

Into The Flames Mod Support Documentation

This guide will assist you from start to finish with creating your first mod for into the flames. To get started you will need to download unreal engine 4.27.1 from Epic Games Official launcher

Downloading / Initial Setup of unreal engine

<https://www.unrealengine.com/en-US/download>

You will need to agree to their TOS/EULA prior to downloading the engine. Select Creators license, and download the setup files/launcher.

You will also need Microsoft Visual Studio Community Edition. This is a free download, and necessary to compile your mod

<https://visualstudio.microsoft.com/downloads/>

Once you have those installed, go ahead, and launch the Epic Games Launcher. Click on “Unreal Engine” on the left side bar. Once on the unreal engine section, press the yellow plus icon and install Unreal Engine 4.27.1.

Once Installed, move onto the next section of the documentation.

Creating the mod project files

Click the yellow launch button under Unreal Engine 4.27.1, the first time loading up the UE Editor can take a long time as it needs to compile shaders.

Once the screen opens, select Games > Third Person Template > Blueprint Project > With Starter Content

At the bottom select the folder you would like to have your mod project stored in. This can become quite big, so it is important to place it on a drive that you have the most space

Project name will be whatever you want it to be. Once those are filled out, press the create project button. This can also take a long time to load during the first time launching.

Initial Mod Project Settings in editor

Link below will assist with proper UE Settings (DO NOT SKIP)

 [ModCreation.pdf](#)

Setting up Modded Level Tutorial Video

