

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](https://github.com/EpicGames/UnrealEngine)

```
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.
```

```
显示输出来源(S): 生成
12>[6842/6843] WriteMetadata UnrealEditor.version (UBA disabled)
12>[6843/6843] WriteMetadata UnrealEditor.target (UBA disabled)
12>Trace file written to C:/Program Files/Epic Games/UnrealEngine
12>Total time in Unreal Build Accelerator local executor: 3314.00
12>Total execution time: 3525.60 seconds
===== 生成: 12 成功, 0 失败, 0 最新, 0 已跳过 =====
===== 生成于 21:33 完成, 耗时 58:57.151 分钟 =====
```

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](#)

SDK Platforms

SDK Tools

SDK Update Sites

Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, the IDE will automatically check for updates. Check "show package details" to display individual SDK components.

	Name	API Level	Rev...	Status
<input type="checkbox"/>	Android 15.0 ("VanillalceCream")	35	1	Not install...
<input type="checkbox"/>	Android UpsideDownCakePrivacySandbox Preview UpsideDownCakePrivacySand...		3	Not install...
<input checked="" type="checkbox"/>	Android 14.0 ("UpsideDownCake")	34	3	Installed

SDK Platforms	SDK Tools	SDK Update Sites
Below are the available SDK developer tools. Once installed, the IDE will automatically check for updates. Check "show package details" to display available versions of an SDK Tool.		
Name	Version	Status
Android SDK Build-Tools 35		
<input checked="" type="checkbox"/> 35.0.0	35.0.0	Installed
<input type="checkbox"/> 35.0.0-rc4	35.0.0 rc4	Not installed
<input type="checkbox"/> 35.0.0-rc3	35.0.0 rc3	Not installed
<input type="checkbox"/> 35.0.0-rc2	35.0.0 rc2	Not installed
<input type="checkbox"/> 35.0.0-rc1	35.0.0 rc1	Not installed
<input checked="" type="checkbox"/> 34.0.0	34.0.0	Installed

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Name	Version	Status
NDK (Side by side)		
<input type="checkbox"/> 28.0.12433566	28.0.12433566 rc1	Not installed
<input type="checkbox"/> 27.2.12479018	27.2.12479018	Not installed
<input type="checkbox"/> 27.1.12297006	27.1.12297006	Not installed
<input type="checkbox"/> 27.0.12077973	27.0.12077973	Not installed
<input type="checkbox"/> 27.0.11902837	27.0.11902837 rc2	Not installed
<input type="checkbox"/> 27.0.11718014	27.0.11718014 rc1	Not installed
<input type="checkbox"/> 26.3.11579264	26.3.11579264	Not installed
<input type="checkbox"/> 26.2.11394342	26.2.11394342	Not installed
<input type="checkbox"/> 26.1.10909125	26.1.10909125	Not installed
<input type="checkbox"/> 26.0.10792818	26.0.10792818	Not installed
<input type="checkbox"/> 25.2.9519653	25.2.9519653	Not installed
<input checked="" type="checkbox"/> 25.1.8937393	25.1.8937393	Installed

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Below are the available SDK developer tools. Once installed, the IDE will automatically check for updates. Check "show package details" to display available versions of an SDK Tool.

Name	Version	Status
Android SDK Command-line Tools (latest)		
<input checked="" type="checkbox"/> Android SDK Command-line Tools (latest)	16.0	Installed

3. 选择一个项目，进行打包

```
UATHelper: 打包 (Android (ASTC)): Package Command time: 72.63 s
UATHelper: 打包 (Android (ASTC)): ***** PACKAGE COMMAND COMPLETED *****
UATHelper: 打包 (Android (ASTC)): ***** ARCHIVE COMMAND STARTED *****
UATHelper: 打包 (Android (ASTC)): Archiving to C:/Users/Isaac/Documents/Unreal Projects/MyProject
UATHelper: 打包 (Android (ASTC)): GetPackageInfo ReturnValue: com.YourCompany.MyProject
UATHelper: 打包 (Android (ASTC)): GetPackageInfo ReturnValue: 1
UATHelper: 打包 (Android (ASTC)): GetPackageInfo ReturnValue: com.YourCompany.MyProject
UATHelper: 打包 (Android (ASTC)): GetPackageInfo ReturnValue: 1
UATHelper: 打包 (Android (ASTC)): Archive command time: 0.16 s
UATHelper: 打包 (Android (ASTC)): ***** ARCHIVE COMMAND COMPLETED *****
UATHelper: 打包 (Android (ASTC)): BuildCookRun time: 1036.83 s
UATHelper: 打包 (Android (ASTC)): BUILD SUCCESSFUL
UATHelper: 打包 (Android (ASTC)): AutomationTool executed for 0h 17m 17s
UATHelper: 打包 (Android (ASTC)): AutomationTool exiting with ExitCode=0 (Success)
LogStreaming: Display: FlushAsyncLoading(413): 1 QueuedPackages, 0 AsyncPackages
```

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

