

# Datasmith Exporter Add-On for Archicad 24

The Datasmith Exporter Add-on transfers your Archicad content (geometry, materials, lights, cameras) directly into Unreal Engine.

Datasmith Exporter Add-on for Archicad 24 is available for both MacOS and Windows. The exported file can be read by any version of Unreal Engine 4.

**Important note:** If you do not have the Unreal Engine installed on your computer, you may need to install prerequisite dependencies *before* installing Datasmith Exporter Add-on. Go to Unreal Engine's [website](#) and click the link for 64-bit systems at the bottom of the page.

## Install Datasmith Exporter Add-On for Archicad 24

1. Close any instances of Archicad that are running on your machine.
2. Uninstall any older version of the Datasmith Exporter Add-On which may be on your computer.
3. Download the Add-On installer from the [Downloads](#) page of graphisoft.com.
4. Run the installer.
5. Follow the on-screen prompts to continue, and accept the license agreement.
6. Choose the directory where you have installed Archicad, and finish the installation.
7. Launch Archicad.

You can now save a 3D view from Archicad 24 as a .udatasmith file.

To import the file in Unreal Editor, use the Datasmith importer from the main toolbar.

See [Importing Datasmith Content into Unreal Engine 4](#).

### Related Links:

[Download Datasmith Exporter for Archicad](#)

[Datasmith Overview](#)

[Importing Datasmith Content into Unreal Engine 4](#)

[About the Datasmith Import Process](#)