

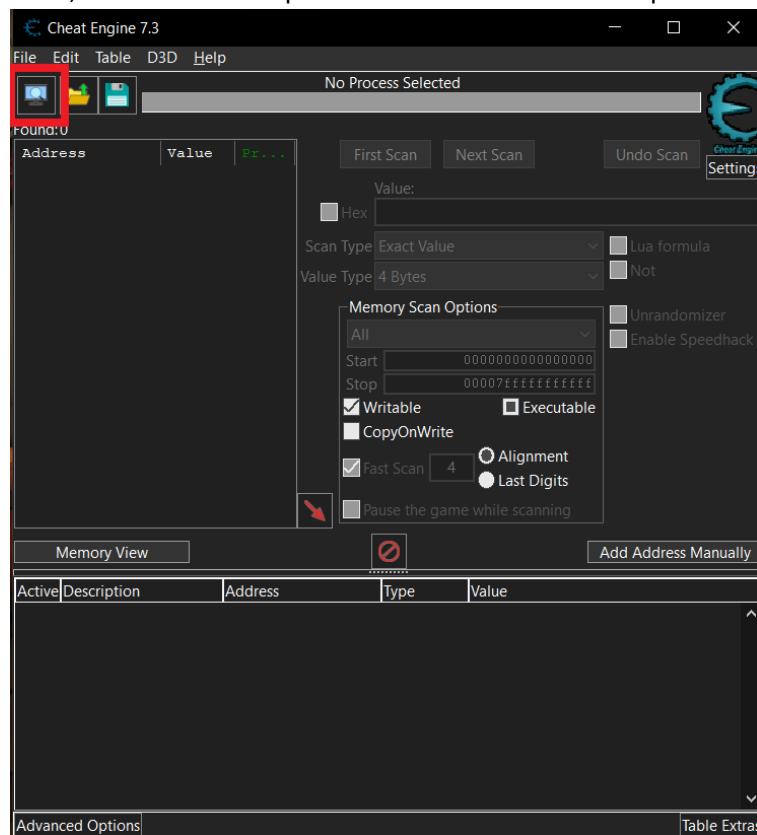
Warning: UE4SS is broken with U35. How to fix:

1. Open UE4SS-settings.ini
2. Update the engine override settings MajorVersion and MinorVersion with the correct UE version of DRG (at the time of writing, this is 4.25). Would look something like this:

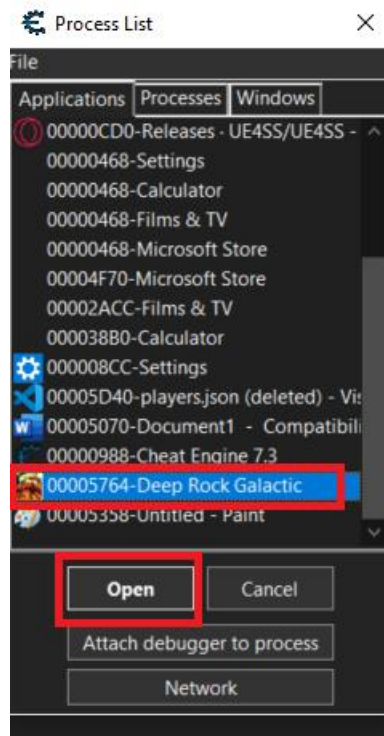
```
16  [EngineVersionOverride]
17  MajorVersion = 4
18  MinorVersion = 25
```

How to use UE4SS:

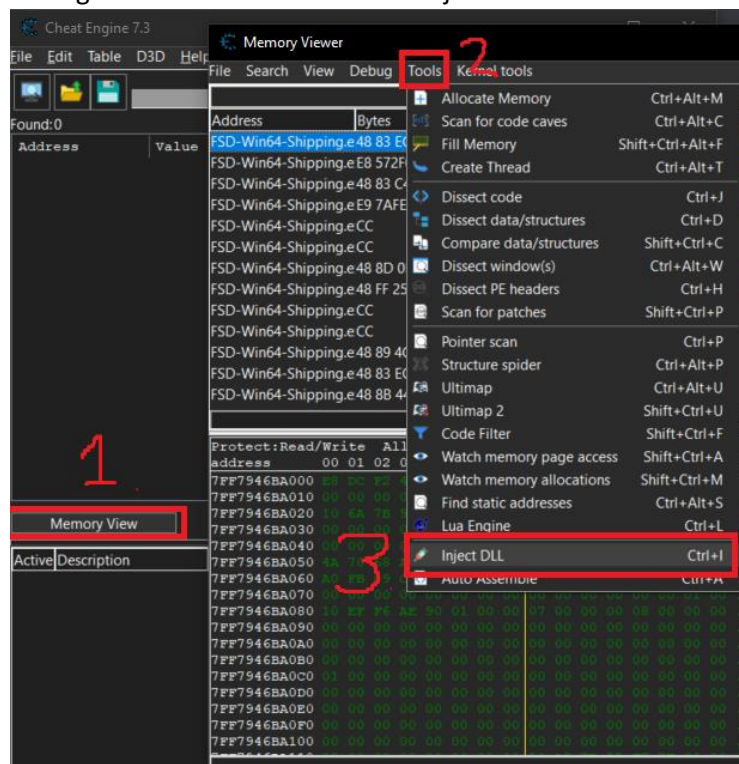
1. Get your release from the [Github repo](#)
2. Extract into the same folder that has the -Win64-Shipping.exe file
 - a. For DRG, this is Deep Rock Galactic\FSD\Binaries\Win64
3. Launch the game, wait for the spacerig to load, and then inject the ue4ss.dll with whatever injector you use
 - a. I use Cheat Engine, which you can get from [here](#) (be very careful when installing, as it will ask try to get you to install adware)
 - b. To use CE, start the game and CE
 - c. In CE, hit this little computer monitor button at the top under the File menu



- d. Go to the processes tab and find DRG, select it, then hit open



- e. Now hit the memory view button in the main UI
f. Then go to the tools menu and hit inject DLL



- g. Then select ue4ss.dll
h. A confirmation box asking if you want to execute a function of the dll will come up, press no
- Now go back into the game, and wait a few seconds (as the program is aob scanning).
 - Then use F10 or the game's default key to open console