

TeamSpeak 3 Plugin for Unreal Engine 4



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About

- ✓ The **TeamSpeak 3 Plugin for Unreal Engine 4** enables full-featured voice integration into Unreal Engine 4 applications.
- ✓ Embed the **TeamSpeak 3 SDK Client** into your Unreal Engine 4 project to make use of TeamSpeak's powerful voice technology.
- ✓ Includes **TeamSpeak 3 SDK Server** with an evaluation license for up to 32 simultaneous users.

The **TeamSpeak 3 SDK** makes use of a client-server architecture. **TeamSpeak 3 Plugin for Unreal Engine 4** integrates the client portion into an **Unreal Engine 4** application to connect to a standalone TeamSpeak 3 Server.

You can create your complete in-game voice chat feature via Unreal **Engine 4 Blueprints** in minutes. There is no need to be a software developer or have any knowledge of C++.

The **TeamSpeak SDK for Unreal Engine 4** is designed as code plugin. With this design, it is easy to add the **TeamSpeak** functionality to your game project, simply by dropping the "Plugins" folder into your game root folder.

Quickstart

1. Extract the TeamSpeak_SDK zip file.
2. Copy the "Plugins" folder into your game project root folder.
3. Optional: If you would like to use the C++ interface and build it in editor mode, you must add "TeamSpeak_SDK" in the PublicDependencyModuleNames in your main module of your game project.
4. Create your own TeamSpeak integration in your game via C++ or Blueprints. We will add an Unreal Engine 4 example in the near future.
5. For testing purposes, we also included a minimal version of the TeamSpeak SDK server. To test it, run the executable in the folder "TeamSpeak_Test_Server".
6. Launch your game and start using integrated voice chat.

The TeamSpeak SDK for Unreal Engine 4 was created with kind support from Aesir Interactive(<http://aesir-interactive.com>).