

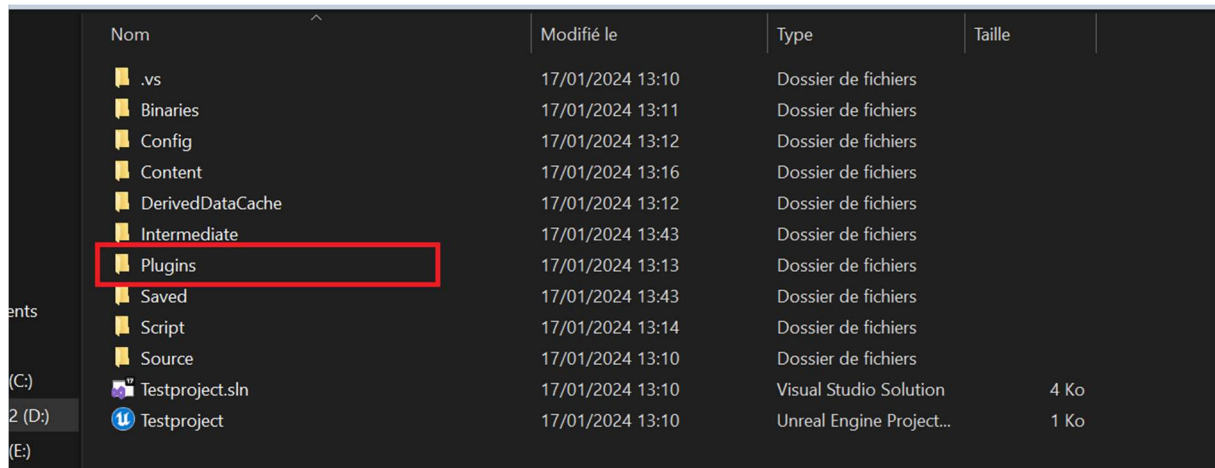
HOW TO : THUGZ BLOCKCHAIN PLUGIN

If you get the plugin from the Unreal Engine Market, Install it in your Unreal Engine Version and go to the step 3.

If you get the plugin from the Git Hub repo, follow those steps :

1/ Dezip the repo

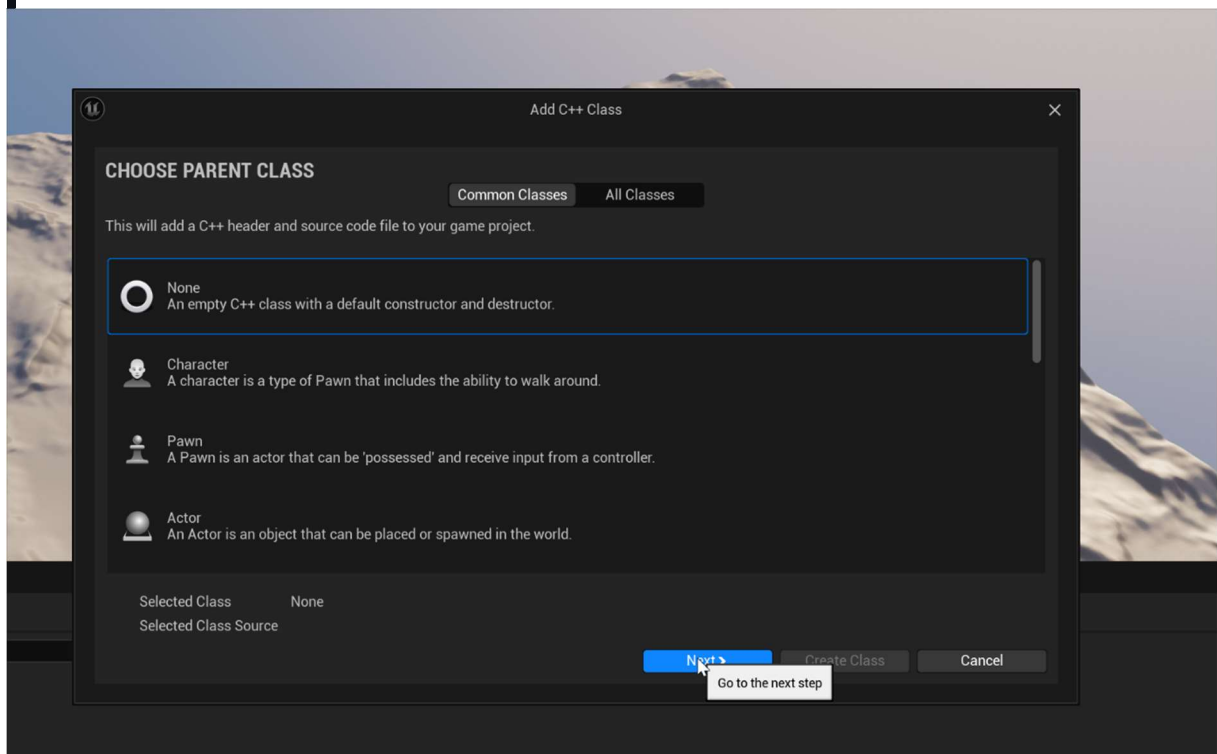
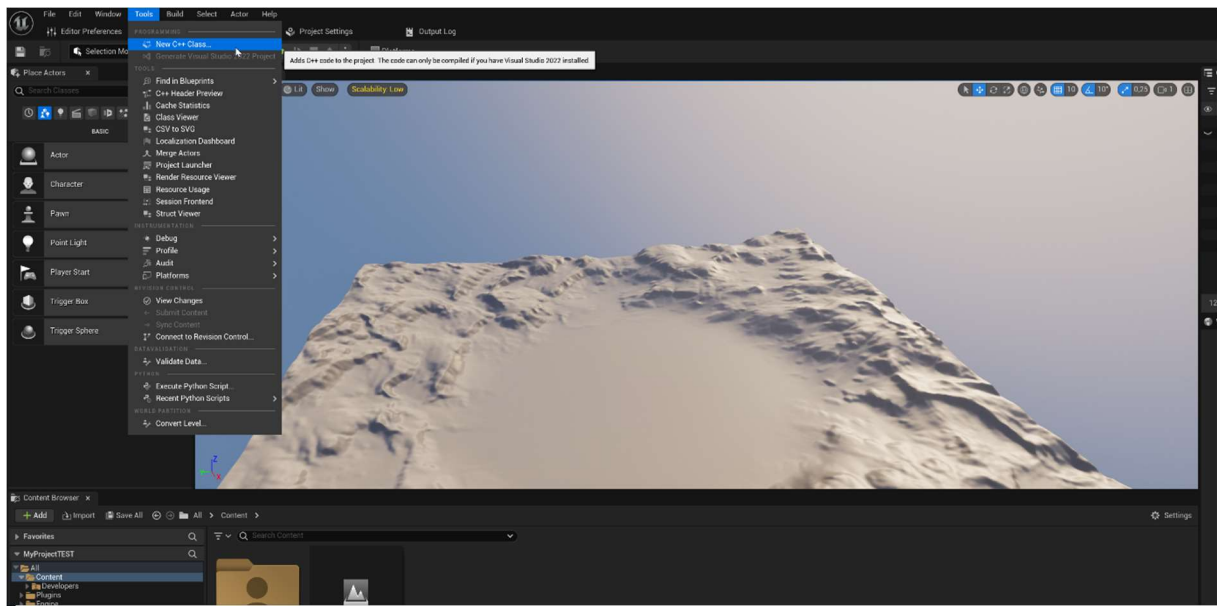
- Download the last version of the release of your engine version from [ThugzLabs/Thugz-BC-Plugin-Packaged-for-UE5.3: Plugin to integrate BlockChain in your Unreal Engine project ofr UE5.3 version \(github.com\)](https://github.com/ThugzLabs/Thugz-BC-Plugin-Packaged-for-UE5.3)
- Create a "Plugins" directory inside your project directory and unzip the plugin downloaded inside the "Plugins" directory :

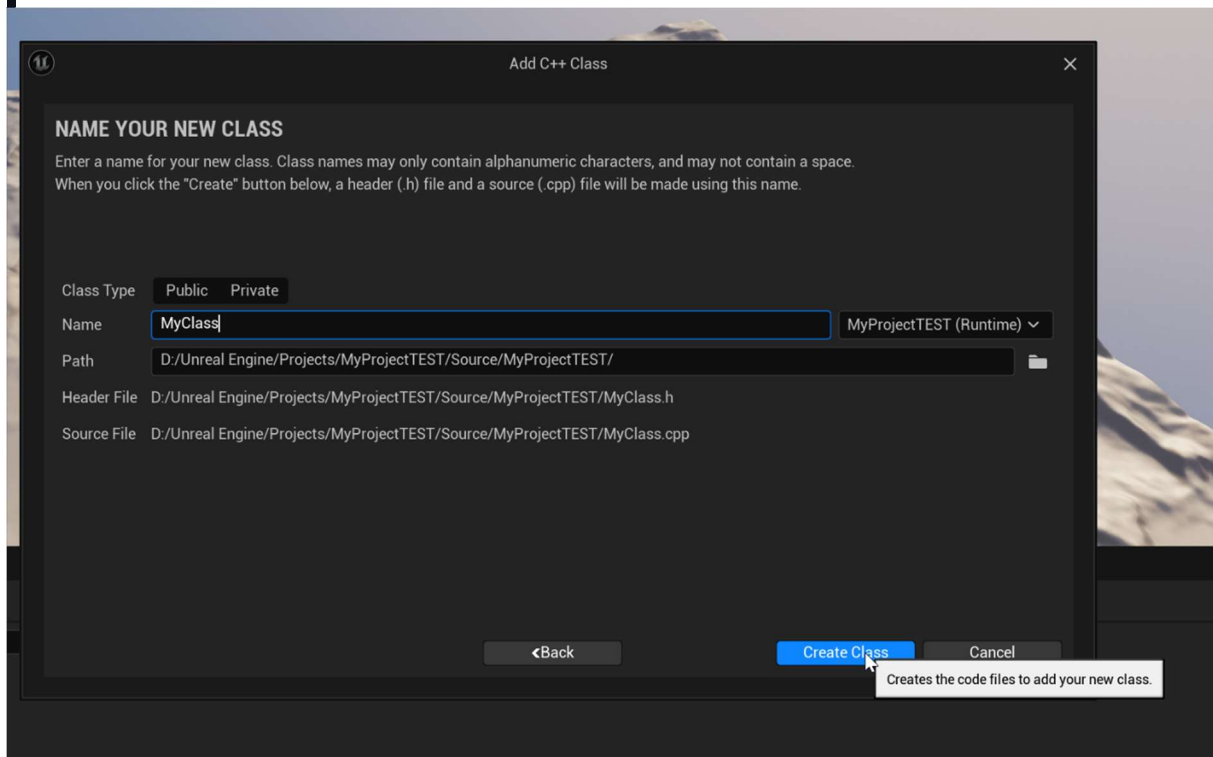


Nom	Modifié le	Type	Taille
.vs	17/01/2024 13:10	Dossier de fichiers	
Binaries	17/01/2024 13:11	Dossier de fichiers	
Config	17/01/2024 13:12	Dossier de fichiers	
Content	17/01/2024 13:16	Dossier de fichiers	
DerivedDataCache	17/01/2024 13:12	Dossier de fichiers	
Intermediate	17/01/2024 13:43	Dossier de fichiers	
Plugins	17/01/2024 13:13	Dossier de fichiers	
Saved	17/01/2024 13:43	Dossier de fichiers	
Script	17/01/2024 13:14	Dossier de fichiers	
Source	17/01/2024 13:10	Dossier de fichiers	
Testproject.sln	17/01/2024 13:10	Visual Studio Solution	4 Ko
Testproject	17/01/2024 13:10	Unreal Engine Project...	1 Ko

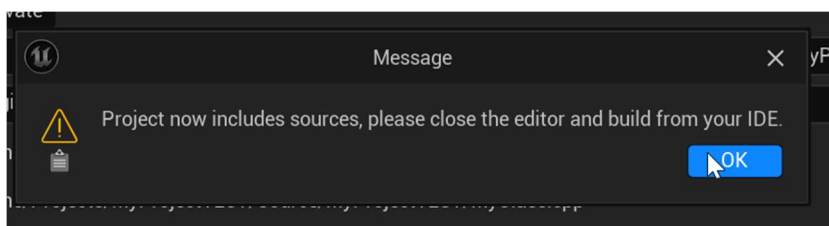
2/ If your project is a blueprint only (else, skip this step and go to step 3)

Create an empty C++ class to convert it as a C++ projet:

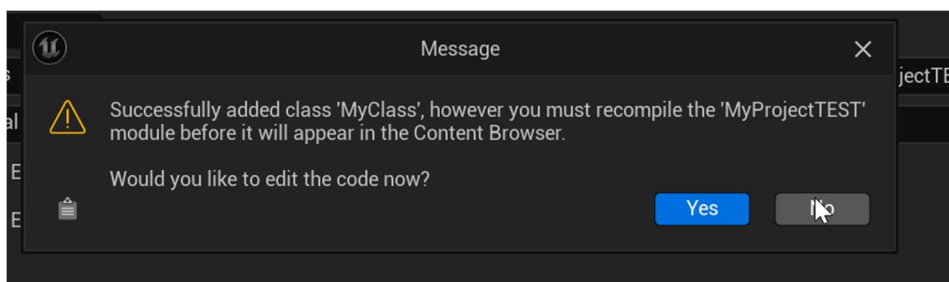




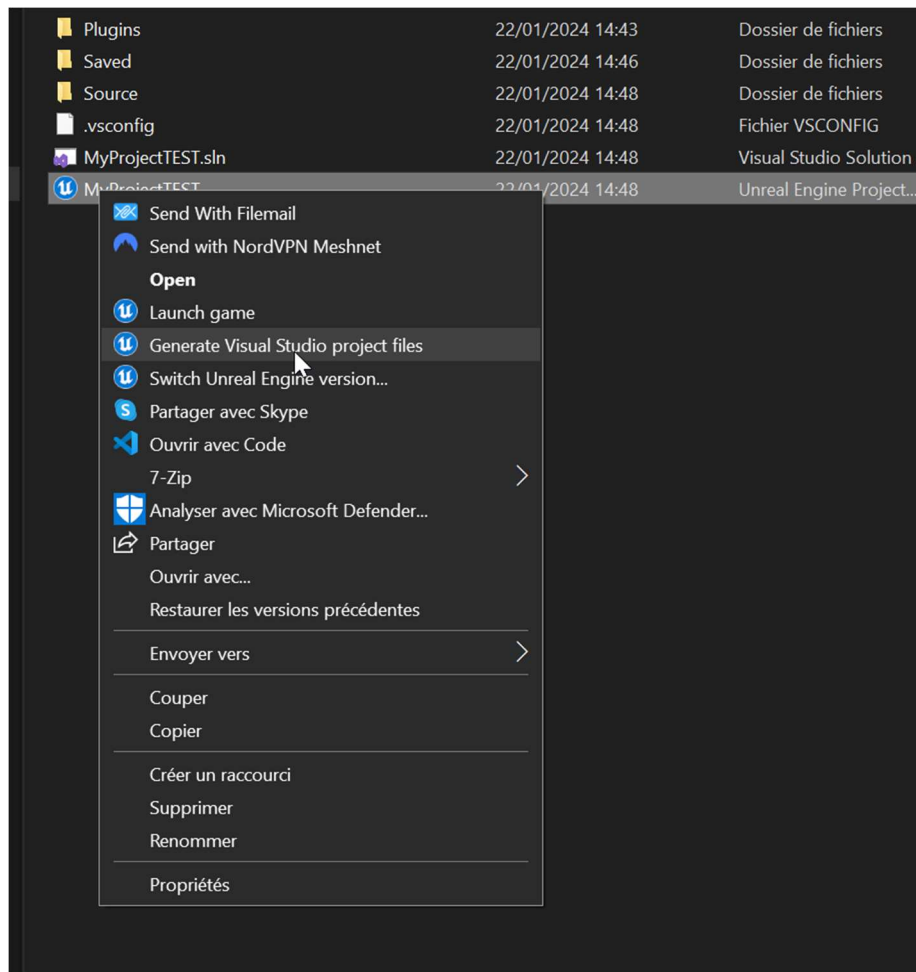
Wait for the code to be added to the project and then, accept the popup:



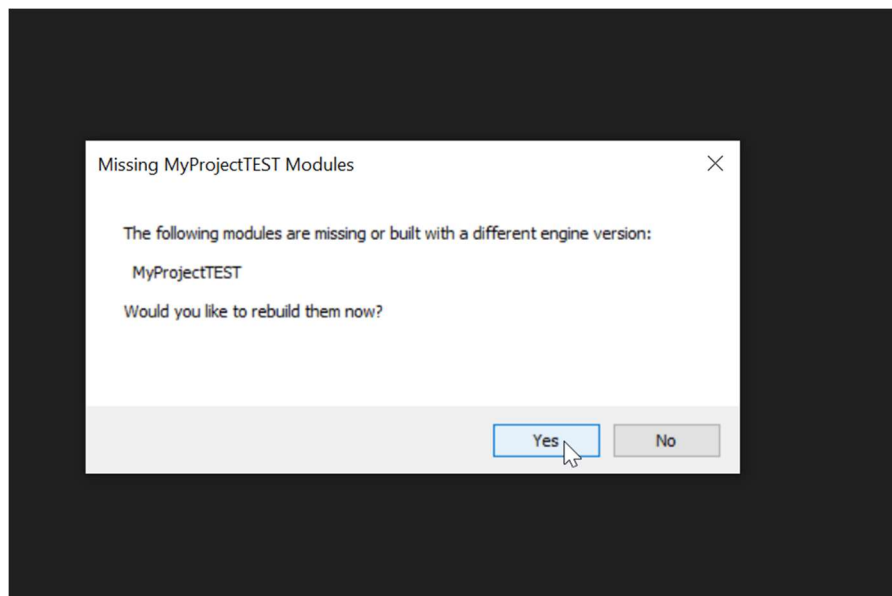
Then click no:



Then exit the project and generate Visual Studio file:



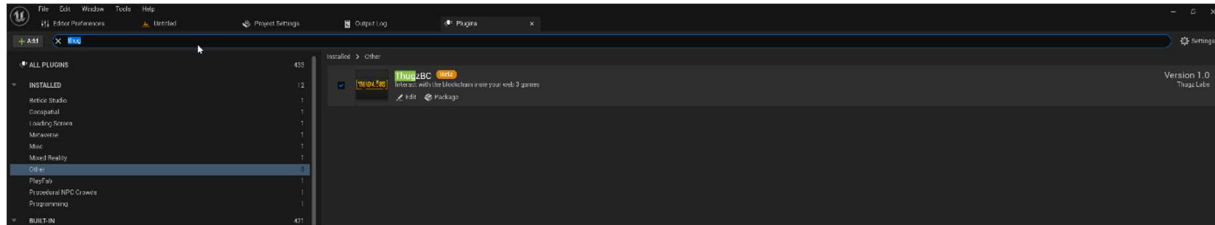
Then launch your project. Click Yes here:



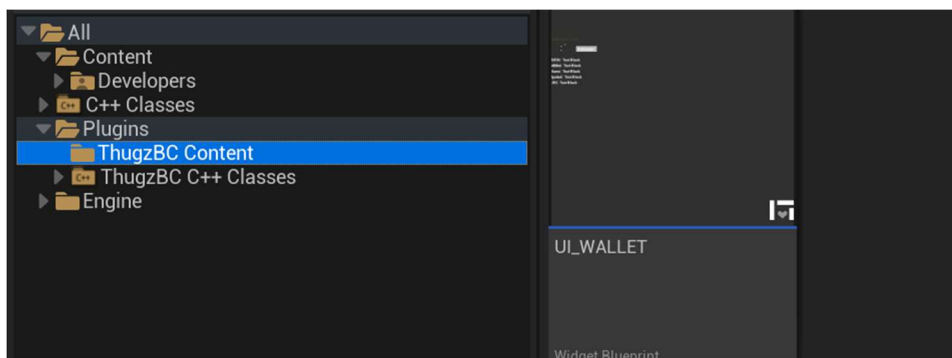
And wait until your project is loaded (it can take several minutes)

3/ Verify the plugin

Launch your project and go to the plugin panel to verify that the Thugz Plugin is correctly activated. If not, activate it and restart the project.



To test our widget test, go to the plugin content:

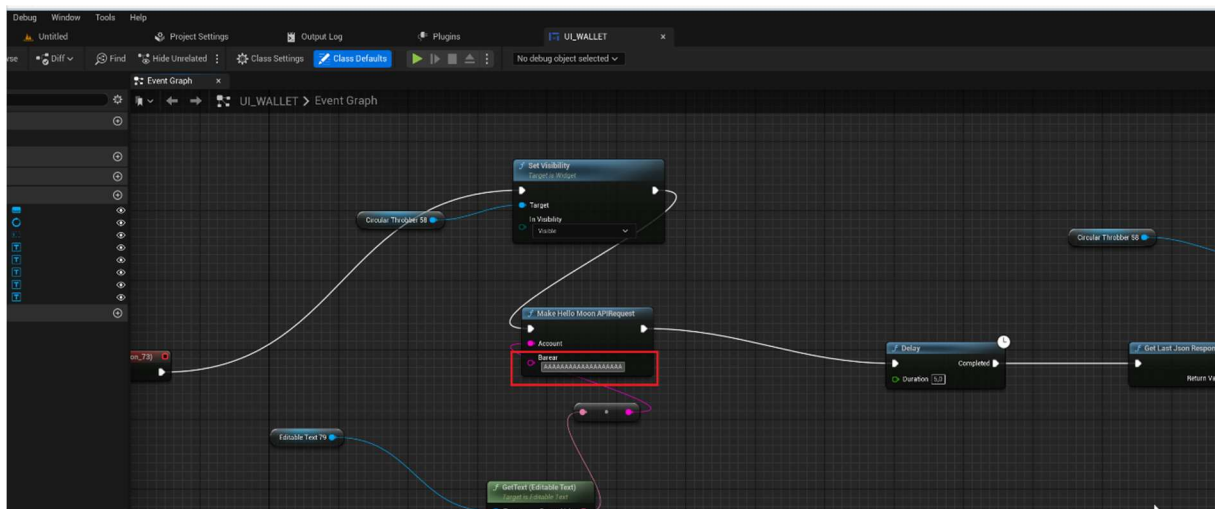


The plugin provides 3 Blueprints :

- **MakeHelloMoonAPIRequest** : This function make an API call using Solana HelloMoon API to query the NFTs owned by the Wallet account provided as input.
 - Input :
 - Account : The public key of the wallet account to query
 - Bearer ; The HelloMoon API to use for the query
 - Output :
 - None
- **GetLastJsonResponse** : Retrieve the JSON response of the last API call made by the request MakeHelloMoonAPIRequest
 - Input : None
 - Output :
 - JSON : The String formatted as JSON which contain the response of the API

- **ConvertJSONtoStruct** : Take a String in a JSON format as entry and convert it inside an Unreal Engine Structure.
 - Input :
 - JSON : The String formatted as JSON
 - Output :
 - Struct : The structure with the JSON Value formatted in the structure value. This structure will be splitted in a table which will contain as datas as NFTs owned.

Don't forget to put a HelloMoon API barear in order to test our plugin:



This Bareaer can be retrieve here : <https://www.hellomoon.io/developers>

For any support, join us on discord: <https://discord.gg/thugz-life-889994637215932416>

Follow us on X: https://twitter.com/Thugz_NFT and https://twitter.com/War_Thugz