Visual Studio Integration Tool Documentation

Description

The Visual Studio Integration Tool is a plugin that enables deep integration with Visual Studio 2022. This tool is required to display Blueprints information in Visual Studio.
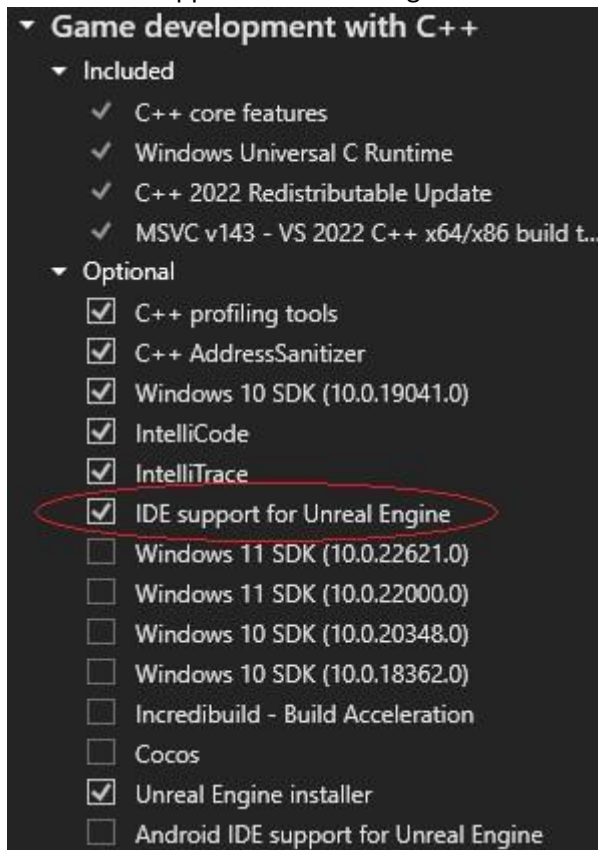
Requirements

- Visual Studio 2022 17.4
- Unreal Engine 4.27 or 5.0

Installation

Visual Studio 2022

1. Locate "Game Development for C++" workload in the Visual Studio Installer.
2. Ensure "IDE support for Unreal Engine" is checked.

Unreal Engine
Installing via Unreal Engine Marketplace

1. In the **Epic Games Launcher**, select the **Unreal Engine** Tab
2. Click **Marketplace**
3. Search for "Visual Studio Integration Tool"
4. Select the **plugin**, then click **Add to Cart**
5. Click the **Cart** button and check out
   a. Note: Visual Studio Integration Tool is free
6. Go to the Visual Studio Integration Tool plugin page in the Epic Games Launcher
   a. You can find this page by searching for the plug in, then clicking the tile
7. On the Visual Studio Integration Tool plugin page, click **Install to Engine**
8. Select the engine version you want to install to, then click **Install**
9. After the installation is complete, open the version of Unreal Engine you installed the plugin for, and **enable** the plugin following the instructions in the Enabling a Plugin section on this page.
10. See official documentation for more information.

Usage
Blueprints Integration

- In Visual Studio, any Blueprints references will now show up as a CodeLens.
- Click the CodeLens to display a pop-up that shows your Blueprint information (figure 1).
- The Output Window will display the Unreal Engine logs from the plugin execution.
- To refresh the blueprint information in the IDE (e.g., after making asset changes in the Unreal Editor, or fixing an error in the plugin execution), you can use the "Rescan UE Blueprint for <project>" option under the "Project" menu (figure 2).
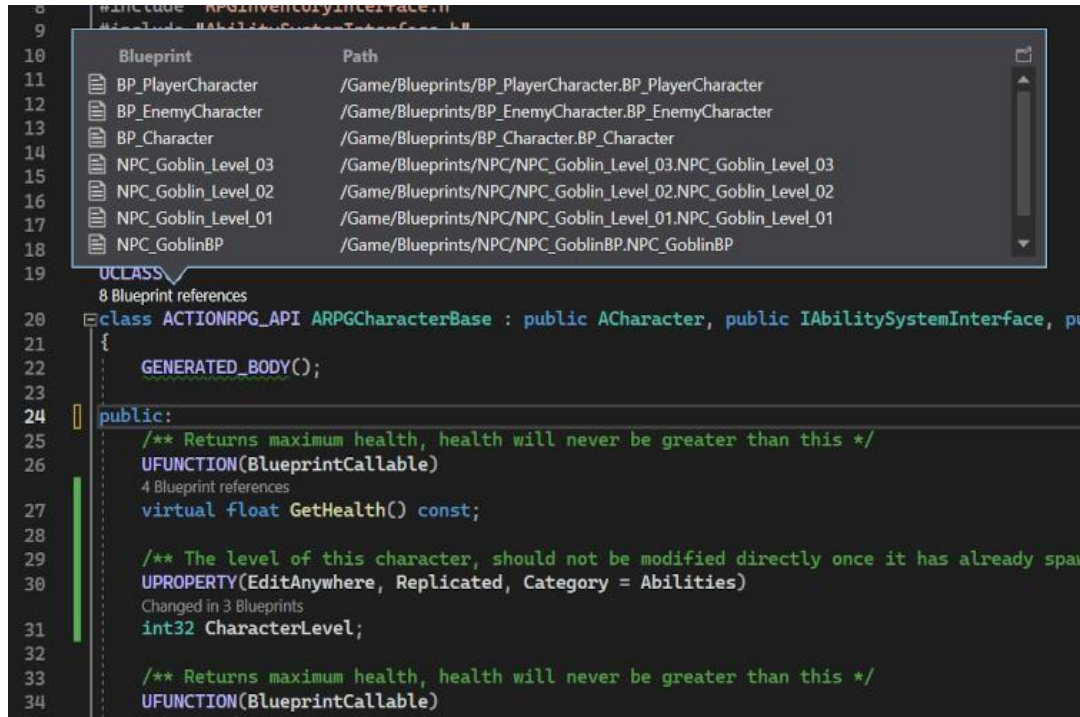
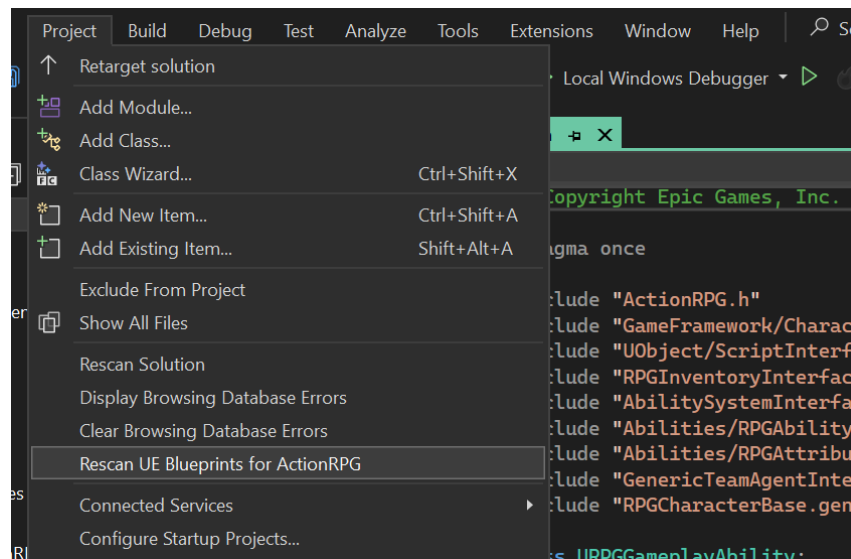*Figure 1 - Code Lens showing blueprints that derive from a UEClass*

Figure 2 - Menu to rescan the blueprint assets in the game project