



# GAMEDNA

INSTALLER

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# 1. License

Copyright © 2017 gameDNA Ltd. All rights reserved.

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:

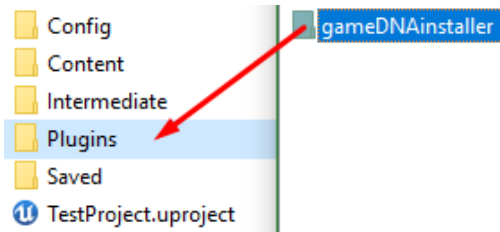
- Automatic SDK downloader and installer
- Updating SDK from the cloud
- No more downloading and creating packages on your own
- Just one click and it will do everything for you
- Out-of-the-box for Windows, macOS, and Linux

**Current plugin version: 1.2.2**

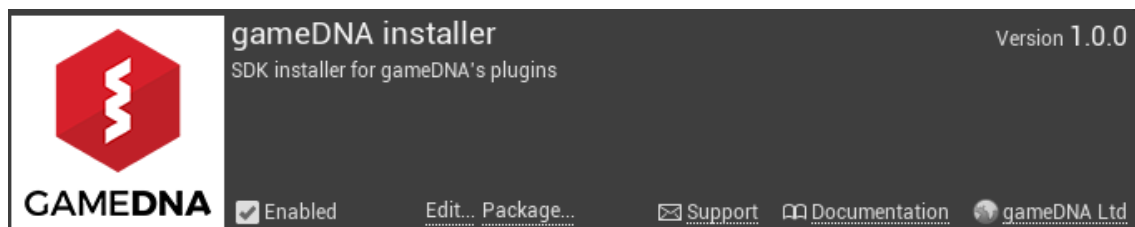
**Support:** [support@gamednastudio.com](mailto:support@gamednastudio.com)

### 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*.

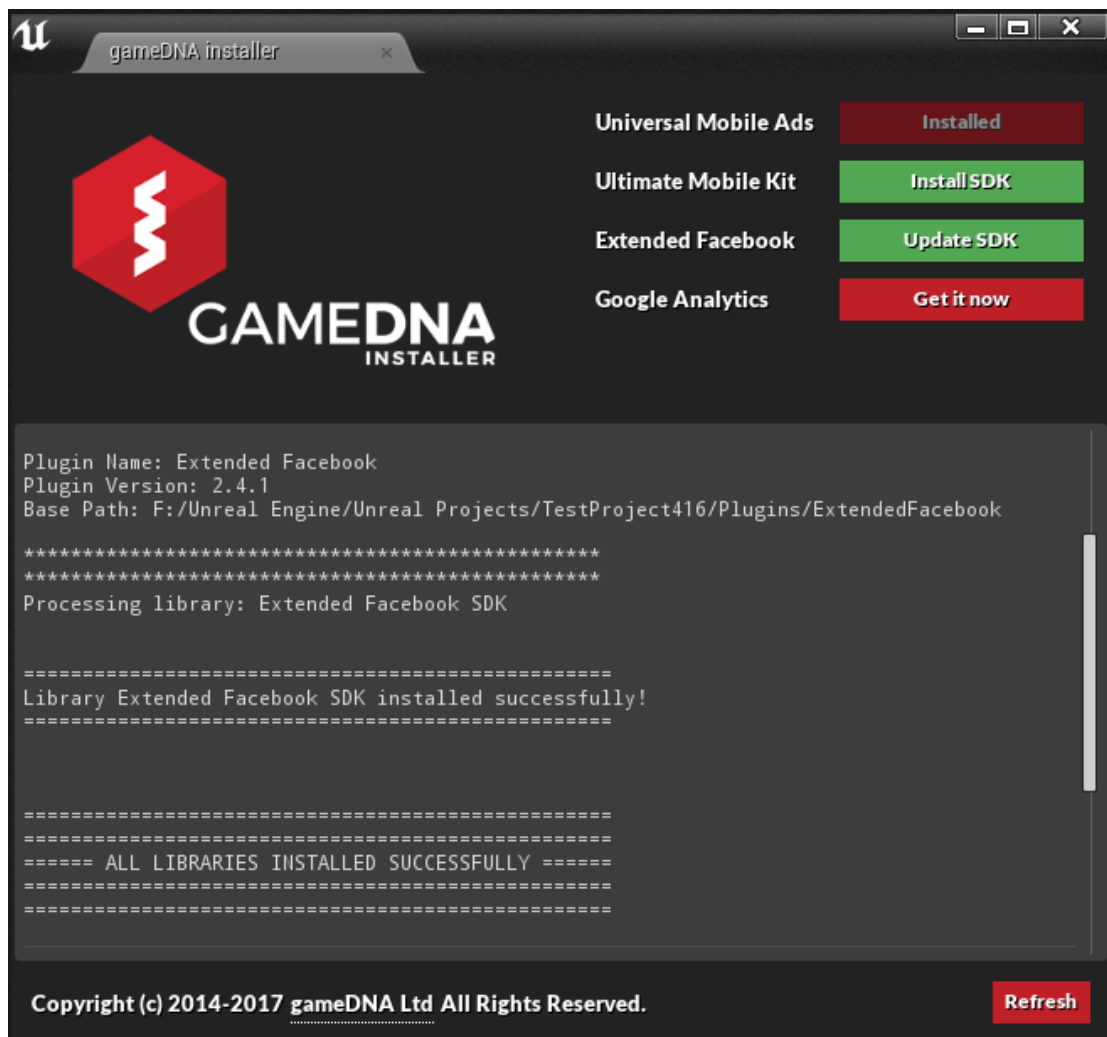


4. Android configuration:
  - a) Go to *Project Settings -> Platforms -> Android* and change *Minimum SDK Version* to 16 and *Target SDK Version* to 25.
  - b) Go to *Project Settings -> Platforms -> Android SDK* and change *SDK API Level* to *latest* and *NDK API Level* to *android-19*.
  - c) Go to 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 7.1.1 (API 25) 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 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>
7. 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

The MIT License (MIT)

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