

1、安装插件到最新版本的引擎中

Install plugins into the latest version of the engine

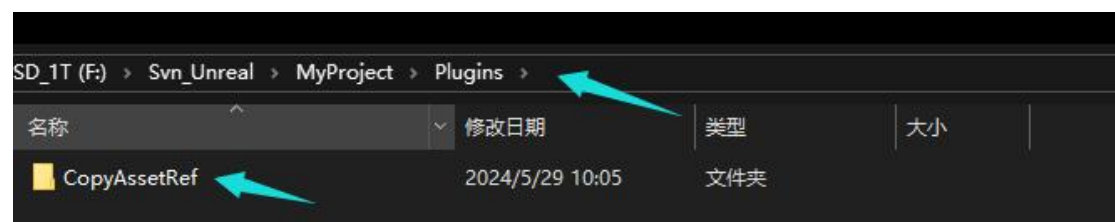
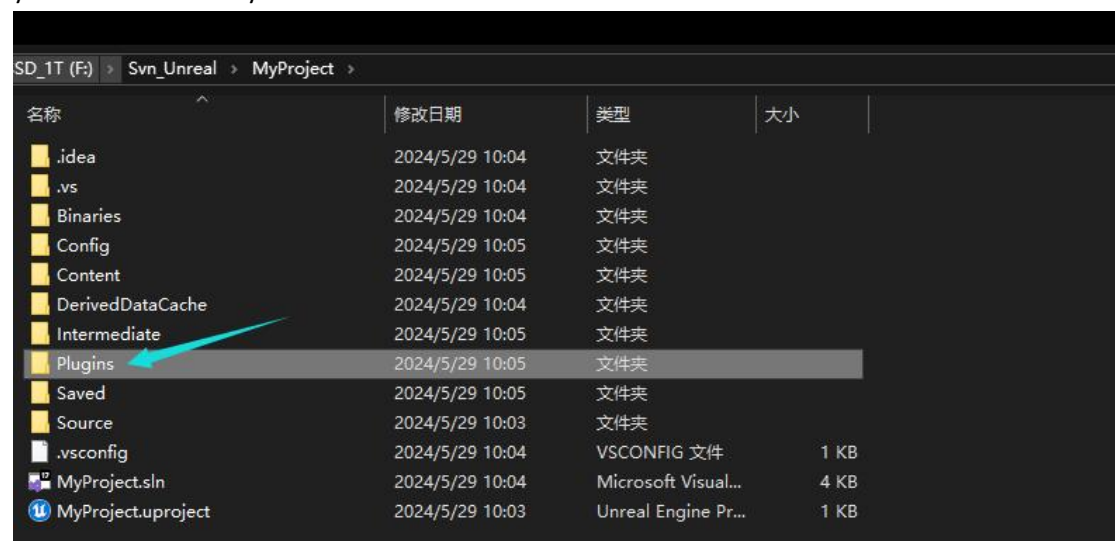
2、找到引擎安装目录：

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、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)



5、修改版本号到项目当前使用的 Unreal 版本

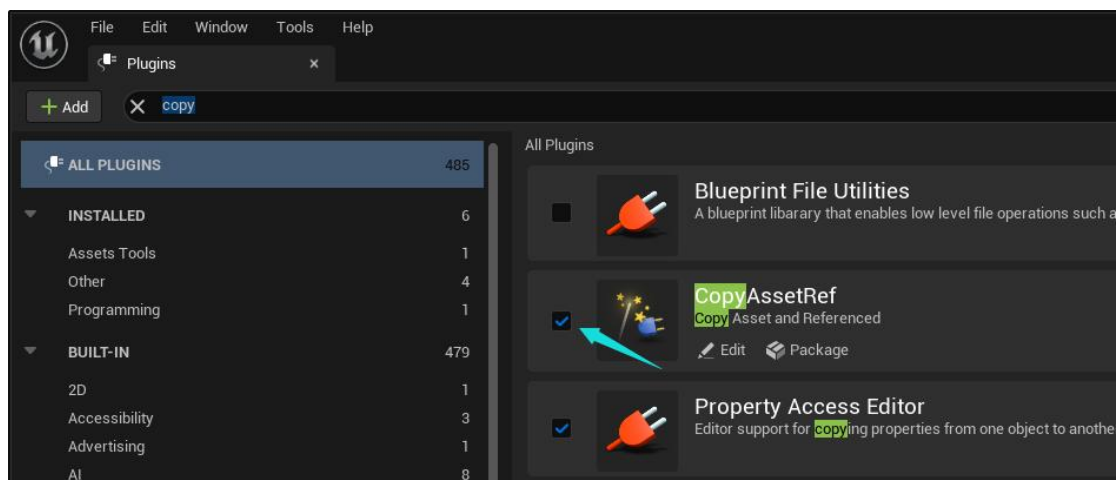
Modify the version number to the Unreal version currently being used in the project

```
*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/produ
  "SupportURL": "",
  "EngineVersion": "5.1|0",
  "CanContainContent": false,
  "Installed": true,
  "Modules": [
    {
      "Name": "CopyAssetRef",
      "Type": "Editor",
      "LoadingPhase": "Default",
      "PlatformAllowList": [
        "Win64"
      ]
    }
  ]
}
```

6、项目插件管理其中打开插件

Project plugin management where plugins are opened



7、完成！

Complete!