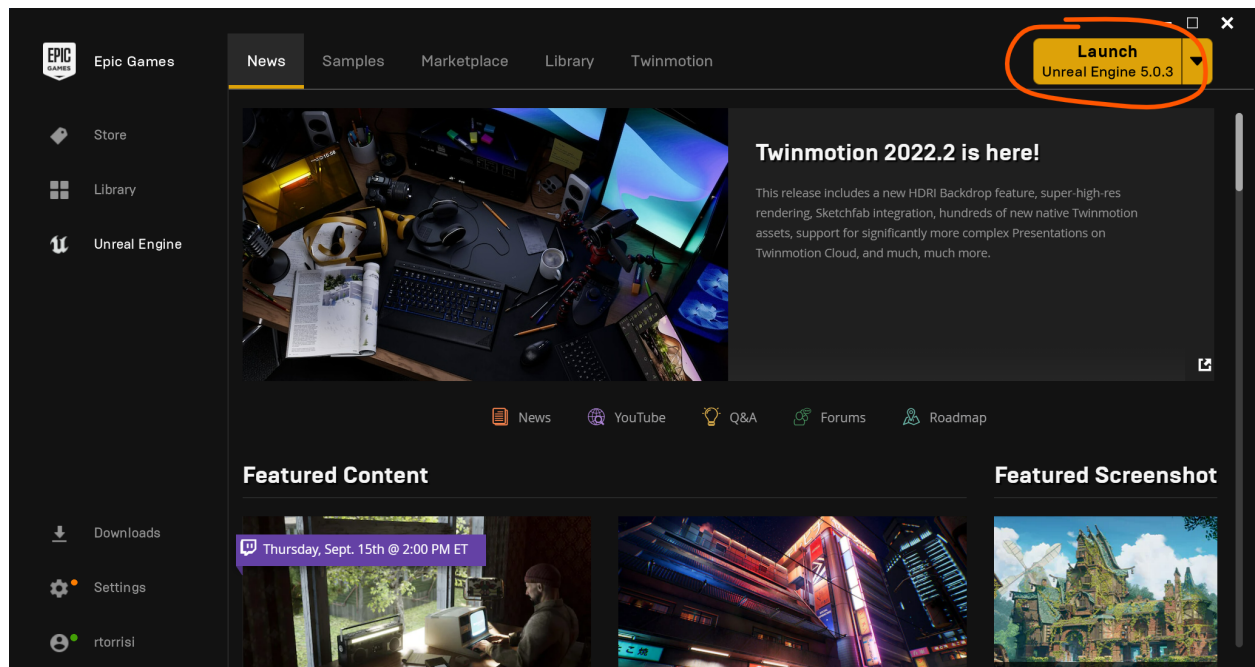


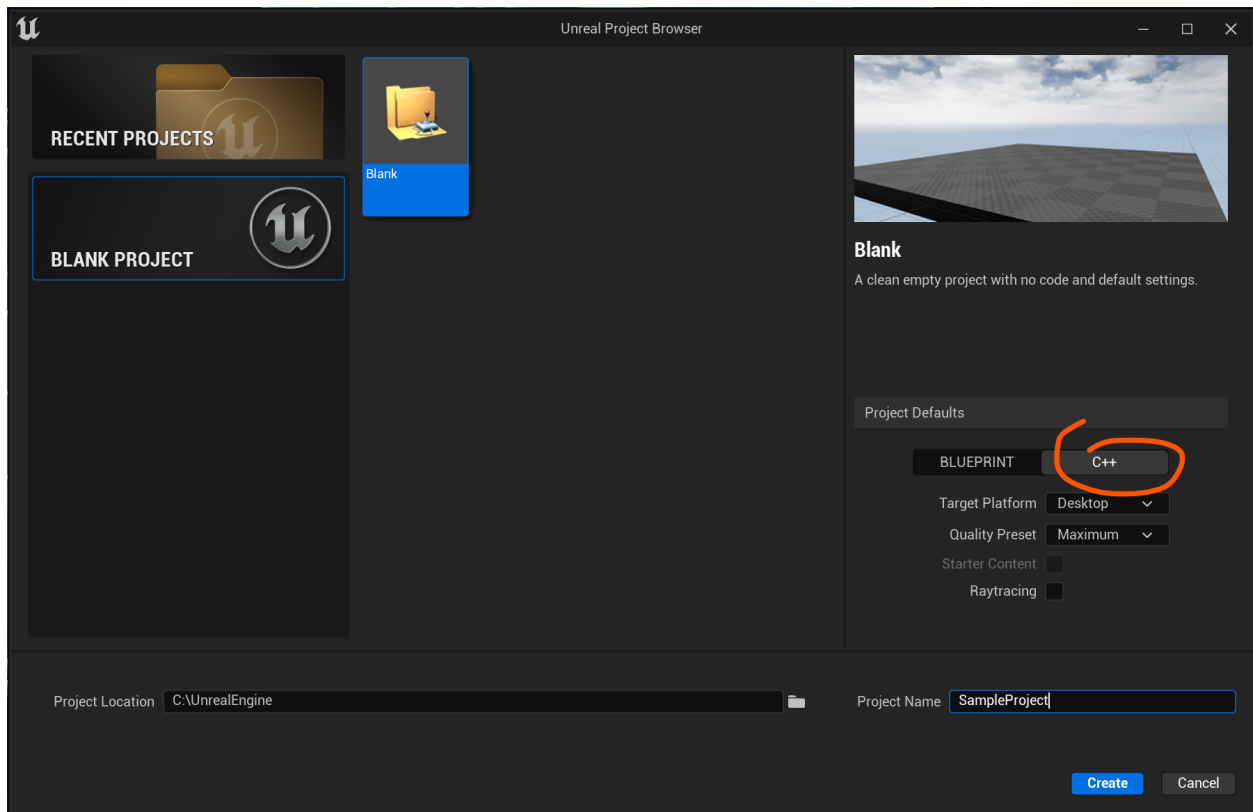


# How To - Use Plugin in Unreal Engine

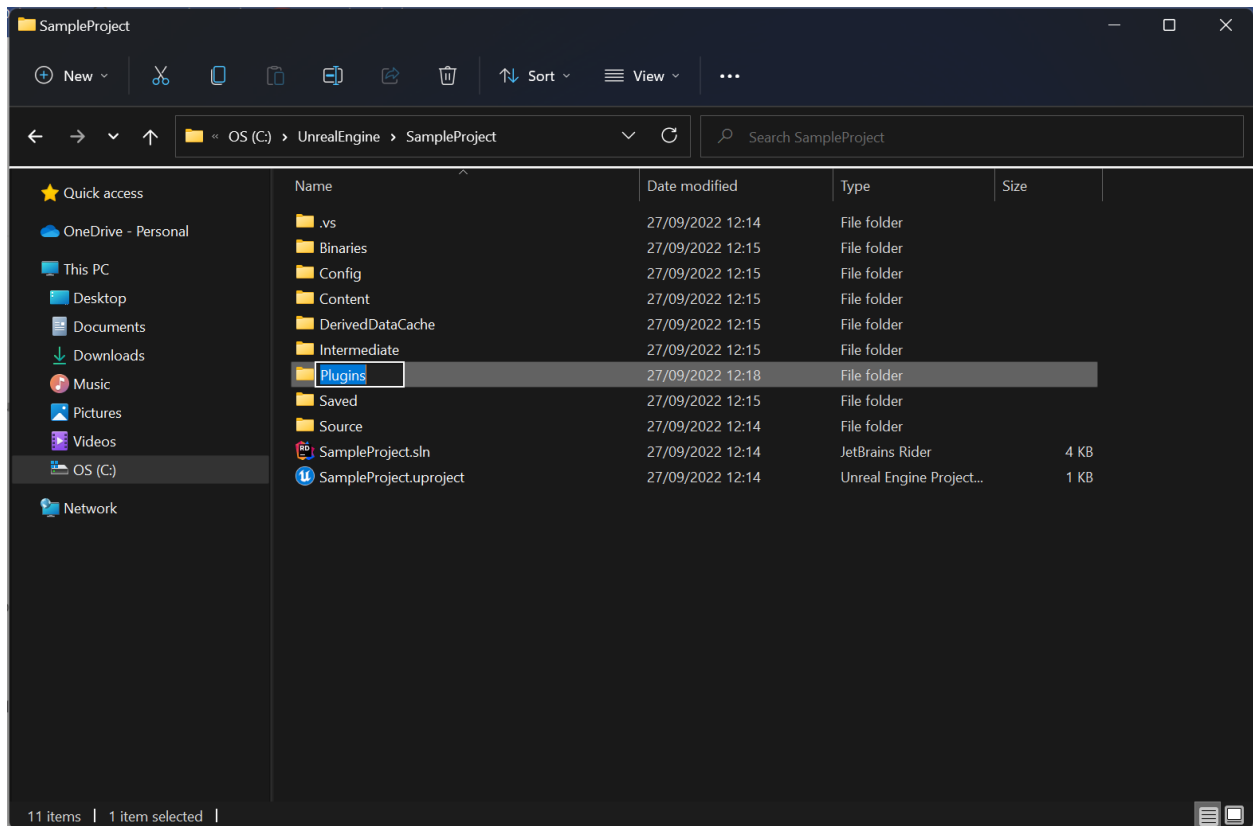
- Open **Epic Games Launcher** and launch your installed version of **Unreal Engine**



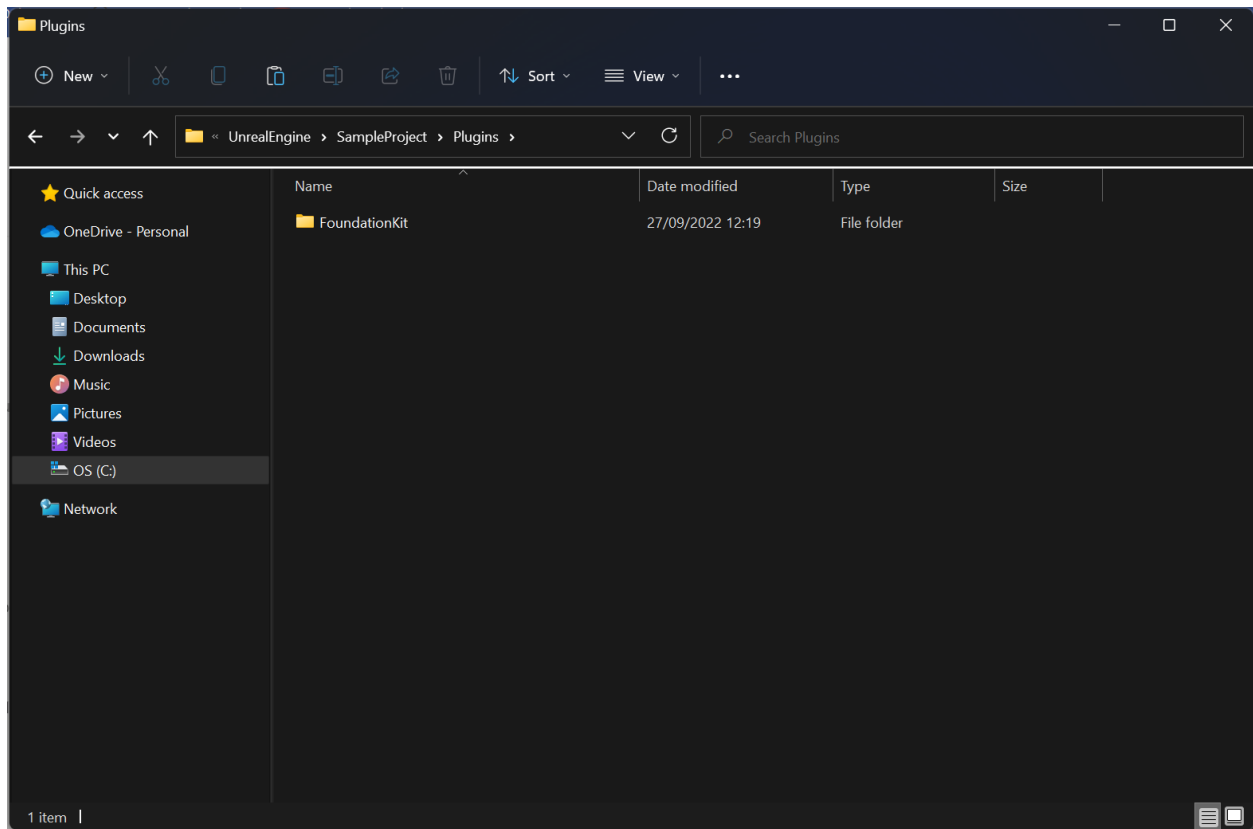
- Create a new project and select **C++** as project template



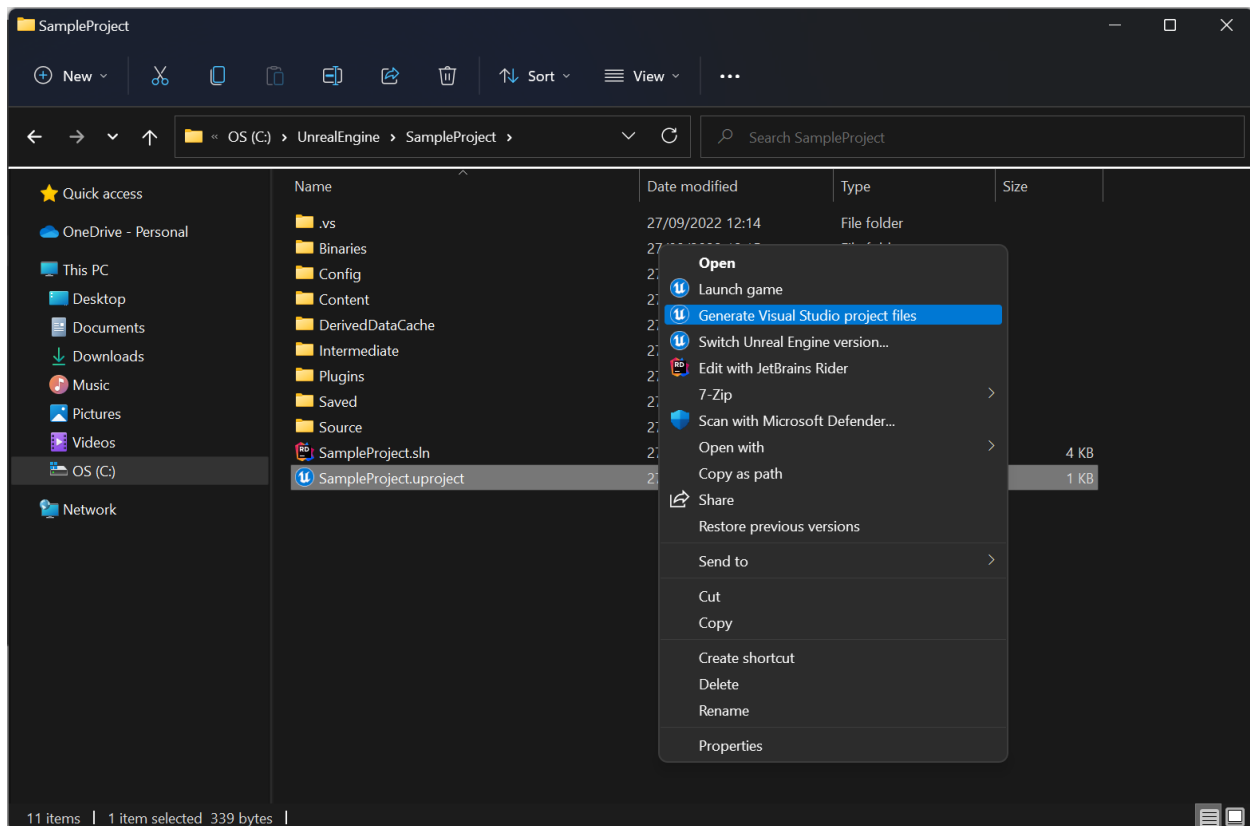
- Close the editor and open the folder where the **Project Location** folder. (e.g. `C:\UnrealEngine\SampleProject`)
- Create a new `Plugins` folder on the root directory



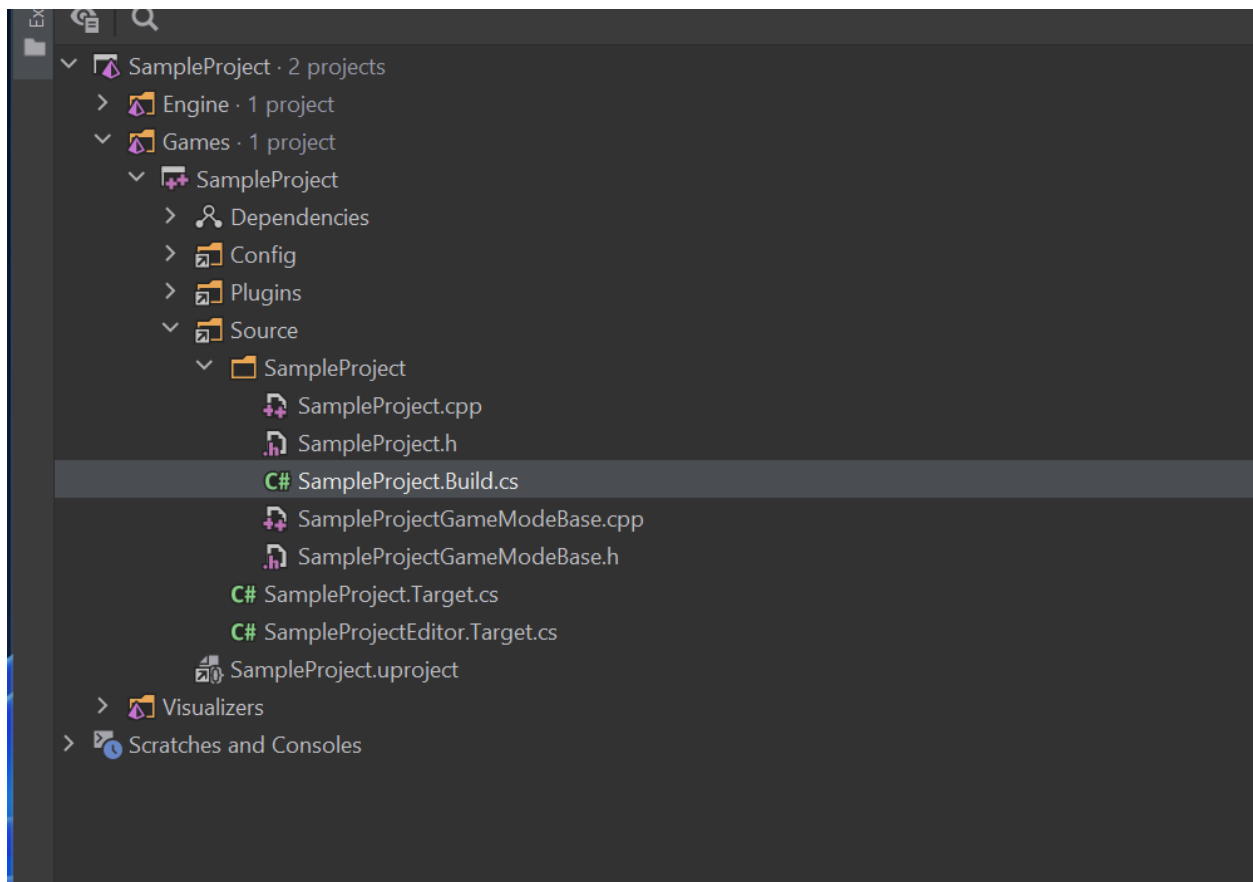
- Copy your plugin within the **Plugins** directory.



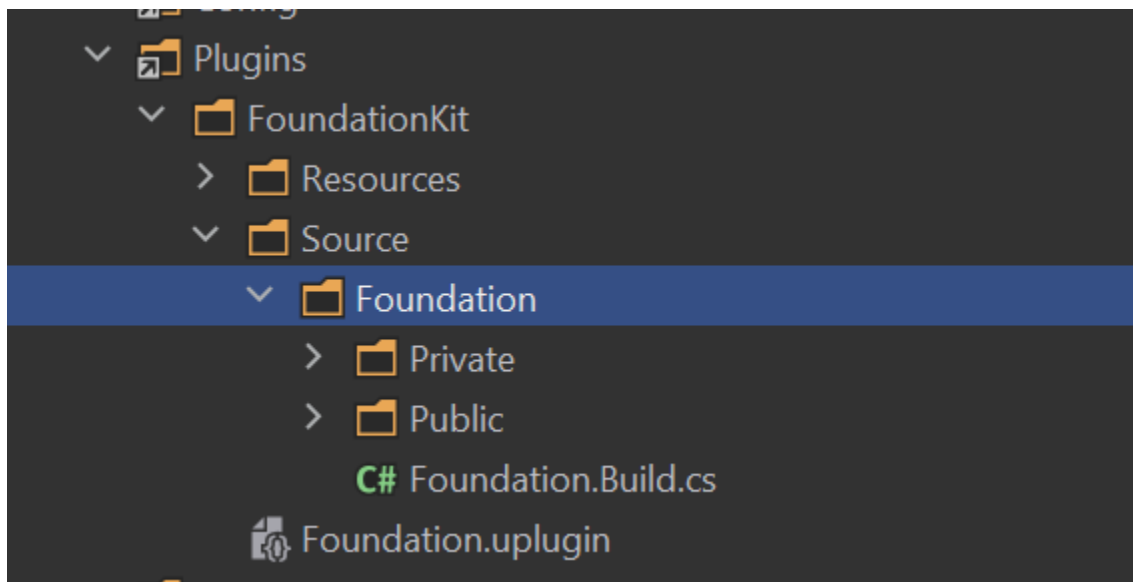
- right-click `.uproject` file on the root directory and select `Generate Visual Studio project files`



- Double-click `.sln` file and open the project solution with your c++ IDE (Rider or Visual Studio)
- Open the file located under `Source/<ProjectName>/<ProjectName>.build.cs`

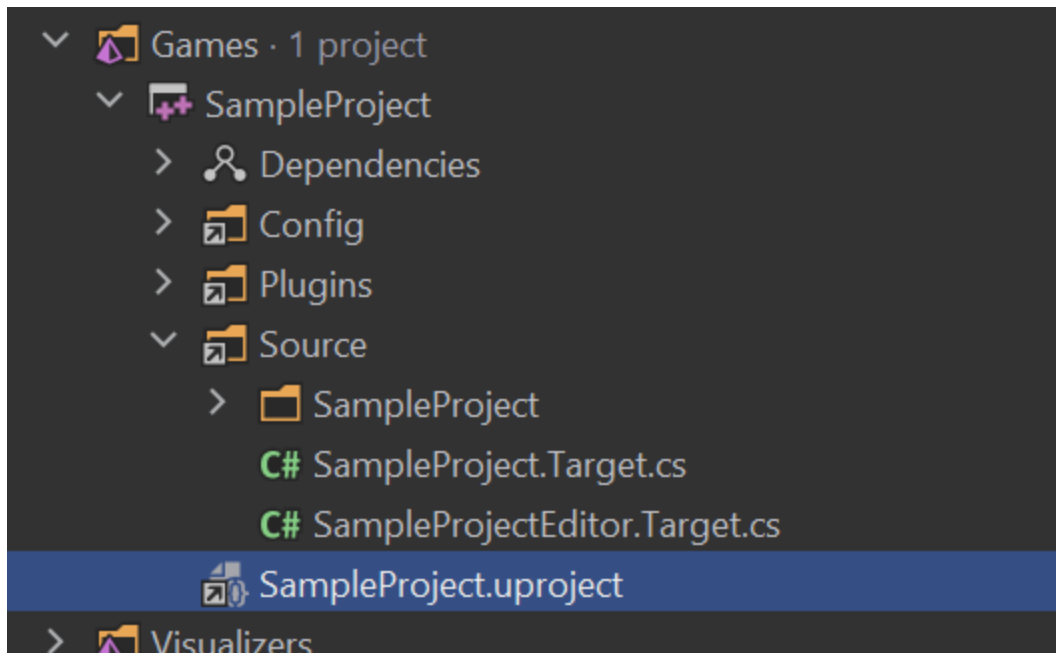


- Add to `PublicDependencyModuleNames` the plugin module name you want to use in c++. In our case the module we want to use is `Foundation`



```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 using UnrealBuildTool;
4
5 public class SampleProject : ModuleRules
6 {
7     public SampleProject(ReadOnlyTargetRules Target) : base(Target)
8     {
9         PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;
10
11         PublicDependencyModuleNames.AddRange(collection: new string[] { "Core", "CoreUObject", "Engine", "InputCore", "Foundation" });
12
13         PrivateDependencyModuleNames.AddRange(collection: new string[] { });
14
15         // Uncomment if you are using Slate UI
16         // PrivateDependencyModuleNames.AddRange(new string[] { "Slate", "SlateCore" });
17
18         // Uncomment if you are using online features
19         // PrivateDependencyModuleNames.Add("OnlineSubsystem");
20
21         // To include OnlineSubsystemSteam, add it to the plugins section in your uproject file with the Enabled attribute set to true
22     }
23 }
24
```

- Open the `.uproject` file



- Add the plugin name you want to use for your project.





```
1  {
2      "FileVersion": 3,
3      "EngineAssociation": "5.0",
4      "Category": "",
5      "Description": "",
6      "Modules": [
7          {
8              "Name": "SampleProject",
9              "Type": "Runtime",
10             "LoadingPhase": "Default"
11         }
12     ],
13     "Plugins": [
14         {
15             "Name": "ModelingToolsEditorMode",
16             "Enabled": true,
17             "TargetAllowList": [
18                 "Editor"
19             ]
20         },
21         {
22             "Name": "Foundation",
23             "Enabled": true
24         }
25     ]
26 }
```

- Close your IDE and generate project files again. Right-click `.uproject` file on the root directory and select `Generate Visual Studio project files`

- Open your project solution `.sln`
- You can now start using your plugin in c++