Unreal Installation

1. Create Epic Games account and link it with created Github account ` https://www.unrealengine.com/en-US/ue-on-github
2. Get access token of your github :
   • Setting → Developer Settings → generate new token
3. git clone --recursive -b 5.1-lidar-tweaks https://<access_token>@github.com/azaleostu/UnrealEngine.git
4. ./Setup.sh
5. ./GenerateProjectFiles.sh
6. make
7. Log in into gitlab with irit account
8. wait the acces by David to this repo ` https://gitlab.irit.fr/storm/repos/projects/private/point-cloud/2023-stage-amael-marquez/visualizer
9. After get the ssh, in terminal :
   • ssh-keygen -t rsa
   • cat .ssh/id_rsa.pub
   Copy the content and past in gitlab → Edit profile → user settings → SSH Keys → Add new key.
10. Copy the link of repo with Code → Clone with SSH
11. After in command line cd, for get out of UnrealEngine directory and clone :
    • git clone <repo-link>
12. cd UnrealEngine/Engine/Binaries/Linux
13. ./Unrealeditor <project-path>
Project file path has to be absolute

Loading 3D point data

14. Go with this absolute path ` /mnt/STORM/datasets/pointclouds/acquired
15. Find some .ply file and copy it in your machine
16. Play level in UE and in the left bottom of the play level press File
17. Choose the .ply file which you are copied into your machine
18. In World Outliner press point data actor which you loaded (LidarPointCloudActor0)
19. In the details of the that actor find Scaling Method and select Fixed Screen Size