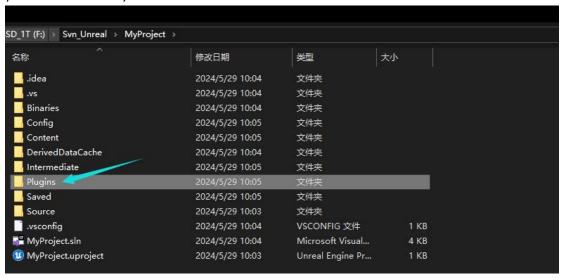
- 1、安装插件到最新版本的引擎中 Install plugins into the latest version of the engine
- 2、找到引擎安装目录:

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)



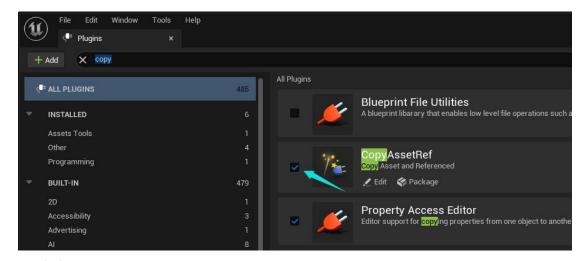
6、修改版本号到项目当前使用的 Unreal 版本

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

```
🧻 *CopyAssetRef.uplugin - 记事本
                                                                         文件(F) 编辑(E) 格式(O) 查看(V) 帮助(H)
         "FileVersion": 3,
          "Version": 1,
          "VersionName": "1.0",
         "FriendlyName": "CopyAssetRef",
         "Description": "Copy Asset and Referenced",
         "Category": "Other",
         "CreatedBy": "East Fox Studio",
          "CreatedByURL": "",
         "DocsURL": "",
         "MarketplaceURL": "com.epicgames.launcher://ue/marketplace/produc
          "SupportURL": "",
         "EngineVersion": "5.1.0",
         "CanContainContent": false,
          "Installed": true,
         "Modules": [
                              "Name": "CopyAssetRef",
                              "Type": "Editor",
                              "LoadingPhase": "Default",
                              "PlatformAllowList": [
                                         "Win64"
                   }
         ]
                                             100% Windows (CRLF)
                            第13行,第23列
                                                                    UTF-8
```

7、项目插件管理其中打开插件

Project plugin management where plugins are opened



8、完成!

Complete!