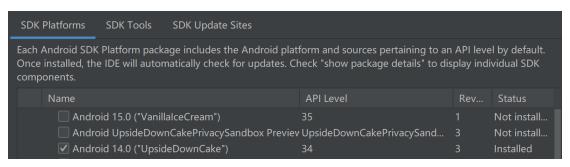
1. 打开 UE 的 GitHub 库,按步骤执行 readme 中使用 Windows 编译的章节并完成编译。 EpicGames/UnrealEngine: Unreal Engine source code

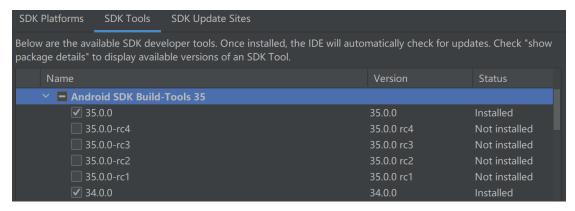
```
PS C:\Users\Isaac\Documents> git clone https://github.com/EpicGames/UnrealEngine.git Cloning into 'UnrealEngine'...
remote: Enumerating objects: 6453316, done.
remote: Counting objects: 100% (3115/3115), done.
remote: Compressing objects: 100% (1862/1862), done.
remote: Total 6453316 (delta 1341), reused 2883 (delta 1200), pack-reused 6450201 (from 1)
Receiving objects: 100% (6453316/6453316), 30.13 GiB | 17.15 MiB/s, done.
Resolving deltas: 100% (3958931/3958931), done.
Updating files: 100% (183467/183467), done.
```

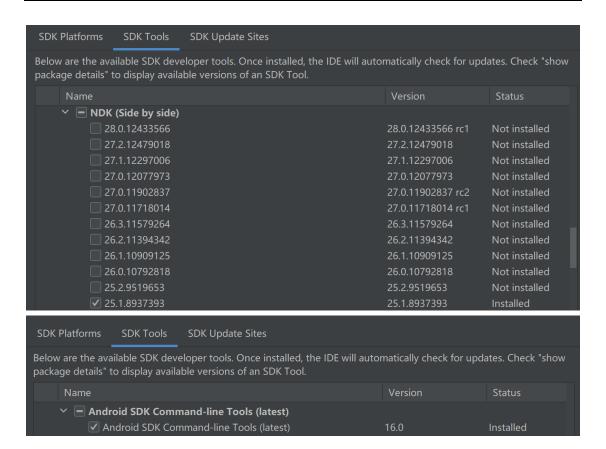


2. 参考 UE 官方文档安装配置 Android Studio, 直接使用 Turnkey 会导致报错,于是从 Android Studio 中手动选择 SDK Platform 34 版本, NDK 25.1.8937393 版本以及最新版 本的命令行工具进行安装。

使用虚幻引擎 Turnkey 设置 Android SDK、NDK 和 Android Studio | 虚幻引擎 5.4 文档 | Epic Developer Community | Epic Developer Community







## 3. 选择一个项目,进行打包

4. 连接开启 USB 调试的 Android 手机,在项目目录下找到 Install\_MyProject-arm64.bat 运行安装

win-x64	2024/11/17 13:45	文件夹	
Install_MyProject-arm64.bat	2024/11/17 13:45	Windows 批处理文件	3 KB
main.1.com.YourCompany.MyProject.obb	2024/11/17 13:45	OBB 文件	83,329 KB
MyProject-arm64.apk	2024/11/17 13:45	APK 文件	130,417 KB
Uninstall_MyProject-arm64.bat	2024/11/17 13:45	Windows 批处理文件	1 KB

## 5. 安装完成后可打开正常运行

