**Compiling UE4**

Download the engine source from github:

<https://github.com/EpicGames/UnrealEngine>

Navigate to the folder where you have downloaded the source

Run Setup.bat

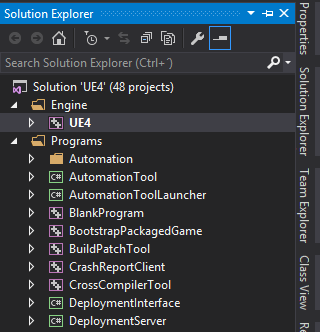
Then run GenerateProjectFiles.bat

Open UE4.sln (requires Visual Studio 2015 – VS 14.0)

Configuration: Development Editor – Win64

C:\Users\Guilherme\Downloads\Screenshot_7.png

Right click UE4 in solution explorer and click Build



**Installing Linux compile toolchain**

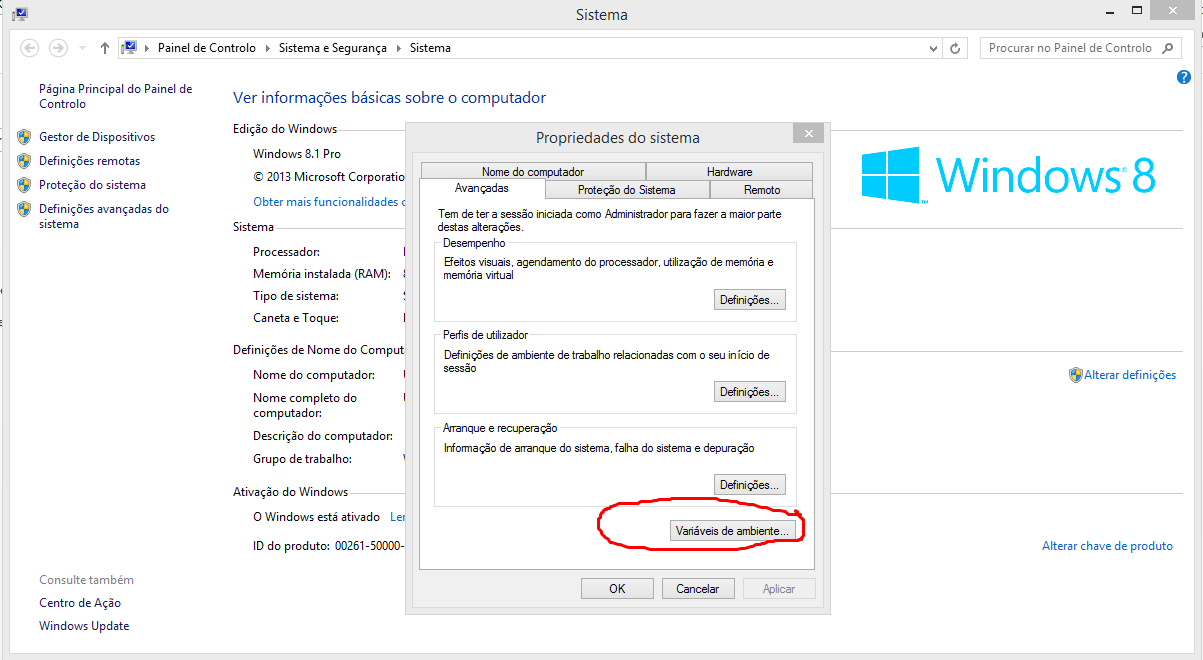
Download the compiler toolchain here:

<https://wiki.unrealengine.com/Compiling_For_Linux>

The instruction to allow the cross compilation are there but im going to write them here to be simpler

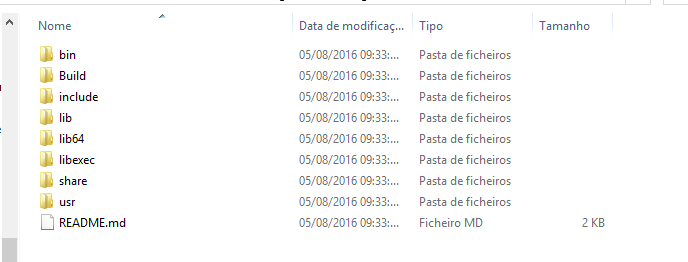
Place the toolchain somewhere in a folder doesnt matter where

Go to Start Menu – This PC – Properties – Advanced System Settings – Enviroment Variables



Create a new System Variable called LINUX\_ROOT and the value will be the path to the toolchain for example: C:\v4\_clang-3.5.0\_ld-2.24\_glibc-2.12.2\toolchain

The content of the folder should be this:



Now go to the UE4 source folder

Run Setup.bat – That will download all the required stuff for Linux compilation

Run Generate ProjectFiles.bat

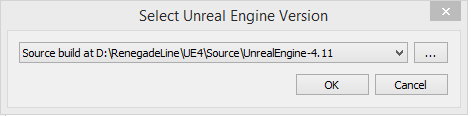
Open UE4.sln and compile UE4 following the steps on top after Opening UE4.sln

And you should now be able to compile all of your projects for Linux

**Compiling the game**

Go to RGLine\_Template project folder

Right click on RGLine\_Template.uproject and click Switch Unreal Engine Version, a window like this should pop up

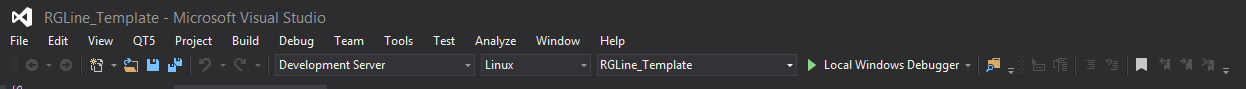


Select your source built UE4 version

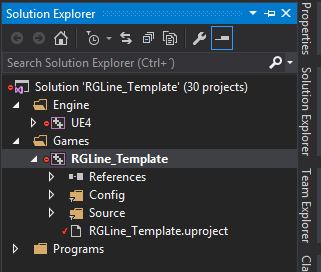
Right click again on RGLine\_Template.uproject and click Generate Visual Studio Project Files

Open RGLine\_Template.sln

Inside visual studio you will select the appropiate build configuration and platform of your choice



**Important: Go on the solution explorer and select RGLine\_Template project inside the games folder and right click and click Build**

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**Note: If you build the solution, it will build the whole UE4 engine again and we dont want that**

**Errors while compiling the game**

For errors like this contact RV\_TheDoctor, he will take a screenshot of the error and add a solution here.

To fix the Account System Blueprint Library not showing in the blueprint function category list just disable the Context Sensitive checkbox and it should show.