

# Integrating World Streamer:

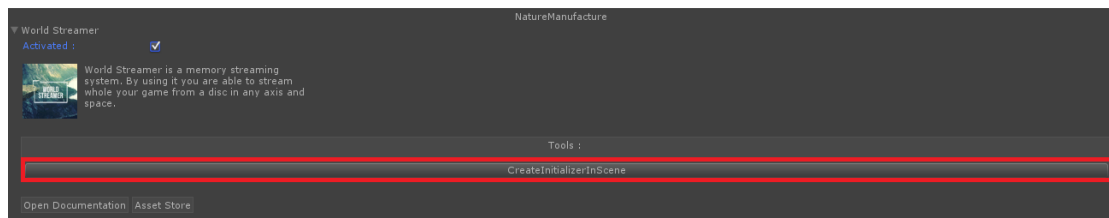
Hello everyone,

This tutorial will cover how to integrate World Streamer with uConstruct.

So first of all, go into the uConstruct Extensions manager (Window -> UConstruct -> uConstruct Manager -> open up extensions manager)

And make sure World Streamer extension is enabled.

Now you will see a button popping up:



Go over to your game scene, and click on it. This will create a manager in your scene that will handle the integration.

After you have done that, World Streamer should work with uConstruct😊.