

Getting Started Developing for PlayStation 4

- 1. Make sure you have the Unreal Engine 4 source code.
- 2. Install the PS4 SDK



In order to see which version of the PS4 SDK Unreal Engine is expecting, you can look in the `HasRequiredSDKsInstalled()` function in the file below:

```
[UE4Directory]/Engine/Source/Programs/UnrealBuildTool/PS4/UEBuildPS4.cs
```

- 3. Run `[UE4Directory]/GenerateProjectFiles.bat`



Do this after installing the SDK so that it will know you have PS4 support installed

- 4. Open the `UE4.sln` just as you would normally.
- 5. Compile the following for Win64, `[ProjectName]` for PS4, and `ShaderCompilerWorker` for Win64.

Target	Config	Platform
[ProjectName]	Development Editor	Win64
PS4MapFileUtil	Development Editor	Win64
ShaderCompileWorker	Development Editor	Win64
UnrealFrontend	Development Editor	Win64
[ProjectName]	Development	PS4



To make building these projects easier, you can use the **Batch Build** functionality in Visual Studio:

- In the **Build** menu, choose **Build > Batch Build**
- Select the following:

Target	Config	Platform
[ProjectName]	Development_Editor	x64
PS4MapFileUtil	Development Editor	x64
ShaderCompileWorker	Development_Editor	x64
UnrealFrontend	Development Editor	x64
[ProjectName]	Development	ORBIS

- Click **Build** or **Rebuild**

- 6. In Windows, open a `cmd.exe` prompt and navigation to the `[UE4Directory]/Engine/Binaries/Win64` directory
- 7. Run the cooker-server

```
UE4Editor-cmd.exe [FullAbsolutePathToProject.uproject] -run=cook -targetplatform=PS4 -cookonthe-fly
```

- 8. Back in Visual Studio, make sure PS4 is selected as the current platform
- 9. Right-click **[ProjectName]** and choose **Properties**. Then, in the **Debugging** section, set the **Executable Arguments** to:

```
[RelativePathFromElfToProject.uproject] [MapName] -filehostip=192.168.0.1
```

e.g. `../../../../../MyProject/MyProject.uproject -filehostip=192.168.0.1`

(or whatever the IP address of your PC is as seen by the PS4)

- 10. Press **F5**, and hold on!
 - The game will connect to the cooker-server on your PC, which will then cook content on demand, send it over to the PS4