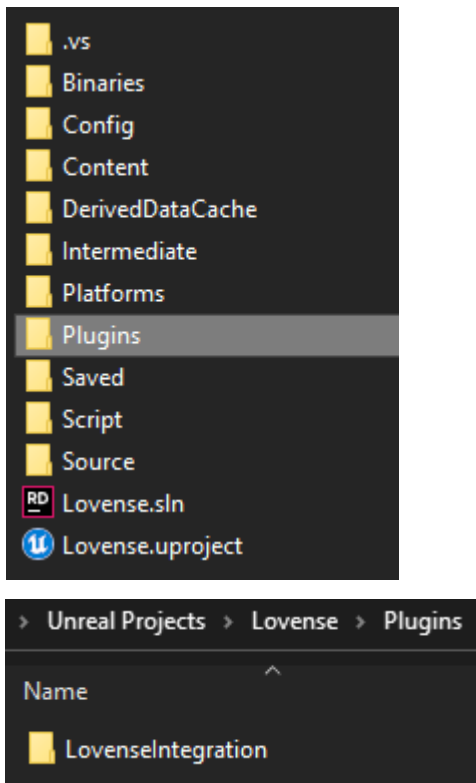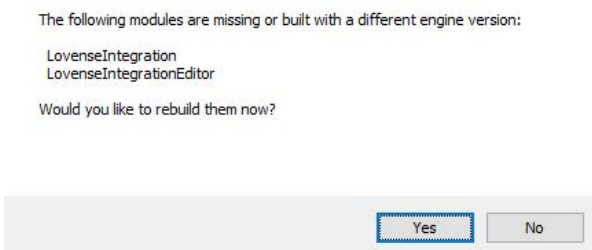- **Install for Unreal Project**

- **Setup and run**

Install for Unreal Project

- Create Plugins folder in your project folder and extract the plugin into it
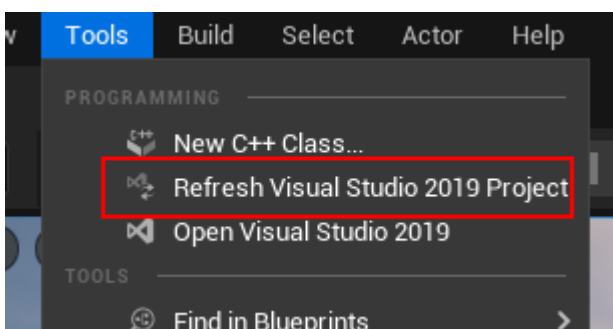
.vs	
Binaries	
Config	
Content	
DerivedDataCache	
Intermediate	
Platforms	
Plugins	
Saved	
Script	
Source	
Lovense.sln	
Lovense.uproject	

> Unreal Projects > Lovense > Plugins

Name

LovenseIntegration

- Restart project,rebuild it if need.

The following modules are missing or built with a different engine version:

LovenseIntegration
LovenseIntegrationEditor

Would you like to rebuild them now?

Yes   No

If the prompt keeps popping up every time, you can fix this by changing the value of "EngineVersion" field in file "LovenseIntegration.uplugin" to the UE version you are currently using.

```
LovenseIntegration.uplugin
 1  {
 2      "FileVersion": 3,
 3      "Version": 1,
 4      "VersionName": "1.0",
 5      "FriendlyName": "LovenseIntegration",
 6      "Description": "",
 7      "Category": "Lovense",
 8      "CreatedBy": "",
 9      "CreatedByURL": "",
10      "DocsURL": "",
11      "MarketplaceURL": "",
12      "SupportURL": "",
13      "EngineVersion": "4.27.0",
14      "CanContainContent": true,
15      "Installed": true,
16      "Modules": [
```
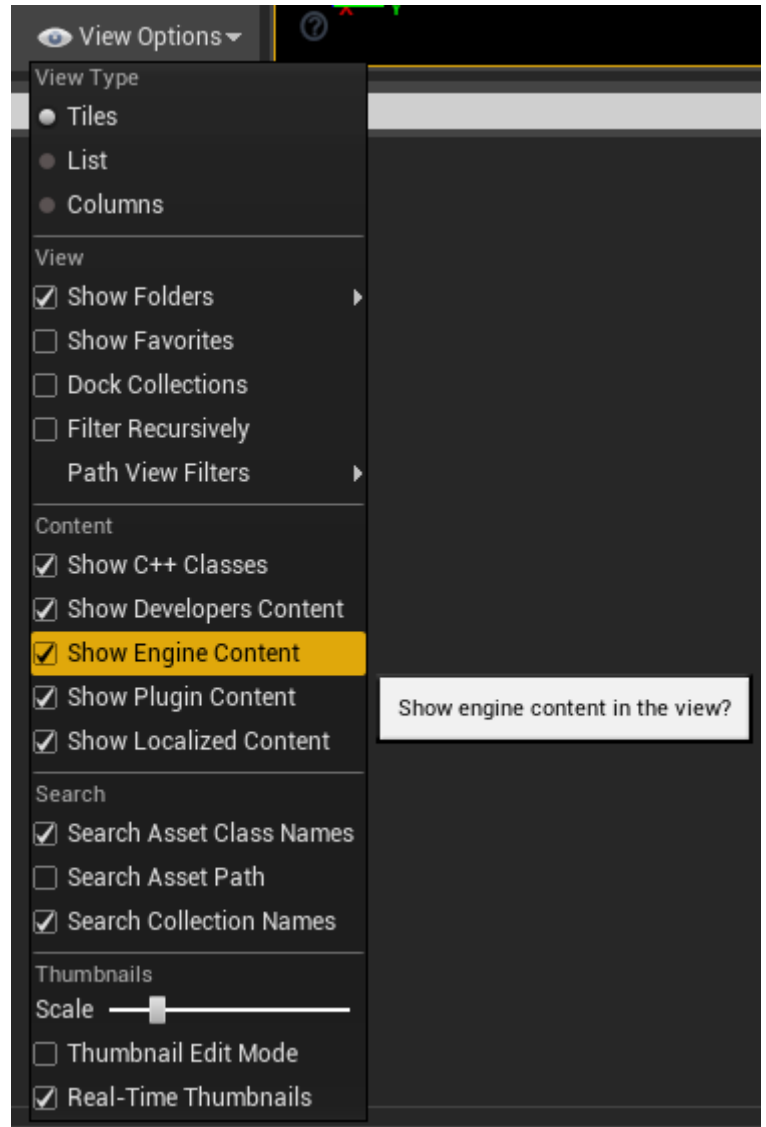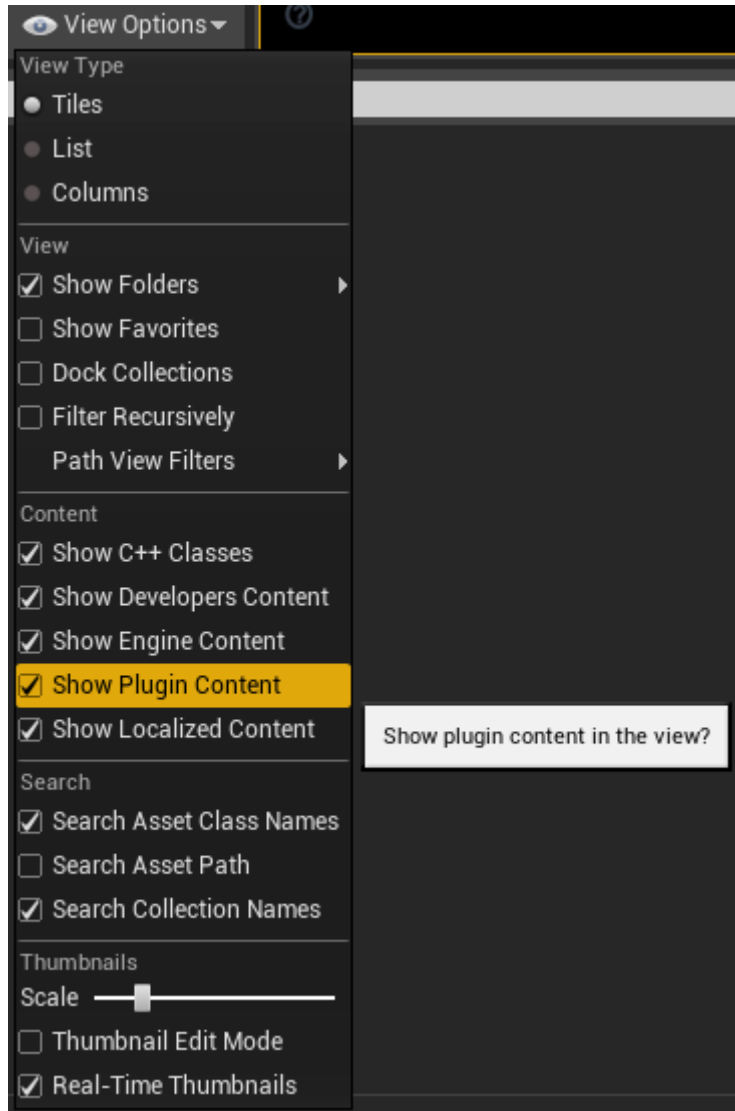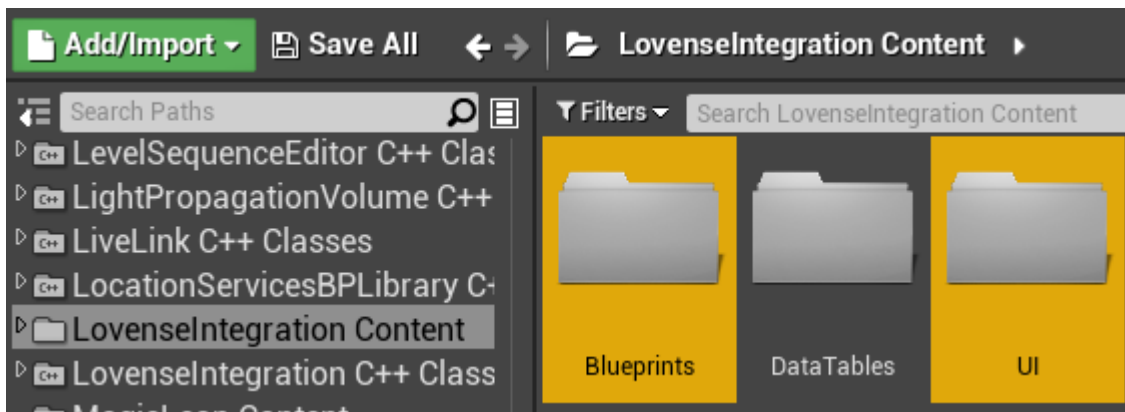
- Refresh your project.

Tools   Build   Select   Actor   Help

PROGRAMMING

New C++ Class...

Refresh Visual Studio 2019 Project

Open Visual Studio 2019

TOOLS

Find in Blueprints

- Continue with section Setup and run
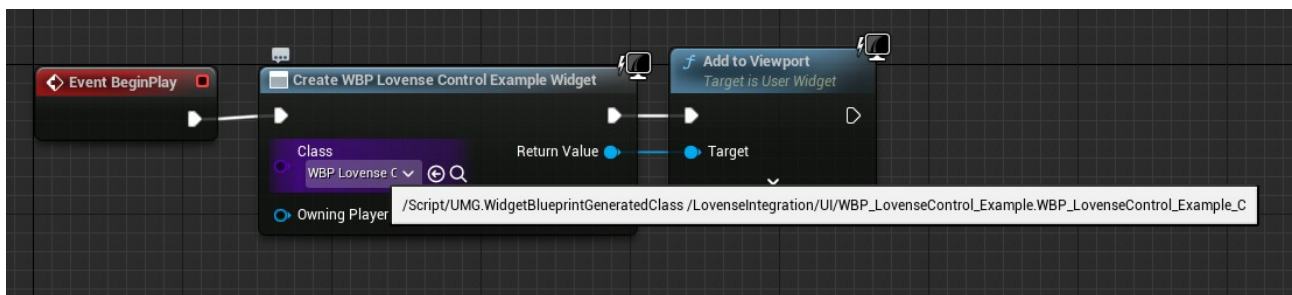
Setup and run

- In the Content Browser in the bottom right, click View Options and enable Show Plugin Content (for blueprint projects you also need to enable Show Engine Content)

- Navigate to the Lovense Integration folder, in the Blueprints and UI folders there are examples on how to use this plugin

- For starters, you can create a new actor blueprint and spawn the WBP_LovenseControl_Example widget in BeginPlay

- Then just place that actor blueprint into the world and start PIE