STEPS TO ADD D-BOX BLUEPRINTS TO UNREAL ENGINE

The Unreal Integration Package contains pre-arranged structures and enumerations. You are free to add or remove whichever fields you like.

1- Open your software solution and right-click in your content browser to add a new empty C++ class called DBOX.

2- Once the C++ class has been added, open your project IDE. You can then modify the files to have the same structures as the sample package provided. Make sure you keep the right project/class name if you decide to Copy/Paste.

3- Add the files DboxDataStructureDefs.H, DboxLiveMotionHandler.CPP and .H along with the new class to your project. They are in the « Source » folder of the downloaded package.

4- Place the « DboxSdk » folder in your Unreal Project « Source » folder.

5- Modify the YourProject.Build.cs file to link with the DboxLiveMotion static library.

6- Replace the APP_KEY in DboxLiveMotionHandler.CPP. The APP_KEY should represent the name of the project with D-BOX. A short name that refers to your company or project.

7- Compile the solution and make sure that the new DBOX class is visible in your content browser under C++ classes.

8- D-BOX nodes are now available in your Blueprints.

9- Connect the D-BOX nodes to your software.