

# Development Setup

How to set up your development environment for programming with C++ in Unreal Engine.



**Unreal Engine (UE)** supports several **Integrated Development Environments (IDEs)** for programming in C++. This section contains guides on how to set up your development environment, download the UE source code, and build UE from source, as well as how to use the supplemental programming tools that come with the engine.



## Xcode

Use Xcode to program on MacOS.



## Setting Up Visual Studio

Tips, tricks, and techniques for setting up Visual Studio to work with Unreal Engine



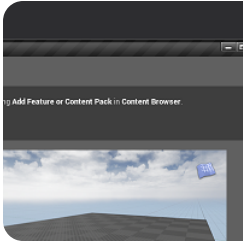
## Setting Up VS Code for Unreal Engine

How to set up Visual Studio Code as your IDE for use with Unreal Engine projects.



## Downloading Unreal Engine Source Code

Steps for connecting to the source code repository and downloading the latest build of Unreal Engine.



## Building Unreal Engine from Source

Compiling Unreal Engine from source code.



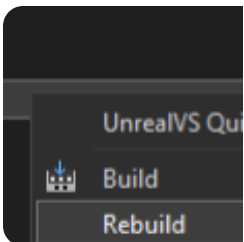
## Build Configurations Reference

Reference guide for solution and project build configurations.



## Managing Game Code

Add code to your project and generate project files for IDEs.



## Compiling Game Projects

Compiling individual game projects using Visual Studio on Windows, or Xcode on Mac.



## Live Coding

Recompile and patch your game's binaries at runtime.



## Programming Tools

Applications, tools, and add-ins that are useful for programmers working with Unreal Engine.