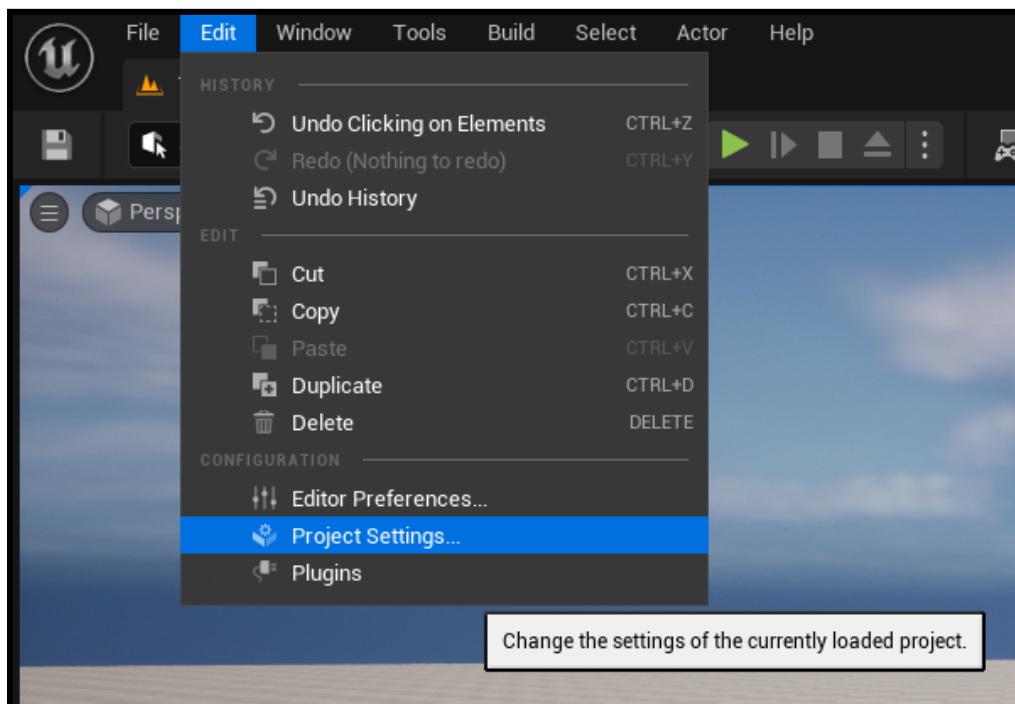# Build Instructions

Hat Trick M2

M2 Build Commit #: 39

Build Path (with instructions): …\Build\

Build Instructions

1. In the Unreal Editor, go to Edit->Project Setting to open the Project Settings window.


2. Click on the search bar and type "List of maps". Then, on the line "List of maps to include in a packaged build", click on the + icon to add a new map. Clicking the three dots to the right of Index[n] will allow you to choose a level from the scene list. Repeat for each level that should be included in the final build.
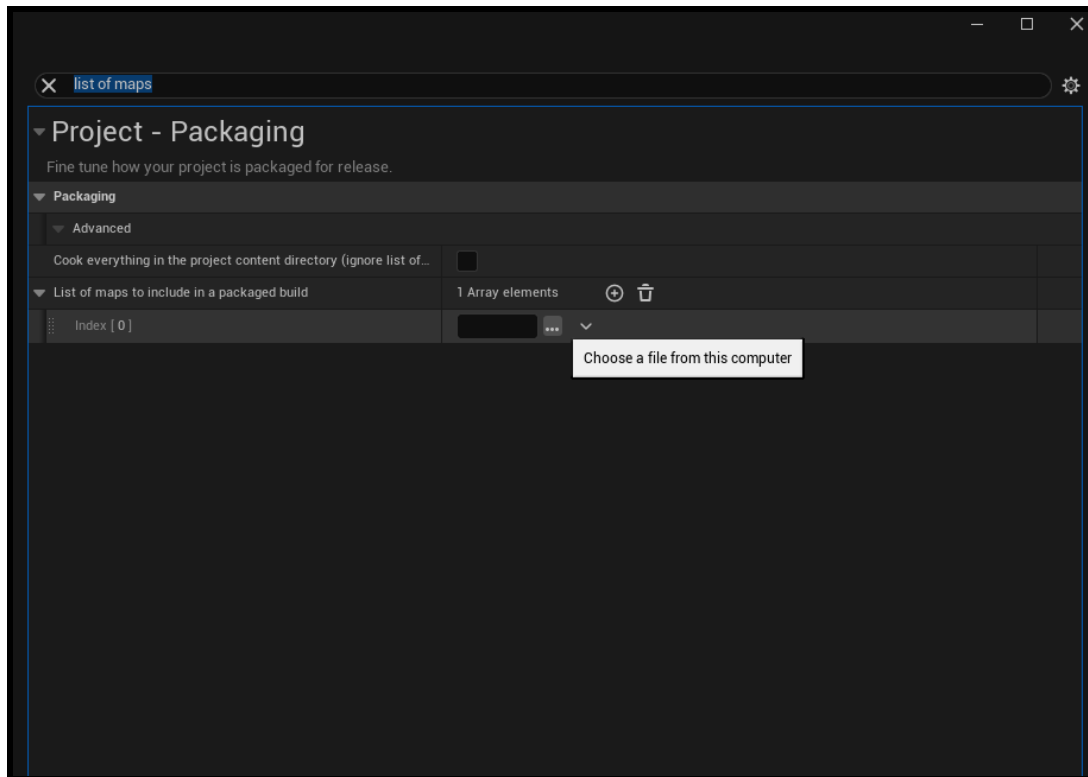
3.   Once all levels have been added, click on search and type "build configuration".
     a.   If submitting a weekly build, set Build Configuration dropdown to "Development"
     b.   If submitting for a milestone, set Build Configuration to "Shipping"
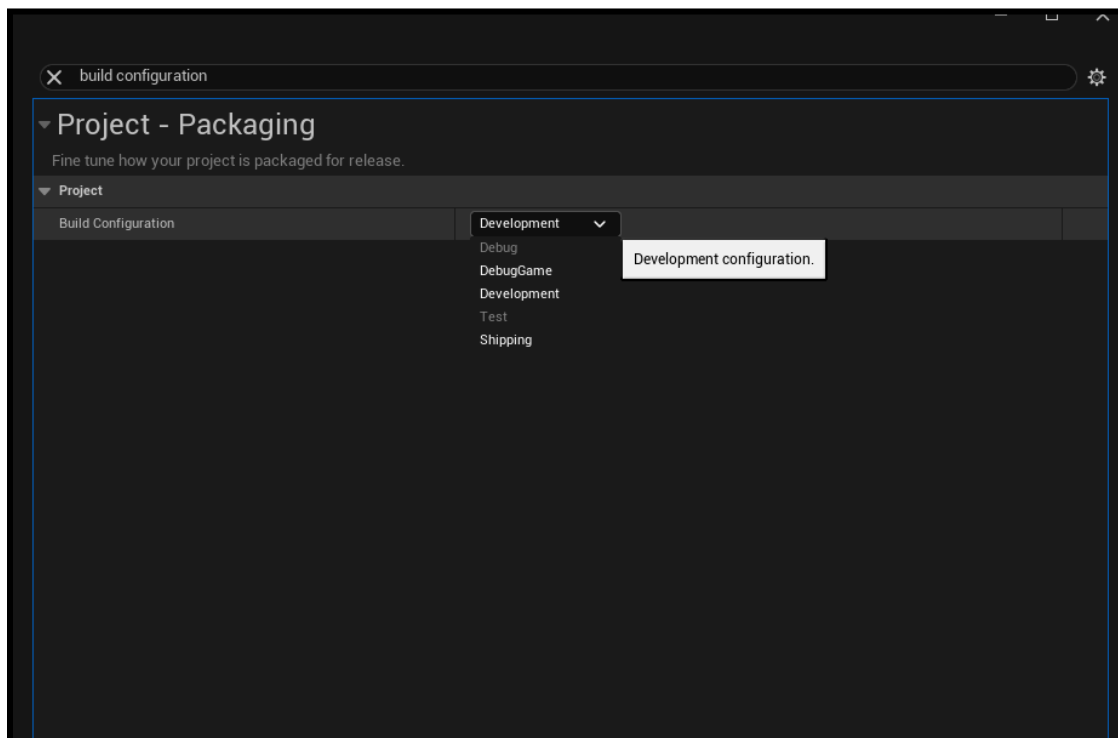
4. Click on the search bar again and type "start in vr", making sure the box is unchecked.
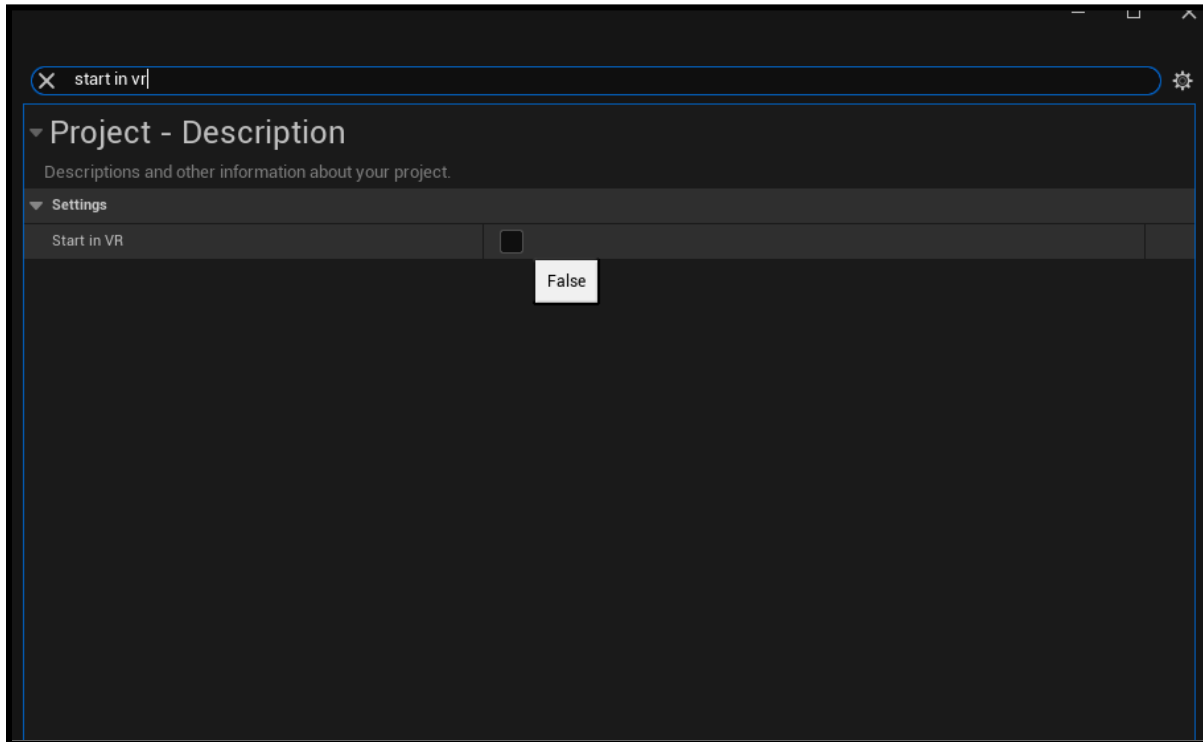
5. With all of those things completed, close out of the Project Settings window to get back to the editor. Check all of the levels to make sure that lighting does not need to be rebuilt. If it does, rebuild it before continuing.

6. To the right of the play button and controls, click on the Platforms dropdown. Then, hover over the Windows dropdown, select the correct configuration (see step 3), and click Package Project. Place in the Build folder in the SVN (...\Build\)

7. Name the resulting Windows folder with the following convention: HatTrick_BEAR_<week or milestone + number>v_<build version>
   a. Example: HatTrick_BEAR_week6_v4
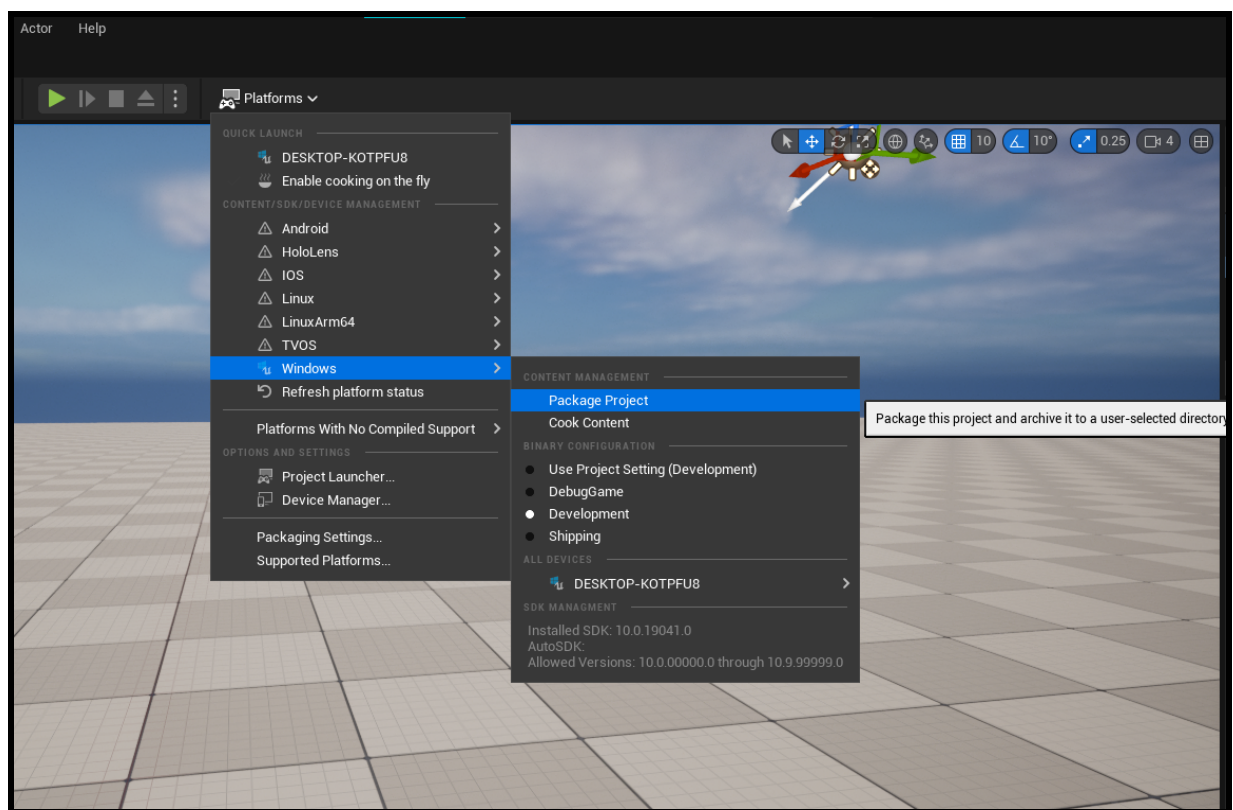
8. Zip the contents of the newly created folder with the same naming convention as outlined in step 7, and that's a wrap!