

## Updating Custom UE4 Build

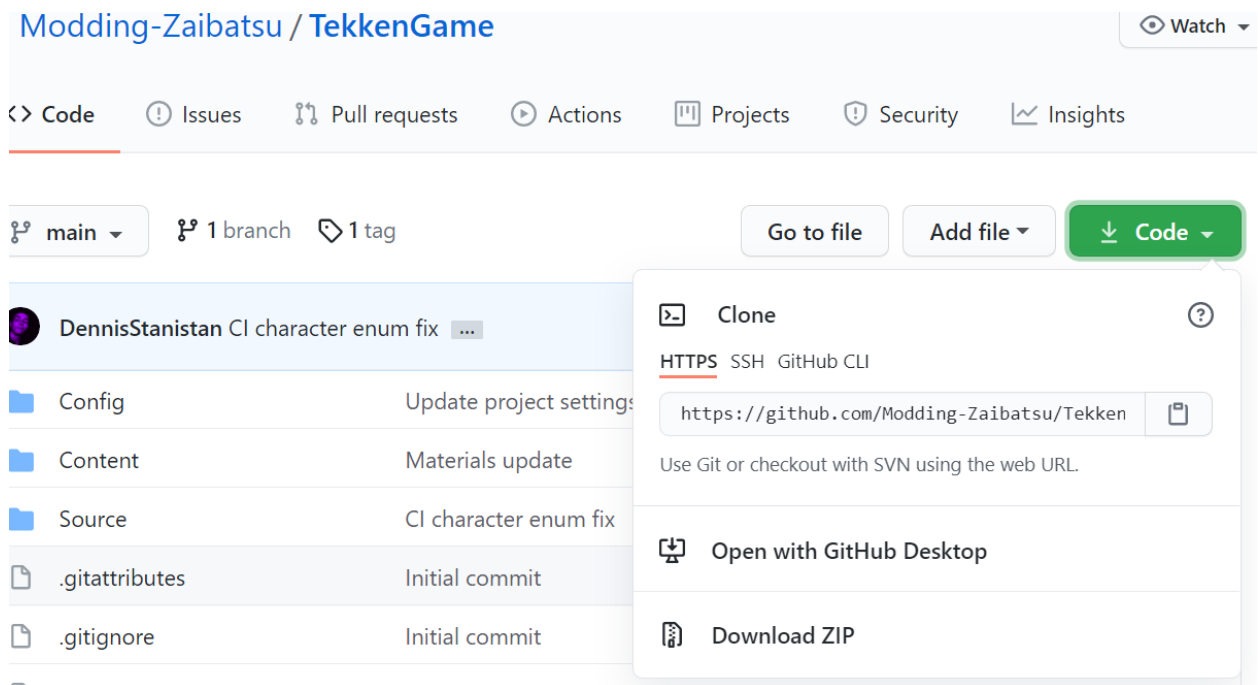
### Pre-requisites

- Virtual Studio 2015 Installed.
  - o If you don't have it or have an updated version you can get the older version here: <https://visualstudio.microsoft.com/vs/older-downloads/>. Mine was on a trial version so I had to get a fresh one.
- Full Install of the original custom UE4 following ALL steps.
  - o You can find these in the Modding Zaibatsu "announcements" channel.

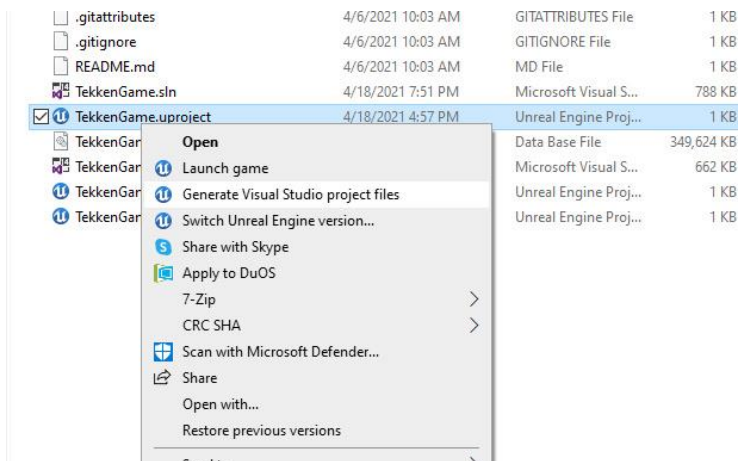
*NOTE: If you're worried something might get messed up, make a backup of your current TekkenGame folder.*

### Instructions

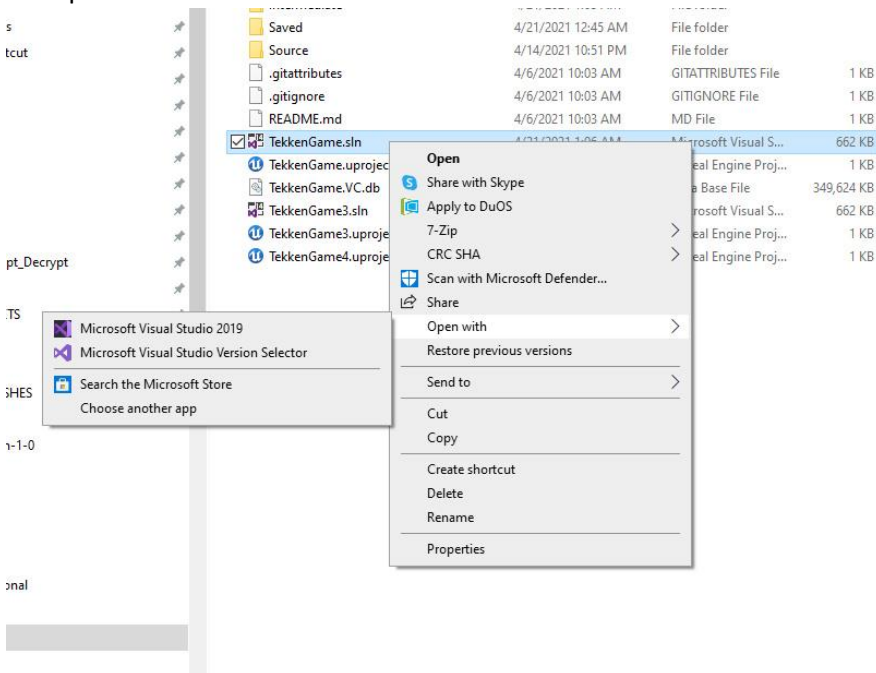
1. Go to <https://github.com/Modding-Zaibatsu/TekkenGame> to download the updated TekkenGame Project. Click on the "Code" button and download the zip.



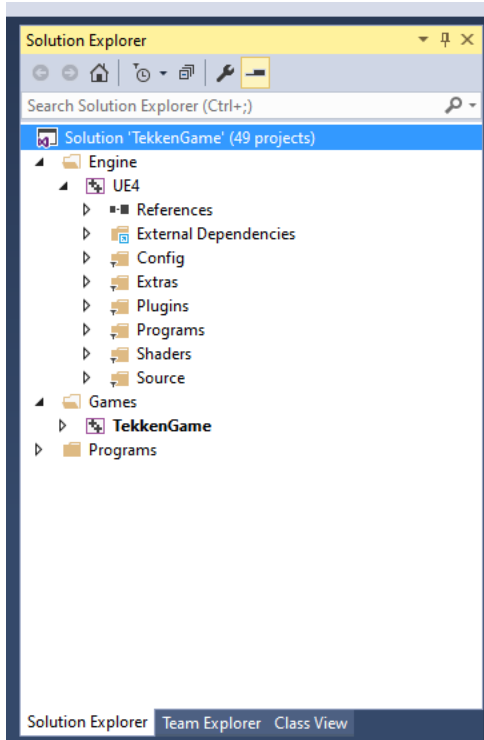
2. Once downloaded, unzip the file, place the contents in the TekkenGame-Bin-0 folder of your original custom UE folder. Mine looks like this "D:\UE4\_v2\TekkenGame-Bin-1-05\TekkenGame-Bin-1-0"
3. Right-Click on the TekkenGame.uproject and select "**Generate Visual Studio project files**". Once completed you'll see the "TekkenGame.sln" file that is not included in the zip package.



4. Right-Click on the “TekkenGame.sln” file and open with VirtualStudio 2015. In my case I have multiple versions and chose the “Microsoft Visual Studio Version Selector”.



5. One VS 2015 is open on the right-hand side you’ll see a box called “Solution Explorer”. You’ll see an option to click “Build” at the top. It does not say it in the screenshot below because I’ve already done it.



6. Once it's done building open up your TekkenGame project just like you would normally.