

Meet The GameDev.tv Community



Meet The Team



Ben Tristem - GameDev.tv CEO

Originally designed the course in 2015.



Gavin "TeslaDev" Milroy - Partner Instructor

Briefly with GameDev.tv in 2019.



Mike Bridges - Senior Founding Instructor

Also known for his Blender courses.

Live Google Slides at <https://gdev.tv/uc2slides>



Get The Most From The Course

- Do all the challenges when you see them
- Visit the Google Slides at gdev.tv/uc2slides
- Become an active community member
- Become a problem solver
- Stay positive & work hard.

Live Google Slides at <https://gdev.tv/uc2slides>



You Are NOT Alone

- We have a world-class community forum
- You can Talk, Show or Ask
- Use code formatting in the forum
- Include screenshot(s)
- For instant help there's Discord chat server.

Live Google Slides at <https://gdev.tv/uc2slides>



Join At Least One Community

- Community forum site
- Discord live chat server
- Unreal Facebook Group
- Our Twitch channel
- Our YouTube channel
- GameDev.tv on Twitter
- All links in lecture resources.



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.



Compilers & VS Community 2019



What is a Compiler?

- We want to speak "English"
- AKA a "high level language"
- The computer wants binary
- Text gets converted to binary
- This is called compilation



Unreal Development Environment



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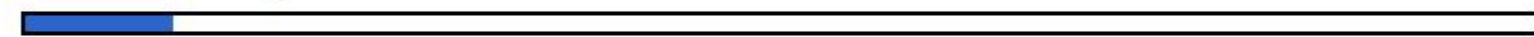


Visual Studio Installer

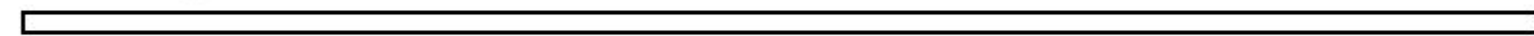
Just a moment ... Fetching your files.

Downloading: 6.87 MB of 67.3 MB

1.12 MB/sec



Installing



Cancel

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Workloads


Individual components


Language packs


Installation locations


Create applications for the Universal Windows Platform with C#, VB, or optionally C++.

Mobile & Gaming (4)


 **Mobile development with .NET**
Build cross-platform applications for iOS, Android or Windows using Xamarin. ☐

 **Game development with Unity**
Create 2D and 3D games with Unity, a powerful cross-platform development environment. ☐

 **Mobile development with C++**
Build cross-platform applications for iOS, Android or Windows using C++. ☐


 **Game development with C++** ☒
Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Other Toolsets (6)

 **Data storage and processing**
Connect, develop, and test data solutions with SQL Server, Azure Data Lake, or Hadoop. ☐

 **Data science and analytical applications**
Languages and tooling for creating data science applications, including Python and F#. ☐

 **Visual Studio extension development**
Create add-ons and extensions for Visual Studio, including... ☐

 **Office/SharePoint development**
Create Office and SharePoint add-ins, SharePoint solutions... ☐

Installation details

> Visual Studio core editor

✓ Game development with C++

Included

- ✓ C++ core features
- ✓ Windows Universal C Runtime
- ✓ C++ 2019 Redistributable Update
- ✓ MSVC v142 - VS 2019 C++ x64/x86 build tools (v1...

Optional

- ☒ C++ profiling tools
- ☒ Windows 10 SDK (10.0.18362.0)
- ☒ IntelliCode
- ☐ Windows 10 SDK (10.0.17763.0)
- ☐ Windows 10 SDK (10.0.17134.0)
- ☐ Windows 10 SDK (10.0.16299.0)
- ☐ IncrediBuild - Build Acceleration
- ☐ Cocos
- ☒ Unreal Engine installer
- ☐ Android IDE support for Unreal engine

Location

C:\Program Files (x86)\Microsoft Visual Studio\2019\Community [Change...](#)

Total space required 7.41 GB

By continuing, you agree to the [license](#) for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the [3rd Party Notices](#) or in its accompanying license. By continuing, you also agree to those licenses.

Install while downloading ▼


Install

Live Google Slides at <https://gdev.tv/uc2slides>



Visual Studio Installer

Installed Available

 Visual Studio Community 2019

Downloading and verifying: 32 MB of 1.83 GB (6 MB/sec)

1%

Installing: package 10 of 286

0%

Microsoft.VisualStudio.Platform.Editor

☒ Start after installation

[Release notes](#)

Pause

Developer News

- [Visual Studio 2019 version 16.2 Generally Available and 16.3 Preview 1](#)

Today we are making Visual Studio 2019 version...
Thursday, July 25, 2019
- [Skill up on Visual Studio 2019 with Pluralsight](#)

With the launch of Visual Studio 2019 in April, w...
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- [Announcing Entity Framework Core 3.0 Preview 7 and Entity Framework 6.3 Preview 7](#)

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Thursday, July 25, 2019
- [View more online...](#)

Need help? Check out the [Microsoft Developer Community](#) or reach us via [Visual Studio Support](#).

Installer Version 2.2.3073.701

Visual Studio Installer

Installed Available



Visual Studio Community 2019

16.2.0

Free, fully-featured IDE for students, open-source and individuals

[Release notes](#)

Visual Studio

Welcome!

Connect to all your developer services.

Sign in to start using your Azure credits, publish code to a private Git repository, sync your settings, and unlock the IDE.

[Learn more](#)

Sign in

No account? [Create one!](#)

[Not now, maybe later.](#)

Developer News

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Installer Version 2.2.3073.701

Install VS Community 2019

- Get VS Community 2019 installed
- Help each other in the community.



Install Prerequisites On MacOS



Unreal Development Environment



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XCode & Epic Games Launcher

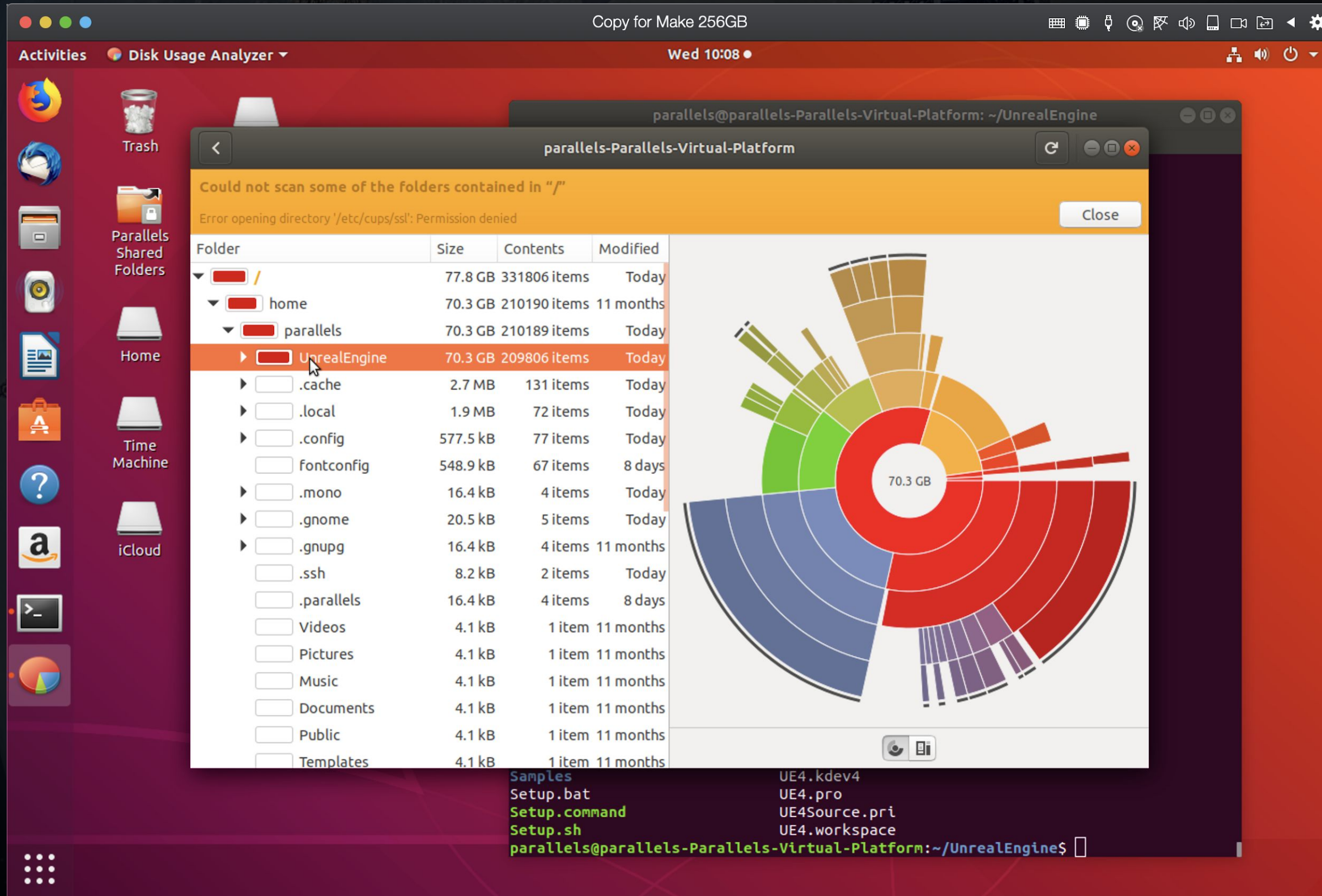
- Get Xcode installing from the App Store
- Agree to terms and conditions
- If slow broadband let it finish, else continue
- Also get Epic Games Launcher installing
- Will use it soon to get Unreal downloading
- Help each other in the community.



Build Unreal From Source (Linux)



Have 70 GB+ Free



Build Unreal From Source

1. `sudo apt install g++ git make -y`
2. `git clone --single-branch --branch 4.22 https://github.com/EpicGames/UnrealEngine.git`
3. Create GitHub "Personal Access Token" with "repo" access (or use SSH)
4. `cd UnrealEngine`
5. `./Setup.sh` (register Unreal file types when asked)
6. `./GenerateProjectFiles.sh` (much faster)
7. `make` will take some time (add `-j x` to set x jobs). Have 100GB+ free.
8. `cd Engine/Binaries/Linux/` then run `./UE4Editor` Celebrate!
9. Vulkan warning? Update or `./UE4Editor -opengl`
10. Write-down start time & share build-time & specs with community!



Install Unreal Engine 4.22 (Mac & PC)



Start Unreal 4.22 Downloading

- Linux users can skip this video
- Use the Epic Games Launcher
- Download Unreal Engine 4.22.X (X doesn't matter)
- Carry-on with the course during download
- Can resume following restart if required.



Why Are YOU Taking This Course?

- Share your hopes with your peers
- Why did you buy the course?
- What do you hope to build / learn / create?
- This isn't going to be easy
- What's going to keep you going?



Also Install Visual Studio Code



Why Also Install VS Code?

- Fast, Free and Familiar
- Supported in Unreal since 4.18
- The same on Windows, MacOS & Linux
- About 10x smaller to download
 - Please use the same drive as VS Community
- Can extend to our needs later.

Live Google Slides at <https://gdev.tv/uc2slides>



Install VS Code

- Get VS Code installed
- Add the Microsoft C/C++ extension
- Watch-on for tips & testing.



VS Code Survival Tips

- Preferences: Color Theme from cog or...
- View > Command Palette to access anything
- Tick File > AutoSave to save your sanity
- Compiling code is separate to running it
- VS Community or Xcode optional alternative.

Live Google Slides at <https://gdev.tv/uc2slides>



Extra VS Code Setup on MacOS

- For compiler to work on MacOS you'll need to
- Launch VS Code from your terminal with **code**
- Make that possible like this...

```
>shell command|
```

```
Shell Command: Install 'code' command in PATH
```

```
Shell Command: Uninstall 'code' command from PATH
```



Section Wrap-up

