1. Error C2187 syntax error: 'identifier' was unexpected here ShaderCompileWorker C:\Program Files (x86)\Windows Kits\8.1\include\um\combaseapi.h 229

需要在Engine / Source / Programs / UnrealBuildTool / Windows / VCToolChain.cs中修改Build Tool链文件

1. // Disable Microsoft extensions on VS2017+ for improved standards compliance.
2. if (Compiler >= WindowsCompiler.VisualStudio2017)
3. {
4. Arguments.Add("/permissive-");
5. Arguments.Add("/Zc:twoPhase-"); // <-- ADD THIS LINE
6. Arguments.Add("/Zc:strictStrings-"); // Have to disable strict const char\* semantics due to Windows headers not being compliant.
7. }