

Unreal

Build from sources

Register and access to:

- nvidia developer account
- Epic Games account
- github account

On first two accounts bind github account.

Two branches:

- [Unreal with flex](#)
- [Unreal](#)

Prereq

```
sudo apt-get install build-essential mono-gmcs mono-xbuild mono-dmcs
libmono-corlib4.0-cil \
libmono-system-data-datasetextensions4.0-cil libmono-system-web-
extensions4.0-cil \
libmono-system-management4.0-cil libmono-system-xml-linq4.0-cil \
cmake dos2unix clang-3.5 xdg-user-dirs

sudo ln -s /usr/bin/clang++-3.5 /usr/bin/clang++
sudo ln -s /usr/bin/clang-3.5 /usr/bin/clang
```

First time

```
# clone
git clone https://github.com/NvPhysX/UnrealEngine.git

# complete download of dependencies and binaries
cd UnrealEngine
./Setup.sh
./GenerateProjectFiles.sh
```

build editor

```
make ShaderCompileWorker UnrealLightmass UnrealPak CrashReportClient
UE4Editor
```

To running editor an IDE must be present, Epic wants kdevelop but it is possible to use [others](#).

For example configure vim IDE for C++ editor mode: 1) clone

```
cd Engine/Plugins/Developer  
git clone https://github.com/fire/SensibleEditorSourceCodeAccess.git
```

2) edit 'Engine/Config/Linux/LinuxEngine.ini'

```
[/Script/SourceCodeAccess.SourceCodeAccessSettings]  
PreferredAccessor=SensibleEditorSourceCodeAccessor
```

run editor

```
Engine/Binaries/Linux/UE4Editor
```

Kdevelop

Import project selecting **CMakeLists.txt**

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