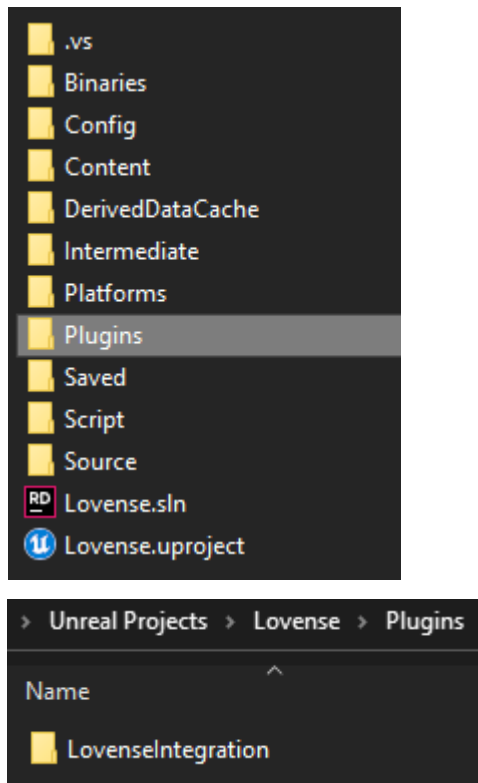- Install for Unreal Project

- Setup and run

Install for Unreal Project

- Create Plugins folder in your project folder and extract the plugin into it
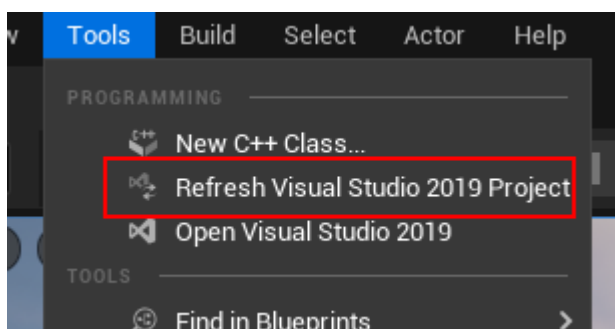

- Restart project,rebuild it if need.

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

LovenseIntegration
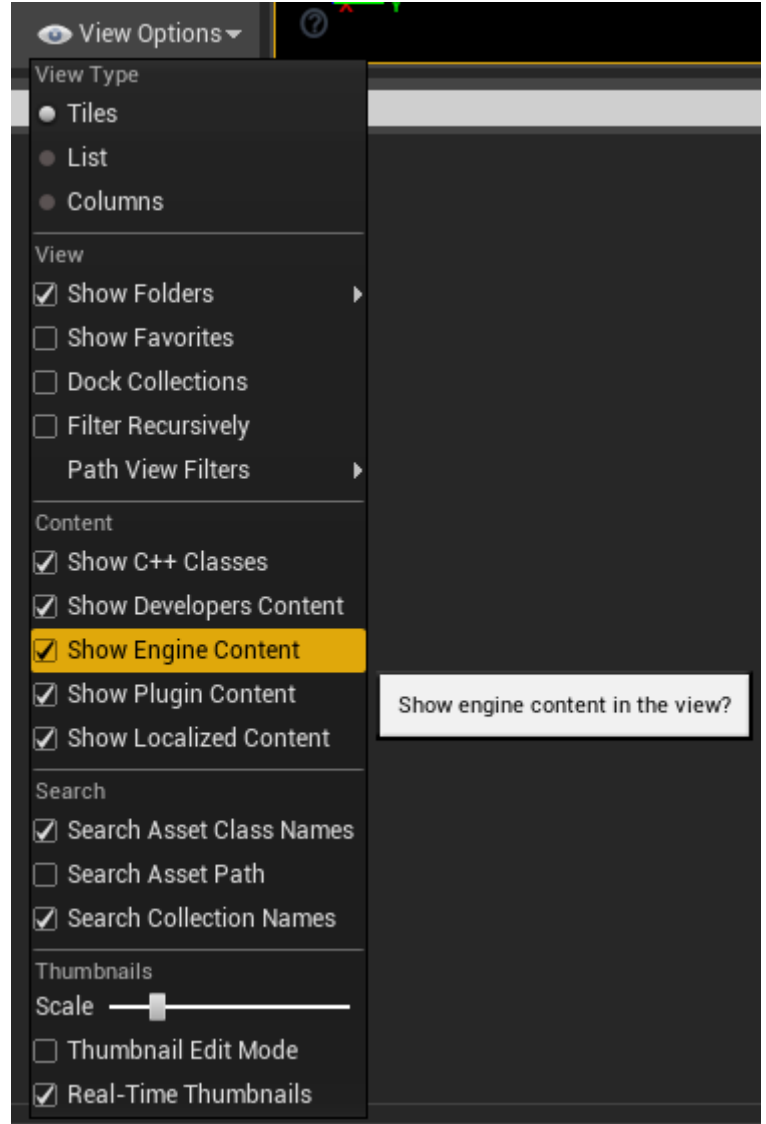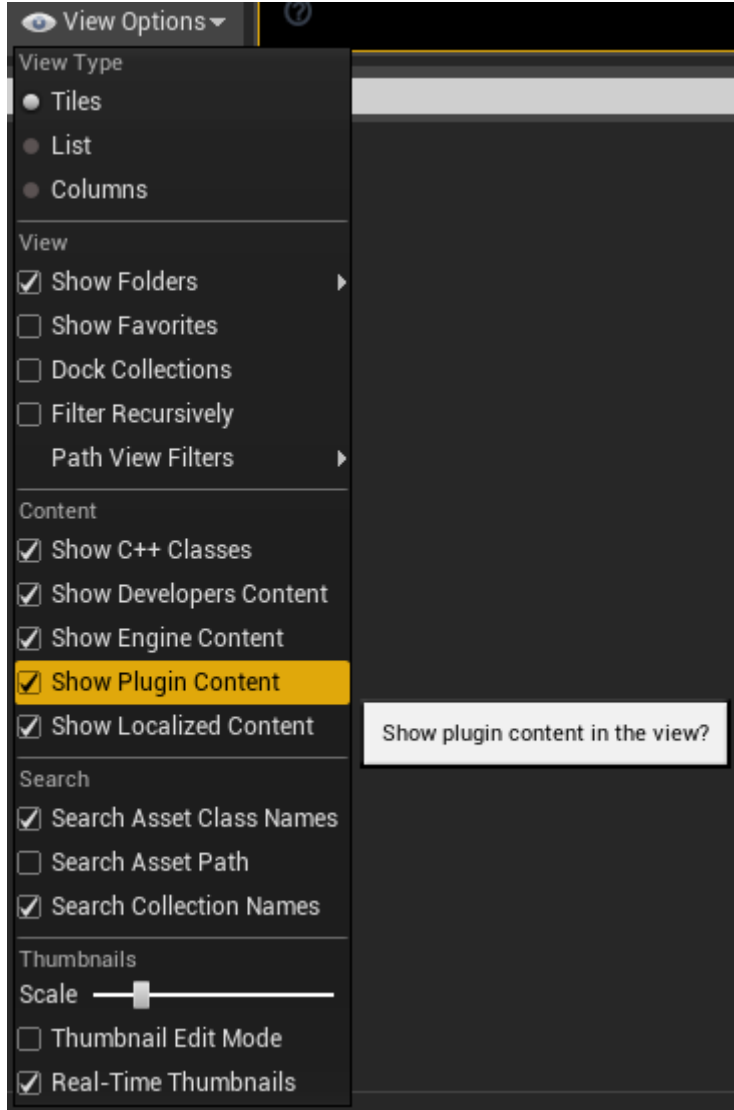LovenseIntegrationEditor

Would you like to rebuild them now?

| Yes | No |

- Refresh your project.

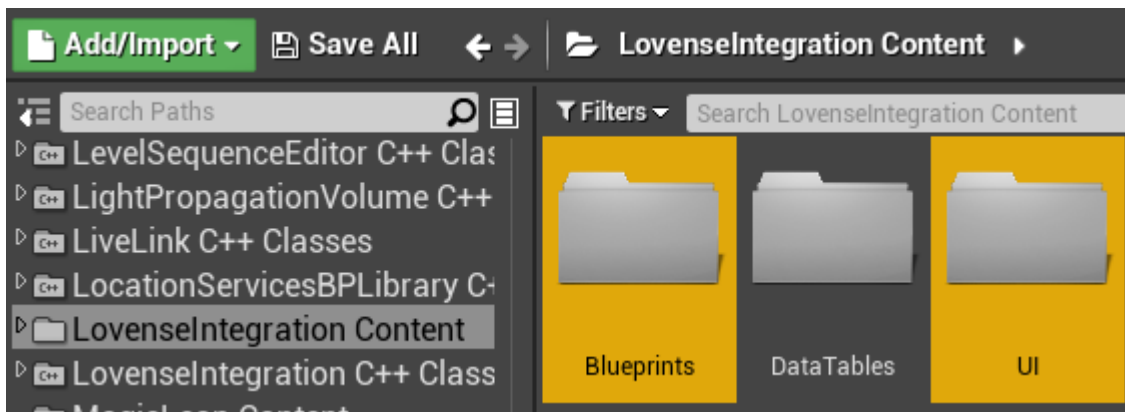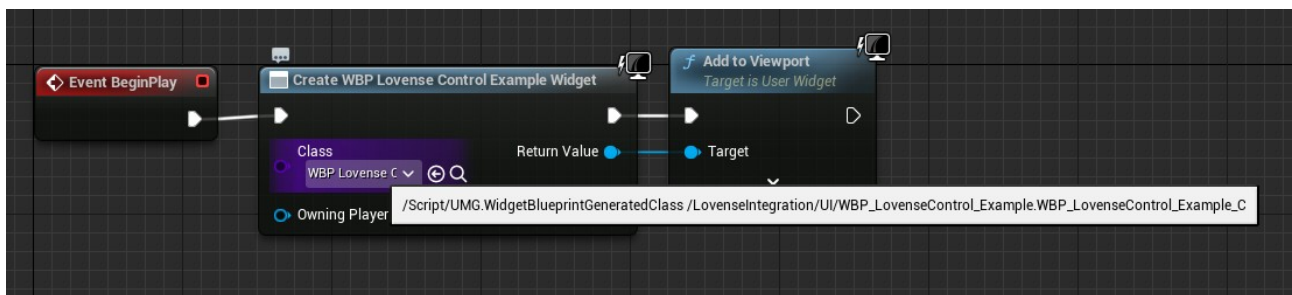- Continue with section Setup and run

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