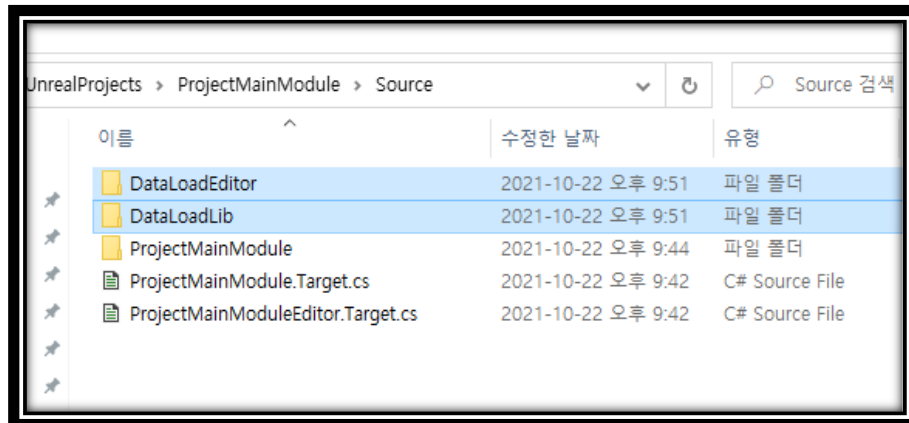


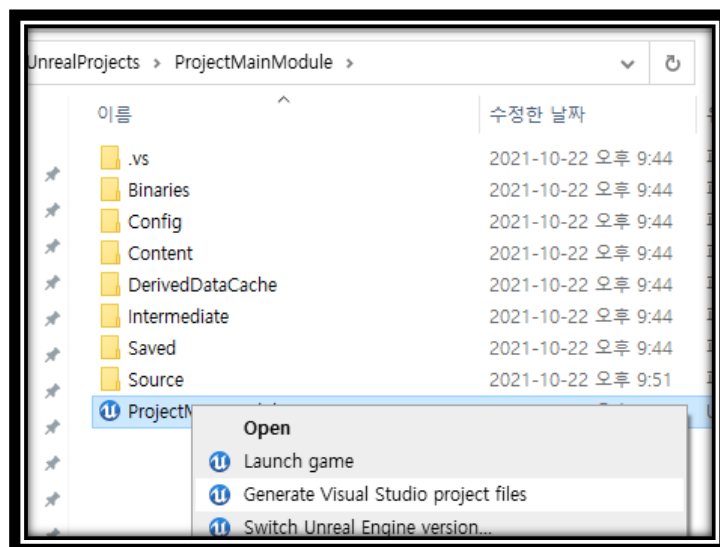
DataLoad Module - Unreal 프로젝트 세팅

- 박정민

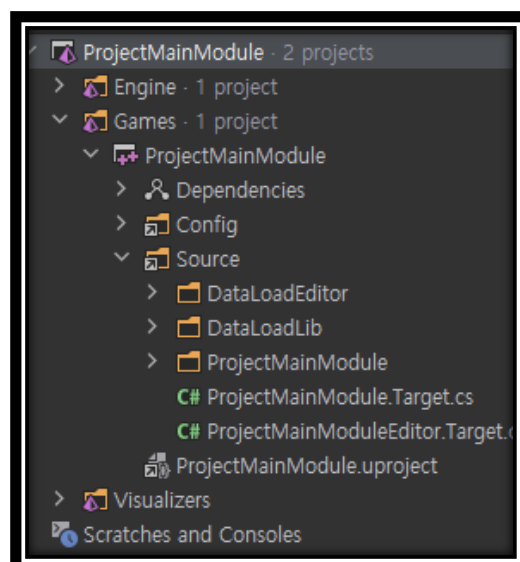
1. DataLoad Module.zip 압축을 풀고, Source 폴더 안에 DataLoadEditor, DataLoadLib를 사용 중인 언리얼 프로젝트 Source폴더에 복사, 붙여넣기를 한다.



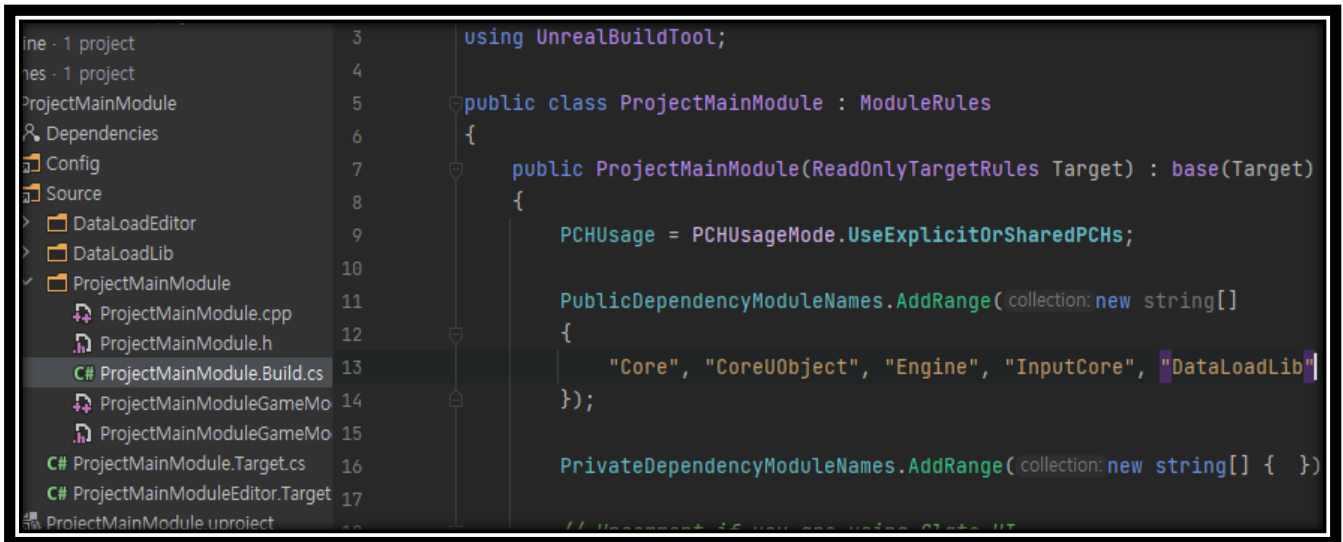
2. Unreal Editor 종료 후 프로젝트 폴더에 [프로젝트명].sln 삭제, Generate Visual Studio project files



3. IDE에서 해당 모듈이 정상적으로 붙었는지 확인



4. [프로젝트명]/[프로젝트명].Build.cs에 PublicDependencyModuleNames에 "DataLoadLib" 추가



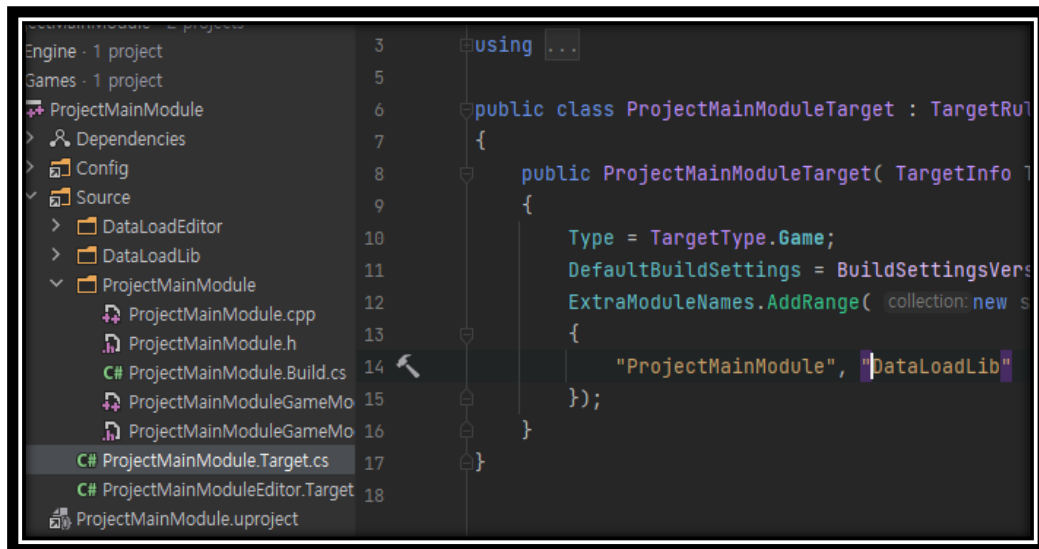
```
using UnrealBuildTool;

public class ProjectMainModule : ModuleRules
{
    public ProjectMainModule(ReadOnlyTargetRules Target) : base(Target)
    {
        PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;

        PublicDependencyModuleNames.AddRange(collection: new string[]
        {
            "Core", "CoreUObject", "Engine", "InputCore", "DataLoadLib"
        });

        PrivateDependencyModuleNames.AddRange(collection: new string[] { });
    }
}
```

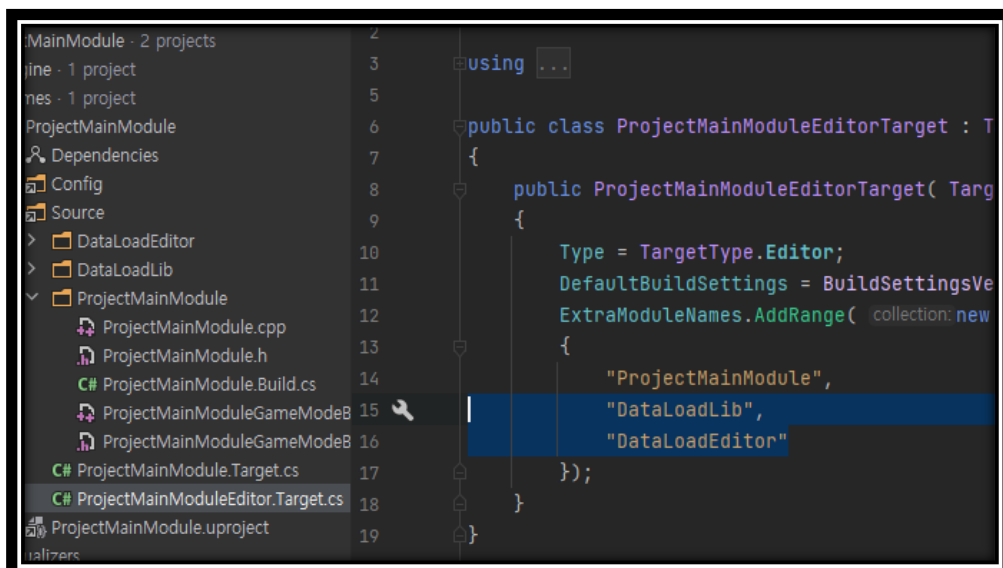
5. [프로젝트명].Target.cs에 ExtraModuleNames에 "DataLoadLib" 추가



```
using ...

public class ProjectMainModuleTarget : TargetRules
{
    public ProjectMainModuleTarget(TargetInfo Target)
    {
        Type = TargetType.Game;
        DefaultBuildSettings = BuildSettingsVersion.Default;
        ExtraModuleNames.AddRange(collection: new string[]
        {
            "ProjectMainModule", "DataLoadLib"
        });
    }
}
```

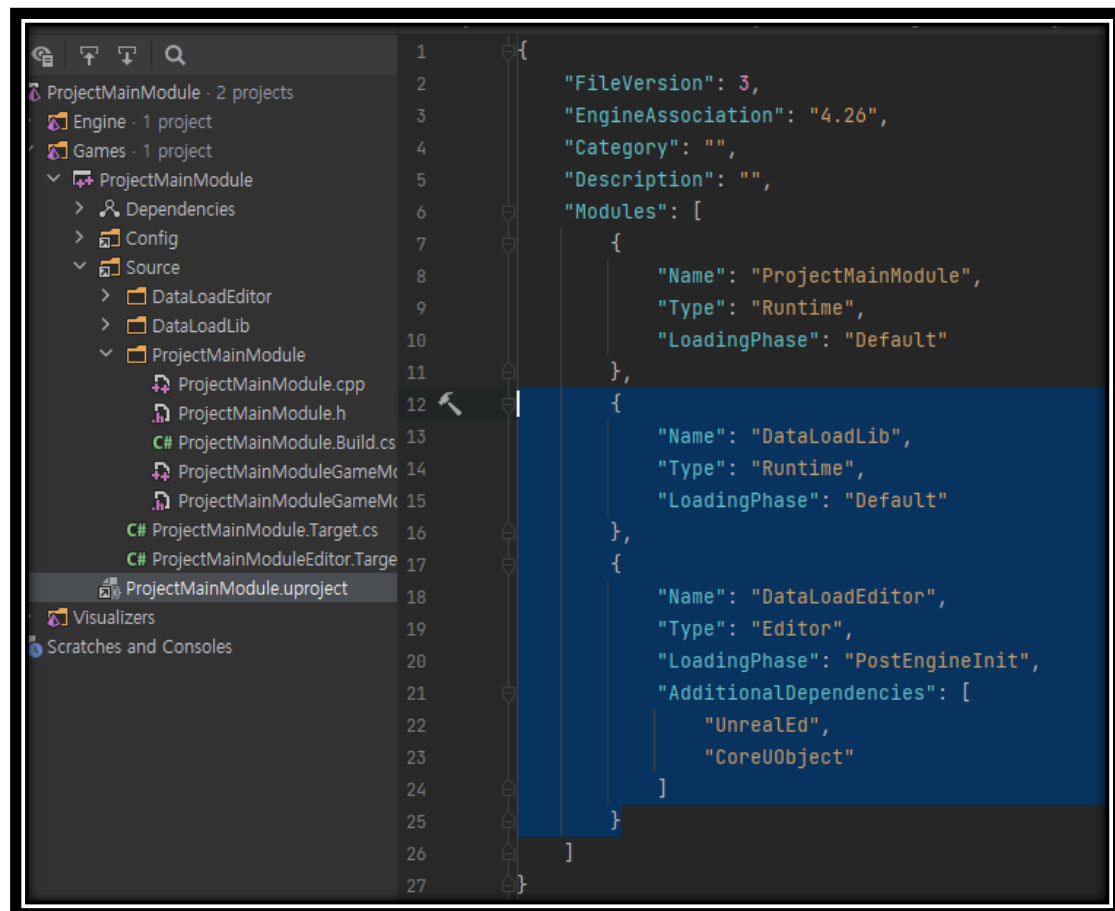
6. [프로젝트명]Editor.Target.cs에 ExtraModuleNames에 "DataLoadLib", "DataLoadEditor" 추가



```
using ...

public class ProjectMainModuleEditorTarget : TargetRules
{
    public ProjectMainModuleEditorTarget(TargetInfo Target)
    {
        Type = TargetType.Editor;
        DefaultBuildSettings = BuildSettingsVersion.Default;
        ExtraModuleNames.AddRange(collection: new string[]
        {
            "ProjectMainModule",
            "DataLoadLib",
            "DataLoadEditor"
        });
    }
}
```

7. [프로젝트명].uproject 파일에 "Modules"에 아래 내용 추가.



```
{
    "Name": "DataLoadLib",
    "Type": "Runtime",
    "LoadingPhase": "Default"
},
{
    "Name": "DataLoadEditor",
    "Type": "Editor",
    "LoadingPhase": "PostEngineInit",
    "AdditionalDependencies": [
        "UnrealEd",
        "CoreUObject"
    ]
}
```

8. Build Solution

9. Unreal Editor에서 정상적으로 모듈 인식 확인

