

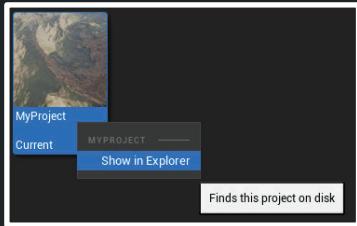
# How to use World Creator Unreal Bridge

## Step I

**Close Unreal if it is open.**

## Step II

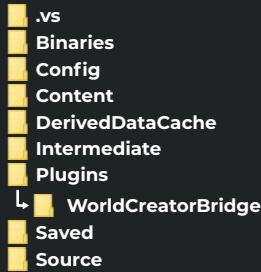
**Navigate to the project folder for which you want to install the World Creator Bridge.**



If there is no plugins folder in this directory, create a new folder and name it "Plugins".

## Step III

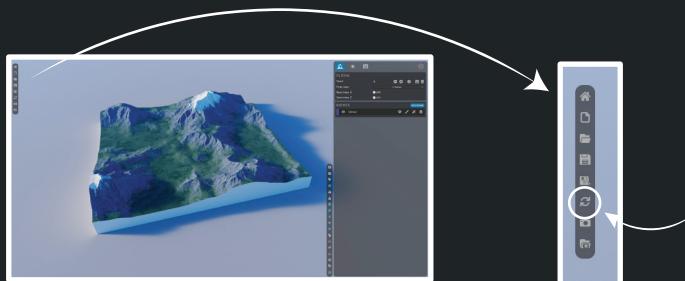
**Navigate to the "Plugins" folder and unzip the downloaded bridge.  
The folder structur now should look somewhat like this:**



**Start your Unreal project and the bridge plugin should be installed.**

## Step IV

**Open World Creator and the project to be imported into Unreal.  
Press the Sync button (○) in the top left navigation bar.**



**This already concludes everything that needs to be done within World Creator.  
The next part has to be done within the Unreal project.**

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## Step V

To open the bridge in Unreal, inside of Unreal navigate to "Window -> World Creator Bridge".

## Step VI

**Set up import:**

If you have not manually changed the Bridge.xml file location, you can ignore the "Select Bridge File" button.

After that there are 7 settings.

**Actor Name:** Here you can specify the name of the terrain actor in the level.

**Material Name:** here you can specify the name of the created material for the terrain texture.

**Import Textures:** if True, the bridge will import the textures set in the World Creator. Set this to False if you do not want to use the textures from World Creator or if you have already imported them and do not want to import them again.

**World Partition:** Select whether or not you want to use Unreal's World Partition System.

**Grid Size:** This option is only relevant if you use World Partition. It sets the grid size of the terrain partitions and corresponds to the Grid Size option of the World Partition tool. The larger the grid size, the smaller the number of tiles.

**Create minimap:** This option is relevant only if you are using the World Partitioning tool. Choose whether you want to create a world partition minimap or not. The minimap is used to load and unload terrain tiles.

**World scale:** here you can set a scale factor for the imported terrain.

## Step VII

After you have set everything to your liking, simply click the Synchronize button. You may see a popup message asking you to save the level or textures. After the import has finished, the new terrain should appear in the level.

