

```
1 // KeepMowingALawn.Build.CS
2 // Changes allow for more engine functions to be included.
3
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5
6 using UnrealBuildTool;
7
8 public class KeepMowingALawn : ModuleRules
9 {
10     public KeepMowingALawn(ReadOnlyTargetRules Target) : base(Target)
11     {
12         PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;
13
14         /** I added UMG, Slate, and Slate Core**/
15         PublicDependencyModuleNames.AddRange(new string[] { "Core", "CoreUObject",
16             "Engine", "InputCore", "HeadMountedDisplay", "UMG", "Slate", "SlateCore" });
17     }
18 }
```