# **Brawler UnrealScript Readme**

The following steps delineate how to get the *Brawler* UnrealScript files setup with UDK for compiling and running:

1. Create the following folders within the UDK folder hierarchy:
   1. **<UDK Install Root>\Development\Src\Brawler**
   2. **<UDK Install Root>\Development\Src\Brawler\Classes**
2. Copy *BrawlerGame.uc*, *BrawlerPlayerController.uc*, and *BrawlerPawn.uc* to the **<UDK Install Root>\Development\Src\Brawler\Classes** folder.
3. Copy *BrawlerGame.bat* to the **<UDK Install Root>\Binaries\Win32** folder.
4. Open up **<UDK Install Root>\UDKGame\Config\UDKEngine.ini** for editing using your favorite editor (e.g. Notepad, Notepad++).
5. Locate a section in the file entitled **[UnrealEd.EditorEngine]**.
6. Add the following line at the end of the aforementioned section:  
   **ModEditPackages=Brawler***Note:* as of the February 2011 UDK build, this line would be as follows:  
   **+ModEditPackages=Brawler**  
   So now the *UDKEngine.ini* file should look something like this:  
   **[UnrealEd.EditorEngine]**

**LocalPlayerClassName=UnrealEd.EditorPlayer**

**bSubtitlesEnabled=True**

**…**

**EditPackages=UTGame**

**EditPackages=UTGameContent**

**ModEditPackages=Brawler**

1. Save your changes to *UDKEngine.ini* and close the file.
2. Open up the *Unreal Frontend* via your Start menu: **Start --> All Programs --> Unreal Development Kit --> UDK-2010-12 --> Tools --> *Unreal Frontend***.
3. Once *Unreal Frontend* has loaded, click the *Script* button at the top and then *Compile Scripts*.
4. As the scripts are compiling, the last package to be compiled should be the “Brawler” package. The compiler output will look something like the following:  
   **[COMMANDLET 'UDK.exe make' STARTED IN ''] Jan 16, 10:28 PM**

**Init: Version: 7637**

**Init: Epic Internal: 0**

**Init: Compiled (32-bit): Dec 11 2010 09:15:54**

**Init: Command line:**

**Init: Base directory: C:\UDK\UDK-2010-12\Binaries\Win32\**

**Init: Character set: Unicode**

**Log: Executing Class UnrealEd.MakeCommandlet**

**--------------------Core - Release--------------------**

**--------------------Engine - Release--------------------**

**--------------------GFxUI - Release--------------------**

**--------------------GameFramework - Release--------------------**

**--------------------UnrealEd - Release--------------------**

**--------------------GFxUIEditor - Release--------------------**

**--------------------IpDrv - Release--------------------**

**--------------------OnlineSubsystemPC - Release--------------------**

**--------------------OnlineSubsystemSteamworks - Release--------------------**

**--------------------UDKBase - Release--------------------**

**--------------------UTEditor - Release--------------------**

**--------------------UTGame - Release--------------------**

**--------------------UTGameContent - Release--------------------**

**--------------------Brawler - Release--------------------**

**Package Brawler changed, recompiling**

**Analyzing...**

**Scripts successfully compiled - saving package 'C:\UDK\UDK-2010-12\Binaries\Win32\..\..\UDKGame\Script\Brawler.u'**

**Success - 0 error(s), 0 warning(s)**

**Execution of commandlet took: 4.95 seconds**

**[Jan 16, 10:28 PM] COMMANDLET 'UDK.exe make' SUCCEEDED**

1. Once the scripts have been compiled, you can launch the game by running the *BrawlerGame.bat* batch file from **<UDK Install Root>\Binaries\Win32** (you can probably even make a shortcut to *BrawlerGame.bat* on your desktop).
2. Any time changes are made to the UnrealScript files, the scripts must be re-compiled using the *Unreal Frontend* tool.

Enjoy!