

1、安装插件到最新版本的引擎中

Install plugins into the latest version of the engine

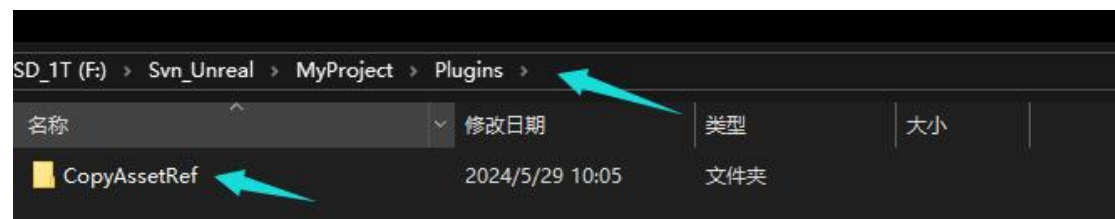
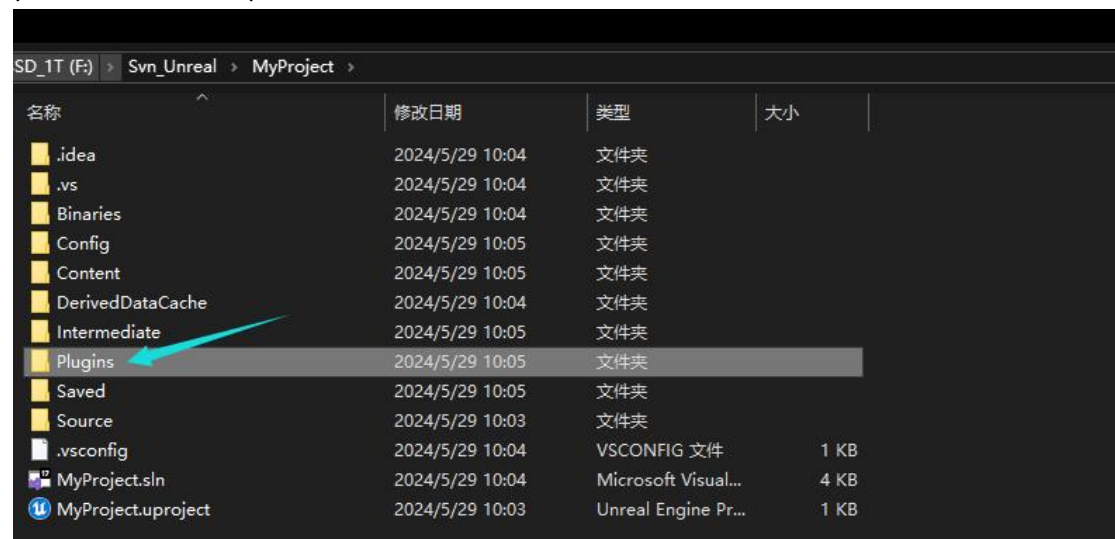
2、找到引擎安装目录：

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

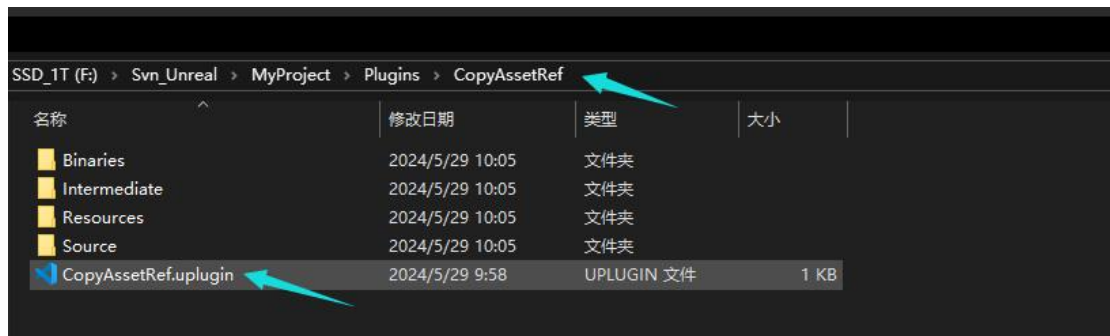


4、删除 Binaries 和 Intermediate 文件夹

Delete Binaries and Intermediate folders.

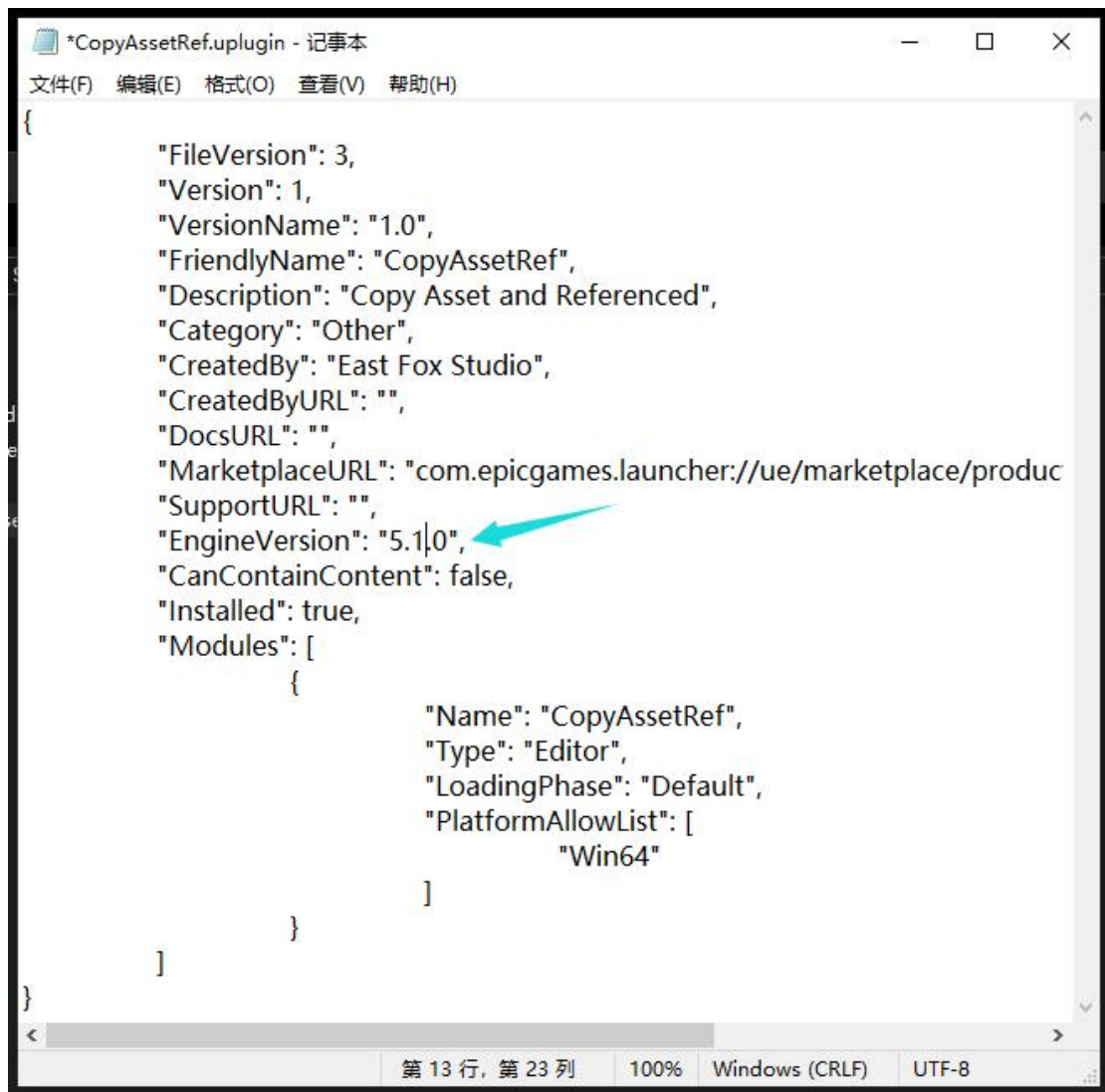
5、打开插件目录中的\*.uplugin 文件（可以用记事本打开）

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



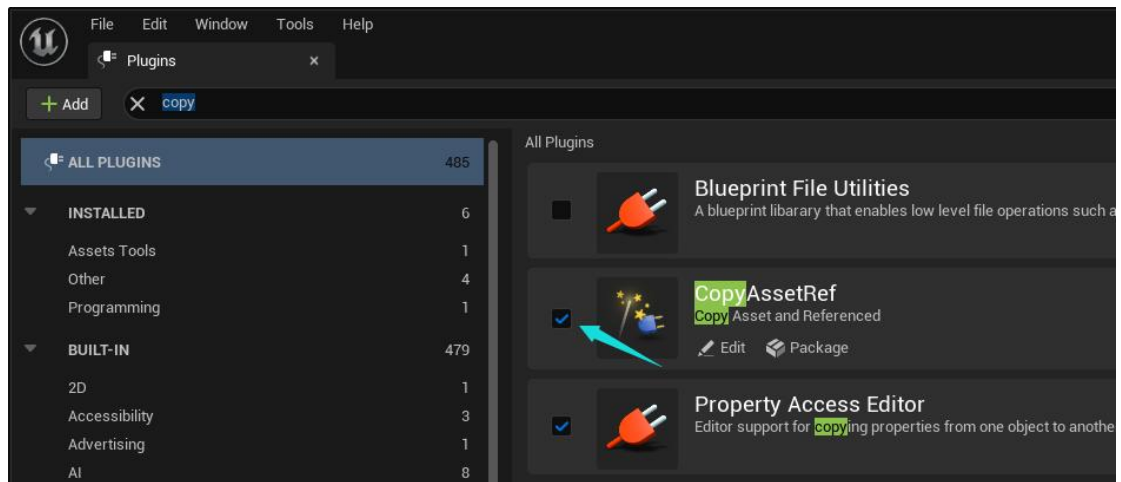
#### 6、修改版本号到项目当前使用的 Unreal 版本

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



#### 7、项目插件管理其中打开插件

Project plugin management where plugins are opened



8、完成！  
Complete！