name Package Unreal Engine AcherOfLegend Game Project

on

push

branches

- master

paths-ignore

- 'Windows' # windows 폴더 내 모든 파일 제외

- 'Build'

pull\_request

branches

- master

jobs

build

runs-on self-hosted

name AcherOfLegend Game

steps

# 1. 코드 체크아웃

- name Checkout code

uses actionscheckout@v3

# 2. Unreal Engine 프로젝트 패키징

- name Package Project

env

UE\_PATH 'DEpic GamesUE\_5.4' # Path to your Unreal Engine installation

PROJECT\_PATH 'EdohanAcherOfLegendAcherOfLegendAcherOfLegend.uproject' # Path to your Unreal project file

OUTPUT\_PATH 'EdohanAcherOfLegendAcherOfLegendtest' # Path to where you want to store the packaged game

run

# Try to run empty UAT to check for correct path

& $envUE\_PATHEngineBuildBatchFilesRunUAT.bat BuildCookRun -project=$envPROJECT\_PATH -noP4 -platform=Win64 -clientconfig=Development -serverconfig=Development -cook -allmaps -build -stage -pak -archive -archivedirectory=$envOUTPUT\_PATH

# 3. Windows 폴더 압축

- name Compress Windows Folder

run

cd EdohanAcherOfLegendAcherOfLegendtest

if (Test-Path Windows.zip) { Remove-Item Windows.zip } # 기존 zip 파일 삭제

Compress-Archive -Path Windows -DestinationPath Windows.zip # Windows 폴더 압축