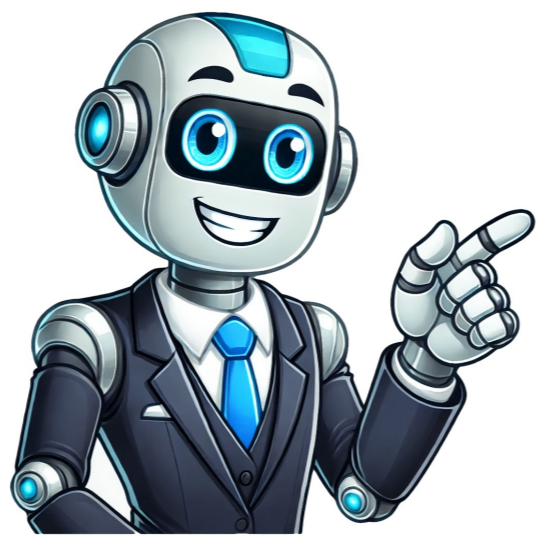


I'm not a bot



I'm trying to add this plugin. It shows up in the editor but I can't use it. Any idea why? Did I miss something? I Like "In order to add a plugin you would need to add the downloaded plugin to Unreal's 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 keep it 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. 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 and replace it with your project folder's plugin. This seems to be an oversight from Epic, so if 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 your main Project directory (in with Config, Intermediate, Saved, etc.) and then paste the entire folder in there. 2 Likes Hi I uninstalled unreal, then reinstalled it on another drive. But the association between .uproject are broken. If I associate them manually, I don't have the utility to make C++ project when I right click on a UProject file in the windows explorer. Someone Have an idea how to do without reinstall another time please ? And if not, what is the good exe to associate .unreal file ? UnrealEngineLauncher.exe ? UE4Editor.exe ? UE4Editor-Cmd.exe ? They are all correct to launch a project, but not to have the utility with right click. I am still plagued by this also. I have no idea why this happens but it does occasionally. Recently it started and affects all projects, all duplicated projects, and new projects. I cannot fix it by changing file associations or changing the engine association from the Epic Launcher. I also have tried verifying and reinstalling the engine and changing associations as well. Lots of restarts and re-installs while changing settings and nothing seems to work. I really don't know what else to do. I'm using Win10 Pro currently but I would also have this happen on Win7. For some reason my UnrealVersionSelector does not even exist anymore. Even after reinstalls and all. I've checked the registry for the correct setup; here is what it looks like currently: The unreal version selector exists in my github builds of ue4 but even those .uproject files associated with it do not have the correct associations. This has been happening occasionally to me for about a year and a half and there has never been a dependable way to prevent it from happening or fix it. Usually I am just stuck with work stoppages if I need to fix something and I can no longer build it VS. It would be great if those same right click commands were available from somewhere else (such as inside the epic game launcher) instead of just being so undependable. I'll probably just have to wait another week and keep messing around and it will magically return. Any luck mmanesse? It seems like the accepted answer here is a dependable workaround, at least for now. Unreal Engine Forums - 21 Apr 16 Hi. I am using UE4.11 and visual studio 2015. when I right click on "MyProject.uproject" file and Generate visual studio project file. after reloading the code it switches on visual studio 2013 But visual studio 2013 is not installed on my computer ... It seems like the accepted answer here is a dependable workaround, at least for now. Issues after generating visual studio project file - Platform & Builds - Epic Developer Community Forums This is such a pain. I'm still stuck with it. I can do this fix to generate files and open the project from the engine launcher to change the engine. Anyone find any dependable fixes to make this system work? I can only update the engine version by dependably by cloning the project from the engine's editor open project screen. Is there no dependable way to carry out these basic project tasks aside from the context menu of the often broken file association. It seems to be such a common problem. Running into this same issue at the moment. The Epic Games Launcher no longer prompts me to say there is no file association and when I try to open projects in my Library I get an error stating no app is associated with .uproject Recently had to reinstall Windows. Installed UE4.13.2 to look at an older project I was working on. Everything worked flawlessly. Decided to download the latest version and start a new project and it all worked fine, however, whenever I try to re-open the project from my Epic Games Launcher Library by double-clicking the project I get this error "This file does not have a program associated with it for performing this action. Please install a program or, if one is already installed, create an association in the Default Programs control panel." I went into Default Programs and set the association to "C:\Program Files\Epic Games\UE_4.15\Engine\Binaries\Win64\UE4Editor.exe". If I click on the .uproject in Explorer it works fine, but the Epic Games Launcher still gives me the same error. I tried restarting the launcher then I tried restarting Windows; no luck. EDIT: I found an answer elsewhere: Take this file: "C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win64\UnrealVersionSelector.exe". And paste it into "C:\Program Files\Epic Games\UE_4.15\Engine\Binaries\Win64" then double click it. That fixed my problem. 13 Likes Thanks @kenmorechalfant this did the trick for me. Take this file: "C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win64\UnrealVersionSelector.exe". And paste it into "C:\Program Files\Epic Games\UE_4.15\Engine\Binaries\Win64" then double click it. Fixed it for me too, Thanks kenmorechalfant![] Had the same problem with UE 4.20, this still did it for me! Thanks [QUOTE="kenmorechalfant;n958961"][/QUOTE] Dude... you rock! Thank you! kenmorechalfant. Take this file: "C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win64\UnrealVersionSelector.exe". And paste it into "C:\Program Files\Epic Games\UE_4.15\Engine\Binaries\Win64" then double click it. That fixed my problem. THANK YOU! I was getting a headache banging my head against the desk so much Hi all, I'm trying to generate visual studio files for my project, but the Unreal context menu items are not present. Unfortunately this solution did not fix the issue for me... I've also tried manually running UBT on my project in order to generate the project files, but could not see any results from that. Does anyone have any ideas? Thanks in advance. Just a note to those that end up here due to the error "Couldn't set association..." - this error occurred for me when there was a syntax error in the .uproject file. In my particular case there was a comma missing in a list of parameters due to my own editing error. Since the project file gets generated and updated mostly by the engine this note is only relevant if you had edited the file manually and mistakenly. I bring it up because the error message is misleading in this particular case and sends you off in the wrong direction. Bump since this is a top google hit for the error "Couldn't set association for project. Check the file is writable". Spaces in the top level directory name can cause this misleading error message. For example: "E:\Projects\MyGame" - generate project files works, no errors "E:\Projects\My Game" - generate project files fails, with above error message anonymous user_19b32902: e Have an idea how to do without reinsta U saved my life Worked here, thanks! Kisses Page 2 Downloading Epic Games Launcher and installing any Unreal Editor version (through Unreal Engine tab > Library > Engine Versions > "+" button > Install, will also ask to associate .uprojects with the launcher, automatically, after it has finished installing (select Fix Now). .uproject files are not associated with this Launcher. Would you like to associate them now? My issue had been that I didn't have any installed build ("vanilla") versions of the editor installed. - previous page 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 Unity's Launcher. They've always had it so you had to delete the folder. 1 Like Seems like the only way to do it is click the "show in folder" and delete project there 1 Like Same problem here. It's good that I'm not the only one, with other problems I haven't had the same luck. I guess I'll have to delete the folder, it's 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 discovered an issue where the delete option would sometimes result in more data being deleted than intended, with no ability to recover that data. To prevent this unfortunate scenario, the team removed this workflow. The recommended flow is to navigate to the project folder, such as with the show in folder option, which specifically targets only the work you'd 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. The folder at the root of that project only contained 25 GB. Now I have 58 GB of still on my Boot Drive that I have no idea where it installed because you guys couldn't just fix it so it deleted the files that it should. Thanks. Edit: I found the rest. It's in a folder called Vault Cache. For anybody else who has this problem, the path is C:\ProgramData\Epic\EpicGames\Launcher\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 shed 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 it's 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 you're redirected to its root folder location, just Shift+Del the files yourself. If, however, you have multiple copies of your project and you've 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 file called EditorSettings.ini. Once there, open it with Notepad and search for your project name and delete all of the RecentlyOpenedProjectFiles=... lines which contain your project's 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. Voilà! 3 Likes For Unreal 5.3, follow @MisterPixel steps but in the EditorSettings.ini delete the lines with the CreatedProjectPaths= that point to your project folder. Example: bNotifyEnableS3DD= True bEnableS3DDC= True CreatedProjectPaths=C:\AC Unreal Projects CreatedProjectPaths=D:\Unreal Projects CreatedProjectPaths=D:\Unreal Projects MyTest CreatedProjectPaths=D:\Unreal Projects MyFirstPersonTest CreatedProjectPaths=D:\Unreal Projects\UnrealEvents CreatedProjectPaths=C:\Users\myuser\Documents\Unreal Projects The project will disappear from the Epic Unreal Library and from the Unreal Project Browser 1 Like vlab22: CreatedProjectPaths Out of curiosity I've 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\Windows\EditorSettings.ini for older versions (like UE4 or the initial releases of UE5), or go to: C:\Users\YourUserName\AppData\Local\UnrealEngine\Saved\Config\WindowsEditor\EditorSettings.ini for newer versions (like the 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 couldn't 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 it's not about those found in the EditorSettings.ini file I mentioned above, but in the following path: C:\Users\YourUserName\AppData\Local\EpicGames\Launcher\Saved\Config\Windows\GameUserSettings.ini, so it's kind of like a combination of my solution and @vlab22's 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 don't 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. Don't forget backup before it. Don't 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 memory is correct, if binary files are modified, for example, you open 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 don't 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 wont show in older version. sorry Ah. I misread what you wrote. If you make binary assets, like Blueprint, in a higher version of the engine, you can not open them with a lower version of the engine. If you make assets in a lower version engine, if you switch the engine version to high as how I said, and if you don't open and save the binary asset in the project, you can return to the lower version again. But, if you open and save some 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. 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. I 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 launcher 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 (.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

- <http://mamtaniketan.com/userfiles/file/ffdf8afc-c3f8-464a-9619-13b88a2dbd7d.pdf>
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