

1、安装插件到最新版本的引擎中

Install plugins into the latest version of the engine

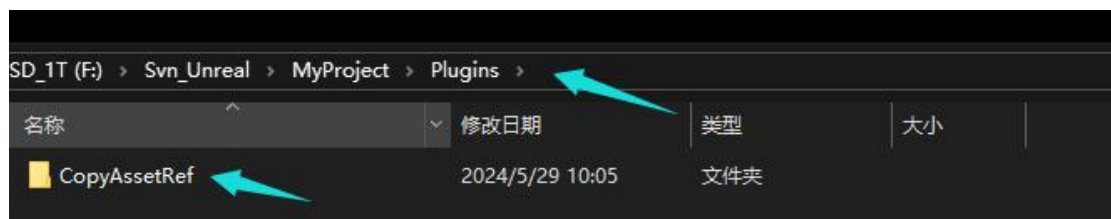
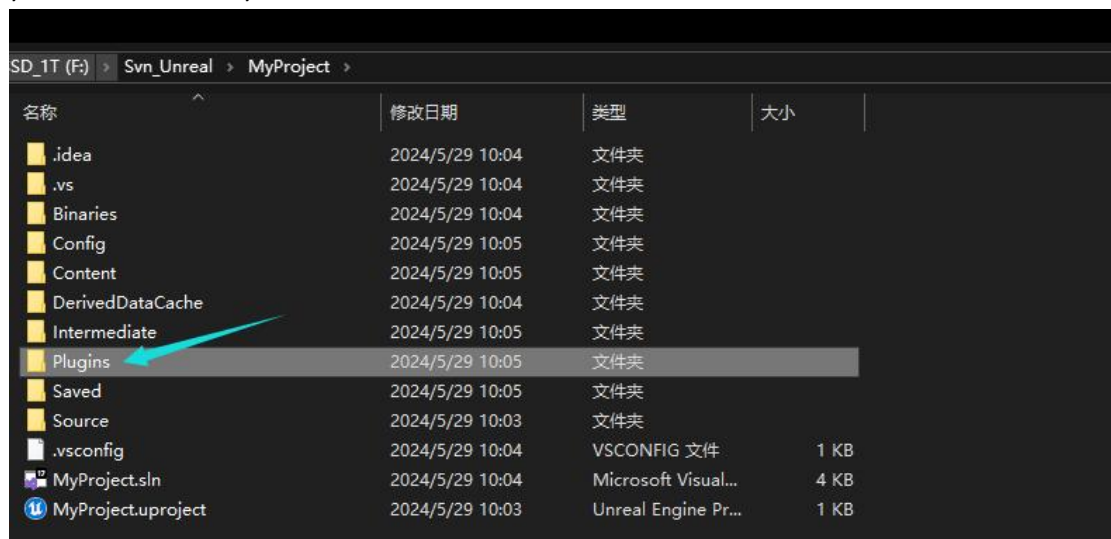
2、找到引擎安装目录：

Find the engine installation directory:



3、复制插件到 Unreal 项目 Plugins 文件夹中，如果没有此目录需要手动新建

Copy the plugin to the "Plugins" folder of the Unreal project. If this directory is not available, you need to manually create a new one

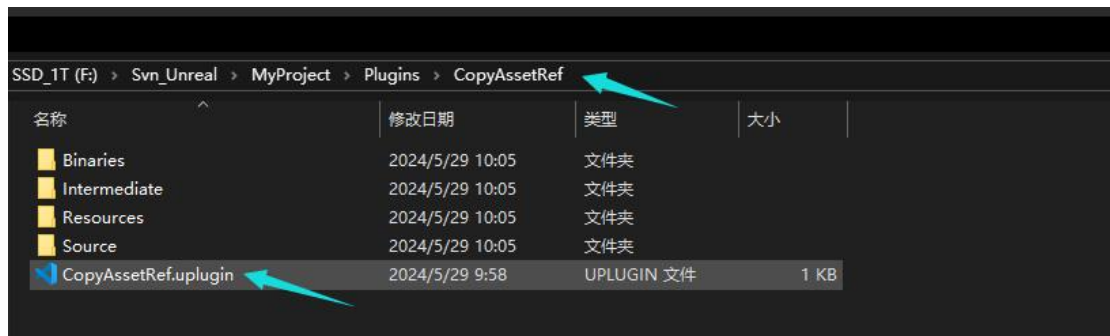


4、删除 Binaries 和 Intermediate 文件夹

Delete Binaries and Intermediate folders.

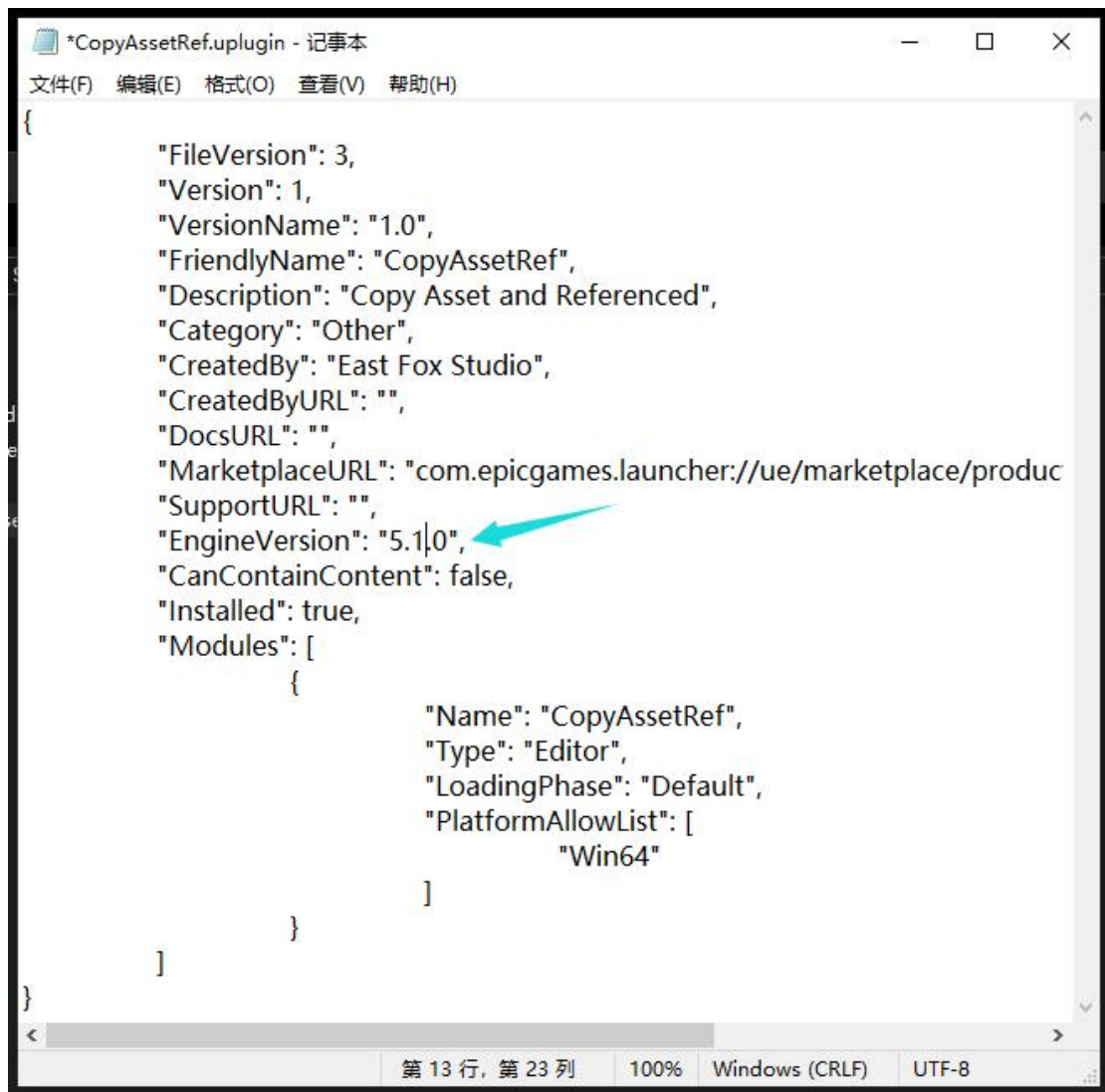
5、打开插件目录中的*.uplugin 文件（可以用记事本打开）

Open the *.uplugin file in the plugin directory (which can be opened using Notepad)









6、修改版本号到项目当前使用的 Unreal 版本

Modify the version number to the Unreal version currently being used in the project



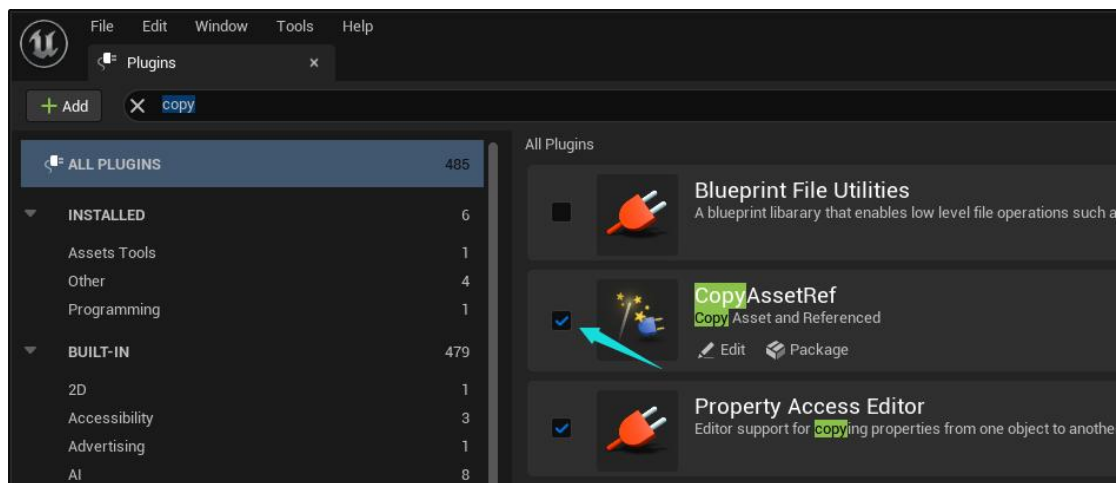
7、删除插件 Binaries 和 Intermediate 文件夹

Delete plugin Binaries and Intermediate folder

 Binaries	2024/10/21 10:40	文件夹
 Config	2024/10/21 11:24	文件夹
 Intermediate	2024/10/21 10:34	文件夹
 Resources	2024/10/21 10:34	文件夹
 Source	2024/10/21 10:34	文件夹
 CopyAssetRef.uplugin	2024/11/13 16:29	UPLUGIN 文件

8、项目插件管理其中打开插件

Project plugin management where plugins are opened



9、完成！

Complete!