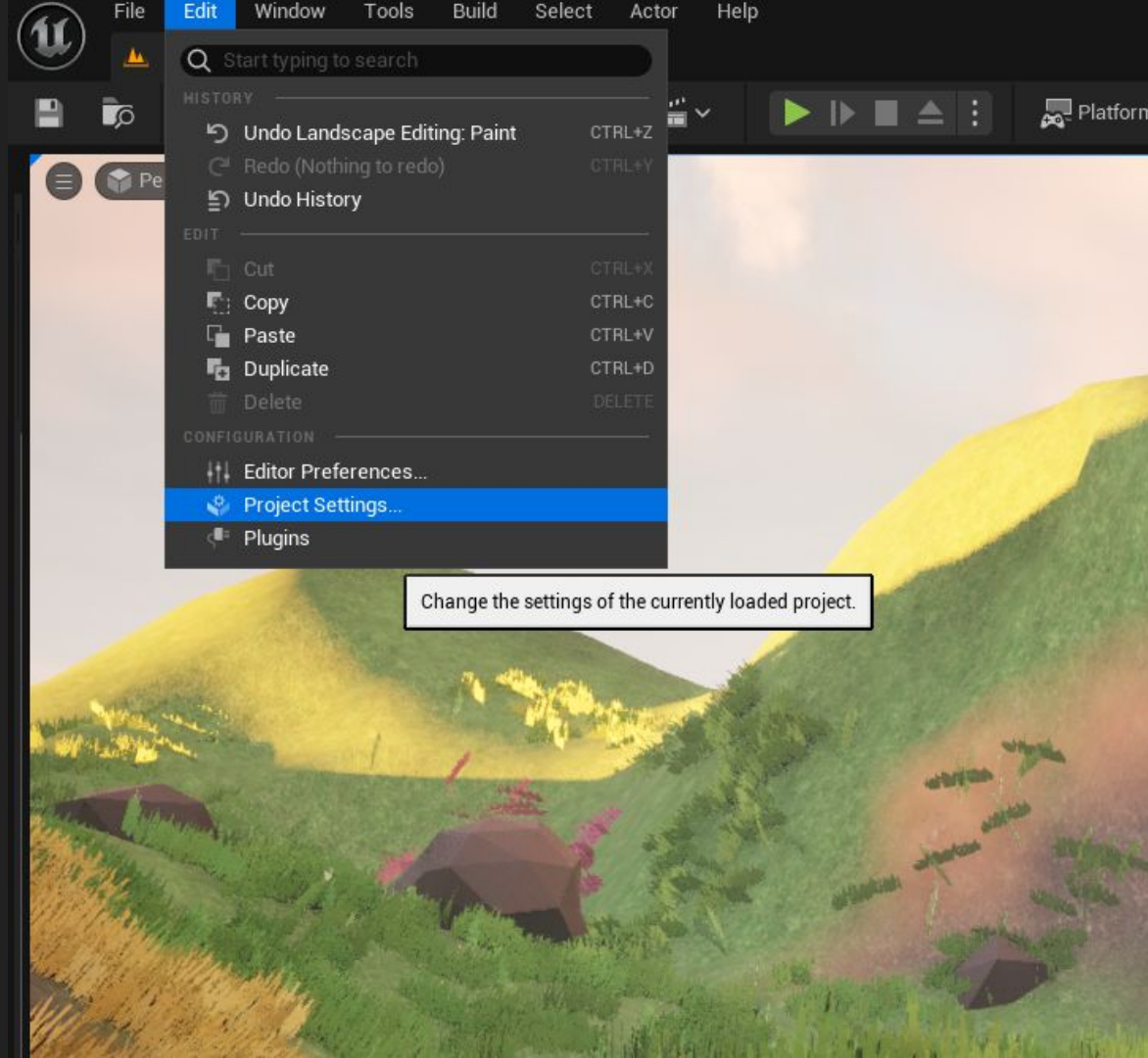




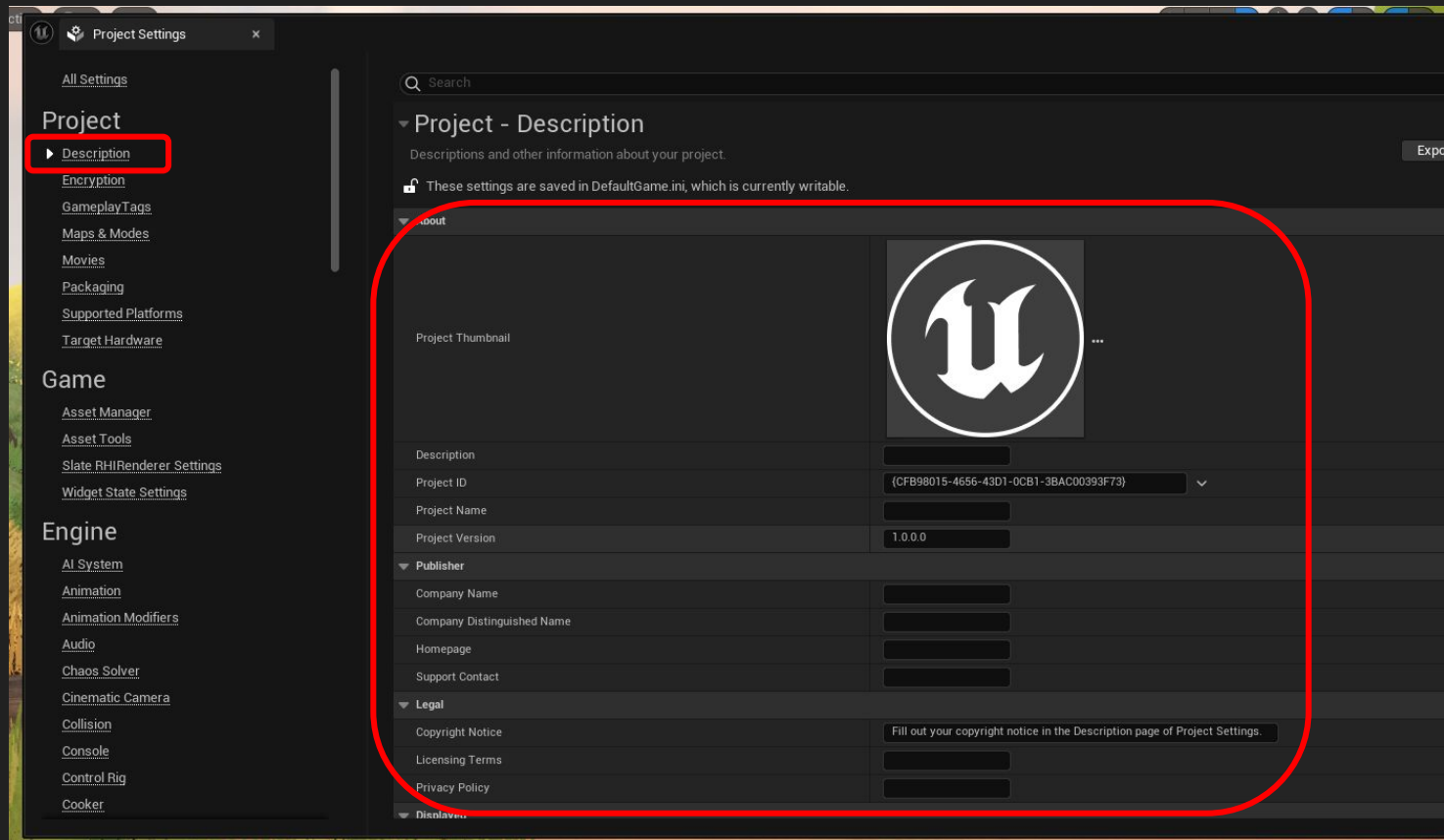
Unreal Engine 5

Exporte ton Jeu

Ouvre les “Project Settings”



Remplir les Informations



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Game

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▼ Ini Section Denylist

2 Array elements

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HordeStorageServers ▾

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Additional builds for this project.

0 Array element

Retain Staged Directory

☐

► Advanced

▼ Project

Build

If project has code, or running a locally built editor ▾

Build Configuration

Development ▾

Build Target

Debug

Full Rebuild

DebugGame

For Distribution

Development

Include Debug Files in Shipping Builds

Test

▼ Prerequisites

Include prerequisites installer

☒

Include app-local prerequisites

☐

► Advanced

Shipping configuration.



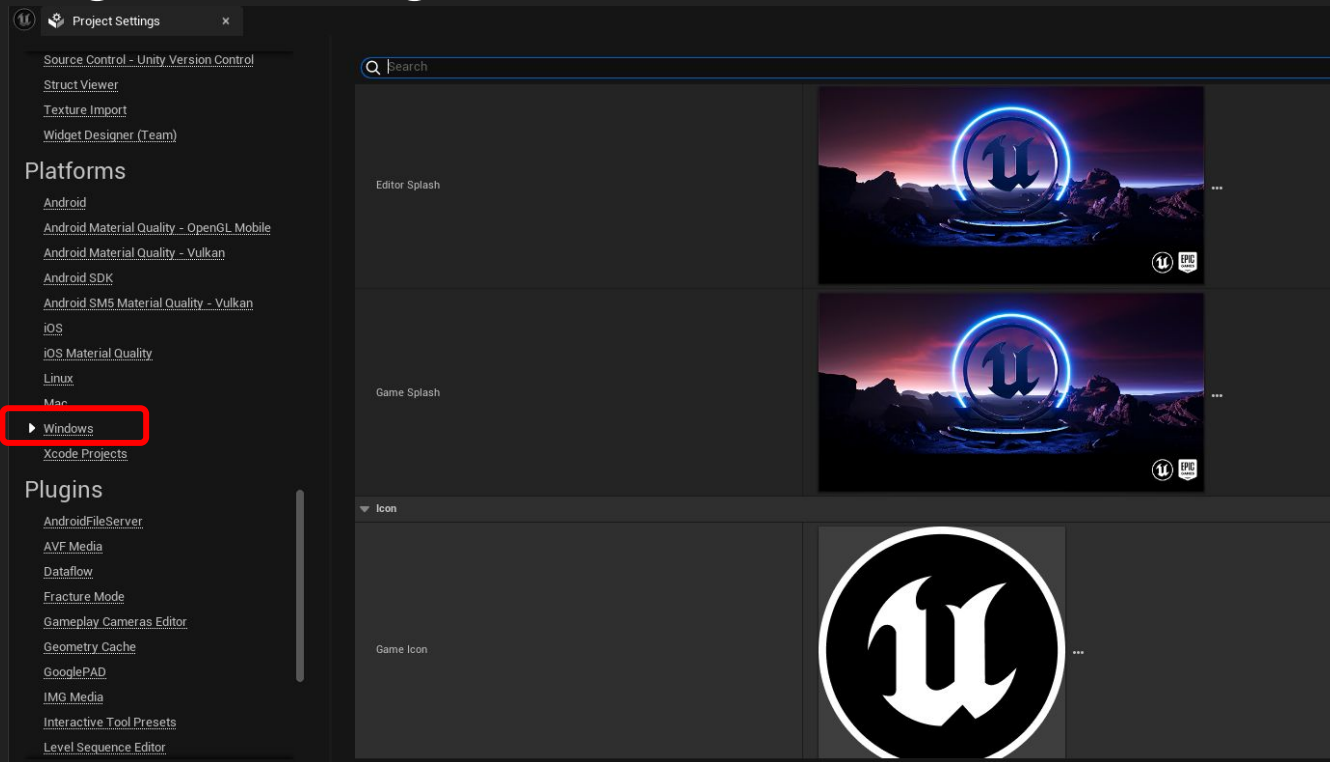
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V

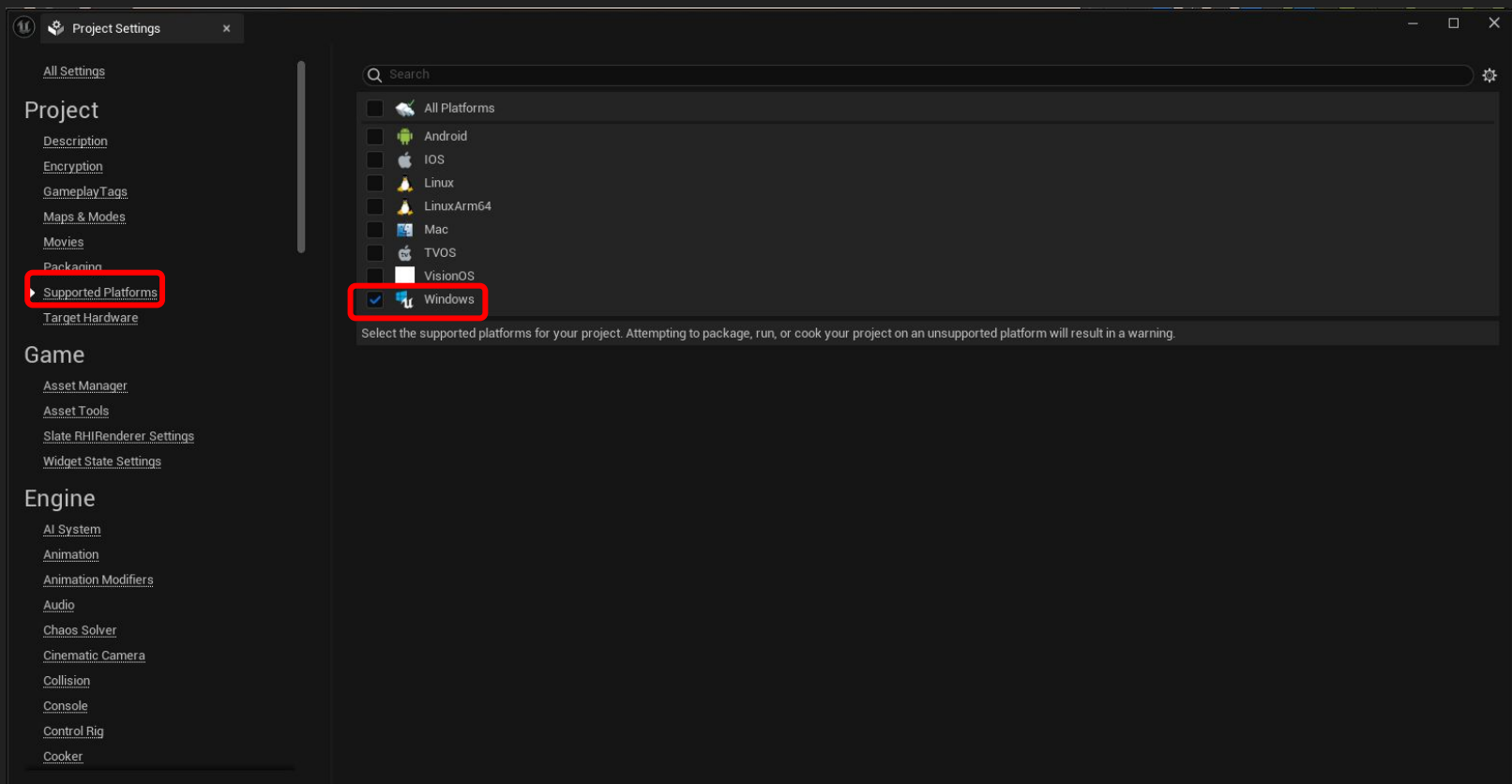
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C

Changer l'image de chargement

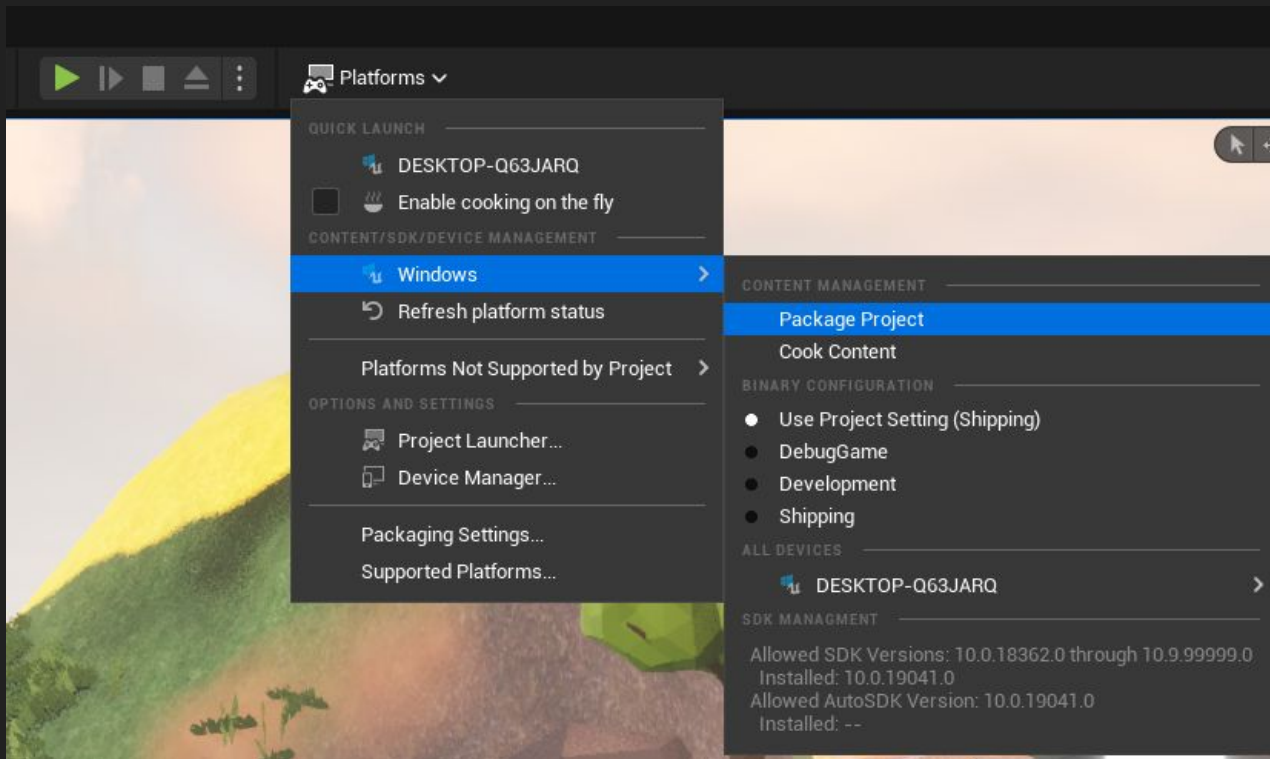


Choisir Windows comme plateforme



Exporter votre Jeu

Une fois les paramètre entrés faites `Package Project`



Voir le status de votre compilation

