

UNREAL Project setup for Repository access

prerequisites:

- *Download Sourcetree desktop application*
- *Have a GitHub profile*
- *Have the Currently used Unreal Engine version for your associated project*
- *Have Git installed on your local machine*

1.) Obtain the Repository URL

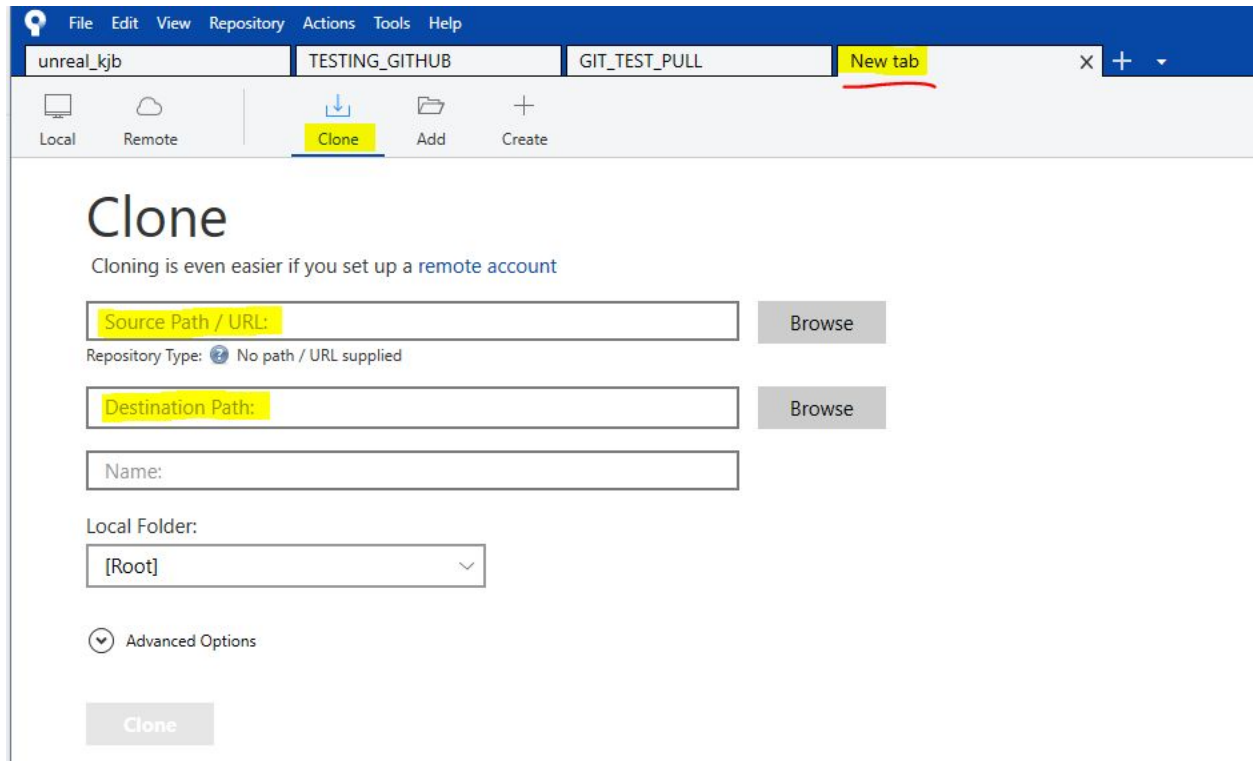
Go to GitHub.com and grab the URL under the “Clone or Download” button

The screenshot shows the GitHub interface for a repository named 'UNREAL' by user 'joshuashaver'. The repository is private. At the top, there are buttons for 'Watch', 'Star', and 'Fork'. Below these are tabs for 'Code', 'Issues', 'Pull requests', 'Projects', 'Insights', and 'Settings'. The 'Code' tab is selected, showing a commit history with 1 commit, 1 branch, and 0 releases. A green progress bar indicates the commit status. Below the progress bar, there are buttons for 'Branch: master', 'New pull request', 'Create new file', 'Upload files', 'Find file', and 'Clone or download'. The 'Clone or download' button is highlighted with a red arrow labeled '1'. A dropdown menu is open, showing the option to 'Clone with HTTPS' (selected) and 'Use SSH'. The HTTPS URL is 'https://github.com/joshuashaver/UNREAL.g' and is highlighted with a red arrow labeled '2'. Below the URL are buttons for 'Open in Desktop' and 'Download ZIP'. The repository content shows a file named 'GITTest' and a file named '.gitignore', both with an 'Initial commit' status. At the bottom, there is a prompt to 'Add a README with an overview of your project.'

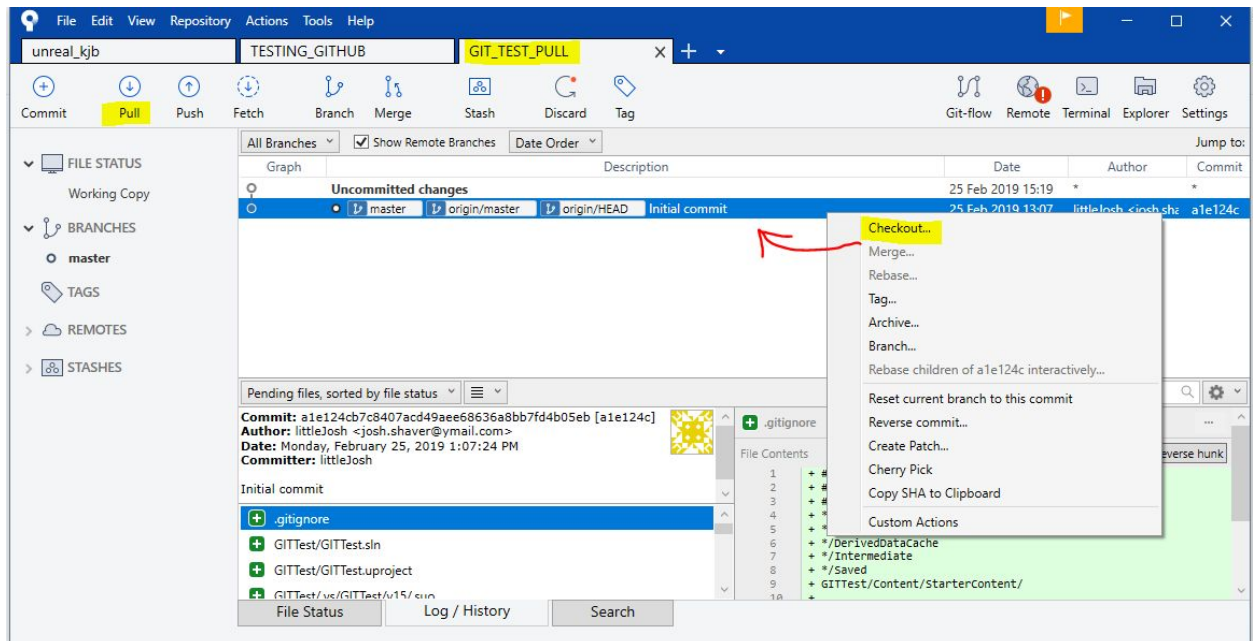
2.) In the Sourcetree desktop app, Clone this repository

Under a **new tab**, locate the “Clone” button. After selecting clone you will be prompted for a “Source Path” first <- being the Repository URL.

and then a “Destination Path”. <- being the local folder that you are copying to.



3.) Once the Repo has been cloned you should be able to simply checkout a branch



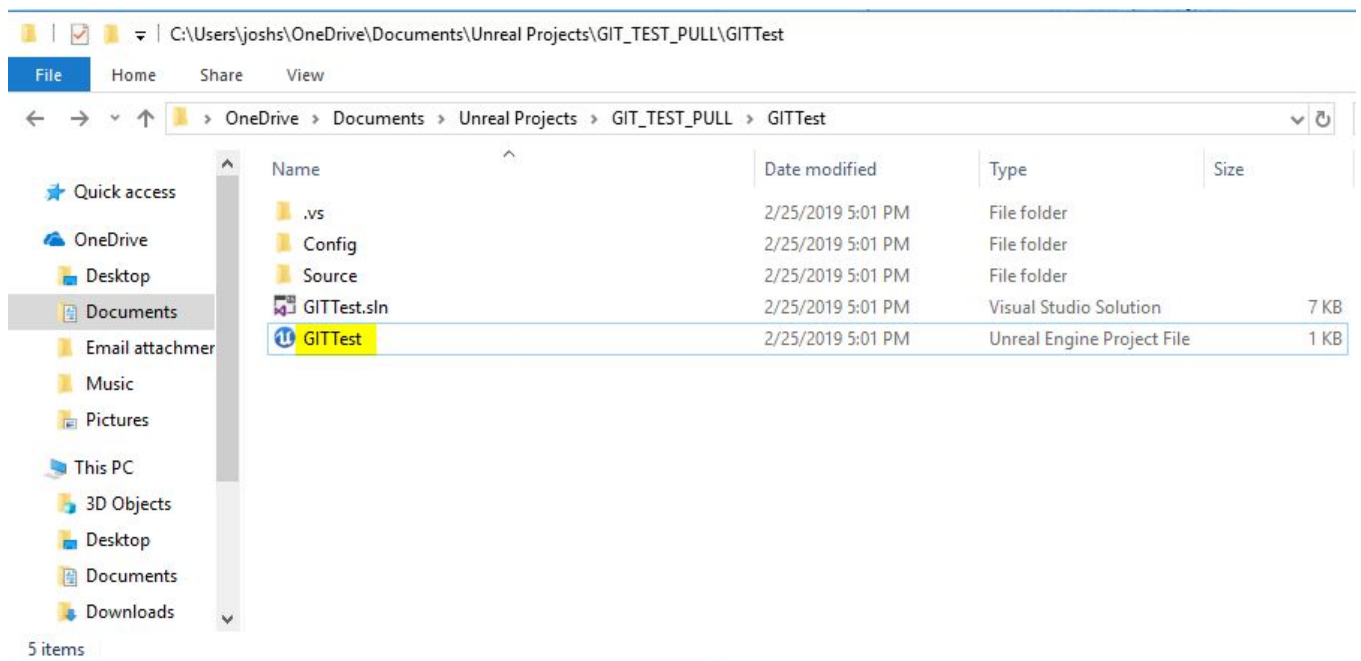
4.) Now if you navigate to your project folder it should be looking something like this

We are currently missing multiple files: Content, Binaries, Saves, and Intermediate.

These can be large files, but they are derived files and can be created at run time. So double click on the .uproject file and you will be prompted that modules are missing. Go ahead and click “Yes” to rebuild these files.

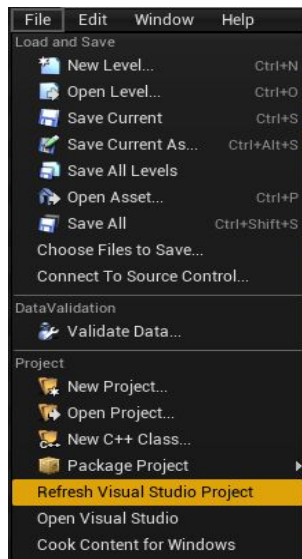
small edit

I also ignore the .vs directory and solution file. So the project will look slightly different after pulling it down. (It looks the same as it does in the Repo)



5.) Now your editor is open, but your Visual Studio session is still broken. We need to fix this now.

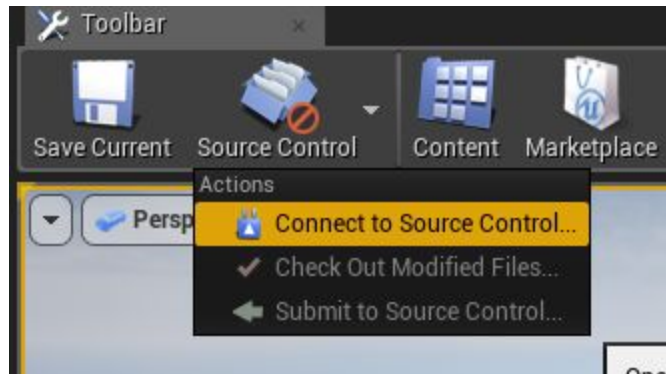
Go to the File dropdown and select “Refresh Visual Studio Project”. This should rebuild your VS project files.



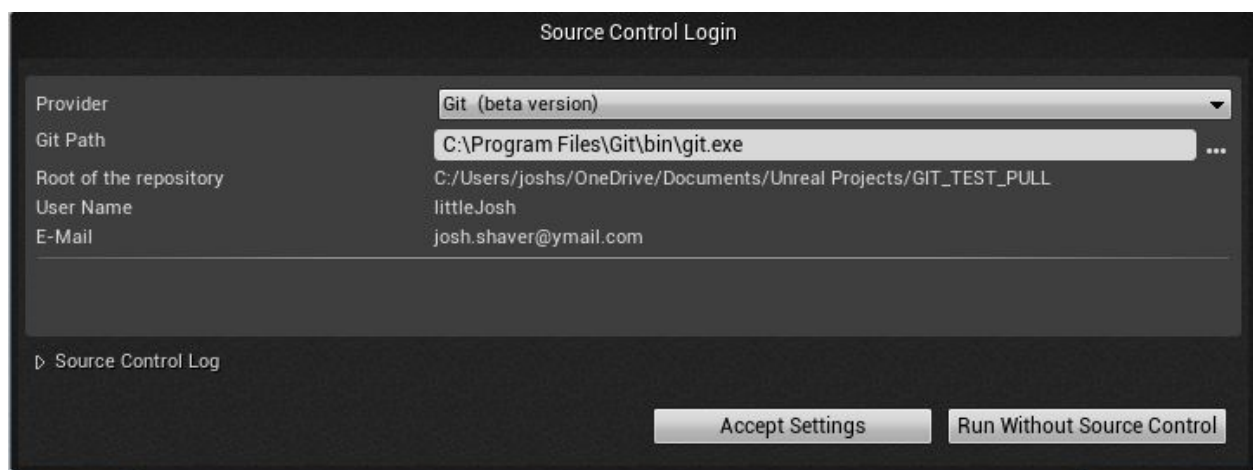
(Optional) Setup Source control within UNREAL editor

Since Sourcetree detects any changes made in this directory it is not necessarily required to have this setup within the UNREAL editor, but just for better source control integration we will set it up.

1.) Find and click on the “Source Control” button on the toolbar and select “Connect to Source Control”



- 2.) Select Git for the provider and if Git is installed on your machine it should auto detect the .exe location, but if not just browse and select it from the Program Files/Git/bin/ directory. The root of the Repo will be the destination from earlier where we cloned it, And I think the login info is for your sourcetree app



- 3.) If no errors occurred your Source Control tab should look like this.



Helpful Tips

If you are unsure what UNREAL Editor version a project is using >>

In the project folder there should be a .uproject folder. If this is associated correctly it will have a blue or black “U” as a logo. You can edit this file in a text editor to view the version info for the project.