GAMEDNA

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INSTALLER

Contents

1. License

gameDNA grants you a non-exclusive, non-transferable, non-sublicensable license for a single User to use, display, and perform the gameDNA installer plugin for Unreal® Engine 4. You are not allowed to modify and redistribute this software.

2. Introduction

gameDNA installer is an automatic SDK downloader and installer for gameDNA's plugins. No more downloading SDKs and creating packages on your own! Just one click and it will do everything for you!

FEATURES:

- Automatic SDK downloader and installer
- Updating SDK from the cloud
- No more downloading and creating packages on your own
- Just one click and it will do everything for you
- Out-of-the-box for Windows, macOS, and Linux
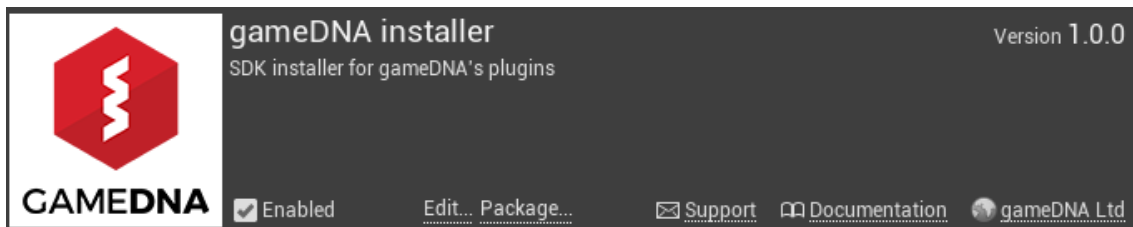
Current plugin version: 1.5.1

Support: support@gamednastudio.com

3. Getting started

1. Unpack the plugin archive to the *Plugins* folder in your UE4 project folder or *Engine/Plugins/Marketplace* and start the editor.
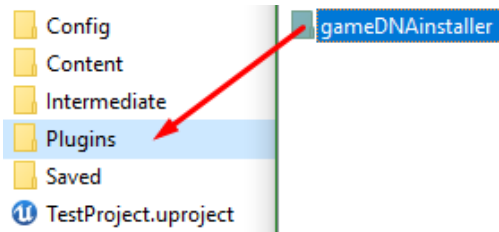
2. Enable *gameDNA installer* in *Edit -> Plugins -> Misc -> gameDNA installer*.

3. Go to *Edit -> gameDNA* or click on the *gameDNA* icon on the toolbar in the *Level Editor*.

4. Android configuration:
a) Go to *Project Settings -> Platforms -> Android* and change *Minimum SDK Version* to 16 and *Target SDK Version* to 27.
b) Go to *Project Settings -> Platforms -> Android* SDK and change *SDK API Level* to *latest* and *NDK API Level* to *android-19*.
c) Go to the *NVIDIA CodeWorks* installation path and run *Android SDK Manager*. You can find it typically in:
   - Windows: *C:/NVPACK/android-sdk-windows/tools/android.bat*
   - macOS: */Users/[username]/NVPACK/android-sdk-macosx/tools/android*

   Install or update the following libraries:

   - Android 8.1.0 (API 27) SDK Platform
   - Android Support Repository
   - Android Support Library
   - Google Play Services
   - Google Repository

5. Now, the *gameDNA installer* main window is visible and you can install or update SDKs for installed plugins in the engine and/or a project. Relax and enjoy. That's all!
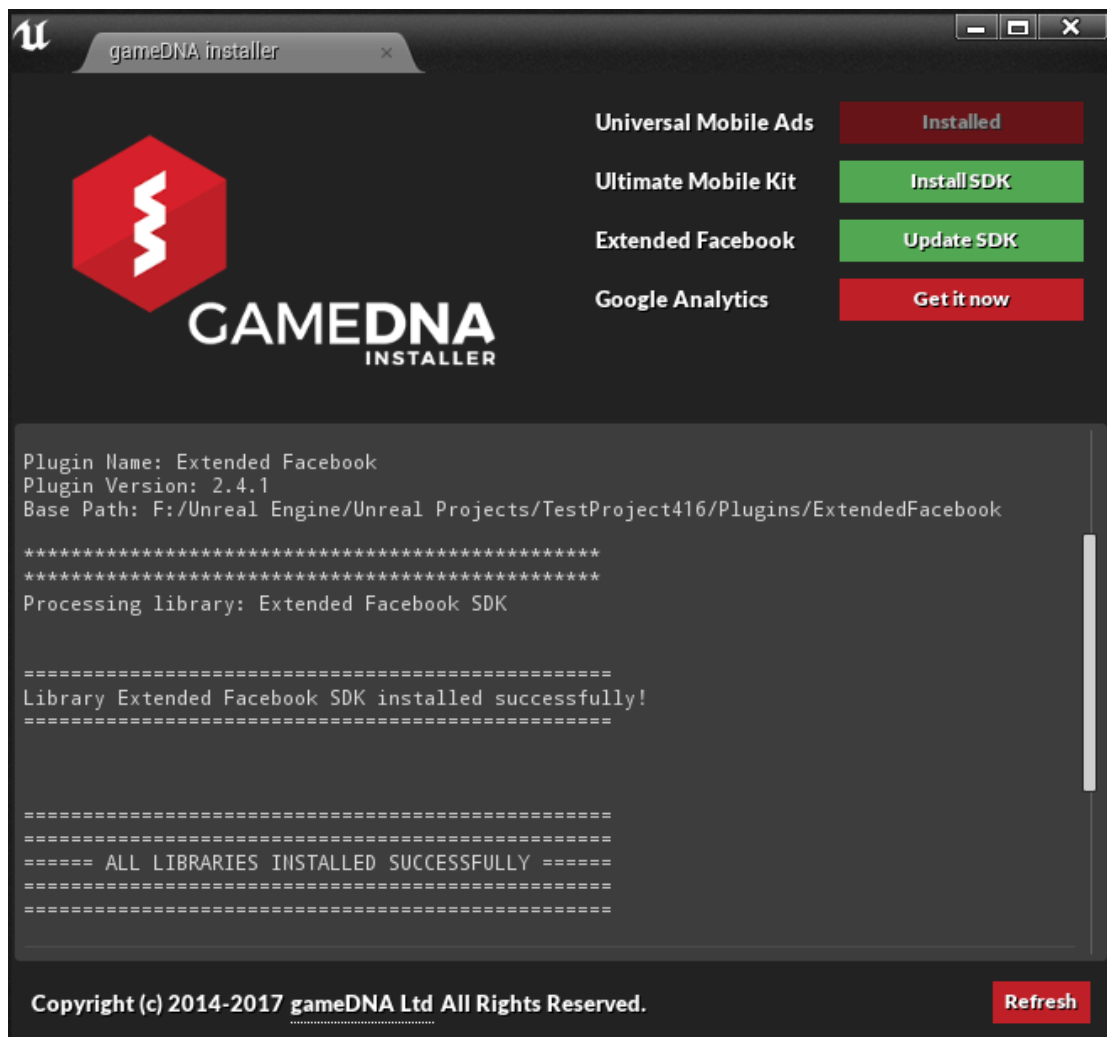
6. If you experience TLS certificate error on macOS, please update mono to the newest version:
   https://www.mono-project.com/docs/getting-started/install/mac/

7. If you experience the infamous "64k methods" error, you should download and install the free **MultiDex** plugin:
   - GitHub: https://github.com/gameDNAstudio/MultiDex
   - Marketplace: https://www.unrealengine.com/marketplace/multidex

8. If you have any antivirus software installed on your computer, please add the following file to the whitelist:
   [PLUGIN_FOLDER]/Extras/Core/gameDNAinstaller.exe. The file is 100% safe but is not present in antivirus databases so it can be reported as a Trojan by some programs.

4. Third Party Licenses

SharpCompress License

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