

Using the Unreal Learning Kit

In Part 1, Step 1, they will need to download the Unreal Learning Kit but it says it only works with Unreal Engine 4.26 - 4.27, 5.0 - 5.1. They should download it and create a new project with 5.1 selected.

Choose Project Name and Location

Name:

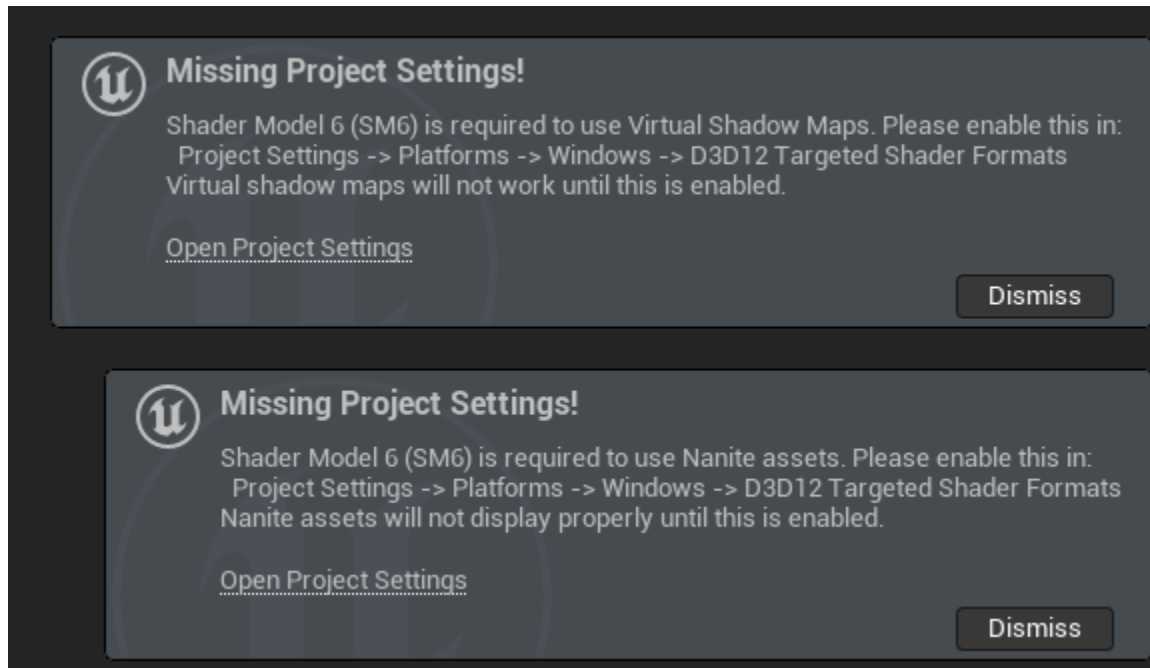
Folder:

Select Version of the Engine for Project: 5.1 ▼

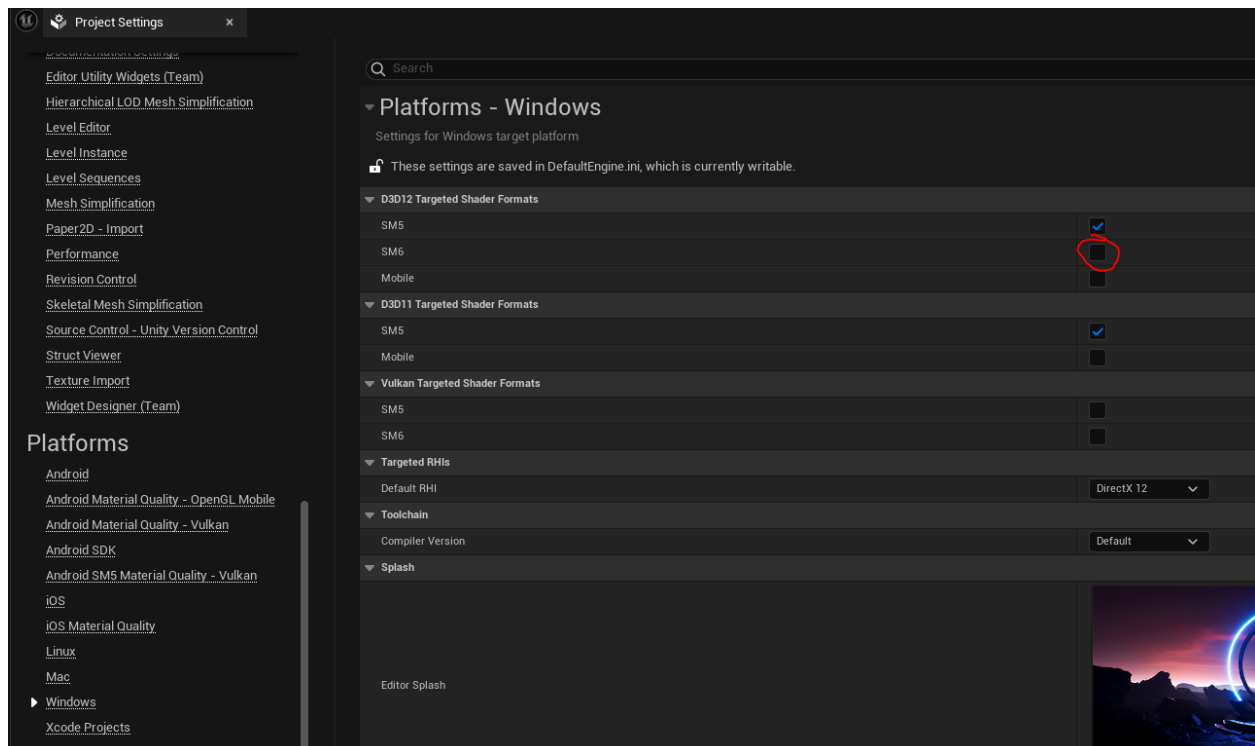
C:/Users/William/Documents/Unreal Projects/CS4I5_MP2/
CS4I5_MP2.uproject

Once it's created, they should double click on it and open with Unreal Engine 5.4.

They may see some errors such as:



These can be found by clicking on the 'Open Project Settings' or navigating there (Edit -> Project Settings).



Once it's selected, they'll need to restart Unity and then everything should be working. I only tested this on Windows, so if they're using Linux or Mac, it will likely require them checking the same SM6 checkbox under those platforms.