Using the LogitechG Unreal Engine 4 Plugin

Overview

The LogitechG Unreal Engine 4 plugin exposes the LED Illumination SDK, G-KEY Macro SDK, Arx Control SDK, and the GamePanel SDK. For more information on each individual SDK, please refer to the included documentation.

Installation

The following steps show how to make the LogitechG SDK plugin your UE4 game.

Steps

1. Download the LogitechG plugin from the Unreal Marketplace.
2. Make sure the plugin is enabled.
3. Add the "LogitechG" to PublicDependancyModuleNames in your games' <game>.Build.cs file.

Usage

After installing the LogitechG plugin and making sure your game's build is aware of the plugin, you'll need to add some code to consume the SDKs in a specific way.

First, for any .cpp file you wish to use the LogitechG SDKs in, you'll need to make include the LogitechG public interface header (ILogitechG.h) to your file:

```
#include "ILogitechG.h"
```

Next, you'll need to use the Unreal Engine Module Manager (FModuleManager) to load the plugin anywhere in your code. This only needs to be called once to load the module.

```
FModuleManager::LoadModuleChecked< IModuleInterface >("LogitechG");
```

Then, we'll check to see if the module loaded properly and consume the SDK.

```
if (ILogitechG::IsAvailable())
{
    ILogitechG::Get().LedInit();
}
```

Finally, just continue calling your functions until you need to shut down the SDK.

```
KeyName keyName = ESC;
ILogitechG::Get().LedSetLighting(0, 0, 100);
ILogitechG::Get().LedSetLightingForKeyWithKeyNameByFColor(keyName, FColor(255, 0, 0));
```

For a full list of function definitions for each of the SDKs, please refer to the ILogitechG.h header.