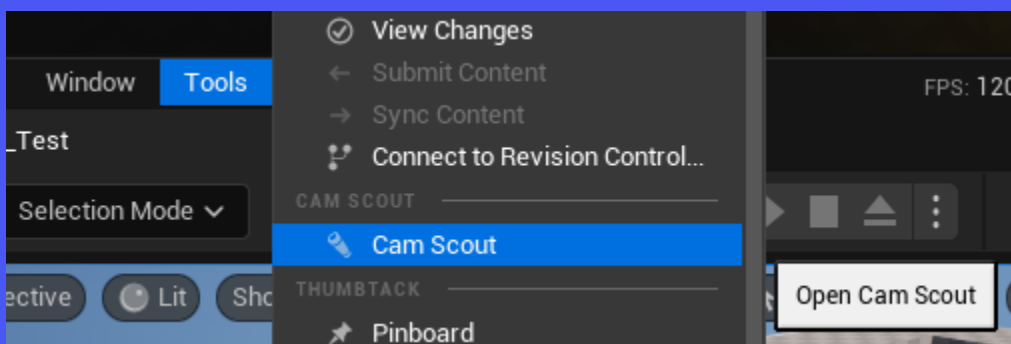
Cam Scout

Quick Start Guide

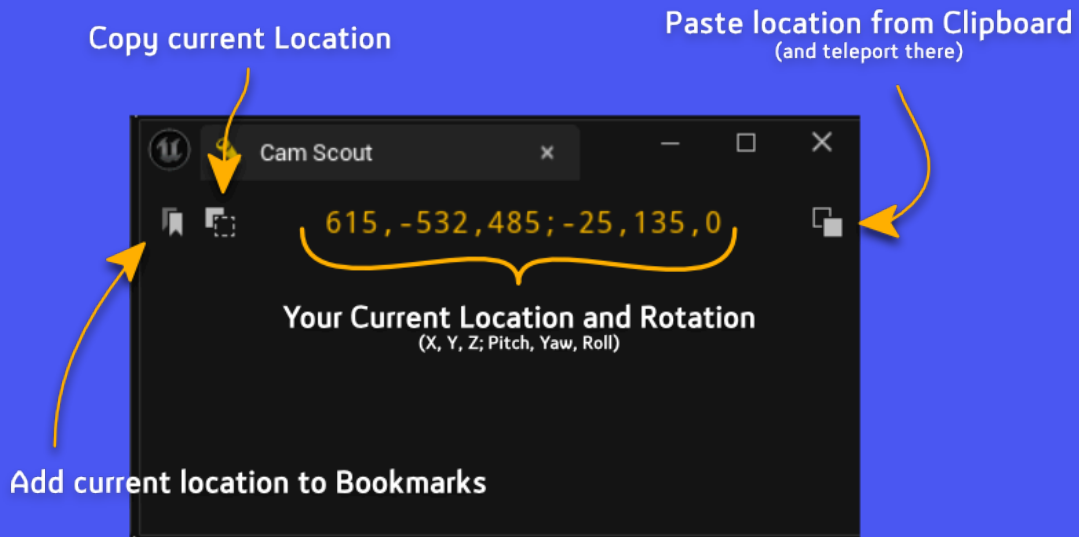
Cam Scout is a utility that enables you to quickly access camera locations in your game. This guide will show you how to use it in a few simple steps.

Launching the **Cam Scout**

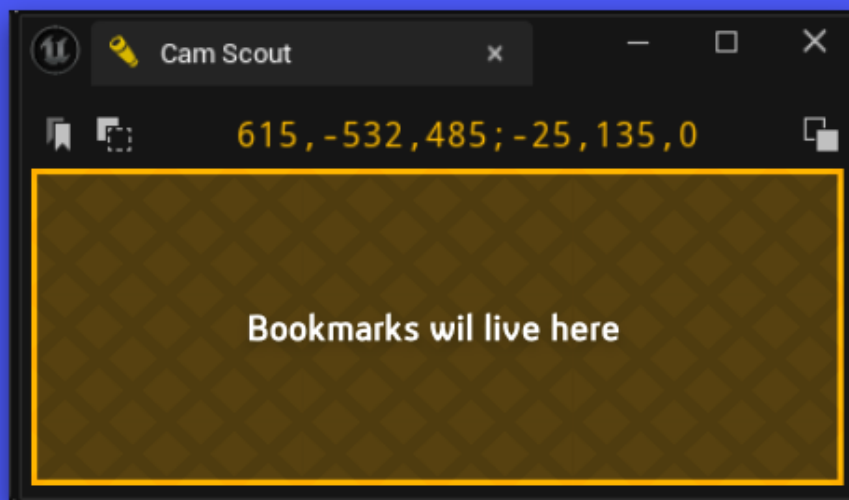
To launch the main Cam Scout window, access the **Tools** menu in the top Menu bar while in the Level Editor, and select **Cam Scout**



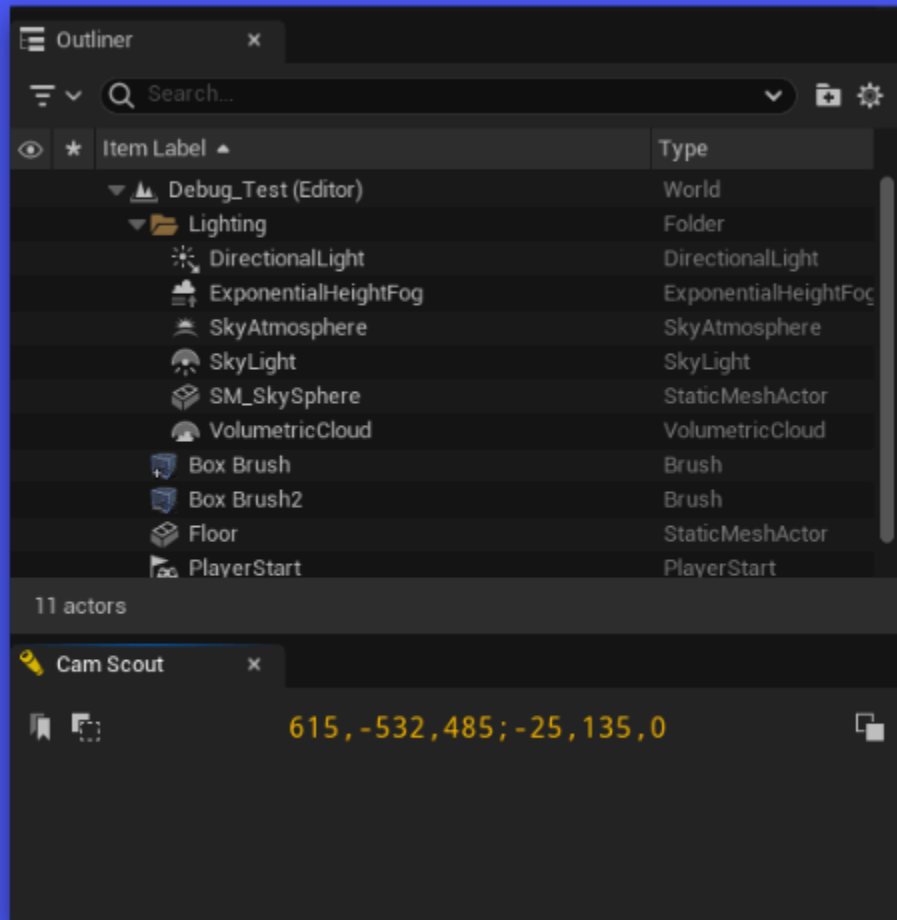
This will cause the main Cam Scout window to appear. Below you can see an explanation on features of buttons. They are also explained via tooltips.



While that blank space below the Cam Scout's main toolbar may concern you at first, fear not - this is the place that Bookmarks will appear in:



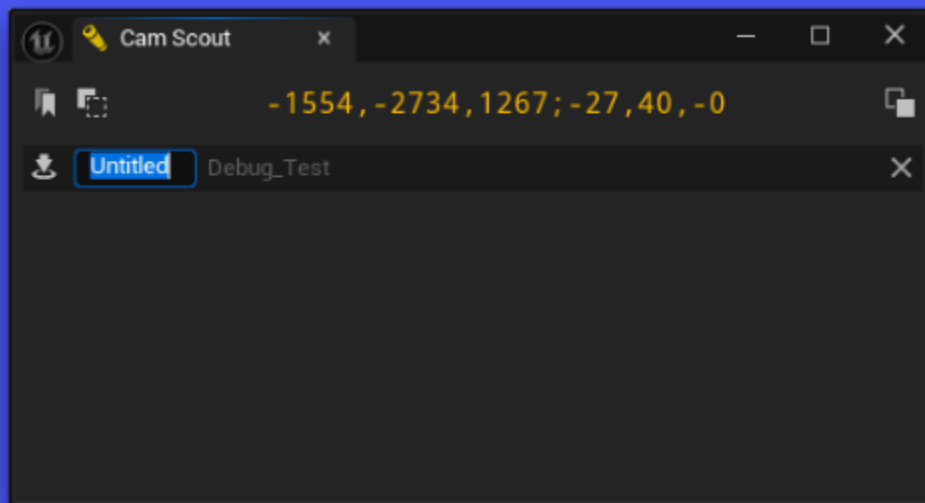
The spawned window is a **Nomad Tab**, which means it can be docked anywhere within a major tab - such as the Level Editor. We suggest docking it somewhere below the **Outliner**, like so:



Bookmarks

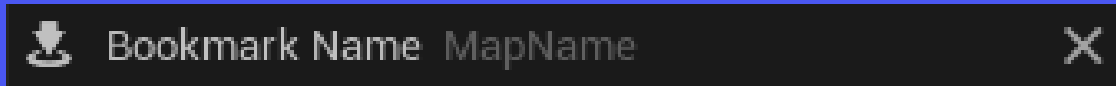
Adding Bookmarks

Adding bookmarks is accomplished by pressing the  **Add Bookmark** button. This will spawn a new bookmark with the default name of *Untitled*.





From there you can start typing to set the bookmark's name. Committing the name by pressing **Enter** or clicking elsewhere will save the bookmark with its new name.

Using Bookmarks



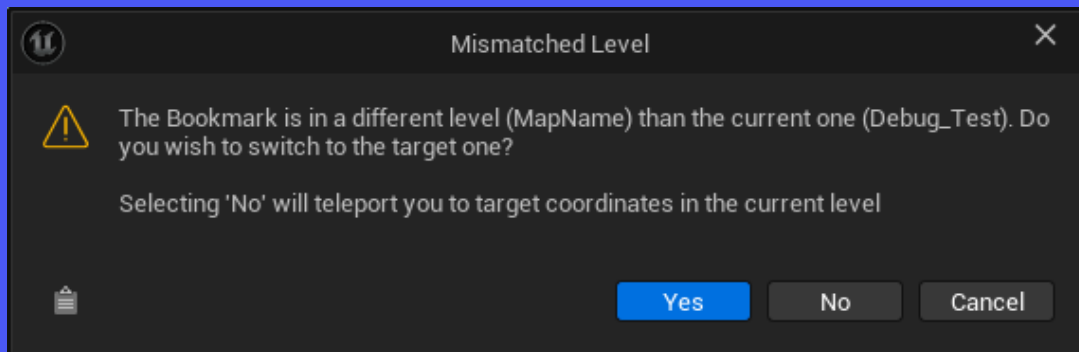
Bookmark consists of a couple of UI elements:

- The  **Teleport** button
- Bookmark's Name
- The name of the Level the bookmark belongs to
- The  **Remove Bookmark** button

Pressing the teleport button will:

- **In Edit mode** - set the last active viewport's location and rotation to the ones stored in the bookmark
- **In a PIE session** - teleport the Player Pawn of the first player controller to location and rotation stored in the bookmark.

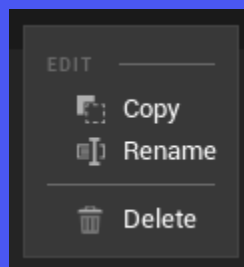
If the bookmark you want to teleport to is not in the same level as the current one, a prompt will appear:



- **Yes** will load the level and set location appropriately
- **No** will set the location from the bookmark **without loading the level**
- **Cancel** will abort the teleport entirely

Bookmark Context Menu

Each bookmark has a context menu with a couple of options:



- **Copy** will copy the bookmark's **location** (*but not the level!*) to your clipboard.
- **Rename** will allow you to rename the bookmark to something else.
- **Delete** will delete the bookmark without prompt.