Integrating Wwise into an Unreal Engine Project

https://www.audiokinetic.com/en/library/wwise_launcher/?source=InstallGuide&id=integrating_wwise_into_an_unreal_project

The following procedure integrates Wwise into your Unreal Engine project as a game plug-in. Expert users might want to integrate Wwise as an engine plug-in. See Installing the Wwise Unreal Integration as an Engine Plug-in.

Prerequisites:

- Install the Unreal Engine and create an Unreal Engine project. Refer to Wwise Unreal Integration release notes for compatible versions of Wwise and Unreal Engine.
- Install the version of Wwise you would like to integrate into your Unreal Engine project (refer to Installing Wwise through the Launcher). During the installation, make sure you select the following:
  - Under **Packages**, select **Authoring** and **SDK (C++)**.
  - Under **Deployment Platforms**, select all platforms supported by the Unreal Engine installation used to create your Unreal Engine project.
  - On the CHOOSE PLUG-INS page, select all Wwise plug-ins you would like to use in your Wwise Unreal Integration. Note, you can add more plug-ins to the Integration later (see Adding Plug-ins to Unity and Unreal Integrations), but installing them before integrating Wwise into Unreal Engine saves you the additional steps.

To integrate Wwise into an Unreal Engine project:

1. In the Launcher, select the Unreal Engine page.
   A list of all Unreal Engine projects detected on your computer is displayed. If your project is not automatically detected by the Launcher, you can select **Refresh** or **Browse for project** in the Recent Unreal Engine Projects menu.
2. Click **Integrate Wwise in Project** for the desired project.

   The integration page opens.
3. From the version menu at the top of the page, select the Wwise Unreal Integration version that starts with the version of Wwise you installed when meeting the prerequisites for this procedure. (The Launcher automatically creates a Wwise Unreal Integration version number for each potential Integration. The version number always starts with the associated Wwise

version number.)

INTEGRATE WWISE IN **MYPROJECT**

ⓤ 5.3

Integration version

🔾 Latest ▼ > Version
20▮▮▮▮▮▮▮▮▮▮ ▼

ⓘ Make sure to consult the platform requirements.

4.   Specify the location of your Wwise SDK files. These are found within your Wwise installation folder.

Copy Wwise SDK files from:
C:\Program Files (x86)\Audiokinetic\Wwise 20▮▮▮▮▮▮▮\SDK   ▾

> **Note**
>
> A light blue message indicates the list of supported and detected platforms for the Wwise Unreal Integration.
>
> To add more deployment platforms to your SDK installation, select **Modify Wwise**.
>
> To add new plug-ins to your Wwise installation, select **Add Plug-in to Wwise**.

5.

If you have an existing Wwise project you would like to use with the Integration, enter the corresponding Wwise project path, or leave the field empty to create a new Wwise project.

Wwise Project

Wwise project path   ▾

6. Click **Integrate** to apply the operation to your project, (Or click **Cancel** if for some reason, such as the indicated **Total download size** being too great, you do not want to proceed with the Wwise integration into your Unreal Engine project.)

Total download size: ▮▮▮ MB
Space required during process: ▮▮ GB
Free space on C:\: ▮▮▮ GB

Integrate　Cancel

A progress bar is displayed. The Launcher will take several minutes to download the necessary packages and integrate Wwise into your Unreal Engine project. When the operation is complete, "Operation completed successfully" is displayed in green.
You will be able to open your Unreal Engine project and its associated Wwise project from the Unreal Engine page of the Launcher.

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Note

On the Unreal Engine page, below the project name, there is a gray label indicating the Unreal version for the project. After Wwise is integrated into the project, an additional gray label indicating the Wwise Integration version is displayed. Click **show more** to display the Unreal Engine project file path and the Wwise project file path.