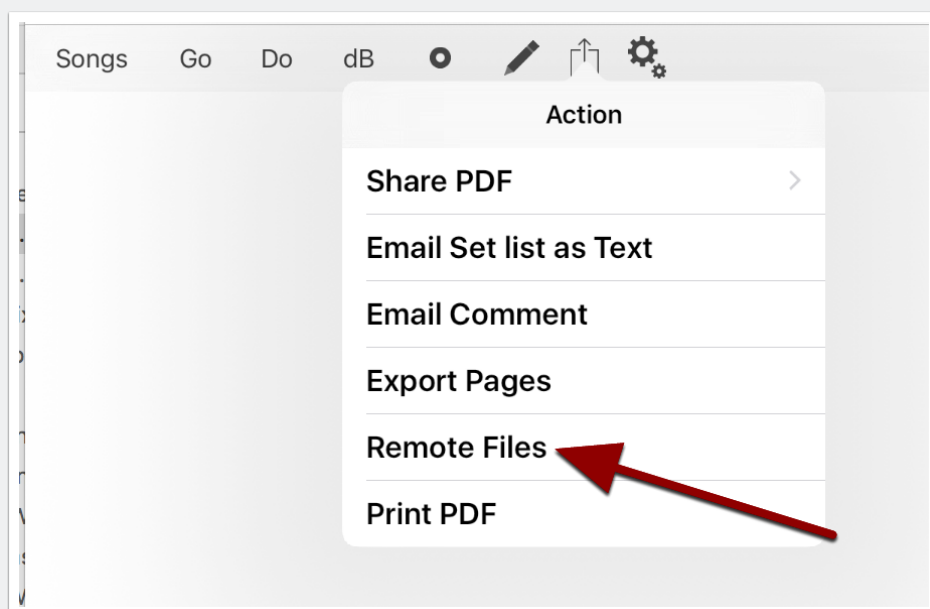


To import files using dropbox.com, you must have a dropbox account.

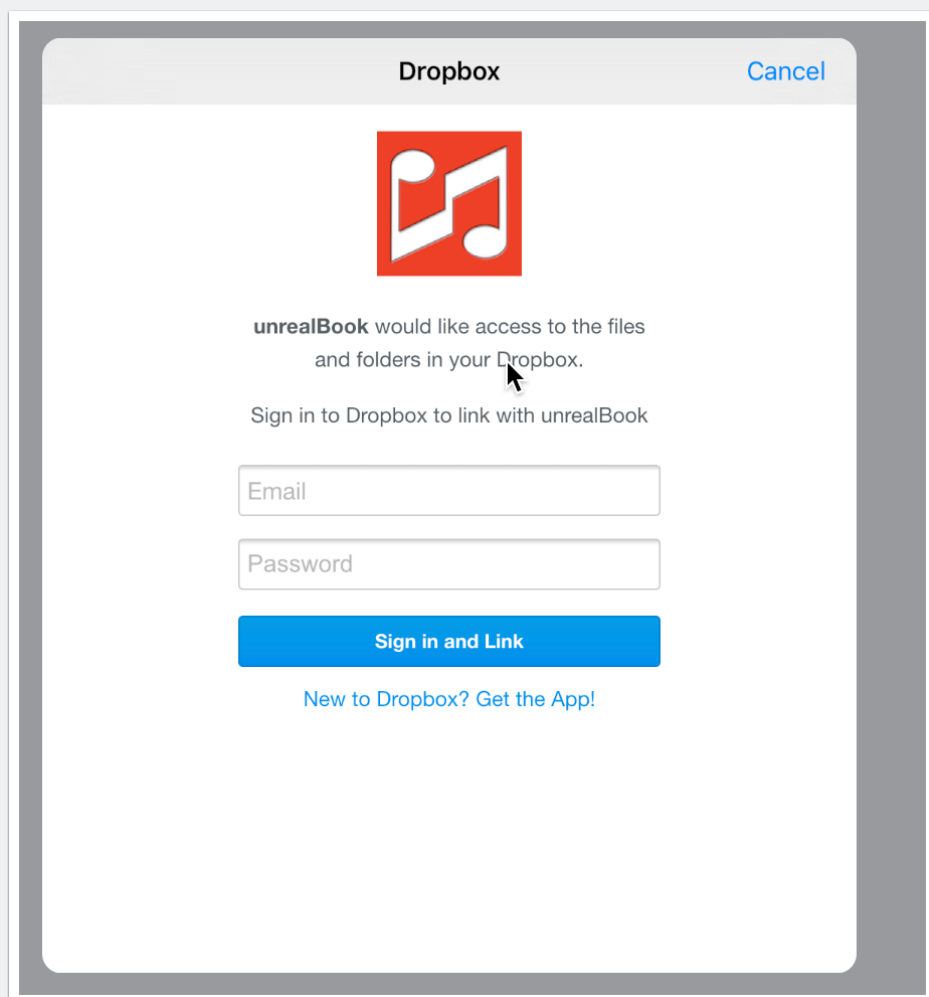
Note: you must have PDF files. They must have a .pdf or .PDF extension in order to show up in unrealBook.

Choose Remote Files from the action menu in unrealBook



To import files using dropbox.com, you must have a dropbox account.

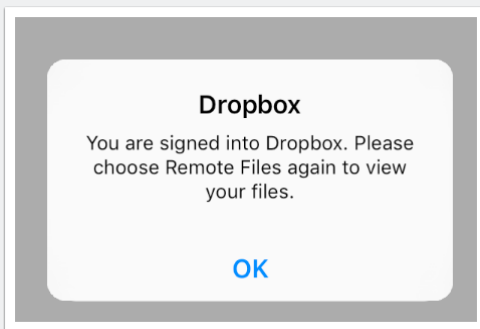
Sign in if needed to your dropbox account. You must have the Email and Password in order to log in.



The image shows a screenshot of a Dropbox authorization dialog box. At the top, the title bar says "Dropbox" and there is a "Cancel" button. Below the title bar is the Unreal Engine logo, which is a red square with a white stylized 'U' and 'E'. The text in the dialog reads: "unrealBook would like access to the files and folders in your Dropbox." followed by "Sign in to Dropbox to link with unrealBook". There are two input fields: "Email" and "Password". Below these fields is a blue button labeled "Sign in and Link". At the bottom, there is a link that says "New to Dropbox? Get the App!".

To import files using dropbox.com, you must have a dropbox account.

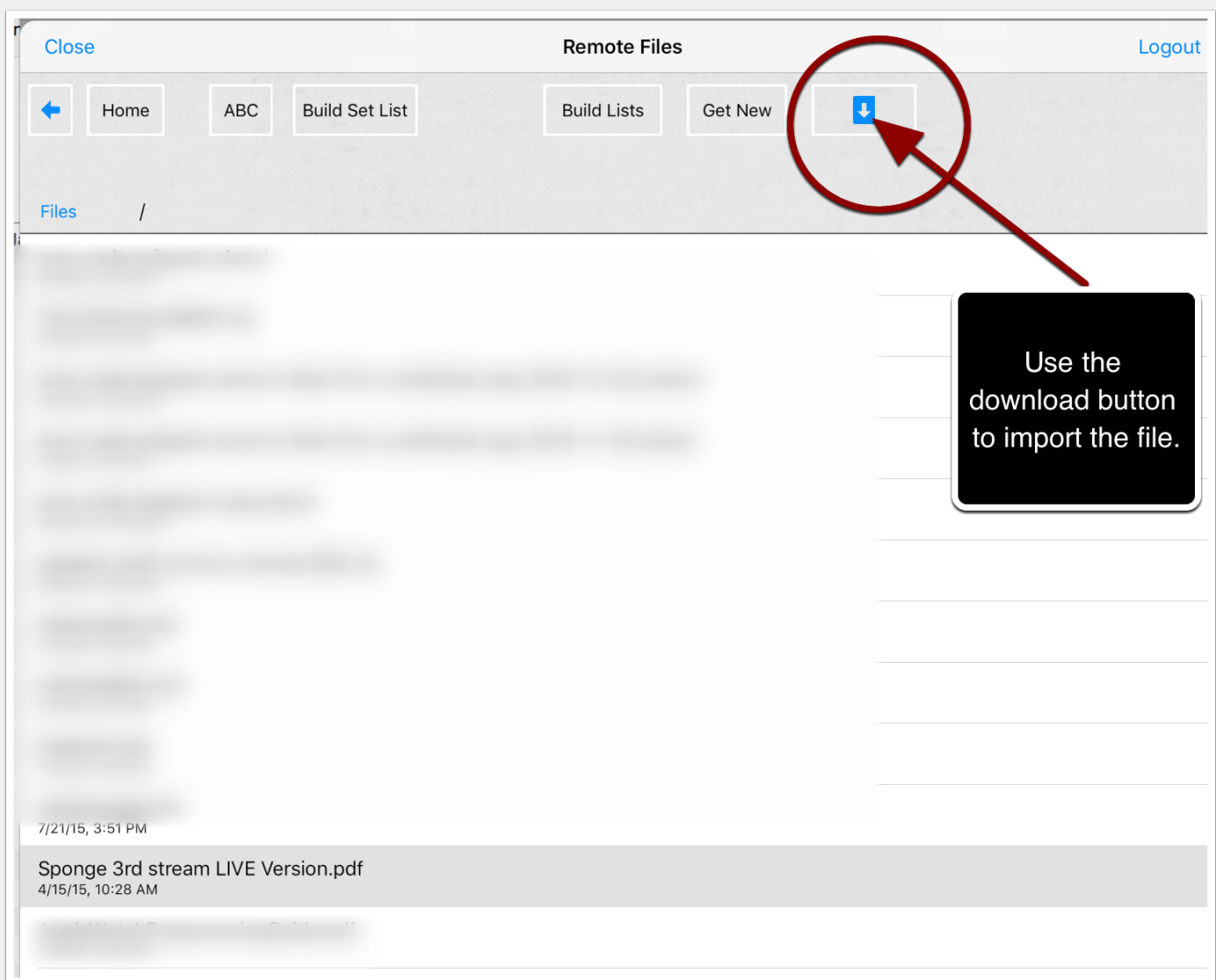
If you had to sign in, the following dialog will appear. Press OK and choose Remote Files again from the action menu



To import files using dropbox.com, you must have a dropbox account.

Locate your PDF file and select it by pressing on the name. Press the download button to import it to unrealBook.

Alternately press Get New to download ALL new files.



**To import files using dropbox.com,
you must have a dropbox account.**

**Press the Close button on the top left to exit the
remote files window and access your files using
the Songs menu.**