NDI® SDK UNREAL ENGINE®

SDK VERSION 3.8

FOR USE WITH UNREAL ENGINE® 5.1 TO 5.6

1 QUICK START

1.1 PRELIMINARIES

1. Download and install NDI Tools from https://ndi.video/

2. Add the NDI IO Plugin to Unreal Engine

1.2 BROADCASTING AN NDI STREAM

1. Place an NDI Broadcast Actor in the scene

2. In the actor's details, set the NDI Media Source to a new NDI Media Sender asset

3. Play or Launch the level

4. An NDI stream named "Unreal Engine Output" will appear on the network and can be viewed with Studio Monitor

1.3 RECEIVING AN NDI STREAM

1. Place an NDI Receiver Actor in the scene

2. In the actor's details, set the NDI Media Source to a new NDI Media Receiver asset

3. Open the details panel for the new NDI Media Receiver asset and set the Source Name to an existing NDI stream

4. Play or Launch the level

5. After a few seconds the NDI stream will show on the NDI Receiver Actor

1.4 STREAMING THE CURRENT VIEWPORT

1. Open the Project Settings and find the NewTek NDI plugin settings

2. Enable "Begin Broadcast On Play"

3. Play or Launch the level

4. An NDI stream named "Unreal Engine" will appear on the network and can be viewed with Studio Monitor