

# Mobile Remote Control - Instructions

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Complex Game Systems*

NOTE: Your project needs to be a c++ project and using version 14.5.1 of UE4 to use this plugin

- Place plugin in the Plugin folder of your project
- Right click on yourprojectname.uproject and select Generate Visual Studio Project Files
- Include the Socket component you need to use for your project
  - TCPListenComponent for the hosting app
  - TCPSendComponent for the app sending data
  - These are actor components. You include them in the actor that needs to receive/send data (such as TCPListenComponent to player if you're making a controller)