Introduction & Setup Slides

Welcome!

These are the slides that accompany the Complete Unreal Developer Course.

See me develop the slides as I write the course…

- Right click or Insert > Comment to comment, especially if you see a typo
- A PDF version will be attached inside the Unreal course.
- The slides will update immediately as I change things.

Enjoy your stay!

Ben Tristem

Promo Video & Games List

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In This Video...

- What this course is all about.
- Why you would want to take this course.
- What you will need to get started.
- What games you will build.
- What you will learn.

Intro, Notes & Assets

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In This Video...

- Slide handouts are attached, and live on Google.
- Who gets the most from this course.
- Introduce yourself in the discussions now.
- How we'll help. How to help each other.
- Explore Udemy's player, inc mobile app.
- What if I'm more experienced?

How to Ask Good Questions

- Paste exact error text into Google first.
- If you still need help, include error with code.
- Make the problem reproducible.
- Short as possible, long as necessary.
- Answer other people’s questions.

Setup Visual Studio or XCode

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In This Video...

- Configure Visual Studio Community 2015.
- If you’re on MacOS skip ahead 2 mins.

Visual Studio 2015 Configuration

- Add Programming Languages > Visual C++.
- Add Common Tools > VS Tools … Update 1.
- Carry on watching while it downloads.

If already installed then check update flag, and above install options.

Unreal Development Environment

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In This Video...

- Start Unreal Engine Downloading too.
- An overview of the Unreal install process.
- What is an IDE and why you need it.

Start the Unreal Engine Download

- Get the Epic Games Launcher.
- Sign-in or register Epic.
- Get Unreal Engine 4.10+ downloading.
- Carry on watching the video.

Approximate Install Time-scale

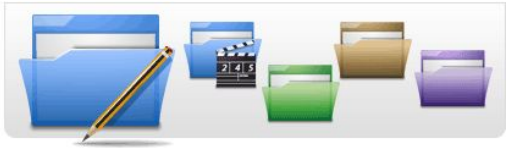
Times on an SSD, with 100 MB/s connection...

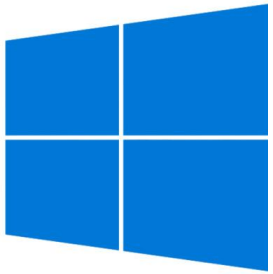
	Size	Rough Time
Download & Install VS 2015 with C++ (on Windows)	About 4 GB	1 hour*
Download & Install Xcode (on MacOS)	About 3GB	45 min
Download Epic Games Launcher.	Small	5 min
Download & install Unreal Editor	N/A	1 hour

Handy conversion: http://www.wolframalpha.com/input/?i=13GB+at+10+mbps

** May vary from 20 minutes to 3+ hours depending on machine and broadband.*

UNREAL
ENGINE





Windows and MacOS Compared

	Mac OS	Windows (VM on Mac)	Windows (Native)
Refactoring	No (Xcode)	Yes	Yes
Oculus SDK	No	Yes, slow	Yes
Oculus Min Spec.	No	No*	Maybe

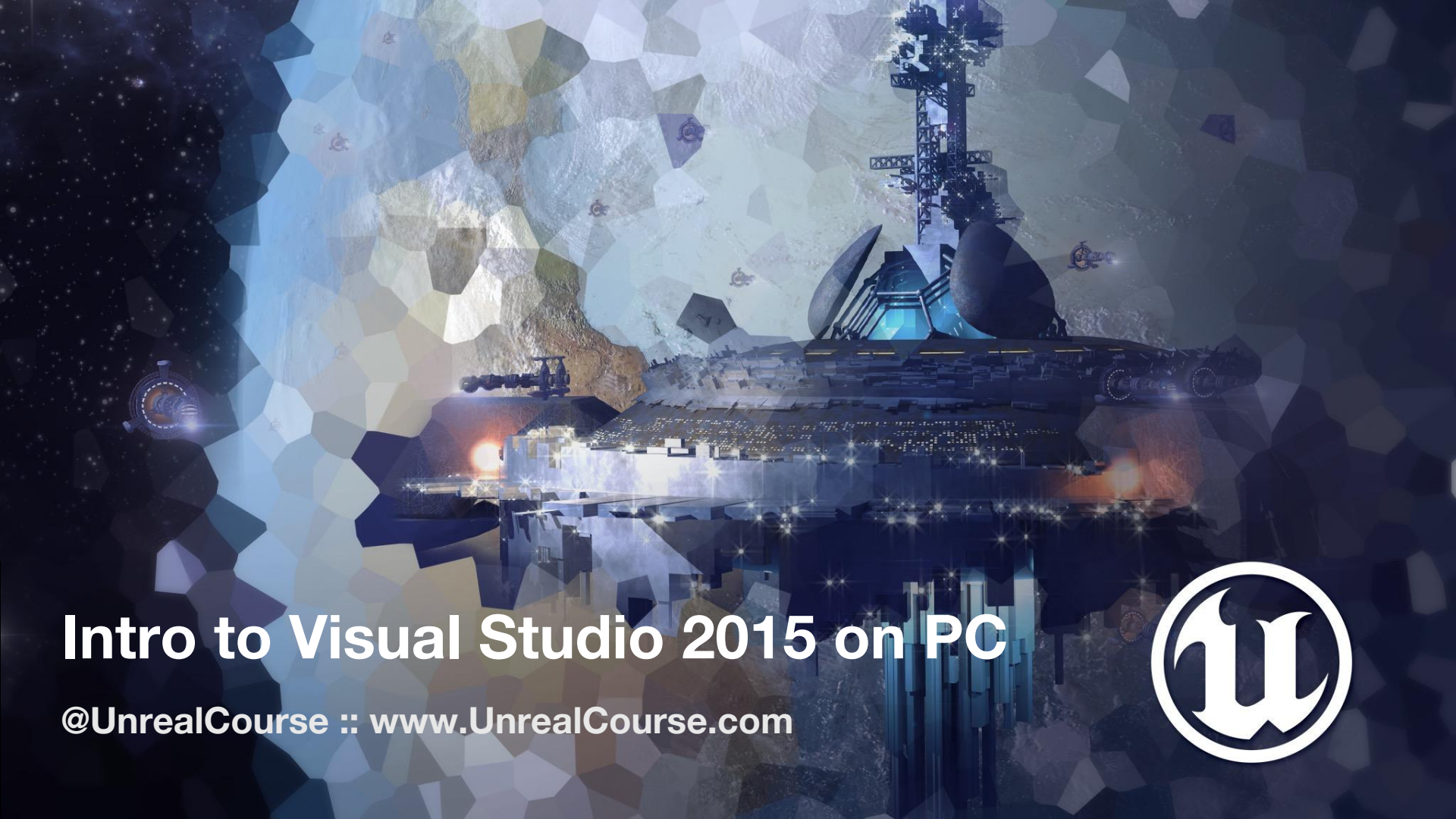
VM = Virtual Machine

*Assuming you're not running a naughty Hackintosh!

Choosing Your Operating System

1. Windows on a PC or Mac.
2. Mac using Xcode.
3. Something else (Linux, other IDE).

See lecture resources for further reading.



Intro to Visual Studio 2015 on PC

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In This Video...

- Get Visual Studio running.
- Xcode is covered in the next video.
- Write your first line of C++ code.
- Check the code “compiles”.
- Learn where to find the Output log.

Get “Hello World” Working

- Add **cout << “Hello World\n”;**
- Run your code.
- Check the console.
- Tell us in the Discussions that you did it.

Intro to Xcode on MacOS

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In This Video...

- Get Xcode running.
- Write your first line of C++ code.
- Check the code “compiles”.
- Learn where to find the Output.

Get “Hello World” Working

- Add **cout << “Hello World\n”;**
- Run your code.
- Check the console.
- Tell us in the Discussions that you did it.

A Quick Tour of Unreal Editor

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In This Video...

- Create a new Basic C++ project.
- Take a quick look around Unreal.
- Learn about saving and scenes.
- Customise the Unreal Editor interface.

Add A 2nd Object

- Add a 2nd object to the scene.
- Save the scene.
- Close the Unreal editor.
- Re-open and ensure the object is there.
- Congratulate yourself!

Section Wrap-Up

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In This Video...

- Well done getting setup.
- Introduce yourself in the discussions.
- Going from C# to C++.
- Start the next section NOW.

Going From C# to C++

- A lot of what you know will transfer.
- Getting into the header files (.h) mindset.
- You can do cool bitwise operations.
- Don’t worry about memory management yet.
- Get used to **->** and **::** where you expect a dot.