DeltaDNA Plugin

Documentation

Summary

1 / Setup

Create a folder "Plugins" in your project folder and copy the DeltaDNA folder into it. Then restart Unreal if needed. In Unreal, go to the Plugins section (**Edit > Plugins**), search for "DeltaDNA" and enable the Plugin. Unread will need to restart to make it effective.
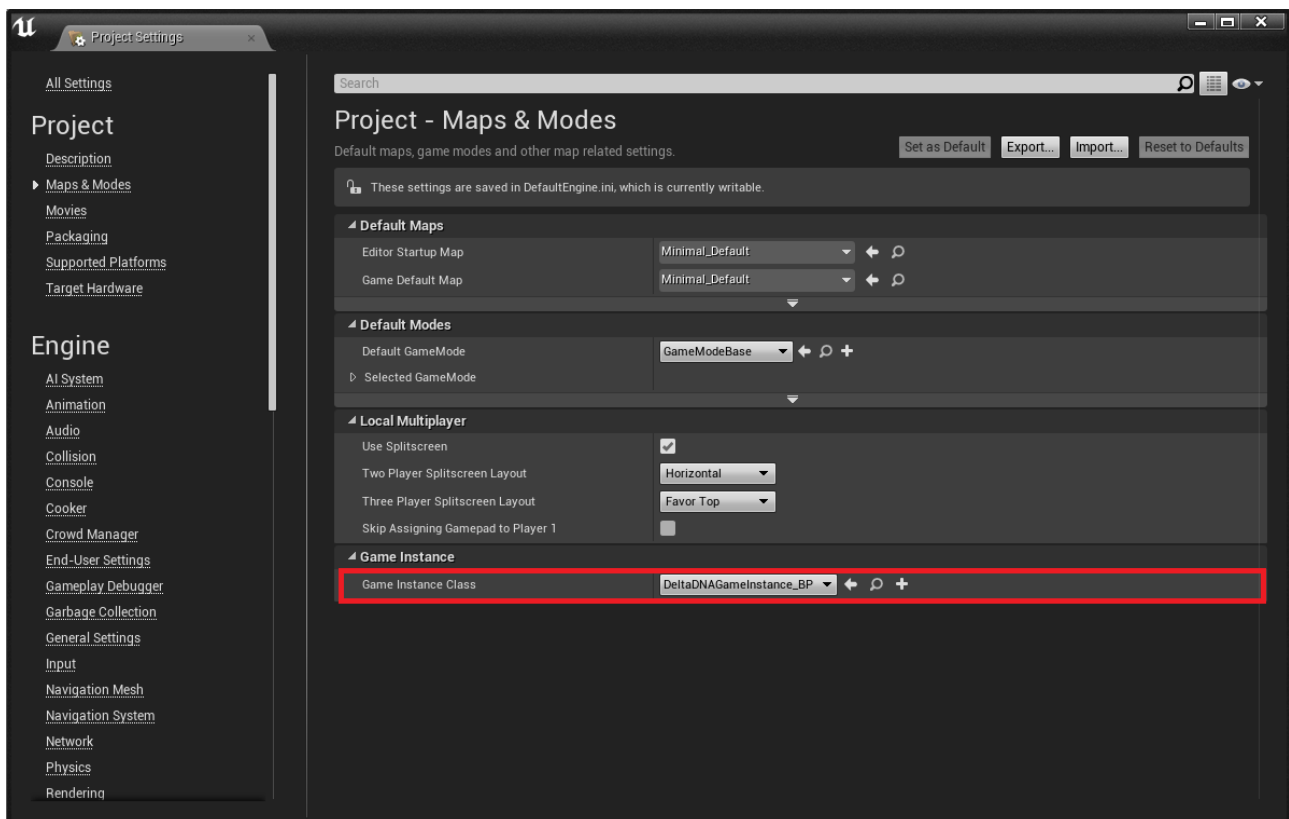

To use the plugin, you will need to create a gameinstance which inherit from the DeltaDNAGameInstance :

And fill the fields with the informations from the Game Details of your game on the DeltaDNA web platform.
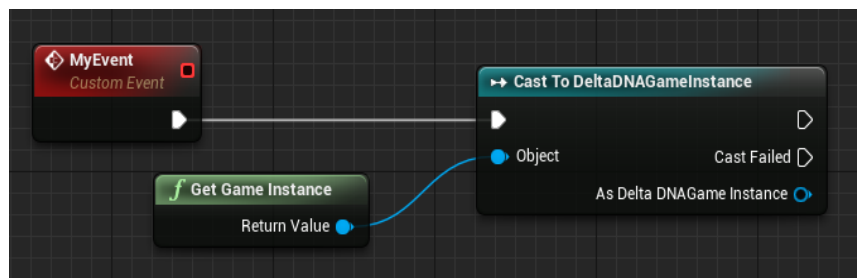

3

Set the GameInstance class you created as the game instance class in the Projects settings > Maps & Modes menu

2 / How to use

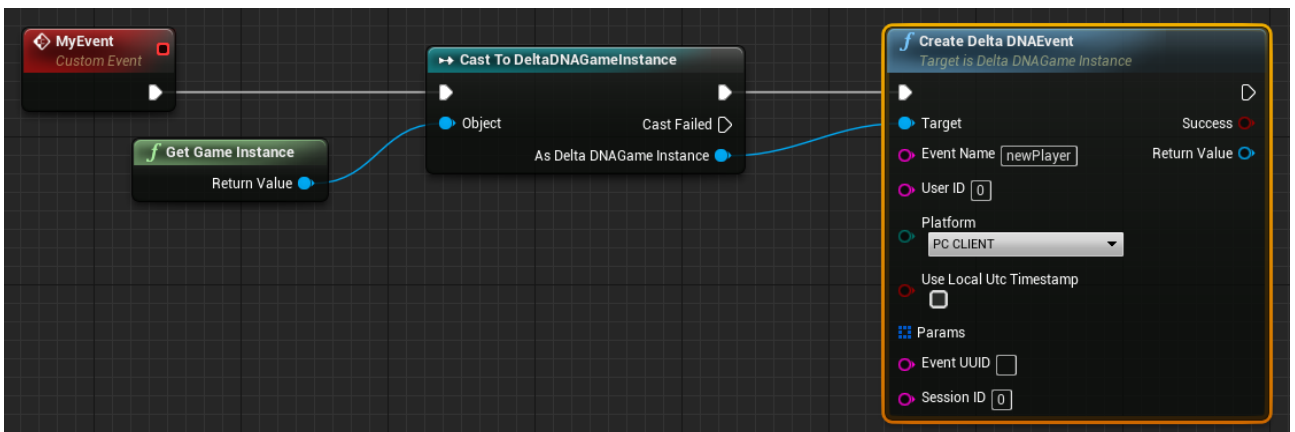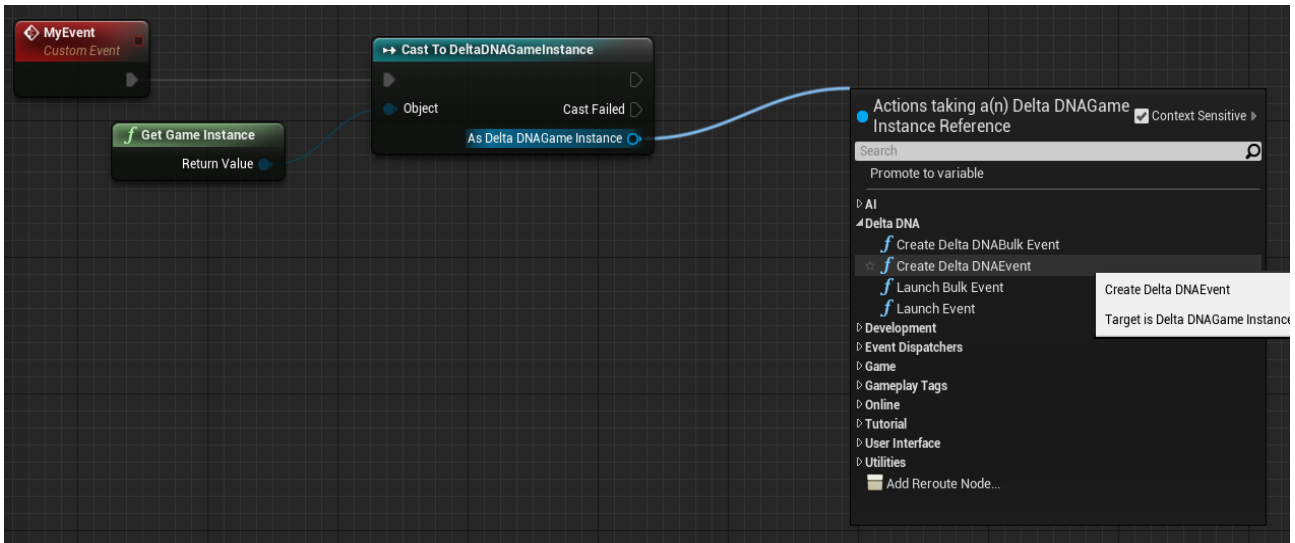First of all, you have to get the game instance and cast it as a DeltaDNAGameInstance:

From this GameInstance, there are several options:

- Create a simple DeltaDNA Event
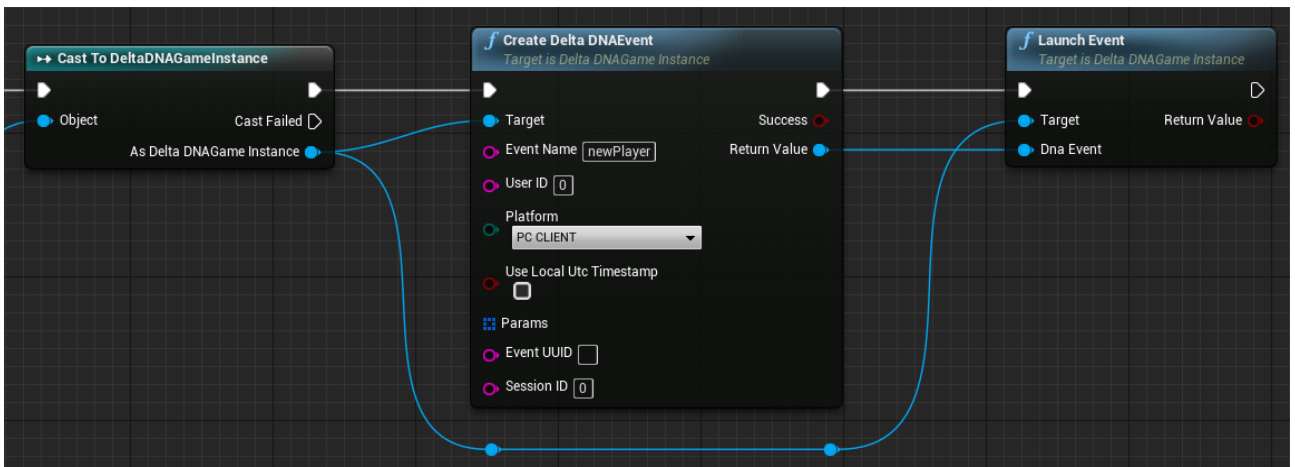- Create a DeltaDNA Bulk Event

A / Simple DeltaDNA Event

To create an event, use the DeltaDNAGameInstance, and select "Create DeltaDNAEvent" from the "DeltaDNA" section of the menu.
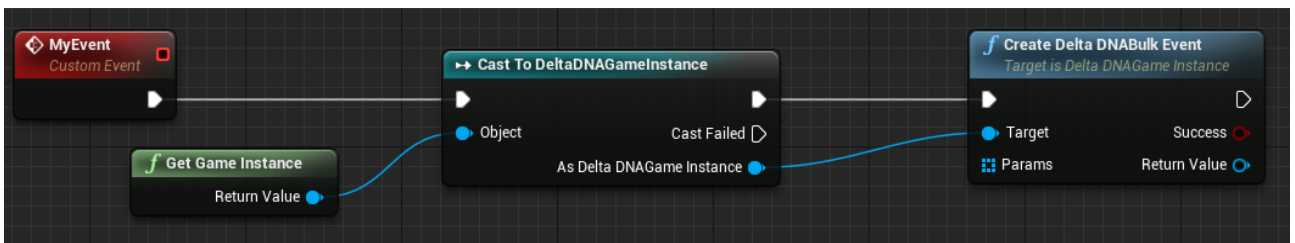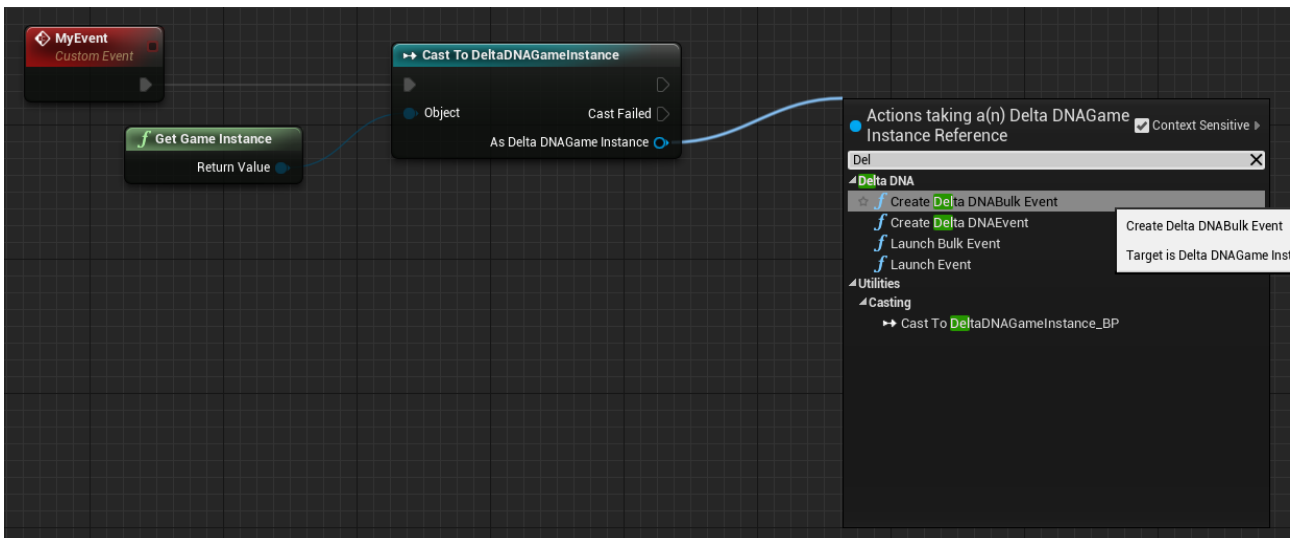

Then you have to set your event informations. EventUUID and Params can be left empty. To add parameters go Parameters

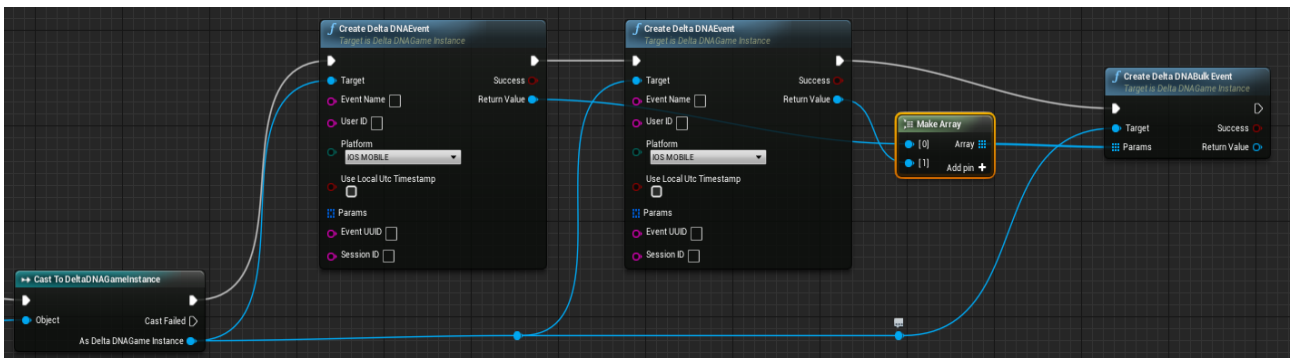Once your event is created and set, you can launch the event.
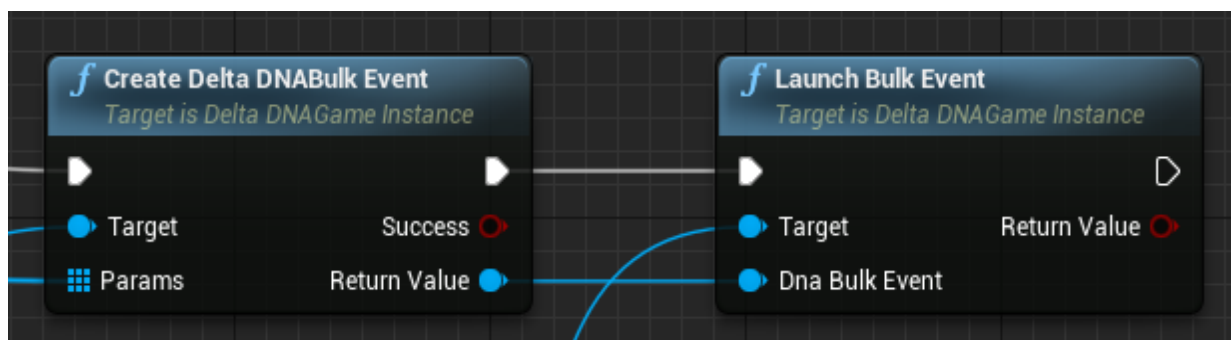
B / Bulk Events

To create a DeltaDNA Bulk Event, use the DeltaDNAGameInstance, and select "Create DeltaDNAEvent" from the "DeltaDNA" section of the menu.

Create multiple simple DeltaDNAEvent, add them to an array, and give the array to the parameter "Params" of the bulk event.
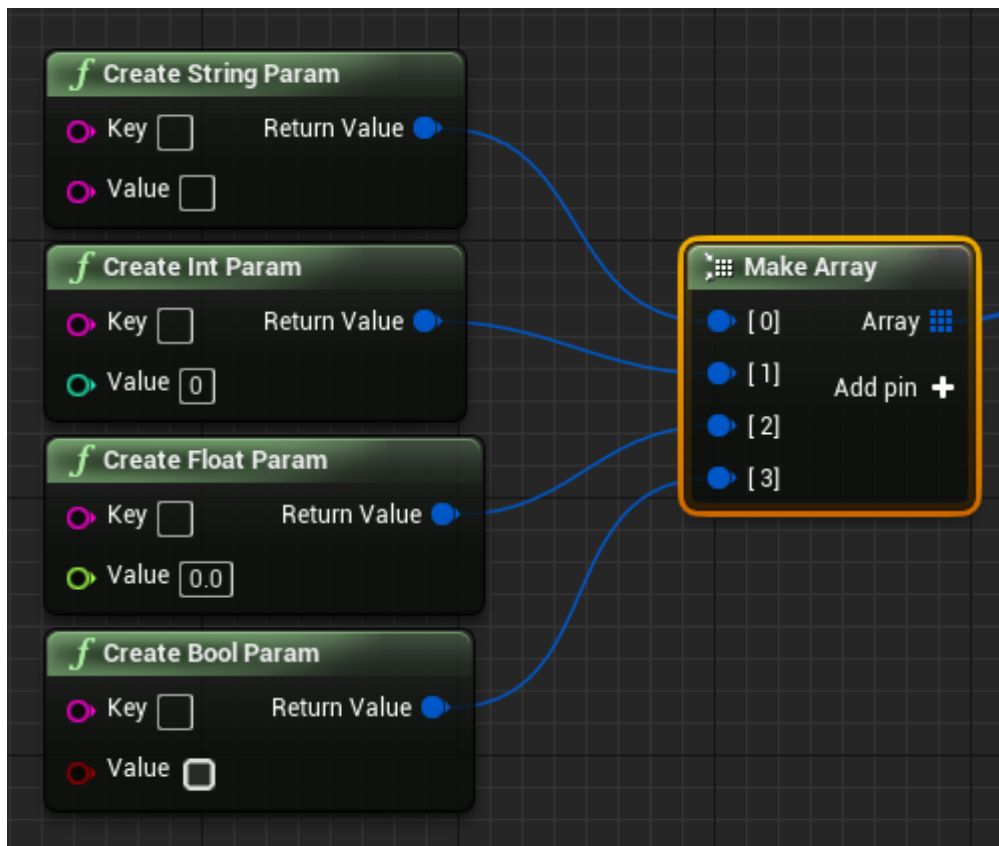

Once your bulk event is created, you can launch the event.

C / Parameters

There are 4 types of data you can create:

- string
- integer
- float
- boolean

Fill the name of the parameter and set the value. Add the parameter in an array and bind the array to the "Params" parameter of your DeltaDNAEvent.