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Before, if you right-clicked the project on the launcher library there was an option to delete the project. Now that option is gone, apparently.So how is the proper way to delete a project? Should I just delete the project folder? After the last launcher update I noticed the same thing. Some clarity around this would be great. Hopefully we can get the delete button back. 11 Likes yeah is kinda nonsense they took it away from us now we need to delete the folders? i dont know its weird 7 Likes Yeh just noticed this myself, went to delete some test projects and delete button is gone completely. This is stupid. What was the point in removing it. 6 Likes I found the same just now. Some clarity would be nice to help us out! 3 Likes Yeah it sucks. But for now deleting the project folder does seem to work 3 Likes I think they have removed that option. It could be a page from Unitys Launcher. Theyve always had to us you had to delete the folder. 1 Like Seems like the only way to do it is clik the show in folder and delete project there 1 Like Same problem here. Its good that Im not the only one, with other problems I haven't had the same luck. I guess I'll have to delete the folder, its not a big deal. But it is strange. 1 Like Agreed , just noticed this , odd to say the least. 2 Likes Hey folks,To shed some light on what happened here, the team removed this workflow.The recommended flow is to unfortunate scenario, the team removed this workflow.The recommended flow is to navigate to the project folder, such as with the show in folder operation, which specifically targets only the work you want to remove. 9 Likes I did that, yet there's a problem with that. The Valley of The Ancients Sample that I installed took up something like 83 GB. Folder at the root of that project only contained 23 GB.Now I have 58 GB of still on my Boot Drive that I have no idea where it installed because you guys couldnt just put it in a folder called Build Cache. Everybody else who has Editor, the path is C:\ProgramData\Epic\EpicGamesLauncher\VaultCache.Note, the folder C:\ProgramData is normally hidden. Just so you know. 3 Likes To delete a project, find the project folder in your computer and delete the folder. It makes sense that the option to delete within the launcher was removed. However, I still understand the frustration. Hey maybe the team could also send some light on this issue that has lasted since forever:Epic Games Launcher incredibly slow ue5.1 my project no delete this is why When you have more than one project with the same name, deleting the project folder does not remove the project from the launcher. In that case, the project in the launcher will simply link to the other project after you delete the first one. 1 Like For anyone struggling with this, here is your working solution:Make sure you first close your Epic Games Launcher (check the tray icons in case its still running in the background)!In order to physically delete the project from your Epic Games Launcher, navigate to your library, right-click the project you wish to delete, then click Show in folder and once youre redirected to its root folder location, just Shift+Del the files yourself;If, however, you have multiple copies of your project and youve opened several of them, now the Launcher will show all of those duplicates for each opened location. In order to remove such unwanted entries of your project from the Library under the MY PROJECTS section, go to C:\Users\YourUserName\AppData\Local\UnrealEngine (replace YourUserName with the correct string) and now you will see a list of all the UE versions you have installed, including those you might have uninstalled in the meantime. It should look something like this (your version numbers will obviously vary):What you need to do is go through each and every version folder (yes, all of them, as your project might have been opened with multiple UE versions along different engine upgrades, in which case you will see cached duplicates of the same addresses throughout multiple version folders), then go to either Saved\Config\Windows or Saved\Config\WindowsEditor (depending on the UE version)and try to find a project folder that matches your project name and delete all of the RecentlyOpenedProjectFiles= lines which contain your projects location (again, there might be more than one, depending on how many places your project was opened from).Now save your file and re-open your Epic Games Launcher.Voil! 3 Likes For Unreal 5.3, follow @MisterPixel steps but in the Editor folder.Example:bNotifyEnableS3DD=TruebEnableS3DDC=TruecCreatedProjectPaths=C:\C_Unreal_ProjectsCreatedProjectPaths=D:\Unreal_ProjectsCreatedProjectPaths=D:\Unreal_Projects\MyTestCreatedProjectPaths=D:\Unreal_Projects\MyFirstPersonTestCreatedProjectPaths=D:\Unreal_Projects\UnrealEventsCreatedProjectPaths=C:\Users\myuser\Documents\Unreal ProjectsThe project will disappear from the Epic Unreal Library and from the Unreal Project Browser 1 Like vlab22:CreatedProjectPathsOut of curiosity Ive checked and for me the CreatedProjectPaths= lines were having some very old deprecated paths, nothing related to what I was trying to delete. But apparently for different users, the situation is quite different, so thanks a lot for the comment! I think our combined solutions should now be able to help most people! 2 Likes Back with an update: So, remember how I said above that the solution was to first go to:C:\Users\YourUserName\AppData\Local\UnrealEngine\Saved\Config\WindowsEditor\Editor.ini for newer versions (like the latest UE5), and then remove all of the RecentlyOpenedProjectFiles= entries that you wanted to get rid of?And do you remember how @vlab22 said you should also do the same for all the CreatedProjectPaths=... fields in that same EditorSettings.ini file, despite me saying I couldnt find any valid correlation to his statement?Well, it seems that the Epic Games Launcher does indeed care about those CreatedProjectPaths=... fields, but the trick is that its not about those found in the EditorSettings.ini file I mentioned above, but the one in the following path: C:\Users\YourUserName\AppData\Local\EpicGamesLauncher\Saved\Config\Windows\GameUserSettings.ini, so its kind of like a combination of my solution and @vlab22s solution 1 Like Page 2 @FrancoSerrao That is for downloaded content like assets, projects etc., but not for the projects you have created yourself. Even if you download a project from somewhere, but not through the Marketplace, then run it, the Epic Games Launcher will take note of it and add it to your list of projects. And then you have the same problem, you cannot resolve it by clicking Delete Local Content in the drop-down menu, because you dont have that menu in such cases. I have a project I created in UE5.3, but apparently, it needed to be made in 5.1.1, so I am hoping someone can help me convert the project. My only idea is to create a new project with the same name in 1.1.1 and then migrate all of my files from the other file. Right-click on your .uproject file in the Windows Explorer, and select Switch Unreal Engine Version. Select the engine version that you want.Dont forget backup before it. Dont forget backup before it. I appreciate this. I did try this and when I did, it was missing basically all of my files. Any idea why that is or if I can fix it? InsanitysEdge:it was missing basically all of my files.I could not understand this. How can it be missing? can you show me some screenshots? Roy Wierer (Seda145):Downgrading is not supported, that might be the reason.In my experience, if binary files are not modified by the engine with a new version, a downgrade is possible. I did it sometimes. But, if my attempt to convert, upgrade, open you some file with the engine with a new version and save it, when you try to downgrade, you would see some warning or error message. So I dont have screenshots, because my supervisor took pity on me and allowed me to use 5.3, but when I tried to convert, what happened was, it imported all of my folders, but all of the doors, the elevators, the buttons, the materials, etc were no longer in the files, assets made in newer version of UE were shown in older version. sorry ah. I misread what you wrote. If you make binary assets in a lower version engine, if you switch the engine version to high as but you load, and if you dont open and save the binary asset in the project, you can return to the lower version again. But, if you open and save binary assets from the project, Or, if you made them with the higher version at first, you can not use them with the lower version engine. I appreciate the attempt to help in any case, and this at least puts my mind at ease knowing what is possible. Lesson learned! 1 Like You can now downgrade assets using my plugin (Asset Downgrader) all the way back to 4.27. There may be some bugs usually with blueprints, but I can fix them if you report them to me. Im trying to add this plugin. It shows up in the editor but I cant use it. Any idea why? Did I miss something? 1 Like "In order to add a plugin you would need to add the downloaded plugin to Unreals Plugin folder. So, navigate to Program Files > Epic Games > 4.9 > Engine > 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 be given a clean, and unpack the plugin. The engine will automatically load the plugins that will find in there. To see 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. Cant say that I know. Maybe it loads engines plugin instead of projects. Yes, if you move the plugin into your projects directory, any changes you make there will not affect the main plugin.A caveat - when you try to package your project, youll get an error if the plugin exists in your project folder AND in the engine folder. The only workaround Ive found is to temporarily remove the plugin from the engine folder and replace it with your project folders plugin. This seems to be an oversight from Epic, so if anyone knows how to stop the plugins from conflicting with each other, Id love to know the solution. Actually, for 3rd party plugins, you just need to create a Plugins folder in your main Project directory (in with Config, Intermediate, Saved, etc.) and then paste the entire folder in there. 2 Likes My project started crashing every time I started it up and I never added or removed any plugins or anything, the project started crashing out of the blue and I cant find any solution to the error anywhere:Unhandled Exception: EXCEPTION_ACCESS_VIOLATION reading address 0x0000000000000550UnrealEditor_FoliageUnrealEditor_FoliageUnrealEditor_CoreUObjectUnrealEditor_CoreUObjectUnrealEditor_CoreUObjectUnrealEditor_CoreUObjectUnrealEditor_CoreUObjectUnrealEditor_CoreUObjectUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEditorUnrealEditor_UnrealEditorUnrealEditor_UnrealEditorkernel32ntdllIf anyone has any solution to this error, Id 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 yourproject/Config/DefaultEngine.iniOptional, but if you wanted to get more info about the crash you could install Debugging Symbols (Dropdown next to Launch on your engine version Options Editor symbols for debugging)Another thing to try would be to copy the content folder into a new project and see if you can open the 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 Visuprojectright 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 help. Good luck! 1 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 wasnt 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 were just gone. I also tried moving the content folder to a new project and I still got the same crash report. Here is the more detailed crash reportUnhandled Exception: EXCEPTION_ACCESS_VIOLATION reading address 0x0000000000000550UnrealEditor_Foliage!ResolveObjectHandle() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Public\UObject\ObjectHandle.h:321]UnrealEditor_Foliage!AInstancedFoliageActor::PostLoad() [D:\build++UE5\Sync\Engine\Source\Runtime\Foliage\Private\InstancedFoliage.cpp:4512]UnrealEditor_CoreUObject!UObject::ConditionalPostLoad() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Obj.cpp:1103]UnrealEditor_CoreUObject!UObject::PostLoadSubobjects() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Obj.cpp:1137]UnrealEditor_CoreUObject!UObject::ConditionalPostLoad() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Obj.cpp:1086]UnrealEditor_CoreUObject!EndLoad() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Globals.cpp:1701]UnrealEditor_CoreUObject!::operator()() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Globals.cpp:1264]UnrealEditor_CoreUObject!LoadPackageInternal() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Globals.cpp:1366]UnrealEditor_CoreUObject!LoadPackage() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Globals.cpp:1520]UnrealEditor_CoreUObject!LoadPackage() [D:\build++UE5\Sync\Engine\Source\Runtime\CoreUObject\Private\UObject\Globals.cpp:1500]UnrealEditor_UnrealEd!UEditorMapImport::Map_Load() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\EditorMapImport.cpp:2694]UnrealEditor_UnrealEd!UEditorServer::cpp:2232]UnrealEd!UEditorEngine::Exec() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\EditorServer.cpp:5722]UnrealEd!UUnrealEngine::Exec() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\UnrealEdSrv.cpp:659]UnrealEditor_UnrealEd!FEditorFileUtils::LoadMap() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\FileHelpers.cpp:2761]UnrealEditor_UnrealEd!FEditorFileUtils::LoadDefaultMapAtStartup() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\FileHelpers.cpp:4336]UnrealEditor_UnrealEd!FUnrealEdMisc::OnInit() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\UnrealEdMisc.cpp:359]UnrealEditor_UnrealEd!EditorInit() [D:\build++UE5\Sync\Engine\Source\Editor\UnrealEd\Private\UnrealEdGlobals.cpp:134]UnrealEditor!GuardedMain() [D:\build++UE5\Sync\Engine\Source\Runtime\Launch\Private\Launch.cpp:159]UnrealEditor!GuardedMainWrapper() [D:\build++UE5\Sync\Engine\Source\Runtime\Launch\Private\Windows\LaunchWindows.cpp:147]UnrealEditor!LaunchWindowsStartup() [D:\build++UE5\Sync\Engine\Source\Runtime\Launch\Private\Windows\LaunchWindows.cpp:283]UnrealEditor!WinMain() [D:\build++UE5\Sync\Engine\Source\Runtime\Launch\Private\Windows\LaunchWindows.cpp:330]UnrealEditor!__scrt_common_main_seh() [d:\a01_work\6\s\src\vctools\crt\vcstartup\src\startup\exe_common.inl:288]kernel32.dll If you know what's going on, Id really appreciate any kind of help 1 Like Thanks for the extra info. Here is an idea,Since Foliage is mentioned in the callstack try this:Before opening the map that crashes open the console (tilde key) and type showflag.instancedfoliage 0Now try opening the map. If it does open, try opening the foliage mode and deleting all foliage. I opened UE5 and before starting my project, I tried to open the terminal by pressing the ~ key, but the terminal wasnt opening. So I need to be in the editor as opposed to the loading screen.The map that loads on startup is defined in config/DefaultEngine.ini (thats why it loaded the default map when we deleted it before) - So try loading into that map and entering the command.Ive 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 the default level, youll see it disappear.My assumption is that you have foliage in your level that is crashing when opening the level.If you havent 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 cant get into the project to remove it which seems to be the problem If you delete the line EditorStartupMap (remember to save the document) in your broken projects DefaultEngine.ini are you able to open the project? 1 Like I can open the project, but its 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 in the default map so you can be sure youre entering the command correctly.Enter the command. - The foliage will disappear.Ive 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 Its now safe to classify that idea as a dead endIf you have a previous version of this level that you can open, you can copy-paste actors between levels to rebuild it. I cant 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:6c5182d340f1e553a36c9e87baaa5e2cEpicAccountId:3b1ba69cbbce43c9aa609e6ed6d70652Unhandled Exception: 0xe06d7363KERNELBASEVCRUNTIME140MixedRealityInteropMixedRealityInteropMixedRealityInteropMixedRealityInteropMixedRealityInteropUnrealEditor_WindowsMixedRealityHMDUnrealEditor_WindowsMixedRealityHMDUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEdUnrealEditor_UnrealEditorUnrealEditor_UnrealEditorUnrealEditor_UnrealEditorkernel32ntdllAnyone 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 yourproject/Config/DefaultEngine.iniI poured my soul into my project only to have its delicate break for some unknown reason, thanks to you, it is saved. EPIC should really think about a simple Repair button to examine and fix issuesThanks! 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:aThis fixed my crash! Deleting the DefaultEngine.ini folder forced the editor to recompile everything, so I guess that it fixed my materials issue. 2 Likes Page 2 ayooo bro thanks for this it really helped me im clearly too late for this but im getting the same error in my project written in UE 5.4. At first I didnt 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 to project will probably now open (in a map by default) but you dont want to lose your original GameEngine.ini file so all you have to do is delete the StartupBlueprint line in your default.ini file and then open the project again. 1 Like Hey guys, I still have the same problem, I have tried everything, I have deleted the Intermediate folder, saved, etc. Why this happens? Thanks in advance! 1 Like Astrotronic:Can start up! If Unreal Engine 5.0 Documentation and Unreal Engine Plugins to be found, they must be located in one of the search paths for Plugins, either in your project, or in the Engine itself.Plugin TypeSearch PathEngine/[UE Root]/Engine/Plugins/[Plugin Name]/Game/[Project Root]/Plugins/[Plugin Name]/Code in PluginsWhen generating project files for Visual Studio or Xcode, any Plugins that have Source folders (containing .Build.cs files) will be added to your project files to make it easier to navigate to their source code. These Plugins will automatically be compiled by UBT when compiling your game project.Plugins are allowed to have any number of Module source directories. Most Plugins will only have one Module, but it is possible to create multiple, for example, if a Plugin contains some Editor-only functionality, and other code that is intended to run during the game.For the most part, Plugin source file layout is the same as any other C++ Module in the Engine.Plugins are able to declare new reflected types (UCLASS, USTRUCT, etc.) in header files within a Modules Source directory (or one of its subdirectories). The Engines build system will detect these files and generate code as needed to support the new types. You will need to follow the normal rules for using UObjects within C++ modules, such as including the generated header file and the Modules generated.inl file in one of your Modules source files.UE4 supports interdependent Modules and Plugins. Project Modules can depend on Plugins by enabling the Plugins in its .uproject file. Similarly, Plugins indicate dependency by enabling other Plugins within their own .uplugin files. There is one important restriction, however, which is that Plugins and Modules are broken into hierarchical levels, and can only depend on other Plugins or Modules at the same level or higher. For example, although a Project Module can depend on an Engine Module, an Engine Module cannot depend on a Project Module. This is because the Engine (and all of its Plugins and Modules) is higher-level than any Project, as it must be able to build without a Project. The following diagram indicates the hierarchy of dependency:1st between Projects and Modules:Arrows indicate possible dependencies. Each Plugin or Module type can depend on others at its own level or higher. 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 and open with yet I only see the visual studios , adobe audition cc 2017 , and search 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.Or go to control panel,search for default programs and set associations,search for .uproject and change program to your unreal engine exe,search where you installed 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 1 open the epic games launcherStep 2 launch 4.14.3Step 3 browse for your projectStep 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 (uprojects) If .uprojects are not already associated with a program, double click the .uproject 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 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=D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDEUsing bundled DotNET SDK version: 8.0.300Running UnrealBuildTool: dotnet ..\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll Development Win64 -Project=D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDEUsing bundled DotNET SDK version: 8.0.300Running UnrealBuildTool: dotnet ..\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll Development Win64 -Project=D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDELog file: C:\Users\dsso\AppData\Local\UnrealBuildTool\Log.txtAvailable x64 toolchains (1):C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.42.34433\bin\Hostx64\x64 toolchains (1):C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.42.34433, FamilyRank=1, Version=14.42.34433, Is64Bit=True, ReleaseChannel=Latest, Architecture=x64Visual Studio 2022 compiler version 14.42.34433 is not a preferred version. Please use the latest preferred version 14.38.33130Creating makefile for TestProjectEditor (no existing makefile)Total execution time: 0.55 secondsPlatform 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).The following modules are missing or built with a different engine version:TestProjectWould 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.uproject1) go to folder : D:/GameDev/UnrealEngine5/TestProject/2) open a terminal3) run this :C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/Build.bat -Target=TestProjectEditor Win64 Development -Project=D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject -WaitMutex -FromMsBuild -architecture=x64 Thanks, but I Tried it and it didnt 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 doesnt seem to work with C++ out of the box 1 Like Epic Games Developer Tips, tricks, and techniques for setting up Visual Studio to work with Unreal Engine. Having the same issue.Following villinxs instructions solves the Preferred Version issue, but the compiling still fails.For reference the correct directory for solving the Preferred Version issue is AppDataRoaming\Unreal Engine\UnrealBuildTool and the VS component I used was MSVC v143 - VS 2022 C++ x64/x86 build tools (v14.38-17.8)The 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)., which is shared in OPs 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, its 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.Ive gone through and installed several more Virtual Studio components.To confirm, I DO have currently installed all of the following components:Workloads - .NET desktop developmentDesktop development with C++Windows application developmentGame development with C++Individual components - .NET Framework 4.8 SDK.NET Framework 4.7.2 targeting packC# and Visual Basic.NET Framework 4.8 targeting pack.Net Framework 4.6.2 targeting packMSVC v143 - VS 2022 C++ x64/x86 build tools (Latest)C++ CMake tools for Windows.Windows 10 SDK (10.0.18362.0)NuGet targeting and build tasksUnreal Engine installerMSVC 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 error prompt dialogue. (Im not sure if this component is listed in the UnrealEngine installation documentation and I just missed it. With any A.D.D., its not impossible.) Opening the project in VS from the UE error dialog, confirms same error as UE error daig.Re-running the command posted by tootzoe returned an error. Im 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/project" -WaitMutex -FromMsBuild -architecture=x64once 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 the Windows directory C:\Program Files (x86)\Windows Kits\10\Include for the correct version (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 2022 with no change in behavior.Checking the Epic Launchers Unreal Engine Options (Epic Launcher > Library > 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\Config\Platforms" and there was no Windows platform directory listed here, only some strange OS name I dont recognize from anyhere.At this point I tried running "C:\Program Files\Epic Games\UE_5.5\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.exe" -Mode=QueryTargets to regenerate C:\Program Files\Epic Games\UE_5.5\Engine\Intermediate\TargetInfo.jsonNo change was observed to the Epic Launchers 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 Launchers 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 theres that! If your project isnt creating a new project then I would suggest trying to change the engines build tool config. I was just able to build from source after changing it. Seeing as your project wont compile / open Id look there.Go into your 5.5s install folder then into \Engine\Saved\UnrealBuildToolThere you can add a custom config via a BuildConfiguration.xml file Epic Games Developer Configure how the engine is built.

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