



## Unreal Engine - exe Extension – Process Management v6.2

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**Unreal Engine - exe Extension – Process Management v6.2:** Introducing an Unreal Engine plugin designed to provide a comprehensive suite of functionalities for executing, terminating .exe files, and retrieving process information. With over 7 years of game development expertise in Unreal Engine, I created this plugin to address the challenge of initiating .exe files through blueprints. This versatile tool enables game developers to craft launchers, implement anti-cheat measures, and explore various applications.

### Use Cases / Why You Need This:

- Develop a unified launcher for all your games
- Anti-Cheat: Detect and terminate specific cheat programs
- Runtime project traversal across different game engines
- Craft a personalized Task Manager
- Gain control over every aspect of your program, complemented by the Window Extension for an ultimate powerful tool
- Endless possibilities for customization

- 23 new powerful functions/nodes
- Interact with any running process on your computer, accessing and modifying their information/settings
- User-friendly interface
- Organized and optimized code for efficient performance
- Robust and active support community
- Utilizable in both C++ and Blueprint
- Regular updates with new features for enhanced functionality



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