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Do you need to migrate assets to a different project that uses an older Unreal Engine version ?Have you migrated assets to an earlier version of the Unreal Engine and they don't seem to "appear" in the content browser ?Do you want to make your assets available to people using earlier versions of Unreal Engine ?Then what you need is to use the Asset Downgrader to downgrade those assets to the specific version you want.Asset Downgrader will downgrade assets to 5.4.4, 5.3.2, 5.2.1, 5.1.1, 5.0.3, 4.27, 4.26 . It works by first upgrading the assets to Source Version (5.3-5.5), and then applying various patches to the .uasset files in order to make them compatible with the TargetVersion, just without the newer data (i.e. nanite data is removed for a 4.27 downgrade). Do note that features of the newer unreal versions (like nanite on masked materials, new material nodes, new niagara modules) can't be ported to the old versions.Video Tutorial and DemoHow it works : First, backup all your assets as this plugin is highly experimental and in certain situations it may corrupt assets or crash the editor if something goes wrong. Either have 2 projects, one the SourceVersion and the other with the TargetVersion, or just switch versions for the project you're working with. Integrate the plugin in both projects. In the SourceVersion project, select the assets you wish to downgrade. From the Downgrader menu choose DowngradeSelectedAssets. Migrate the assets by copy pasting the .uassets . Do not use Unreal's Actions->Migrate... because that will resave assets in the SourceVersion format. Alternatively, switch the version of the project to the TargetVersion If TargetVersion is a 5.0.3 project add[Core.System]UsePackageTrailer=Trueto Config/DefaultEngine.iniYou will get a crash on opening assets in 5.0.3 if this is not enabled.On the TargetVersion project add the google drive version of the plugin for that specific target versionOpen the TargetVersion project and then the downgraded assets. If there were no errors, the assets should open correctly. Certain assets, in order to be migrated to other TargetVersion projects that don't have the Downgrader plugin, need to be resaved through the plugin (select all the assets and use the plugin's SaveSelectedAssets option) inside the TargetVersion editor.Supported Assets SpreadsheetIn order to downgrade certain assets (or all assets as it's the case for 5.4) you need to use a custom version of unreal engine that has specific engine modifications in order to make downgrading possible. Check the plugin folder (UE_5.5\Engine\Plugins\Marketplace\AssetDowngrader\Download Custom Engine & Plugin.url) for the link to where you must download both a custom UE5.5 build and a precompiled version of the plugin for this engine version. After downloading the custom engine and integrating the precompiled plugin in the source project's plugins folder you need to switch the source project engine version to this custom engine build. The video tutorial shows this entire process. Also, if you require an older custom engine build like 5.3 do remember that upgrading assets to the latest version is always possible and I always recommend using the latest custom engine build because that's the only one in active development. If that's not feasible for you, please contact me to discuss alternatives.Can it be downgraded lower than 4.26 ?Not currently but with enough research & engine modifications definitely possible. Contact me if you have specific needs.My asset is not supported, can you add support ?Let me know what kind of assets you're interested. Any asset is implementable but it requires a lot of work.Known Issues:if for any reason you get a crash with the launcher version of the plugin, please use the Downgrader Custom Engine along with its own version of the plugin- If assets don't appear in packaged builds you forgot to resave the assets (use the plugin's SaveSelectedAssets option)- some downgraded scenes' lighting may look too bright in 5.0. You may need to tune ReflectionProbes/Skylight/Directional light intensity and/or rebuild lighting- if downgrading entire projects, a lot of assets will be loaded into memory, so you may need a lot of RAM sometimes up to 128GB- if encountering unknown startup crashes due do downgrading a lot of assets, try and downgrade assets one by one, or exclude/delete the offending asset.- textures with formats like RGBA32F are not downgraded past specific versions like 5.0 because those formats don't exist in 5.0.- opening certain maps will sometimes crash. This might be due to masked materials with nanite which are not allowed in 5.0. Try first to open assets individually or remove nanite entirely and then open the map- if landscapes are pure black in 4.27 then use the Downgrader menu option FixLandscapeSkeletal meshes can crash when saved in 4.27 if their binary format was not in the 5.4+ format originally. To prevent crashes first save the skeletal mesh so the binary format gets updated. If you have plenty of them use the plugin's SaveSelectedAssets prior to downgrading.If you use your own custom build of unreal and require the engine modifications to downgrade, I can provide this service for a fee. Contact me for licensing details.If you have any issues, errors or crashes don't hesitate to contact me at relativegames7@gmail.com as this plugin is highly experimental (Please include the offending uasset/project as well) Fab.com Do you need to migrate assets to a different project that uses an older Unreal Engine version ?Have you migrated assets to an earlier version of the Unreal Engine and they don't seem to "appear" in the content browser ?Do you want to make your assets... I need help fixing this error, I already followed the steps that was posted in another forum that was:Closed Unreal EngineRemoved Binaries, Build, Intermediate, SavedDeleted .sln fileReopen the .uprojectThis project was created around 2 years ago using Unreal Engine 5.0, Im currently on Unreal Engine 5.3The project ONLY used Blueprint and wasnt created using C++ 1 Like Try with building it with visual studio.Or use unreal 5.0 I think theres a bug with UE 5s regarding implicit source compilation - i.e clicking the .uproject without compiling via VS first.UE 4 will pop a window showing progress of compilation but UE 5 does the compilation silently which makes one think that there has been a problem and clicking the .uproject file once again which will pop an error such as this one.First click right button on .project than switch unreal engine version to 5.3This would generate new files and an .slnThan hit .uproject again, hold until something pops, do not hit again.If this window popped - hit the .sln file and Build it (Ctrl + B or Ctrl + Shift + B) - post errors here. 1 Like These are the errors that I got when I did Ctrl + Shift + B in Visual Studio 2022.The components I have installed in VS 2022 are: .NET Multi-platform App UI development, .NET desktop development and Game development with C++. Those 2 errors at the top are coming from the engine, we can ignore them as it seems like the engine works fine.Yet your project fails to compile and the reason cant be understood (to me at least) from the error list, please upload the entire output window, maybe it will give us a clue. 1 Like Is it this? Sorry I dont know much about this. Is it possible for me to send you the file? I can pay you to fix this, I really need to get this working ASAP. Ok so apparently the one of the 3 fails is because I didnt have a plugin, I just installed that plugin and now only 2 fails left.Build started at 9:38 PM1>------ Build started: Project: UE5, Configuration: BuiltWithUnrealBuildTool Win64 ------2>------ Build started: Project: BuildGraph.Automation, Configuration: Development Any CPU ------3>------ Build started: Project: AutomationScripts.Automation, Configuration: Development Any CPU ------2>C:\Program Files\Epic Games\UE_5.3\Engine\Source\Programs\AutomationTool\BuildGraph\BgScriptReader.cs(1640,37,1640,42): error CS8604: Possible null reference argument for parameter other in void HashSet.UnionWith(IEnumerable other).2>Done building project BuildGraph.Automation.csproj FAILED.3>C:\Program Files\Epic Games\UE_5.3\Engine\Source\Programs\AutomationTool\Scripts\CheckForHacks.cs(87,26,87,45): error CA2017: Number of parameters supplied in the logging message template do not match the number of named placeholders (CA2017: Parameter count mismatch (code analysis) - .NET | Microsoft Learn)3>Done building project AutomationScripts.Automation.csproj FAILED.========== Build: 1 succeeded, 2 failed, 44 up-to-date, 0 skipped ========== Build completed at 9:38 PM and took 16.703 seconds ==========Do you know what these fails are? Yes the source of this failures is the engine, never the less the engine seems to work fine, just launch the project and it should work. try it. I have the same issue and tryed the solution with building via VS Code. I got these warnings and error message:Output:Build started at 13:37...1>------ Build started: Project: Shooter2, Configuration: Development_Editor x64 ------1>Using bundled DotNet SDK version: 6.0.3021>Running UnrealBuildTool: dotnet "..\..\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll" Shooter2Editor Win64 Development -Project="D:\Shooter2BackupNew\Shooter2\Shooter2.uproject" -WaitMutex -FromMsBuild -architecture=x641>Log file: C:\Users\voel_mn\AppData\Local\UnrealBuildTool\Log.txt1>Using 'git status' to determine working set for adaptive non-unity build (D:\Shooter2BackupNew\Shooter2).1>Creating makefile for Shooter2Editor (no existing makefile)1>EXEC : warning : [Upgrade]1>EXEC : warning : [Upgrade] Using backward-compatible build settings. The latest version of UE sets the following values by default, which may require code changes:1>EXEC : warning : [Upgrade] bLegacyParentIncludePaths = false => Omits module parent folders from include paths to reduce compiler command line length. (Previously: true).1>EXEC : warning : [Upgrade] CppStandard = CppStandardVersion.Default => Updates C++ Standard to C++20 (Previously: CppStandardVersion.Cpp17).1>EXEC : warning : [Upgrade] WindowsPlatform.bStrictConformanceMode = true => Updates MSVC strict conformance mode to true (Previously: false).1>EXEC : warning : [Upgrade] bValidateFormatStrings = true => Enables compile-time validation of strings+args passed to UE_LOG. (Previously: false).1>EXEC : warning : [Upgrade] Suppress this message by setting 'DefaultBuildSettings = BuildSettingsVersion.V5;' in Shooter2Editor.Target.cs, and explicitly overriding settings that differ from the new defaults.1>EXEC : warning : [Upgrade]1>EXEC : warning : [Upgrade]1>EXEC : warning : [Upgrade] Using backward-compatible include order. The latest version of UE has changed the order of includes, which may require code changes. The current setting is:1>EXEC : warning : [Upgrade] IncludeOrderVersion = EngineIncludeOrderVersion.Oldest1>EXEC : warning : [Upgrade] Suppress this message by setting 'IncludeOrderVersion = EngineIncludeOrderVersion.Latest;' in Shooter2Editor.Target.cs.1>EXEC : warning : [Upgrade] Alternatively you can set this to 'EngineIncludeOrderVersion.Latest' to always use the latest include order. This will potentially cause compile errors when integrating new versions of the engine.1>EXEC : warning : [Upgrade]1>Total execution time: 13.66 seconds1>Shooter2Editor modifies the values of properties: [bStrictConformanceMode]. This is not allowed, as Shooter2Editor has build products in common with UnrealEditor.1>Remove the modified setting, change Shooter2Editor to use a unique build environment by setting 'BuildEnvironment = TargetBuildEnvironment.Unique;' in the Shooter2EditorTarget constructor, or set bOverrideBuildEnvironment = true to force this setting on.1>C:\Program Files\Microsoft Visual Studio\2022\Community\MSBuild\Microsoft\VC\v170\Microsoft.MakeFile.Targets(44,5): error MSB3073: The command "D:\UE_5.4\Engine\Build\BatchFiles\Build.bat Shooter2Editor Win64 Development -Project="D:\Shooter2BackupNew\Shooter2\Shooter2.uproject" -WaitMutex -FromMsBuild -architecture=x64" exited with code 6.1>Done building project "Shooter2.vcxproj" -- FAILED.========== Build: 0 succeeded, 1 failed, 11 up-to-date, 0 skipped ========== Build completed at 13:37 and took 14,208 seconds ==========Ok I have no idea if this was the right way, but I first generated visual studio project filesand now I have additional errors when building:in another forum thread I found a suggestion to install SDK NET 7.0 and NET 6.0 (I dont even know what thats for).I tried building again, same errors.1 Day Later:I gave up on this approach. But what worked for me was creating a blank 5.4.2 Project and migrating everything over from my 5.1.1. Project. 1 Like Hi, thanks for your trying.It also worked for me which creating a new project. Although its still sth problems cant solve yet, I can get in it and keep going my work anyway. Yooo I just managed to get mine working again on 5.5 thought I might contribute to the thread and see if it helps anyone elsefor some reason my target files were disconnected or file path lost? not sure but make sure you check the following files for continuity of your Project name anything with project is just a placeholder.File check 1: C:. Project>yourProject.uprojectopen in notepadcheck modules Name: YourProject, correct if necessary should match yourProject.uprojectFile check 2: C:. Project>Sourceyourproject.Target.cs"yourproject"Editor.Target.cscheck all remaining files for name continuityShould look something like thisThen try open project or right click and generate VS files project files 4 Likes Hi, question:Im running a downloaded unreal engine project on a Mac. An error appears.could not be compiled try rebuilding from source Mac OS.When I create a project in unreal engine myself, there are no errors.Ive tried everything. What could be the reason? Hi, question:Im running a downloaded unreal engine project on a Mac. An error appears.could not be compiled try rebuilding from source Mac OS.When I create a project in unreal engine myself, there are no errors.Ive tried everything. What could be the reason? Hey, just fixed a similar problem and wanted to share what worked for me. It was probably a number of things, but the last thing I did that finally fixed it was opening ./Source/Editor.Target.cs and making sure this line was correct:DefaultBuildSettings = BuildSettingsVersion.V5;For some reason, mine was .V2 instead of V5. Probably should change it in .Target.cs too. 1 Like One thing to check as well is the 260 character limit - I have found the .sln file wont build if it is deeply nested in subfolders (example: deep in OneDrive folder).If you pull out the project and put it on the C drive, or at least a shorter file path, that sometimes fixes the issue.Otherwise, check plugins are placed in the appropriate spots. I am new to Unreal Engine. And I was also receiving this error with version 5.6 but only on creating a project with C++ instead of selecting Blueprints.So, I unchecked (disabled) Load last project at Startup and now it loads without errors when I open the project from the Recent Projects list within Unreal Engine.Not sure if thats a valid solution to this problem, or not, and Im not sure why the error only appears when Load last project at Startup is enabled.I tried everything to fix this problem from all the suggestions on this post, and nothing worked for me until I disabled load project at startup. Im trying to add this plugin. It shows up in the eidtor 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 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. 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 Not sure where this should be posted.I installed 5.5.1 today to test out the new features before deciding to upgrade my engine from 5.3.2 and have found what may be a bug. My settings in project settings are:After every restart for whatever reason they revert back to default state:For some unknown reason to me these dont save. Is there a workaround or fix for this issue? 1 Like Fixed my own problem, Feel like an idiot, Saved as default what was the solution again? coz Im having a similar issue Any time you change youre settings in either Project or Editor Click (Save as Default so that the changes dont revert on restart. 2 Likes This topic was automatically closed 30 days after the last reply. New replies are no longer allowed. Hey. Was unsure where to post this issue; I hope I am in the right place.I am receiving the following errors:"The following modules are missing or built with a different engine version:UE4Editor-BattleTank.dllWould you like to rebuild them now?"And this after I select yes:"BattleTank could not be compiled. Try rebuilding from source manually."In the build log before the error comes up and this is how it read:Running C:/Program Files/Epic Games/UE_4.18/Engine/Binaries/DotNET/UnrealBuildTool.exe BattleTank Development Win64 -project=C:/Users/Master/Documents/GitHub/BattleTankUnreal/BattleTank/BattleTank.uproject -editorrecompile -progress -NoHotReloadFromIDEUsing git status to determine working set for adaptive non-unity build.Creating makefile for BattleTank (no existing makefile)Ive tried generating my visual studio files. Ive tried re-installing visual studio. Ive tried reverting my commits on Github - this has worked a couple of times, but then when I finish up making changes to my project (and them commiting/pushing those changes), the next time I open them, these same problems pop up again. It may have something to do with Github, but Im really not sure how. Ive been searching for an online solution but am yet to find one.Any help would be greatly appreciated!Thanks,JPS. Ive been using the same Engine version the whole time, which is Unreal 4.18 1 Like u found any solutions yet? iansky1:u found any solutions yet?Did you not see how old this post is? you can find some solutions here: GameDev.tv 8 Oct 16 Okay, I messed up something real good. A project cannot be restored in a traditional way (Checkout and Rebuild). This is only for a single project, others are working properly. Someone had this before? Any ideas how I could rebuild it manually? Reading time: 2 mins Likes: 25 2 Likes I have the same issue but the project was made with blueprints If you have tried:Deleting Binaries, Intermediate, and Saved foldersRight click on .uproject file and clicking on Generate Visual Studio Project FilesDouble clicking on the .uproject and hitting yes to buildIf the above hasnt worked, then it could be an issue with c++ code. It logs the error in the Saved->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 dont 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 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 process was still running in the background.The solution :After opening the Task Manager and ending the Unreal 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. You may just need to make sure the editor process stopped last time you had the project open. Hope it helps.Almost forgot. Also, I didnt have to delete any folders or, as far as I 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 #includes that come with the module.The fix was removing that module first and all the includes and commenting out the 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.Then I opened the workspace and readded all the code I wanted. Made sure there were no errors. Then closed the project.Now delete the intermediate and binary files.Then I right clicked on my uproject file Generate Visual Studio project files.Try and open the game now (not through your workspace)It asks you to generate the files you deleted. Which you need to agree to.Then the game loads up, no more issues So far lolI hope this helps someone save 45 freaking minutes! 1 Like I still get the error and its not solved; I have been trying all the possible steps but didnt work, idk what to do now, its just sad all the work might be gone like nothing. What Ive 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 projectWould 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 project in Visual Studio and then changing the 2 .Target.cs files (one for the game, one for the editor) and set DefaultBuildSettings to BuildSettingsVersion.Latest, looking like this:DefaultBuildSettings = BuildSettingsVersion.Latest;After this I did a rebuild and opened the uproject file and everything was fine. Prior to this VS showed some projects failing to build due to some settings that werent 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 problem. Then disable all of them if that does not work. Then just let ue start and rebuild 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. I strive to keep all my projects clean without any warnings and errors, so it frustrates me that in 5.5, every of my projects starts up with following error:LogEOSSDK: Warning: LogEOS: Error response received from backend. ServiceName= [Friend], OperationName=[GetBlockList], Url=[], HttpStatus=[403], ErrorCode=[errors.com.epicgames.common.insufficient_scopes], NumericErrorCode=[1056], ErrorMessage=[Insufficient access scopes. Expected: [friends_list]]How can I get rid of it?EDIT: The warning goes away upon disabling Fab plugin. This is quite lame as official Epic plugin should not just throw random warnings. i have same every project. those which works 5.3-5.4 get those error in 5.5 5 Likes can epic fix this or is it just ignoring game devs lol. should making proper engines without bugs 3 Likes also getting this error, cant figure out how to fix it, did you guys make any progress? 1 Like tried several youtube methods but no. epic makes trash engines Epic doesnt make trash Engines. Unreal is honestly INSANE how nice it is. However, I 100% agree with you that FAB was a sell out and by far a stain on their legacy. 2 Likes Try removing the Intermediate folder in that engine folder and try again, thats how I solved it! 1 Like Im working with Unreal Engine 5.4, and I keep getting the following error when trying to build my project:LogFab: Error: Login failed - error code: EOS_InvalidAuthLogEOSSDK: Error: LogEOSAuth: Invalid parameter EOS_Auth_Credentials.Token reason: must not be null or emptyLogFab: Error: Login failed - error code: EOS_InvalidParametersLogEOSSDK: Error: LogEOS: EOS_Auth_CopyUserAuthToken - One or more parameters are nullLogFab: Error: User auth token is invalid - unable to get auth tokenPackagingResults: Error: Unknown ErrorIm NOT using Epic Online Services (EOS) in my project, so I tried disabling it in DefaultEngine.ini and DefaultGame.ini by adding the following lines: [OnlineSubsystem]DefaultPlatformService=None[OnlineSubsystemEOS]bEnabled=falseEven uninnHowever, the error still persists when building the project.I also deleted the Saved and Intermediate folders and tried again, but the problem remains.Things I have already tried:Disabling EOS in .ini filesDeleting Saved and Intermediate foldersChecking Project Settings > Plugins and ensuring EOS is disabledUninstalling the EOS plugin entirelySearching for EOS references in Blueprints (found none)Does anyone know what else I can try? Any help would be greatly appreciated!Thanks in advance! 1 Like Try disabling the EOS Shared plugin as well as the Fab plugin. Disabling both of these removed the errors for me (and fixed another random crash I was seeing on shutdown sometimes). 2 Likes Yes, as I wrote above in the EDIT section of my post, disabling FAB plugin solves the issue, but its kind of annoying if you actually want to use FAB. I still think that stuff that comes directly from Epic or is bundled with the Engine should always be warning free. 4 Likes Disabling only the EOS plugin solved it for me. FAB was not needed. THanks! 1 Like Rawalanche:disabling Fab pluginDisabling Fab plugin worked for meThanks 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 and open with yet I only see the visual studios , adobe audtion 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 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 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

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