Project Structure

Version 0 of 3D CodeBlocks is split between two Unreal Engine projects: CodeBlocksHTCVive and CodeBlocks Networking

Project Directories

The directory structure for CodeBlocksHTCVive and CodeBlocks Networking is the same, so there will only be one explanation for both.

Config: This folder contains the configurations for the project that are used within the Project Settings.

Content: This folder contains all of the blueprints and assets used for 3D CodeBlocks.

Audio: This folder contains the audio files used 3D CodeBlocks.

Blueprints: This folder contains the custom blueprints created for 3D CodeBlocks.

FirstPerson: This folder contains the default assets for a First Person Shooter project necessary to run the 3D CodeBlocks.

FirstPersonBP: This folder contains the default and modified blueprints for a First Person Shooter project necessary to run 3D CodeBlocks.

Geometry: This folder contains the custom meshes created for 3D CodeBlocks.

Levels: This folder contains the custom levels created for 3D CodeBlocks.

Materials: This folder contains the custom materials created for 3D CodeBlocks.

StarterContent: This folder contains the Starter Content that can be added when creating an Unreal Engine project, which is necessary for 3D CodeBlocks.

StaticMeshes: This folder contains the custom Static Meshes created for 3D CodeBlocks.

Textures: This folder contains the custom Texture created for 3D CodeBlocks.

Intermediate: This folder contains temporary files generated during building the engine or game such as shaders.

.uproject file: This file can be run directly to start the project if Unreal Engine 4 is installed. This is not initially recommended as the version of Unreal Engine installed may not match the version of Unreal Engine used for 3D CodeBlocks (4.15.1). After confirming that the current version can run the 3D CodeBlocks projects, then this .uproject file is safe to use.