## Click to verify



I'm trying to add this plugin. It shows up in the eidtor but I can't use it. Any idea why? Did I miss something? 1 Like "In order to add a plugin you would need to add the plugins, and add the plugins folder there. If there is no folder Create a new one and put the files in there. This will add the plugin to that version of the engine. Now, launch a project in 4.9. Go to Edit > Plugins > "The plugin that you added" > and in that section make sure the Enabled check box is checked on." That was the answer I found on another post I had, for anyone having trouble, 3 Likes Per project solution. Create a "Plugins" folder in the project folder, create a sub-folder for every plugin to keep it clean, and unpack the plugins content will need to enable them in the view options in content browser. 4 Likes Just curious, if the plugin is in both places (engine level and project) it will use the one in the project folder correct? I only ask because I have two different projects using the same plugin and I want to make changes to one and not have it affect the other. Can't say that I know. Maybe it loads engine's plugin instead of project's. Yes, if you move the plugin into your project's directory, any changes you make there will not affect the main plugin. A caveat - when you try to package your project, you'll get an error if the plugin exists in your project folder AND in the engine folder. The only workaround I've found is to temporarily remove the plugin from the engine folder. The only workaround I've found is to temporarily remove the plugin from the engine folder. anyone knows how to stop the plugins from conflicting with each other, I'd love to know the solution. Actually, for 3rd party plugins, you just need to create a "Plugins" folder in there. 2 Likes I just downloaded UE5.5, and it will not create a new project, and gives me the following errors (the project name is "TestProject." Running C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/Build.bat Development Win64 - Project name is "TestProject." Running C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/Build.bat Development Win64 - Project name is "TestProject." Running C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/Build.bat Development Win64 - Project. SDK version: 8.0.300 Running UnrealBuildTool: dotnet ".....\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuild\UnrealB C:\Users\disso\AppData\Local\UnrealBuildTool\Log.txt Available x64 toolchains (1): C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.42.34433, Is64Bit=True, ReleaseChannel=Latest, Architecture=x64) Visual Studio 2022 compiler version 14.42.34433 is not a preferred version. Please use the latest preferred version 14.38.33130 Creating makefile for TestProjectEditor (no existing makefile) Total execution time: 0.55 seconds Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc).Running C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/Bu ...\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool\UnrealBuildTool\UnrealBuildTool\UnrealBuildTool\Log.txt Available x64 toolchains (1): C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.42.34433 (Family=14.42.34433, FamilyRank=1, Version=14.42.34433 is not a preferred version. Please use the latest preferred version 14.38.33130 Creating makefile for TestProjectEditor (no existing makefile) Total execution time: 0.55 seconds Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform win64 is not a valid platform win64 is not a valid platform. Would you like to rebuild them now? TestProject could not be compiled. Try rebuilding from source manually. Blockquote MaskOfDanyu: C:/Program Files/Epic Games/UE\_5.5/Engine/Build/BatchFiles/Build.bat Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" 1) go to folder: D:/GameDev/UnrealEngine5/TestProject/2) open a terminal 3) run this: "C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/Build/BatchFi work. I downloaded UE 5.3.2, and its working flawlessly. I just want to understand what the problem is. Did you followed according to documentation? Epic Games Developer try this: 1 Like Thanks, still not working for me. The Visual Studio Installer is vague about which version will be installed, it just says 14.38-17.8. Any tips how to figure out what version number I should put in the buildConfiguration? Frustrating that Unreal Engine doesn't seem to work with Unreal Engine. Having the same issue. Following villinx's instructions solves the "Preferred Version" issue, but the compiling still fails. For reference the correct directory for solving the "Preferred Version" issue is AppData\Roaming\Unreal Engine\Unreal Engine\Unre properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc)., which is shared in OP's error. One clue, when running Build.bat as suggested by tootzoe, is that the console output included this line, Using bundled DotNet SDK version: 8.0.300. According to the link provided by villinx, the Windows 10 SDK should be 10.0.18362 or newer. It is not made clear if the "Windows 10 SDK" shown in the Unreal Engine documentation is referring to the same DotNet SDK shown in the terminal output when running Build.bat. I have confirmed in the Visual Studio installer that Windows 10 SDK (10.0.18362.0) is installed, however the .NET Framework SDK is version 4.8. So, it's unclear exactly what the "bundled DotNet SDK version: 8.0.300" reported by Build.bat actually is. Perhaps this information might be helpful to someone more experienced? I have made some progress toward debugging the issue but have found no solution, I will try to correctly remember everything done since my response above. TLDR UnrealEngine installation does not appear to be recognizing Windows as a valid support platform. I've gone through and installed several more Virtual Studio components: Workloads - .NET desktop development Desktop development with C++ Windows application development Game development with C++ Individual components - .NET Framework 4.8 SDK .NET Framework 4.8 targeting pack MSVC v143 - VS 2022 C++ x64/x86 build tools (Latest) C++ CMake tools for Windows Windows 10 SDK (10.0.18362.0) NuGet targets and build tasks Unreal Engine installer MSVC v143 - VS 2022 C++ x64/x86 build tools (v14.38-17.8) \* NOTE \* after installing C++ CMake tools, I was able to open the project in VisualStudio via the UnrealEngine compilation documentation and I just missed it. With my A.D.D., it's not impossible.) Opening the project in VS from the UE error daig, confirms same error as UE error daig. Re-running the command posted by tootzoe returned an error, I'm not sure if I made a typo but trying again this way: cd "C:/Program Files/Epic Games/UE 5.5/Engine/Build/BatchFiles/" Build.bat -Target="TestProjectEditor Win64 Development" -Project="path/to/project/.uproject" -WaitMutex -FromMsBuild -architecture=x64 once again confirmed the UE error diag. The concurrent, remaining error is Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc). Once again I verified that the correct Win 10 SDK (10.0.18362.0) is installed as VS component. I also verified that the correct Win 10 SDK (10.0.18362.0). Checking the output for Get-ItemProperty -Path 'HKLM:\SOFTWARE\Microsoft\Windows Kits\Installed Roots' via powershell returned confirmation that Kitroot10 was using the afformentioned "C:\Program Files (x86)\Windows Kits\10". At this point it appears that the issue is with UnrealEngine rather than with VisualStudio or my components installations. The first thing I do is check Unreal Engine preferences, everything seems to be in order. I tested both the entries for Unreal Editor → Edit → Editor Preferences → General → Source Code as Visual Studio and Visual Studio and Visual Studio and Visual Studio 2022 with no change in behavior. Checking the Epic Launcher's Unreal Engine 5.5.3 > Options), it appears that Windows is not even an option. So I checked "C:\Program Files\Epic Games\UE 5.5\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool\UnrealBuildTool\exe" -Mode=QueryTargets to regenerate "C:\Program Files\Epic Games\UE\_5.5\Engine\Intermediate\TargetInfo.json" No change was observed to the Epic Launcher's UE options, nor to any of the associated directories. I have now uninstalled UE entirely and am reinstalling, but there appears some manual things I can try if a reinstallation is not successful; e.g., manually configured the C:\Users{\$USER}\AppData\Roaming\Unreal Engine\UnrealBuildTool\BuildConfiguration.xml to include SDK parameters, but I have no idea if this line of troubleshooting holds any water. Perhaps this issue needs to be elevated to a somewhat serious bug? Reinstalling now has the Windows directory in "C:\Program Files\Epic Games\UE 5.5\Engine\Config" but there is still no Windows development option in the Epic Launcher's Unreal Engine options. Perhaps it is simply a default, and/or I have experienced a number of simultaneous issues. Suffice that reinstallation of UE did NOT solve the "Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc)." error. Final testing proved no success. 5.4.4 works fine, error only occurs 5.5+. It seems after doing all of this, it appears I am at least able to add C++ into blueprint games now, so there's that! If your project isn't creating a new project then I would suggest trying to change the engine's build tool config. I was just able to build from source after changing it. Seeing as your project won't compile / open I'd look there. Go into your 5.5's install folder then into \Engine \Saved\UnrealBuildTool There you can add a custom config via a BuildConfiguration.xml file Epic Games Developer Configure how the engine is built. Logs' folder. I just solved my issue by fixing my compiler errors this way. then you can try deleting the above folders and building again and it all worked for me. I don't know what your specific problem is though. 3 Likes I got this error when trying to open a UE 5.1 project in UE 5.3. I had to upgrade from Visual Studio 2019 to Visual Studio 2019 to Visual Studio 2022 then it worked. 1 Like Figured I would add this just in case it can help someone. Hard to find solutions sometimes. Anyway, the problem: I was getting the "Project could not be compiled..." error when I would try to open the project from the Unreal Engine 'hub' (?) or from the project file in Windows Explorer. However, when I manually compiled the project in Visual Studio, it would complete with no errors. Unreal Editor was not VISIBLY open. However, because it had crashed earlier, it never shut down properly and the project in Visual Studio, it would complete with no errors. Editor process, I was able to open the project normally, without any code changes. So, you actually may not have any issues with your code or corruption in your project open. Hope it helps. Almost forgot. Also, I didn't have to delete any folders or, as far as is could tell, even rebuild the project. However, in the Editor Preferences I have enabled 'Force Compilation at Startup'. I just fixed this issue. Pretty annoying. Mine was a very similar problem with the game not loading, giving me this error: "The game module could not be loaded. There may be an operating system error, the module may not be properly set up, or a plugin which has been included into the build has not been turned on." I was trying to use the "Enhanced Input" module. I added it to my build.cs file and from then on I had issues even though I could use the "Enhanced Input" module. code relying on it. Then I loaded up my game (it worked at this point without the module) Searched for and added the Enhanced Input Plugin through the editor. Then I closed the project. Now delete the intermediate and binary files. Then I right clicked on my uproject file - Generate Visual Studio project files you deleted. Which you need to agree to. Then the game loads up, no more issues... So far lol I hope this helps someone save 45 freaking minutes! 1 Like I still get the error and it's not solved; I have been trying all the possible steps but didn't work, idk what to do now, it's just sad all the work might be gone like nothing. What I've done was delete the 'binary' 'intermediate' and 'saved' folders, then right clicked on the uproject in the files and regenerated the visual studio files I am on Linux (Editor version 5.3) and my workaround is deleting the project and using VCS to retrieve it again so that the project can be opened, hence, similar to deleting certain folders. However, I have had no luck finding out which files are causing the issue, and even after the project is downloaded again the error message persists even though it is possible to run the project... Would be nice with a solution for such a major issue and not just workarounds. One thing that fixed it for me (after switching engine version and regenerating VS solution files by right clicking on the uproject file) was opening the 2. Target.cs files (one for the editor) and set DefaultBuildSettings to BuildSettingsVersion.Latest, looking like this: DefaultBuildSettings = BuildSettingsVersion.Latest; After this I did a rebuild due to some settings that weren't allowed anymore. 1 Like My problem sounds similar. It is not exactly the same. When I try to let the system build for me, it tells me witch plugins are having problems. Try disable all plugins on your ProjectName.uproject file. Start with the ones that it tells you are the project through the normal start menu. After it starts once enable all the plugins you disabled. I had to get rid of instances in my level that were part of the plugin I disabled (crash), I saw this on a post or video a while back. My project started crashing out of the blue and I can't find any solution to the error anywhere. Unhandled Exception: EXCEPTION ACCESS VIOLATION reading address 0x000000000000550 UnrealEditor CoreUObject Unre UnrealEditor\_CoreUObject UnrealEditor\_UnrealEditor\_UnrealEd UnrealEditor\_UnrealEd UnrealEditor\_U really appreciate the help 1 Like Hi Jackzinger, One thing to try would be deleting your 'saved' and 'intermediate' folders of your project. These contain cached info and will be regenerated upon launch. To clear you engine settings delete your project. These contain cached info and will be regenerated upon launch. To clear you engine settings delete your project. These contains and 'intermediate' folders of your project. These contains and 'intermediate' folders of your project. These contains are the project. The project is the project are the project are the project. The project is the project are the project ar Debugging Symbols (Dropdown next to 'Launch' on your engine version  $\rightarrow$  Options  $\rightarrow$  Editor symbols for debugging) Another thing to try would be to copy the 'content' folder into a new project. Let us know if any of those solve it, welcome to the forums. 7 Likes Hey there, try removing high poly assets from content folder before launching the project. Also try opening clean UE project and then open your project right after (having both opened), remove heavy assets, set texture resolution to lower settings and enable virtual texturing. I assume you work with large project, if not, above mentioned will probably not going to help. Good luck! ) I removed the 'Saved' and 'Intermediate' files, and I was still getting the same crash report, but when I removed the 'defaultengine.ini' I was able to open the project, but it wasn't the project I was working on, it was a terrain made up of tiles with mountains in the distance in all directions. Also, all of my actors were gone, and they were not in a different level, they [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Dobject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\Uobject\ [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\Private\Uobject\Private\ [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Private\UObject\Diject\ [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Private\UObject\Private\UObject\Private\UObject\LoadPackageInternal() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\UObject\UObject\UObject\UObject\UObject\UObject\Uobj [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Private\UObject\LoadPackage() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\UObject\UObject\UObject\UObject\UObject\UObject\UObject\Uobj [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd!UEditorServer.cpp:2694] UnrealEd!UEditorServer.cpp:6232] UnrealEd!UEditorServer.cpp:62322] UnrealEd!UEditorServer.cpp:62322] UnrealEd!UEditorServer.cpp:623222 UnrealEd!UEditorServer.cpp:623222 UnrealEd!UEditorServer.cpp:62322 UnrealEd!UEditorServer.cpp:62322 UnrealEd!UEditorServe [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd\Private\UnrealEd [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:4336] UnrealEd\Private\FileHelpers.cpp:4336] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\Private\FileHelpers.cpp:4336] UnrealEd\Private\FileHelpers.cpp:4336] UnrealEd\Private\FileHelpers.cpp:2761] UnrealEd\FileHelpers.cpp:2761] UnrealEd\FileHelpers.cpp:2761] UnrealEd\FileHelpers.cpp:2761] U  $[D:] + UE5\\Sync\Engine\\Source\Editor\UnrealEd\Private\UnrealEd\UnrealEd\Private\UnrealEd\Unre$  $Unre al Editor! Guarded Main Wrapper() \ [D:\build++UE5\Sync\Engine\Source\Runtime\Launch Windows\Launch Wind$ [D:\build++UE5\Sync\Engine\Source\Runtime\Launch\Private\Windows\Launch\Windows\Undows\Launch\Windows\Launch\Windows\Undows\Undows\Undows\Undows\Undows\Undows\Undows\Undow 'Foliage' is mentioned in the callstack try this: Before opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map. If it does open, try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map. If it does open, try opening the map. If it does open, try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map. If it does open, try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map. If it does open, try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0 Now try opening the map that crashes open the console (tilde key) and type showflag. terminal wasn't opening. Do I need to be in the project in order to open it? Yes, you'd need to be 'in editor' as opposed to the loading screen. The map that loads on startup is defined in config/DefaultEngine.ini (that's why it loaded the default map when you deleted it before) - So try loading into that map and entering the command. I've heard of some foreign keyboards having trouble opening the console, in UE5 there is now a 'enter console command' text box at the bottom of the editor! 1 Like I loaded up the project without the DefaultEngine.ini and it took me to the default level, and I entered the command, but when I hit enter, nothing seemed to change, so I put the original DefaultEngine.ini back in the files and reopened the project, but I still got the same crash report So, if you paint some foliage in your level that is crashing when opening the level. If you haven't used / are not familiar with the foliage painting system this may be a dead-end. I did use the foliage paint tool for my project, but I can't get into the project to remove it which seems to be the project to remove it which seems to be the project, but it's just the default map Cool, so the situation is now you are in your project, but if you try and open that map your project will crash. Go ahead and paint some foliage will disappear. I've verified that hiding the foliage via this command should persist through level changes. Can you open the crashing level now? I entered the command correctly and the foliage disappeared, but I still cannot open the crashing level Thanks for checking that, unfortunately I think It's now safe to classify that idea as a 'dead end' If you have a previous version of this level that you can open, you can open, you can copy-paste actors between levels to rebuild it. I can't think of any other ideas right now. If you wait until 5.1 there is a small chance this crash will be fixed. Okay, thanks for your help 1 Like LoginId:6c5182d340f1e553a36c9e87baaa5e2c EpicAccountId:3b1ba69cbbce43c9aa609e6ed6d70652 Unhandled Exception: 0xe06d7363 KERNELBASE VCRUNTIME140 MixedRealityInterop MixedRealityInterop MixedRealityInterop MixedRealityInterop MixedRealityInterop MixedRealityInterop UnrealEditor Unr kernel32 ntdll Anyone here who can help me, i am stuck in this error when i run my project then i face this error Astrotronic: To clear you engine settings delete your project then i face this error when i run my project then i face this error Astrotronic: To clear you engine settings delete your project then i face this error when i run my project then i face this error astrotronic. To clear you engine settings delete your project then i face this error astrotronic. about a simple 'Repair' button to examine and fix issues Thanks! 2 Likes I just verified my installed version of Unreal Engine 5.3.2 and it worked, the project was not crashing anymore, 1 Like Astrotronic: a This fixed my material's issue. 2 Likes Page 2 ayooo bro thanks for this it really helped me I'm clearly too late for this but I'm getting the same error in my project written in UE 5.4. At first I didn't understand and tried everything, regenerating the C++ code, deleting the intermediate folder, saved, etc. Until I found the STRANGER solution. If you extract the GameEngine.ini file the project will probably now open (in a map by default) but you don't want to lose your original GameEngine.ini file and the project will open without crashing. If you assign another map or the map again to the time, the same thing will happen to you. I still haven't figured out why this happens but this was my temporary solution. Thanks to Astrotronic. Fixed Crash on Start up! 1 Like Unreal Engine 4.14.3, my file saved as a "Uproject" instead of the standard UE4 blue icon button. How do I open this file? uproject is the correct mimetype for unreal projects. it should open in the editor, however, for some reason this mimetype has not been registered on your computer. have you tried to select open with in the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and then manually selecting the editor binary file? I tried the right-click context menu and the right-click menu for store, and the choose more-yet when I clicked on choice more, the apps listed did not seem like the right ones. yet when I went to try again to open I see this warning message come up. but im not sure how to step by step do what it is asking me? 1 Like From unreal engine if you select Open project and then browse that project, its not opening? In my computer the project its saving like this,try to rename it with .uproject extension. Or right click on it and select properties and then on Opens with click on change and select unreal engine exe, search where you instaled it. Hey thanks Tzaks that actually worked as for opening the project. yet one last thing, how do I save it to unreal engine if the properties > opens with if it does not have an option to change to unreal engine. Step 2 launch 4.14.3 Step 3 browse for your project Step 4 open and as long as the default has no saved maps the project opens is there a plugin that I can download from epic games/ ue4 or do I have to only open a new project each time to then browse and open my current project file. If they are, right click and click "Open with...". In the "How do you want to open this file?" dialog, make sure "Always use this app to open .uproject files" is ticked. Click "More apps". Scroll to the bottom of the list and click "Look for another app on this PC". Browse to your Unreal Engine installation and locate "\Engine\Binaries\Win64\UE4Editor.exe". Select UE4Editor.exe and click "Open". The editor will now open the project, and any uproject you open in the future. 4 Likes hey brotha, i followed your steps upto 5. there is no longer an UE4EDITOR location in the folder that unreal has packaged, what is the updated fix to this method?! i obviously have nowhere to direct my projects if i dont fix this issue

rezuluni

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