

CrossEngineOptimizer

Installation Guide

v1.0 | Leartes Studios

Compatible with Unreal Engine 5.1 - 5.7

Installation Guide

This guide covers installing CrossEngineOptimizer in Unreal Engine, setting up the target engine projects, and verifying the installation.

System Requirements

Requirement	Minimum / Recommended
Unreal Engine	5.1 or later (5.5 or later recommended)
Operating System	Windows 10 64-bit or later
Visual Studio	2019 or 2022 with C++ Game Development workload
Unity (optional)	2022 LTS or later
Godot (optional)	4.x or 3.x
Disk Space	500 MB for the plugin, additional space for exported assets

Installing the Plugin from FAB Marketplace

1. Open the Epic Games Launcher.
2. Navigate to the FAB Marketplace and locate CrossEngineOptimizer.
3. Click Install to Engine and select your Unreal Engine version.
4. The plugin installs to the engine's Plugins directory automatically.

Installing to the engine rather than a project makes CEO available in all projects using that engine version.

Installing the Plugin from a Downloaded Package

5. Download the CrossEngineOptimizer zip package for your target engine version.
6. Extract the zip. The extracted folder should be named CrossEngineOptimizer.
7. Copy the CrossEngineOptimizer folder to one of the following locations:
 - Engine-wide installation: [UE Install Path]\Engine\Plugins\Marketplace\CrossEngineOptimizer
 - Project-specific installation: [Your Project]\Plugins\CrossEngineOptimizer
8. Restart Unreal Engine or regenerate project files.

Enabling the Plugin

9. In Unreal Engine, go to Edit > Plugins.
10. Search for CrossEngineOptimizer.
11. Enable the checkbox and click Restart Now.

| *After enabling the plugin, a CEO toolbar button appears in the Level Editor toolbar.*

Building from Source

If you downloaded a source package or cloned from a repository, you must compile the plugin before use.

12. Place the CrossEngineOptimizer folder in your project's Plugins directory.
13. Right-click the project .uproject file and select Generate Visual Studio Project Files.
14. Open the .sln file in Visual Studio.
15. Build the project in Development Editor configuration.

Packaging for Multiple Engine Versions

A batch file is included for building distributable packages for all supported engine versions.

| PackagePlugin.bat

This script requires each target engine version to be installed at the standard path:

| C:\Program Files\Epic Games\UE_5.x

Output packages are placed in:

| C:\MyPluginPackages\5.x\CrossEngineOptimizer\

Installing the Unity Integration

No separate Unity plugin installation is required. CEO exports a complete Unity project scaffold including all required scripts. When you open the exported project in Unity:

16. Unity imports all assets automatically.
17. The CEO Pipeline Setup script runs and assigns the correct render pipeline asset.
18. Open the CEO Setup window via Tools > CrossEngineOptimizer > Setup Scene.
19. Click Setup Scene to place all exported actors in the scene.

Installing the Godot Integration

The Godot integration is also exported as part of the project scaffold. After opening the exported project in Godot:

20. The addons/CrossEngineOptimizer folder contains the plugin files.

21. Enable the plugin in Project > Project Settings > Plugins.
22. Run the scene importer script to reconstruct the scene.

Verifying the Installation

To confirm the plugin is correctly installed and enabled:

23. Open Unreal Engine with a level loaded.
24. Confirm the CEO toolbar button is visible in the Level Editor.
25. Click the button and verify the export dialog appears.
26. Check Edit > Plugins to confirm CrossEngineOptimizer shows as Enabled.

If the toolbar button is missing after enabling the plugin, close and reopen the Level Editor layout from Window > Load Layout.