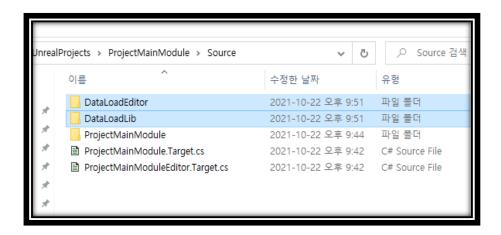
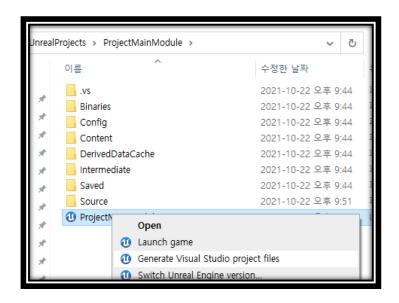
## DataLoad Module - Unreal 프로젝트 세팅

- 박정민

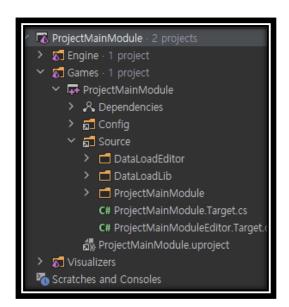
1. DataLoad Module.zip 압축을 풀고, Source 폴더 안에 DataLoadEditor, DataloadLib를 사용 중인 언리얼 프로젝트 Source폴더에 복사, 붙여넣기를 한다.



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
rojectMainModule
& Dependencies
Config
                                            public ProjectMainModule(ReadOnlyTargetRules Target) : base(Target)
Source
 DataLoadEditor
                                                PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;
 ■ DataLoadLib
 ☐ ProjectMainModule
                                                PublicDependencyModuleNames.AddRange(collection:new string[]
   ProjectMainModule.cpp
  🔝 ProjectMainModule.h
                                                     "Core", "CoreUObject", "Engine", "InputCore", "DataLoadLib"
    C# ProjectMainModule.Build.cs 13
    ProjectMainModuleGameMo 14
    n ProjectMainModuleGameMo 15
 C# ProjectMainModule.Target.cs 16
                                                PrivateDependencyModuleNames.AddRange(collection:new string[] { })
 C# ProjectMainModuleEditor.Target 17
```

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

```
ingine - 1 project
                                          public class ProjectMainModuleTarget : TargetRul
₹ ProjectMainModule
 & Dependencies
 public ProjectMainModuleTarget( TargetInfo
 > 🗖 DataLoadEditor
                                                  Type = TargetType.Game;
    ■ DataLoadLib
                                                  DefaultBuildSettings = BuildSettingsVers

✓ ☐ ProjectMainModule

                                                  ExtraModuleNames.AddRange( collection: new
      ProjectMainModule.h
      C# ProjectMainModule.Build.cs 14 🔨
                                                       "ProjectMainModule", "DataLoadLib"
      ProjectMainModuleGameMo 15
      ProjectMainModuleGameMo 16
    C# ProjectMainModule.Target.cs 17
    C# ProjectMainModuleEditor.Target 18
  🚮 Project Main Module. uproject
```

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

```
MainModule - 2 projects
                                           public class ProjectMainModuleEditorTarget : T
A Dependencies
Config
                                               public ProjectMainModuleEditorTarget( Targ
📶 Source
DataLoadEditor
                                                    Type = TargetType.Editor;
> 🗖 DataLoadLib
                                                    DefaultBuildSettings = BuildSettingsVe
 ☐ ProjectMainModule
    ProjectMainModule.cpp
    n ProjectMainModule.h
                                                         "DataLoadLib",
    🗜 ProjectMainModuleGameModeB 15 🜂
  C# ProjectMainModule.Target.cs
  C# ProjectMainModuleEditor.Target.cs 18
🚮 Project Main Module. uproject
```

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

```
"FileVersion": 3,
ProjectMainModule · 2 projects
"Description": "",
 ✓ F ProjectMainModule
   > 🚮 Config
   > 🗖 DataLoadEditor
      > d DataLoadLib
                                                         "LoadingPhase": "Default"

✓ ☐ ProjectMainModule

          ProjectMainModule.cpp
                                 12 🔨
          ProjectMainModule.h
          ₽ ProjectMainModuleGameMc 14
                                                         "LoadingPhase": "Default"
          ProjectMainModuleGameMc 15
        C# ProjectMainModule.Target.cs 16
        C# ProjectMainModuleEditor.Targe 17
     ProjectMainModule.uproject
Visualizers
Scratches and Consoles
                                                         "LoadingPhase": "PostEngineInit",
                                                             "UnrealEd",
    {
```

```
"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

