Third Party Runtime Plugin with dll

* Create a new C++ Project or use one you already have.
* Click edit > Plugins
* Select “New Plugin” button at the bottom right
* Select Blank
* Fill in a name for the plugin and some Descriptor Data
* Click Create Plugin
* Visual studio should open up and you should see your plugin under Games/ProjectName/Plugins/
* Plugins are basically just containers for 1 or more modules. Even this empty plugin has a module Named the same as what you named the plugin. (CatsMeowForMe) continue basic expl…
* Open your .uplugin file from your plugins directory
* Your file should look like this but with your own name and Description if you filled those out earlier.

1 – Basic .uplugin code

For more info on what each of these mean checkout the [UE4 Plugins Documentation](https://docs.unrealengine.com/latest/INT/Programming/Plugins/)

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* Modify the uplugin file
  + Change "Type": "Developer", to "Type": "Runtime", as our plugin will be used during runtime
  + Add whitelist platforms as I’m running on windows and can’t confirm things work on other platforms
* Add third party libraries
  + Open your project directory
  + Plugin can be found in Plugins/YourPluginName
  + Once you’re in the plugin directory add a folder and name it ThirdParty
  + Inside that folder add 2 new folders include and lib
  + Inside the lib folder add a new folder named windows
  + Inside that add 2 new folders x64 and x86
  + Put the corresponding dll and lib files in these folders