

## INSTALLATION

**CREATE AN UNREAL 4 BASED GAME BLUEPRINTS ONLY NO C++**

**INSTALLATION**

Assesses 4.7 | 1 million views

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**Install Unreal Studio**

- Search for Visual Studio Community Download, Open Install.
- Select as components:
  - .NET Desktop Development
  - Universal Windows Platform Development
  - Desktop Development with C++
  - Game Development with C++
  - Make sure to manually select "Unreal Engine Installer" on the details panel here
  - Linux and embedded development with C++
- Install and all updates that might be asked for
- Open Epic Games launcher
- Go to Unreal Engine's library and install latest Unreal Engine
- Get Lyras from Marketplace and create Lyras Project from your Library
- Install Unreal's Engine Path-Engine-Extras-UnrealVR
- Open Lyras
- Go to Tools>Create Visual Studio Solution
- Close Lyras, open the newly created solution from Lyras install directory
- Right click you find the "Solution Explorer", right click on "Solution"
  - "LyrasGame", and choose
    - "Clean Solution" - should take some seconds and deletes all files
    - "Rebuild Solution" - takes a couple of minutes while recompiling.
- Start Lyras with the green arrow "Local Windows Debugger" (or FS)

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