

# 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
```

First time

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

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

From:  
<https://wiki.csgalileo.org/> - Galileo Labs

Permanent link:  
<https://wiki.csgalileo.org/tips/gameengine/unreal?rev=1429255697>

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