Unreal RTSP Plugin

1. Download the plugin file from git.
2. Make sure your unreal project is C++, if not converts it in C++ by creating an empty C++ class from editor.
3. Create a Plugins folder in the project directory and paste the RTSP plugin folder in it.
4. Regenerate the project files.
5. Rebuild and Run the project from VisualStudio.
6. To use the plugin, simply create a user widget blueprint and search and place the RTSP widget into the canvas panel.
7. Put an Image as per your size into the canvas panel.
8. Make sure to make both RTSP and Image as variable in the editor.
9. Check below SS.

