

AI – Doctor Avatar Project

Pixel Streaming Setup

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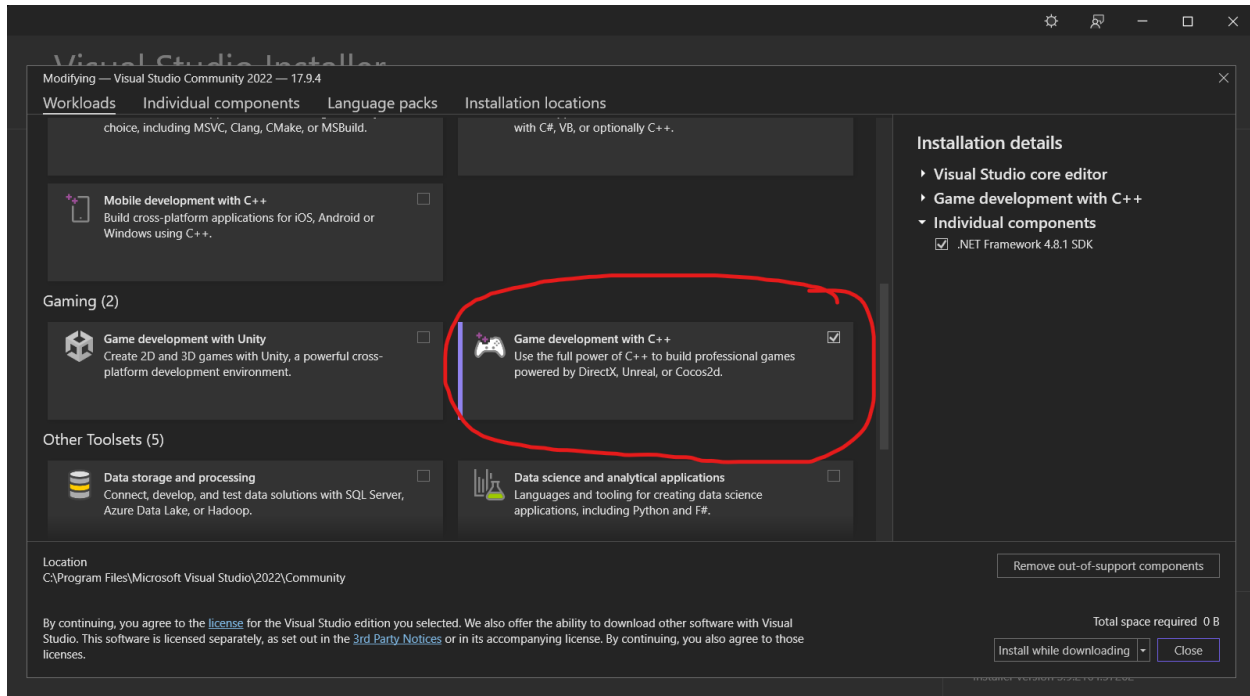
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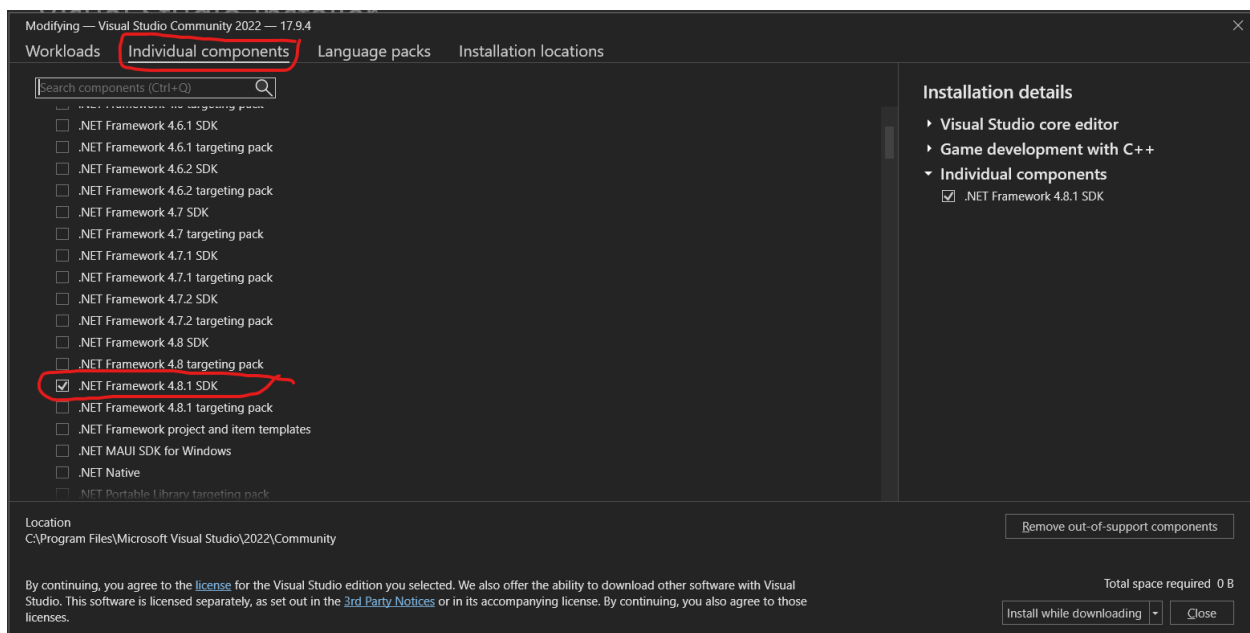
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Prerequisites:

- ❖ For windows OS you should have visual studio community, and you have to install the following:
 - Game development with c++



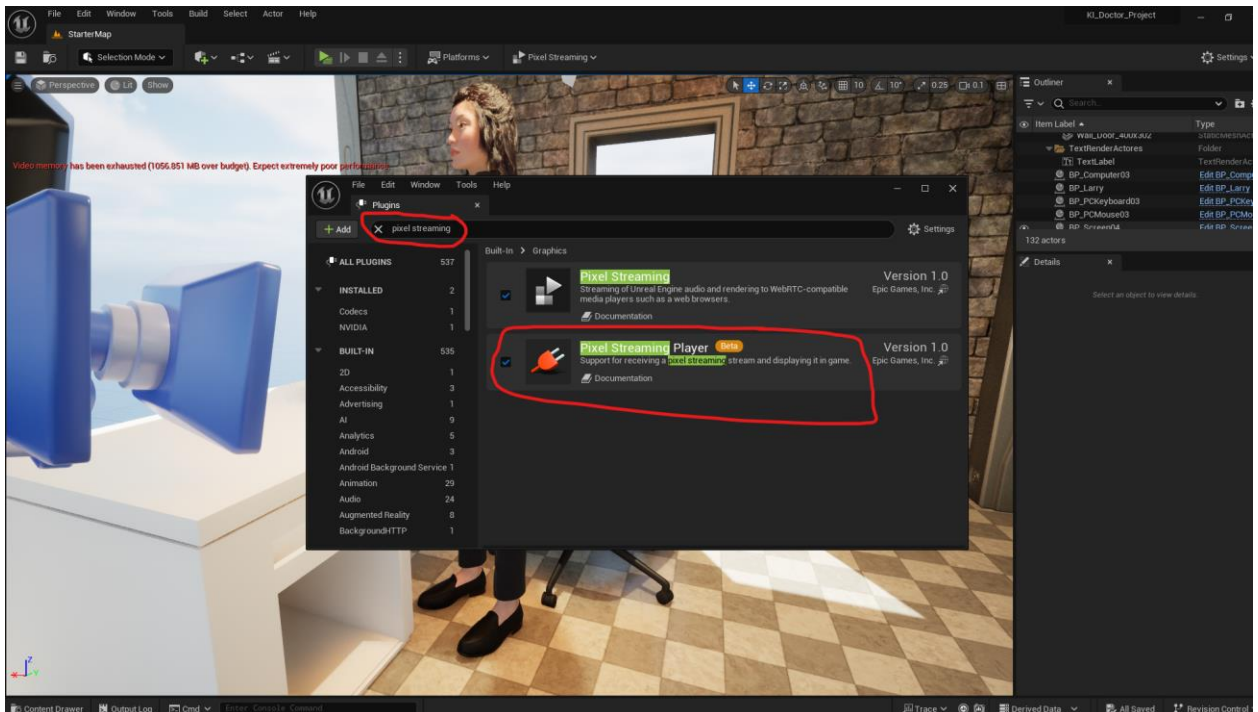
- Last version of .NET Framework SDK



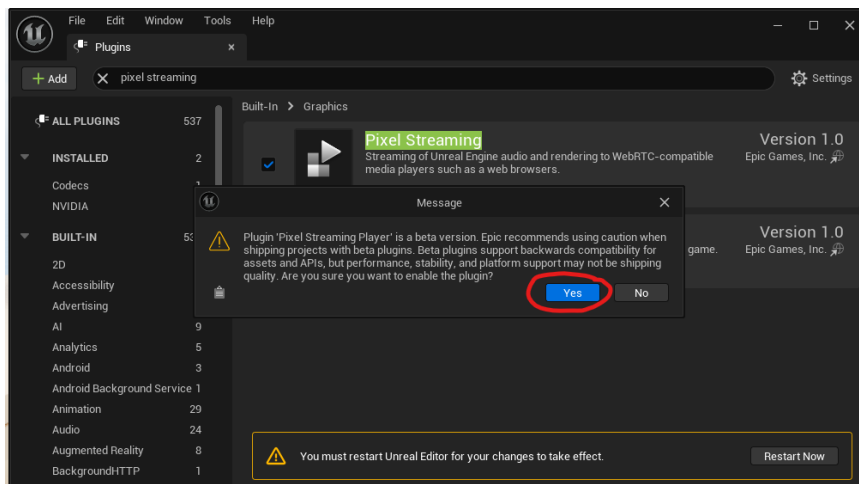
- ❖ Install node.js: If you don't already have node.js installed on your computer, you'll need to [download and install it](#).
- ❖ Open network ports - Make sure you have the following network ports open for communication on your local network: 80, 8888.

Unreal Engine Application preparing

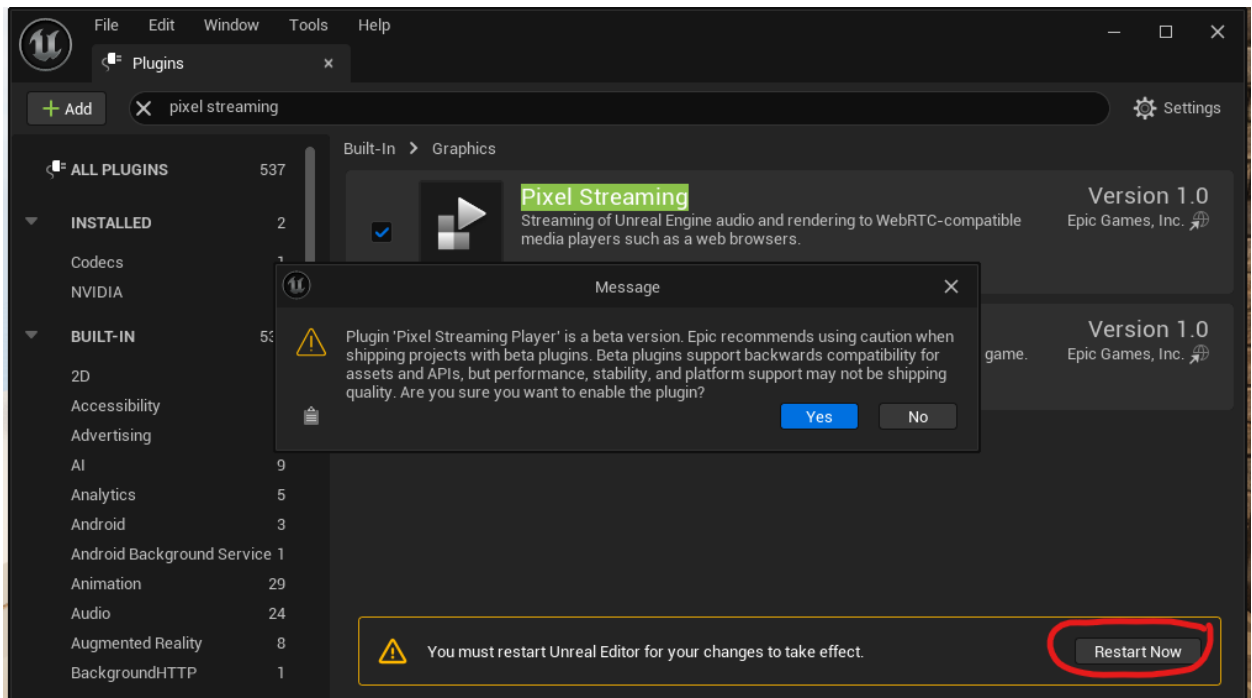
- 1) Open your Project in the Unreal Editor.
- 2) From the main menu in the Unreal Editor, select **Edit > Plugins**.
- 3) Type pixel streaming in the search bar, find the Pixel Streaming Plugin and check its Enabled box.



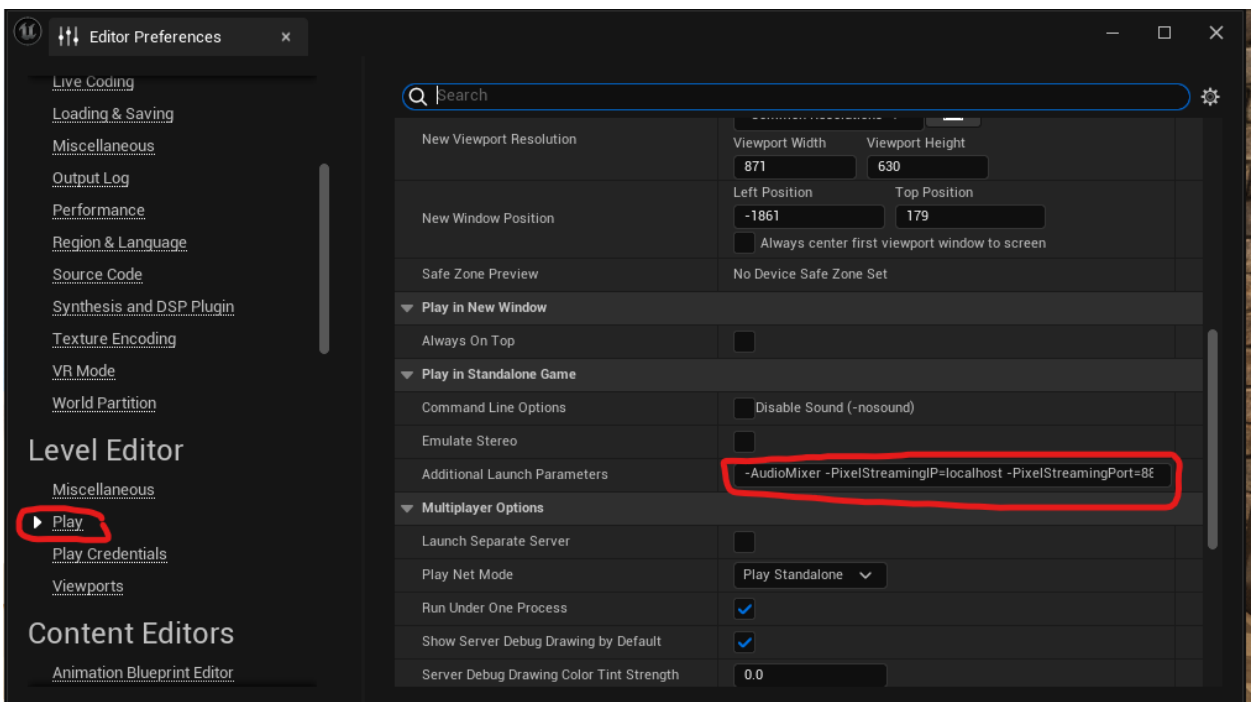
- 4) Click **yes**.



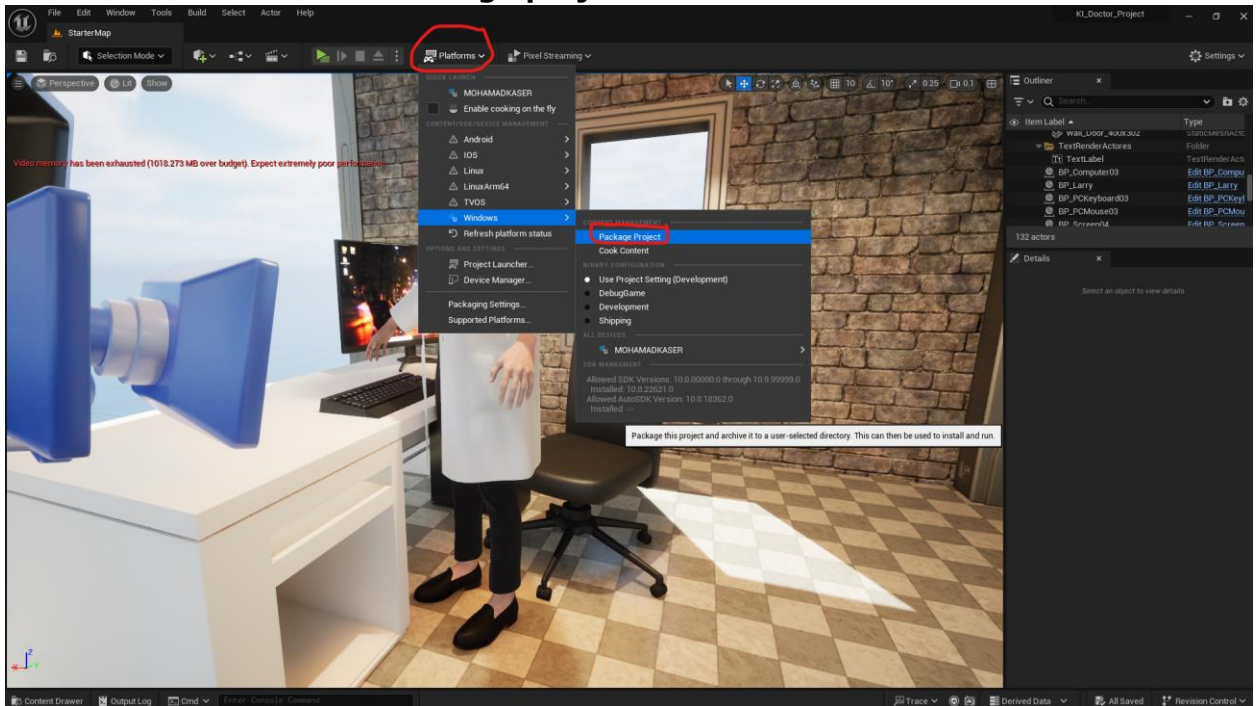
- 5) Click **Restart Now** to restart your Project and apply the change.



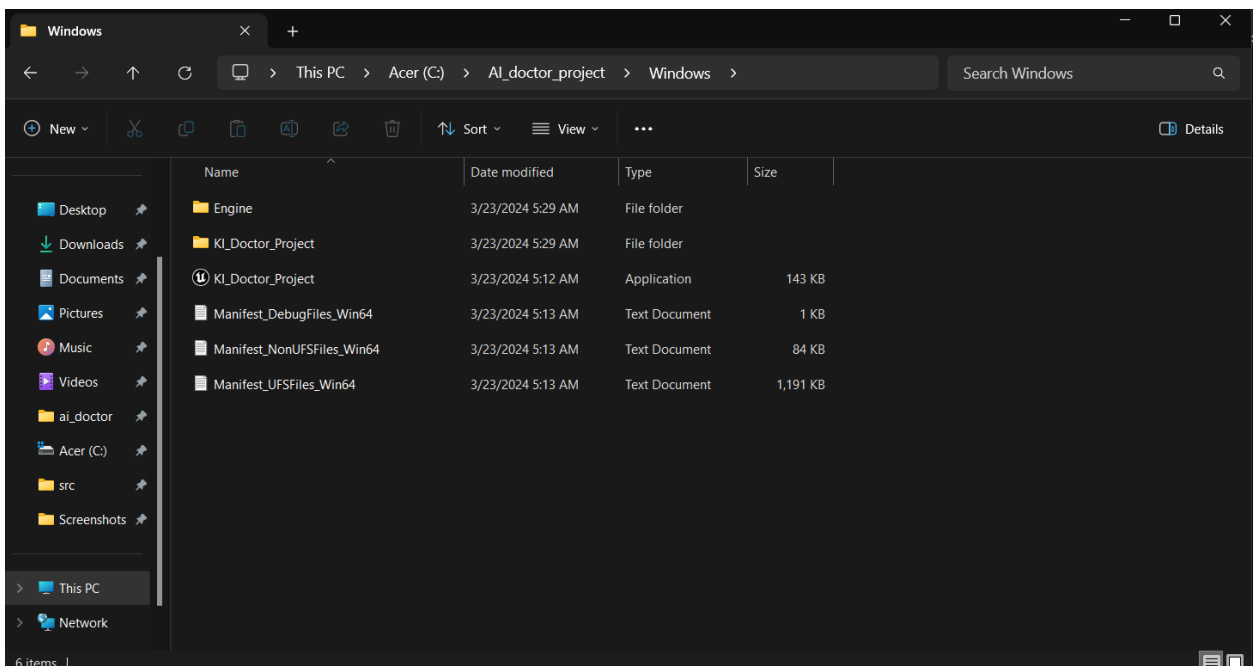
- 6) From the main menu, choose **Edit > Editor Preferences...**
- 7) Under the **Level Editor > Play** category, find the **Additional Launch Parameters** setting, and set its value to **-AudioMixer -PixelStreamingIP=localhost -PixelStreamingPort=8888**.



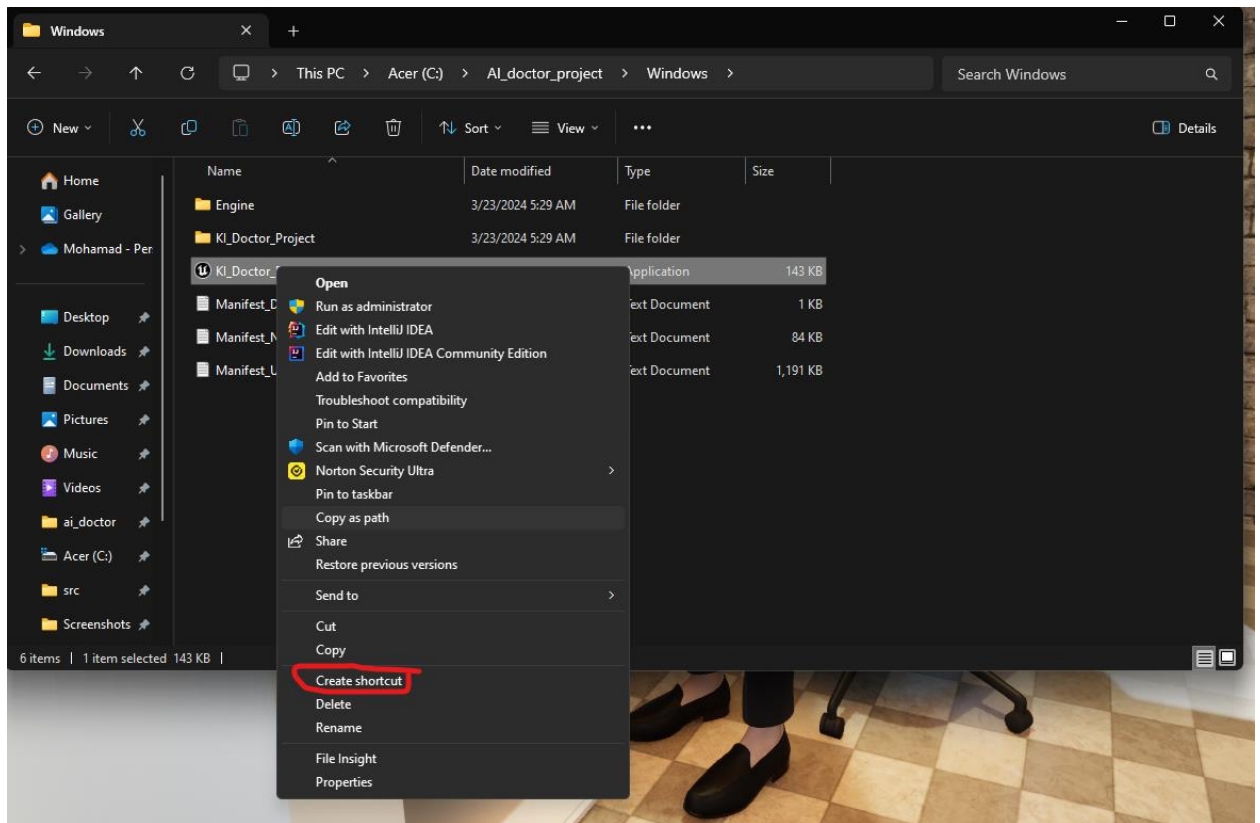
- 8) Package your Project for Windows. From the top menu in the Unreal Editor, **Platforms > windows > Package project.**



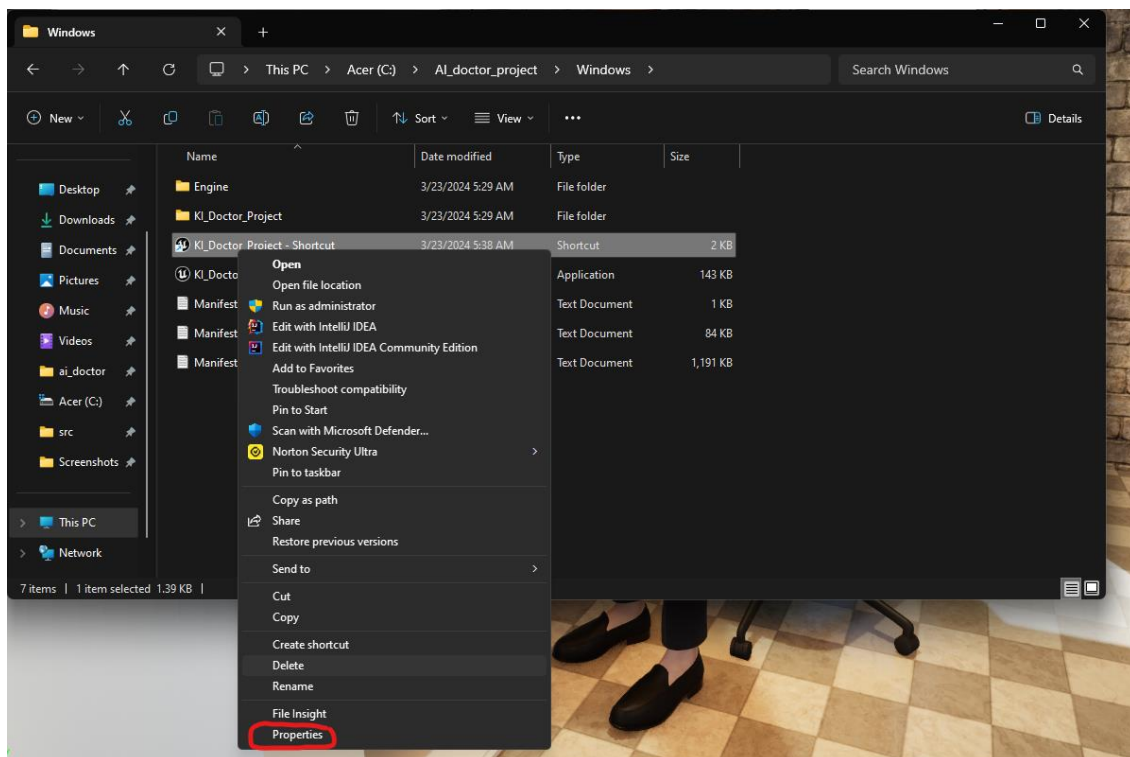
- 9) Browse to the folder on your computer where you want the Unreal Editor to place the packaged version of your Project and click **Select Folder**.
- 10) The Unreal Editor begins the packaging process. **It might take a lot of time because it is a heavy project.**
- 11) When packaging is done, go to the packaging folder.



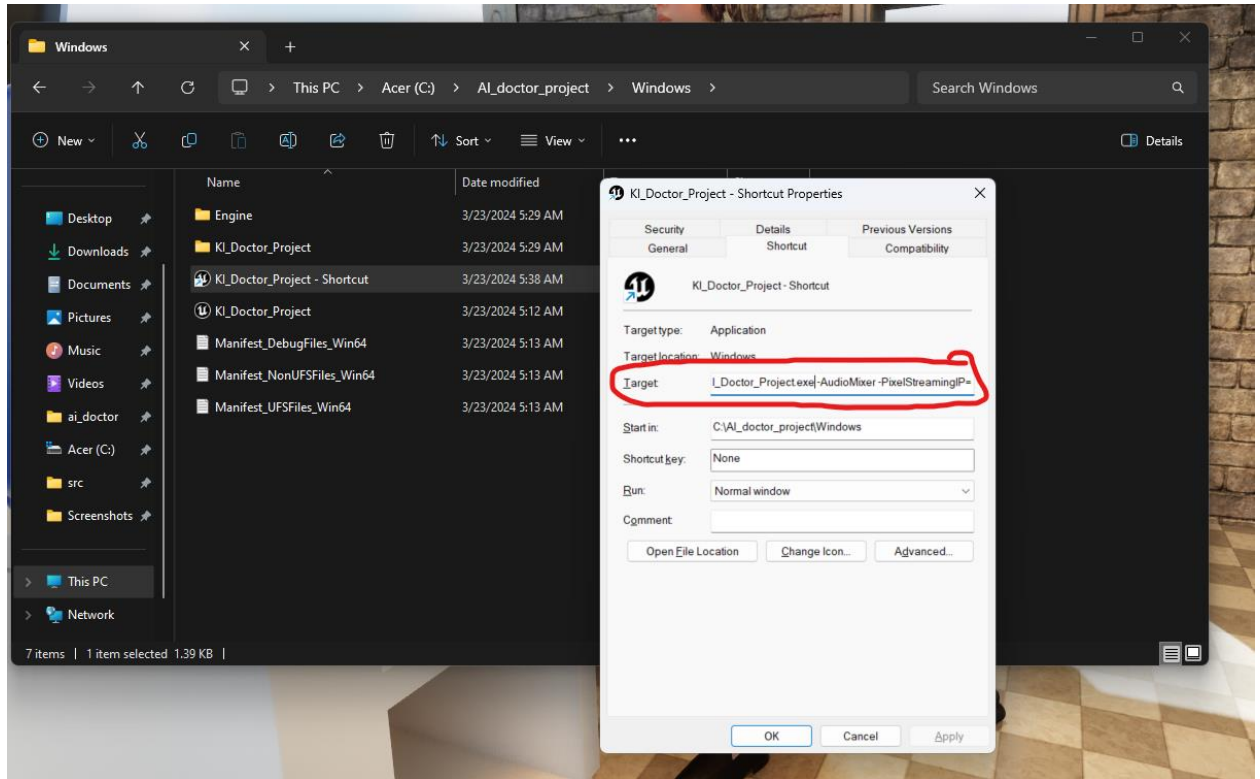
12) Right click on the application and then click on **show more options** and **create a shortcut**.



13) Right-click the shortcut and choose **show more options** then **Properties**.

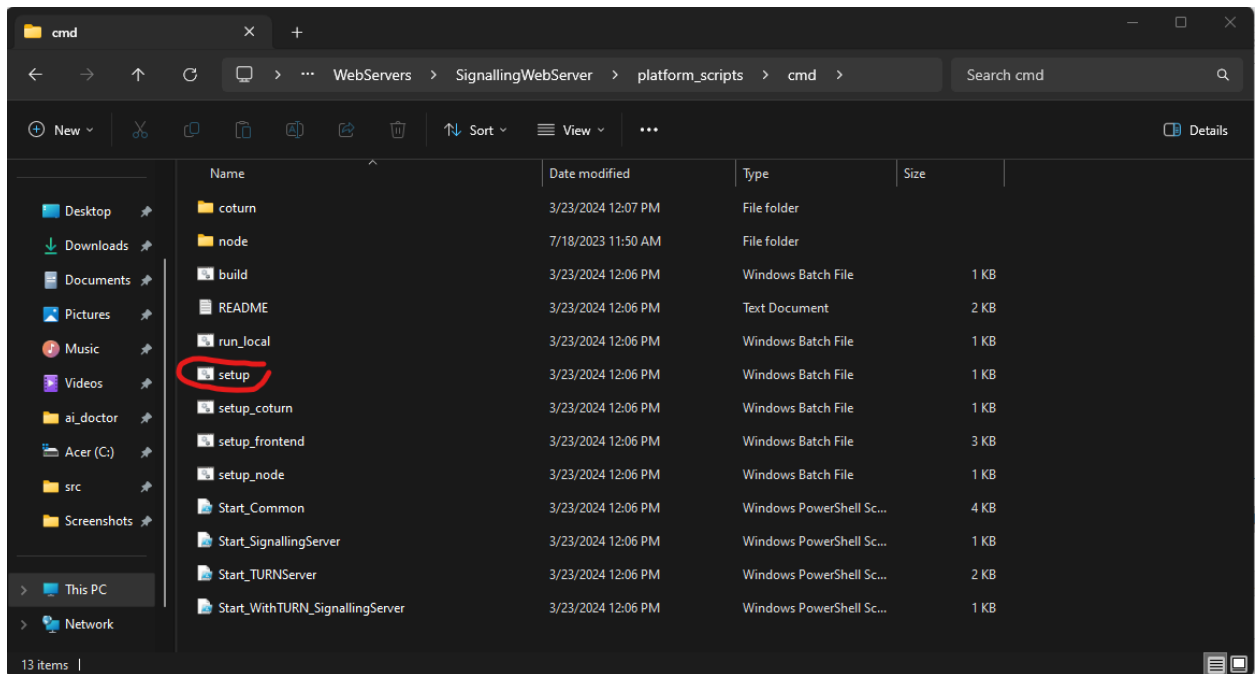


- 14) On the **Shortcut** tab of the **Shortcut Properties** window, append the text **-AudioMixer -PixelStreamingIP=localhost -PixelStreamingPort=8888 -RenderOffScreen** at the end of the **Target** field, and click **OK**.



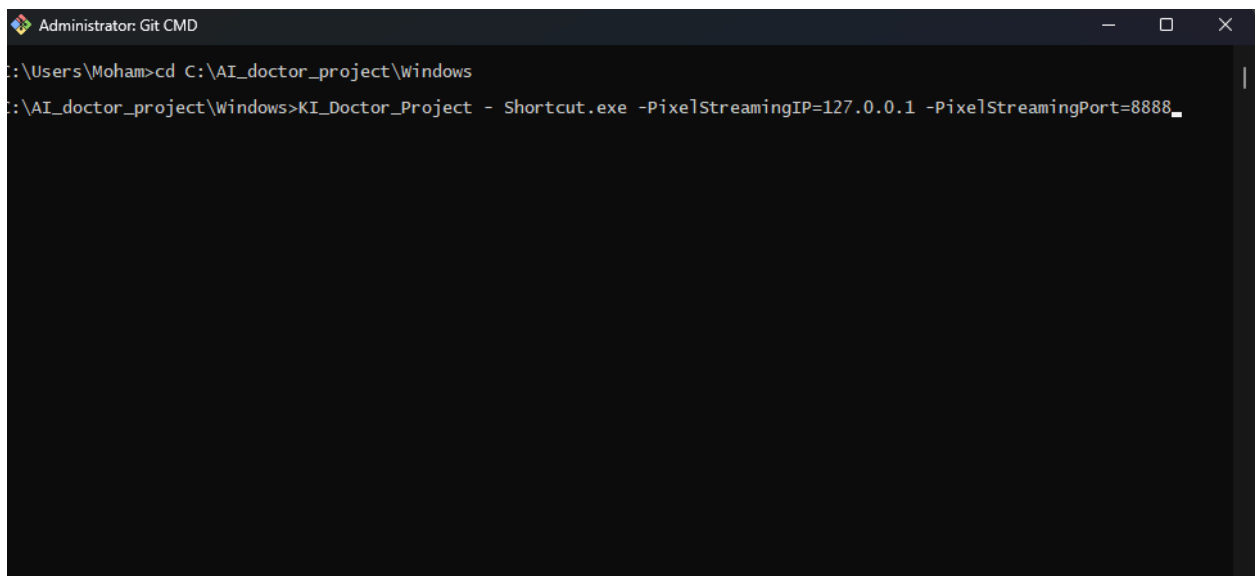
Start the Servers and Connect

- 1) find the location of the Signalling Server under **KI_Doctor_Project/Samples/PixelStreaming/WebServers/SignallingWebServer**
- 2) To prepare for the Signalling Server, start by opening PowerShell as Administrator and running **SignallingWebServer\platform_scripts\cmd\setup.ps1** This will install all the required dependencies. **OR** open **platform_scripts\cmd** then run **setup**.



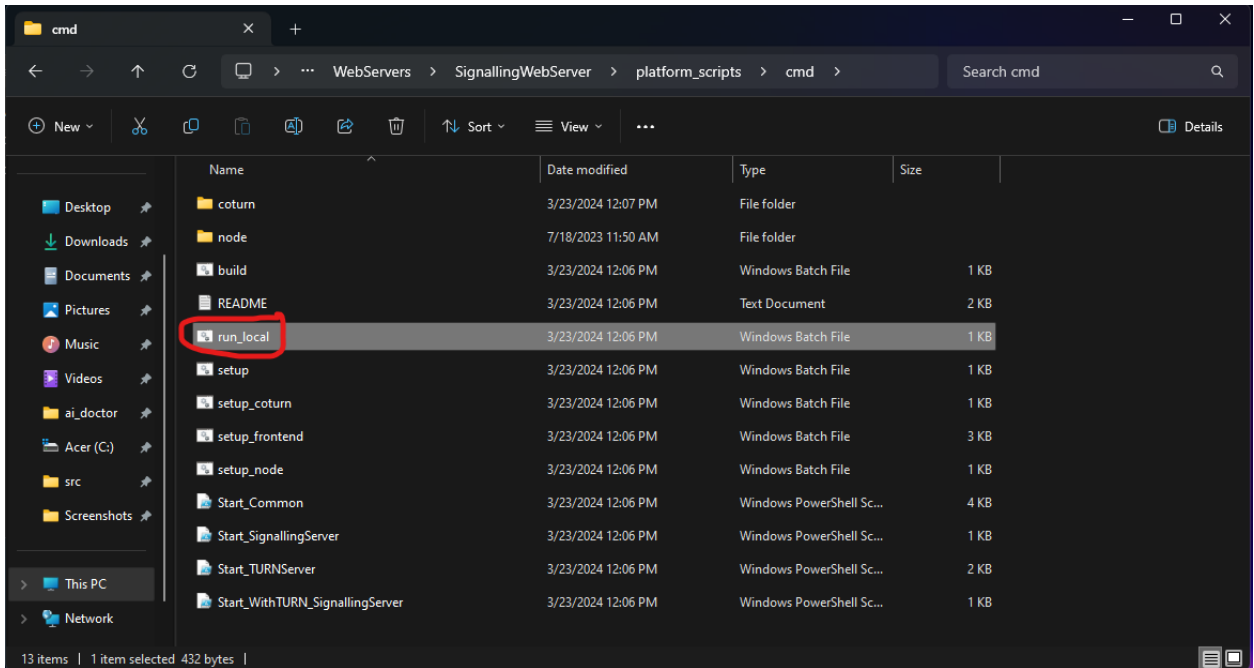
- 3) start the Unreal Engine application from the shortcut that you created in the previous section. Or, if you prefer to launch your application from the command line, execute the following command:

```
MyPixelStreamingApplication.exe -PixelStreamingIP=127.0.0.1 -PixelStreamingPort=8888
```

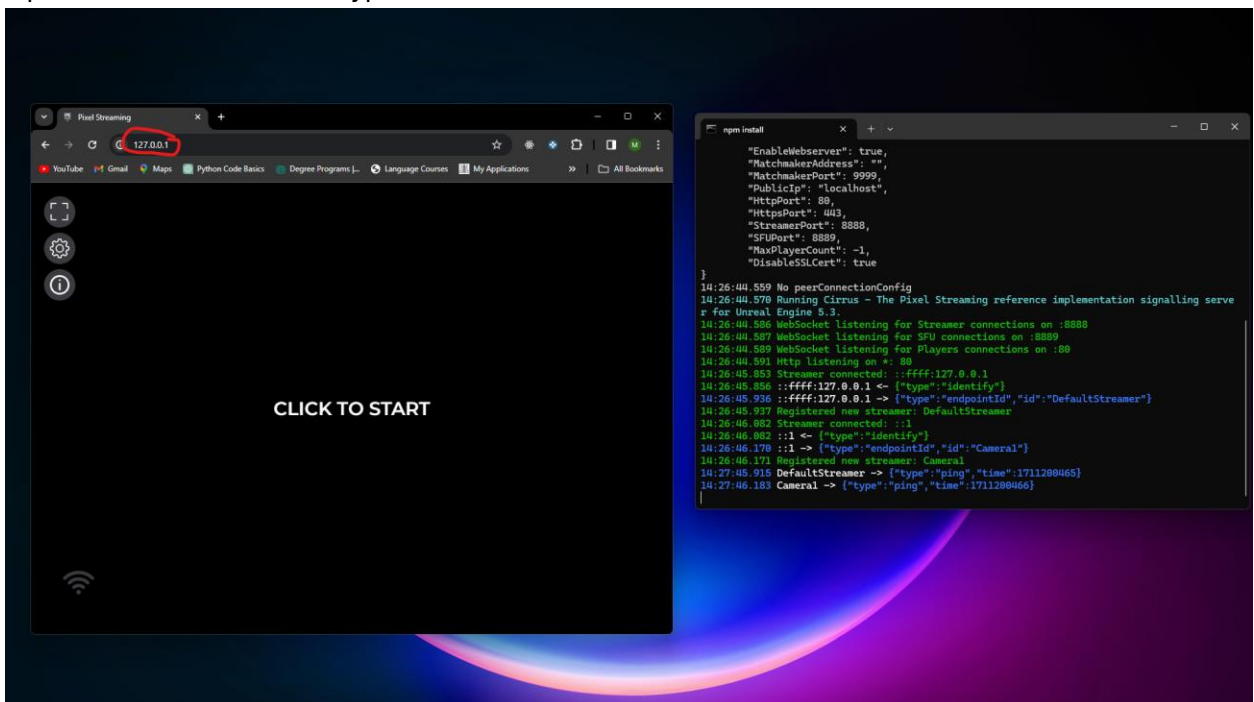


- 4) You will see that the application is started, and you can move by using mouse and keyboard.

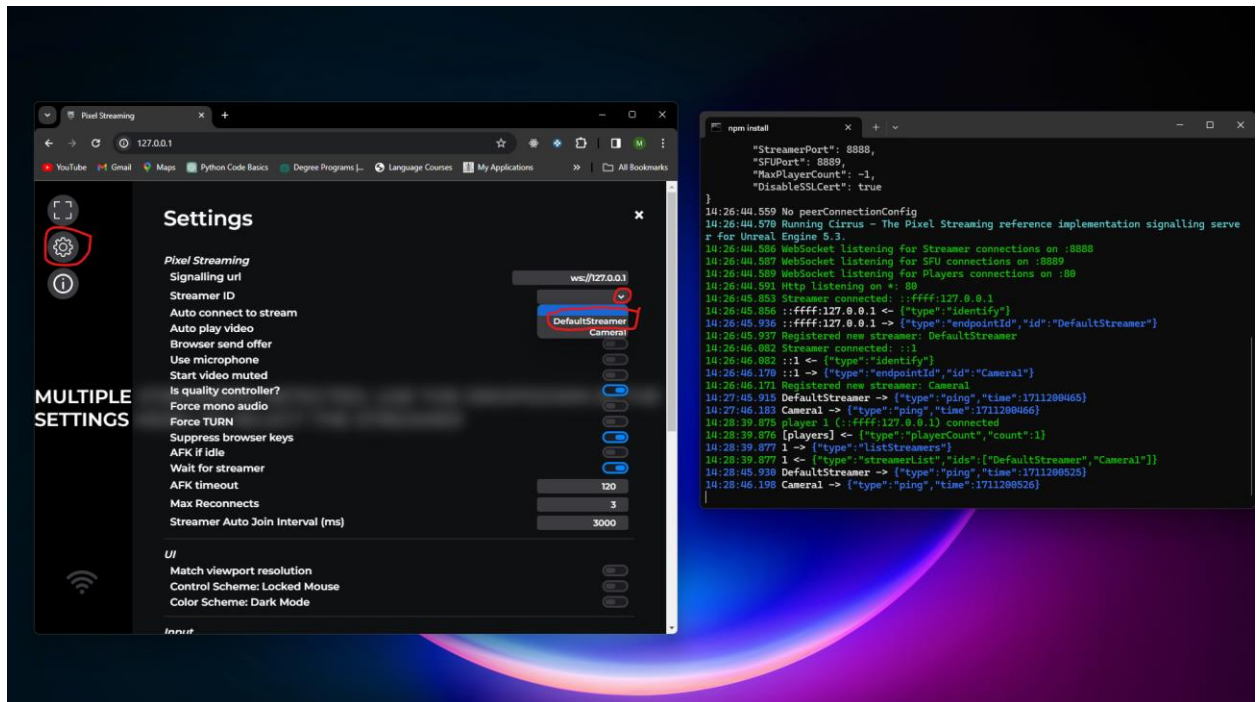
- 5) Keep the application running and go to **AI_doctor_project\Windows\KI_Doctor_Project\Samples\PixelStreaming\WebServers\SignallingWebServer\platform_scripts\cmd**
- 6) Click on **run_local**.



- 7) Open chrome window and type **127.0.0.1**



- 8) Click to **start**, then click on **setting**, then open the dropdown menu and choose the **DefaultStreamer** for Streamer ID



- 9) Finally, the **pixel streaming** works for your localhost.

