Setup Guide for the Virtual Controller and Using the Replay Function

**Unreal Engine Setup**

1. Open up the project in unreal

2. open up the MainMenuMap (Should already be the default startup map for the editor)

3. Start the game in GameStateBase or GameModeBase the menu should be self explanatory a button to play and a button to navigate and manage the recorded replays

**Tablet Screen setup**

1. Make sure to have SpaceDesk on the PC and it is switched ON (Check the Icon-Tray)

2. Activate USB Tether and disable the internet on the PC by pulling out the internet cable. (The USB Tethering option can be found in Settings->Tethering & Portable Hotspot) (The reason for this is due to filmskolen using a different wifi and wlan internet meaning LAN is impossible between the two without using LAN-Spoofers like Hamachi)

3. Once connected using the tablet as the antenna open up SpaceDesk on the tablet and look for the PC's name and IP address (Can be checked by right clicking on the icon in the icon-tray and clicking About).

4. The tablet should now act as an external monitor would in extend mode, simply drag the window screen of Unreal over to the tablets screen and make it fullscreen.

**Replay Tutorial**

1. Once you have entered the MainMenuMap in play mode a menu should be visible on the viewport. Press play and it should load up the targeted map which is currently the MotionControllerMap and during play **press the Left controller's Grab Trigger or press 3** (for debug-reasons) - Atm the way you can see you're recording is by looking at the map's root in the World Outliner (**The Top-most object in the World-Outliner always). (Play for not recording, Server for recording)** if you want multiple shots during play simply press the trigger again to stop (it will save automatically) and again to start a new recording during the same session (They will all be called the same until you change their name in the MainMenu which you can only get back to by stopping the game and starting again in the MainMenuMap)

