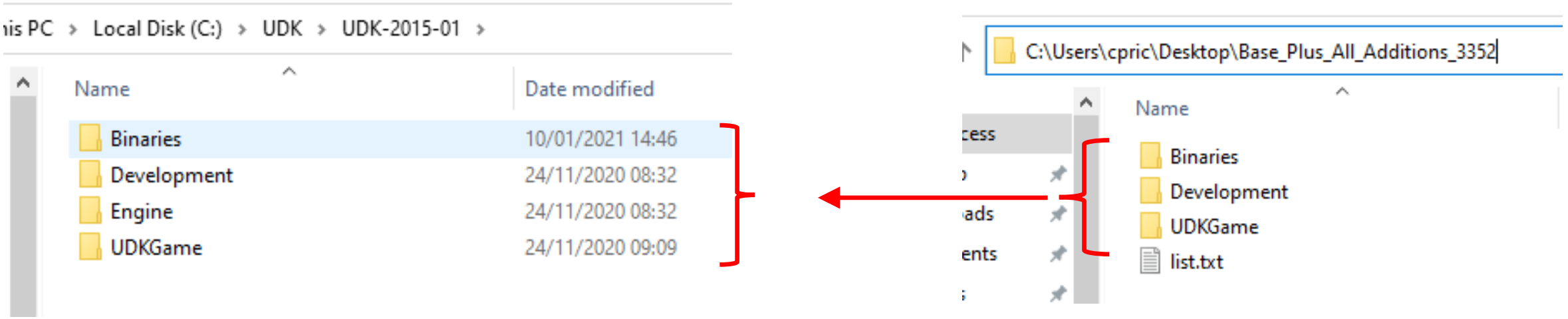
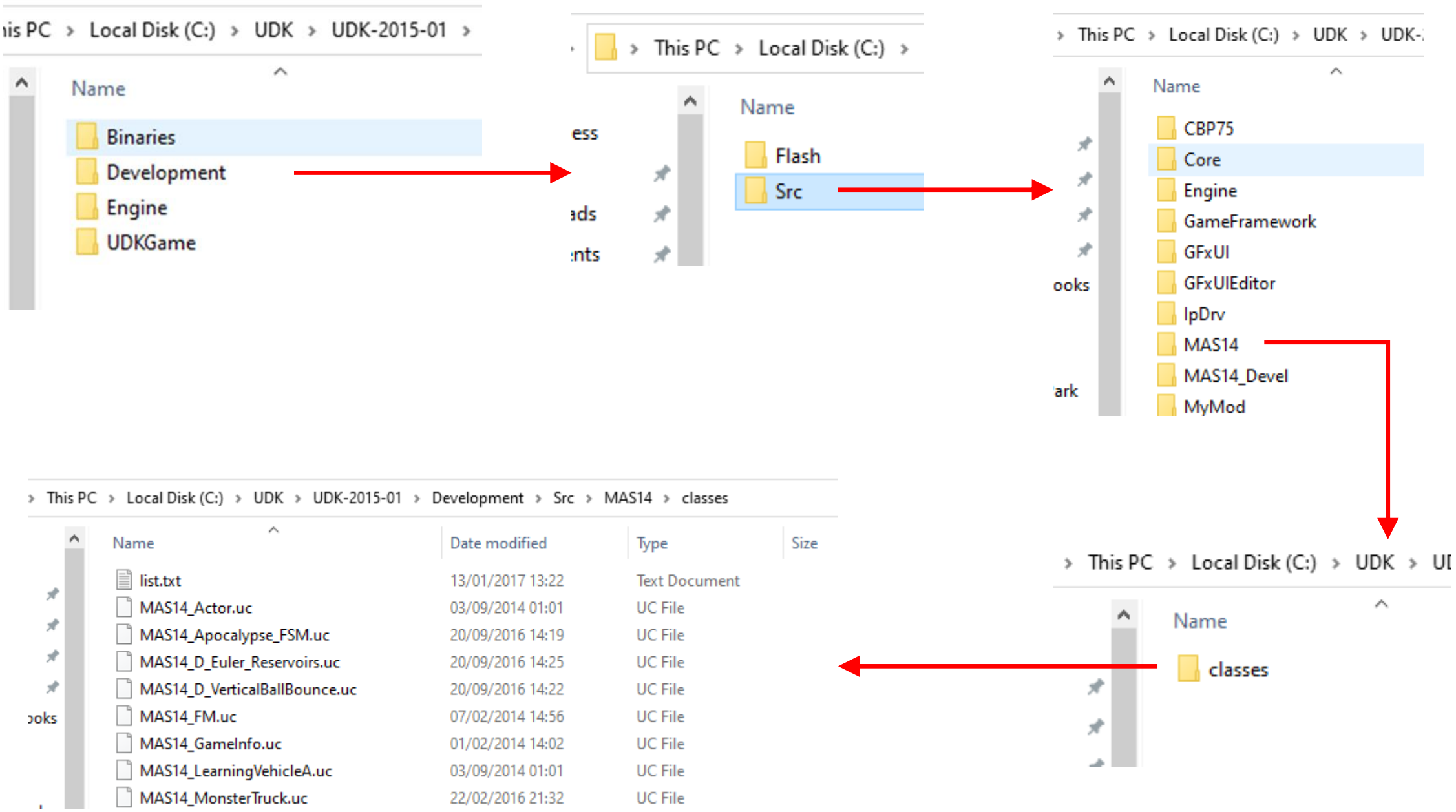
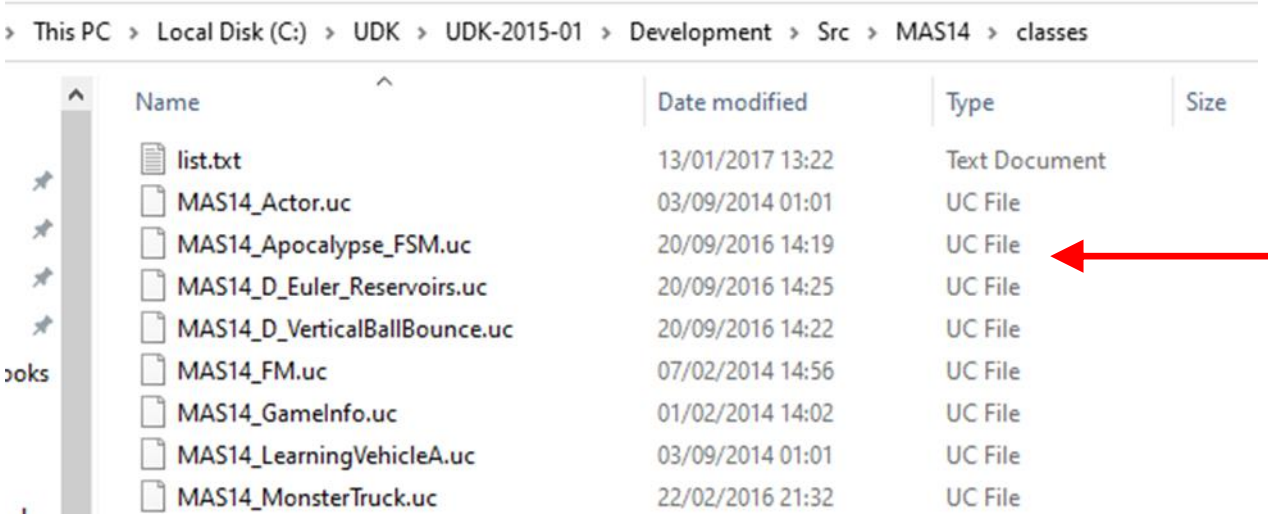
The UDK installer can be found here.

The Simulation Engine software can be found here.



Merge the folders – and select over-write


This PC › Local Disk (C:) › UDK › UDK-2015-01 ›
Name
Binaries
Development
Engine
UDKGame
This PC › Local Disk (C:) ›
Name
Flash
Src
This PC › Local Disk (C:) › UDK › UDK-
Name
CBP75
Core
Engine
GameFramework
GFxUI
GFxUIEditor
IpDrv
MAS14
MAS14_Devel
MyMod
This PC › Local Disk (C:) › UDK › UDK-2015-01 › Development › Src › MAS14 › classes
Name
Date modified
Type
Size
list.txt 13/01/2017 13:22 Text Document
MAS14_Actor.uc 03/09/2014 01:01 UC File
MAS14_Apocalypse_FSM.uc 20/09/2016 14:19 UC File
MAS14_D_Euler_Reservoirs.uc 20/09/2016 14:25 UC File
MAS14_D_VerticalBallBounce.uc 20/09/2016 14:22 UC File
MAS14_FM.uc 07/02/2014 14:56 UC File
MAS14_GameInfo.uc 01/02/2014 14:02 UC File
MAS14_LearningVehicleA.uc 03/09/2014 01:01 UC File
MAS14_MonsterTruck.uc 22/02/2016 21:32 UC File
This PC › Local Disk (C:) › UDK › UI
Name
classes



Open with Notepad++, Brackets, Dooberryflop

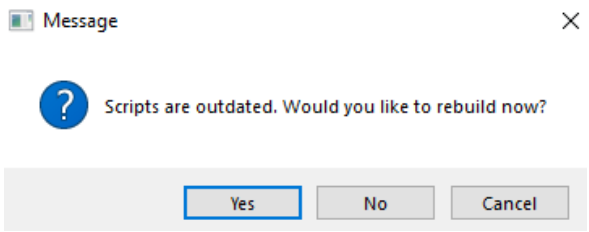
1 Close the Editor

2 Write your code

```
167
168  function computation(float dT) {
169  // Any variable here is local to this functior
170    // this function, e.g., you cannot sent it t
171    /* Uncomment the following lines
172    local float forceZ;
173    */
174    // if we are not at the top then we must get
175    if ( carState == STATE_RISING ) {
176
177
```

3 Fire up UDK

4 You'll get this **Yes**



5 Must be green (or yellow). No red

```
[0041.68] --------------------UDKBase - Release------------------
[0041.86] --------------------UTEditor - Release-----------------
[0041.87] --------------------UTGame - Release-------------------
[0043.20] --------------------UTGameContent - Release------------
[0043.31] --------------------MAS14 - Release--------------------
[0043.31] Package MAS14 changed, recompiling
[0043.32] Analyzing...
[0043.69] Scripts successfully compiled - saving package 'C:\UDK\
[0043.79] --------------------MAS14_Devel - Release--------------
[0043.79] Analyzing...
[0043.85] Scripts successfully compiled - saving package 'C:\UDK\
[0043.97]
[0043.97] Success - 0 error(s), 0 warning(s)
[0043.97]
Execution of commandlet took:  5.10 seconds
```

6 Fire up UKD – It will open the Editor