

# Downloading Unreal Engine 4 and Installing Datasmith

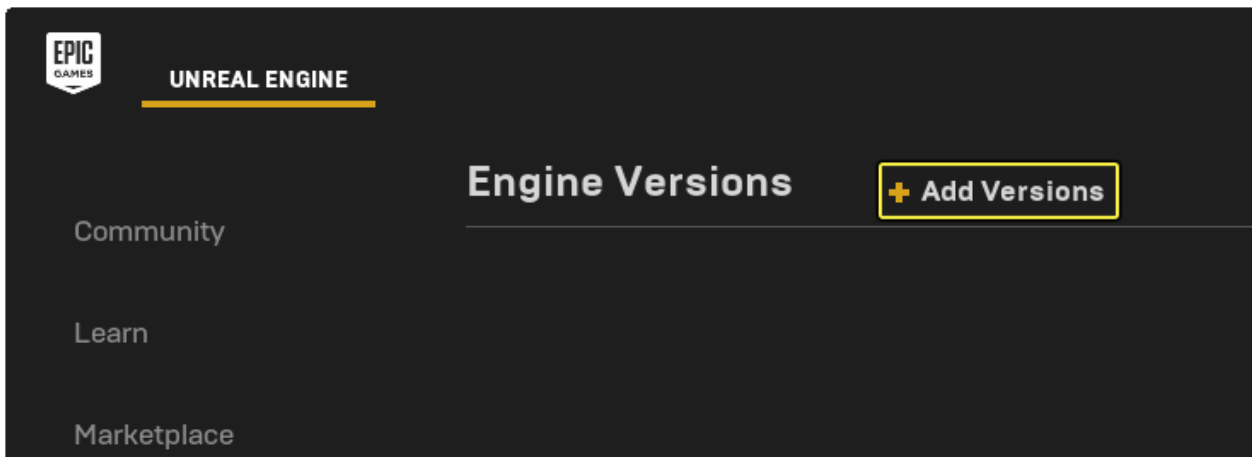
In this guide, you will learn how to get set up and start working with Datasmith for Unreal Engine 4 (UE4). This guide covers the following topics:

- Installing Unreal Engine 4
- Checking that Datasmith entitlements are active and the plugin is installed
- Creating or Converting a Project for Datasmith
- Installing the Unreal Datasmith Exporter Plugin

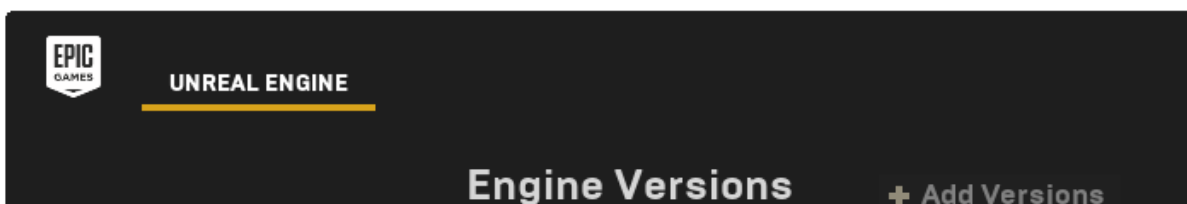
You may have already completed some of these steps previously. If so, skip to the section that you have not previously done.

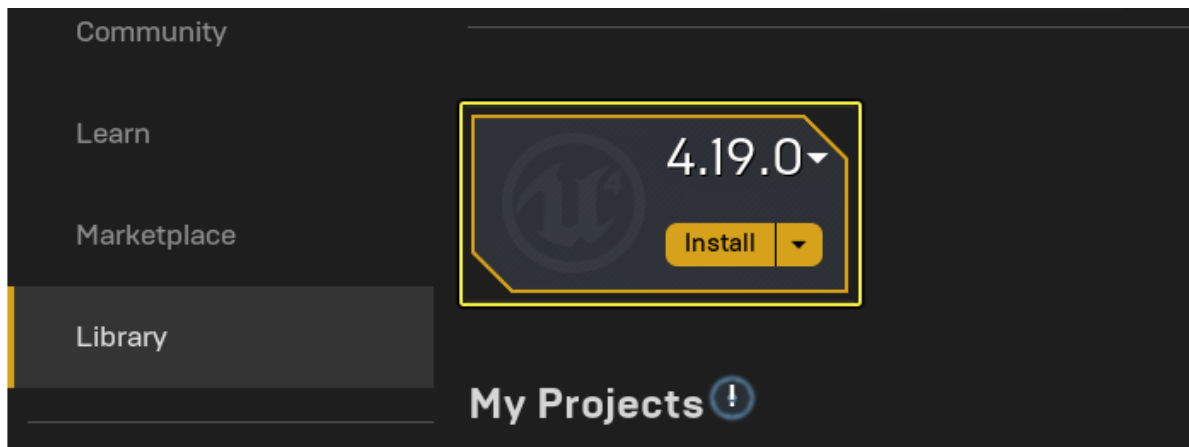
## Installing Unreal Engine 4

1. To get started installing Unreal Engine 4, start by following this How-To guide for [Installing Unreal Engine 4](#). It shows you how to do the following:
  - i. [Create an Epic Games account \(if you don't already have one\)](#)
  - ii. [Download and Run the Installer \(Epic Games Launcher Setup Program\)](#)
  - iii. [Sign into the Epic Games Launcher](#)
  - iv. [Install Unreal Engine 4](#)
2. When you're ready to install Unreal Engine 4, click the **Add Versions** button in the Epic Games Launcher.

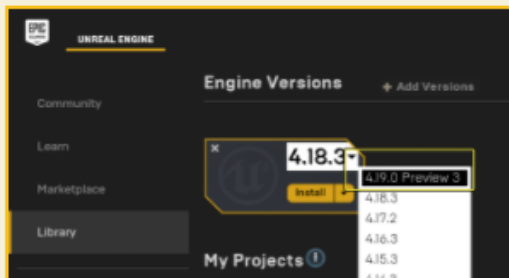


3. Under **Engine Versions** in the Epic Games Launcher, a new version slot is shown with the latest major release version of Unreal Engine 4.



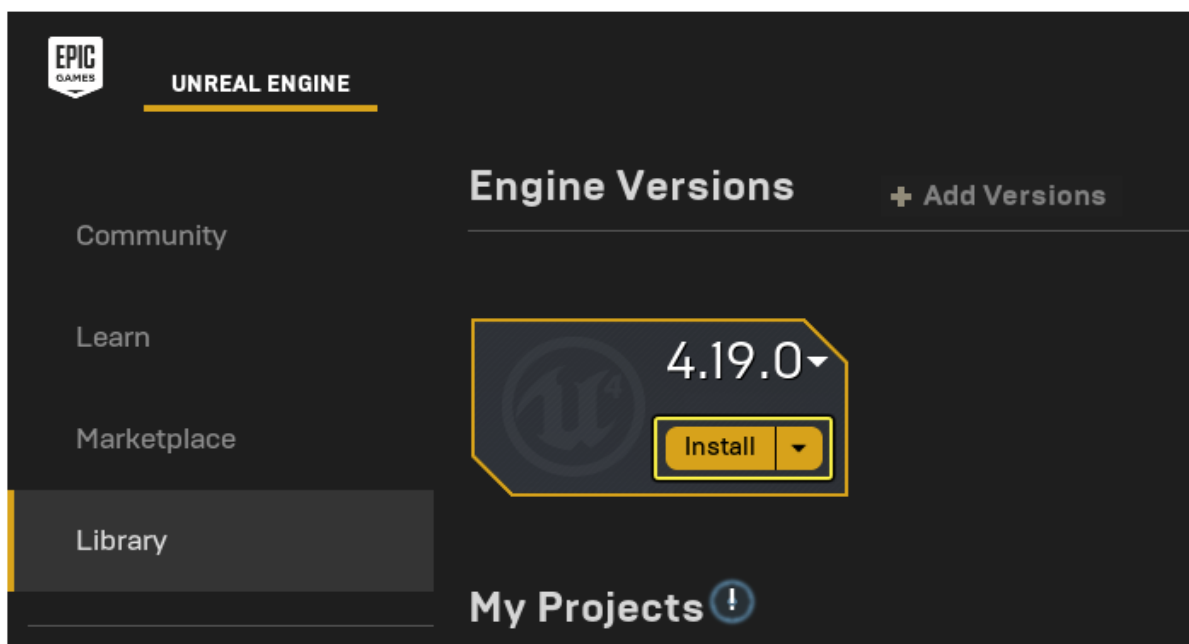


The Datasmith Beta is not always limited to the latest Major release of Unreal Engine 4 and may use the Unreal Engine **Preview** releases. You can install these by clicking the arrow next to the Engine Version number to select the latest Preview Release.



*Click image for full size.*

4. Click **Install** and choose an installation location.



If storage space is a concern, when choosing an installation location, you can select **Options** and deselect parts of the Engine that you will not need. For instance, you can disable any content under **Target Platforms** if you do not intend to

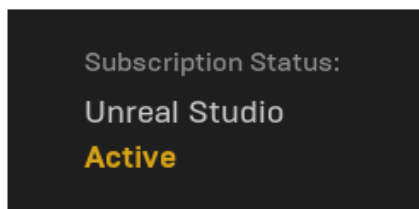
develop for them individually to save some additional space.



## Checking that Datasmith Entitlements Are Active

Starting with the release of Unreal Engine version 4.19, the delivery process for the Datasmith plugin has changed. If you have an “Active” Unreal Studio entitlement (see below), Datasmith can and will be installed alongside the Engine.

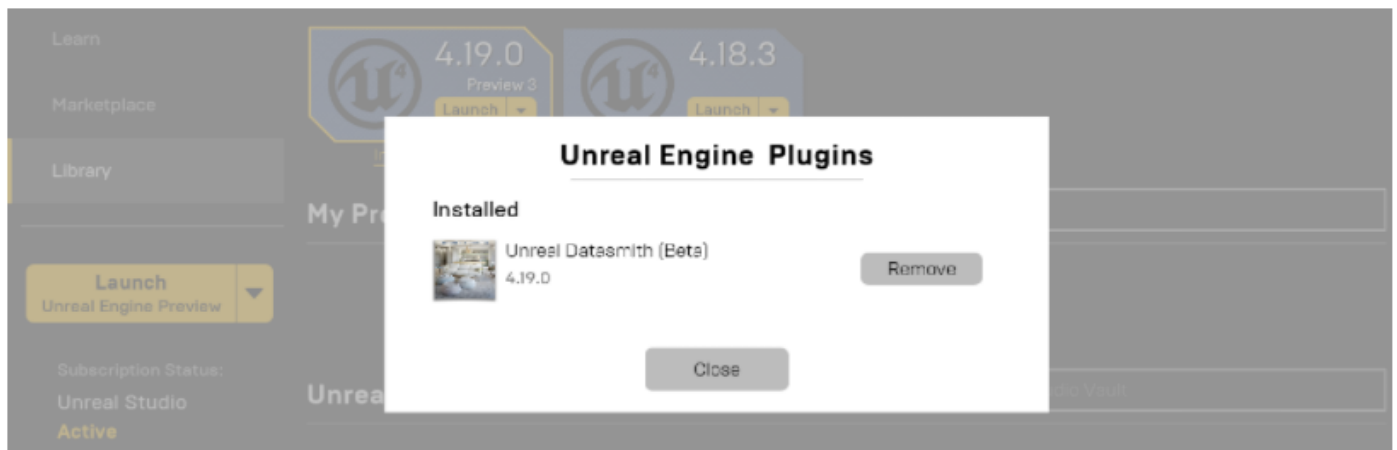
In the left panel of the Epic Games Launcher, you should see the subscription status listed for Unreal Studio :



If you don't see a status listed, be sure you are logged in with an Unreal Studio-enabled account. If you need additional information about entitlements for Datasmith, see the [Datasmith for Unreal Engine 4](#) page.

## Validating the Installation of Datasmith for Unreal Engine 4

1. Once the Unreal Engine 4 version you selected has been installed, you can click Installed Plugins under the Engine version to verify the Unreal Datasmith plugin has been installed.

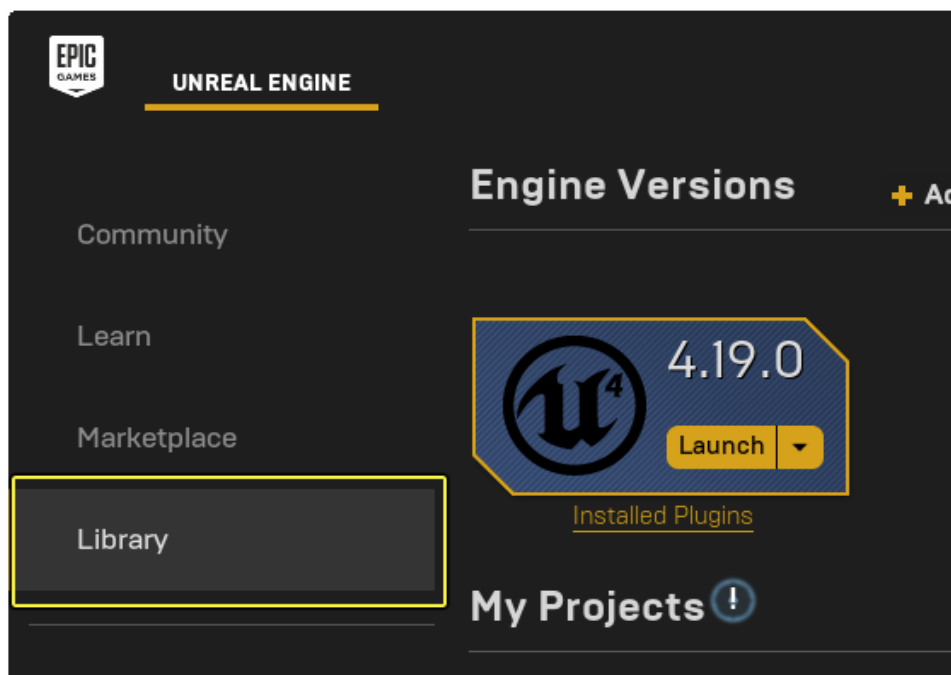


2. If the Unreal Datasmith plugin is not listed, see the section below. If everything is there, proceed to the Creating or Converting a Project for Datasmith section of this page.

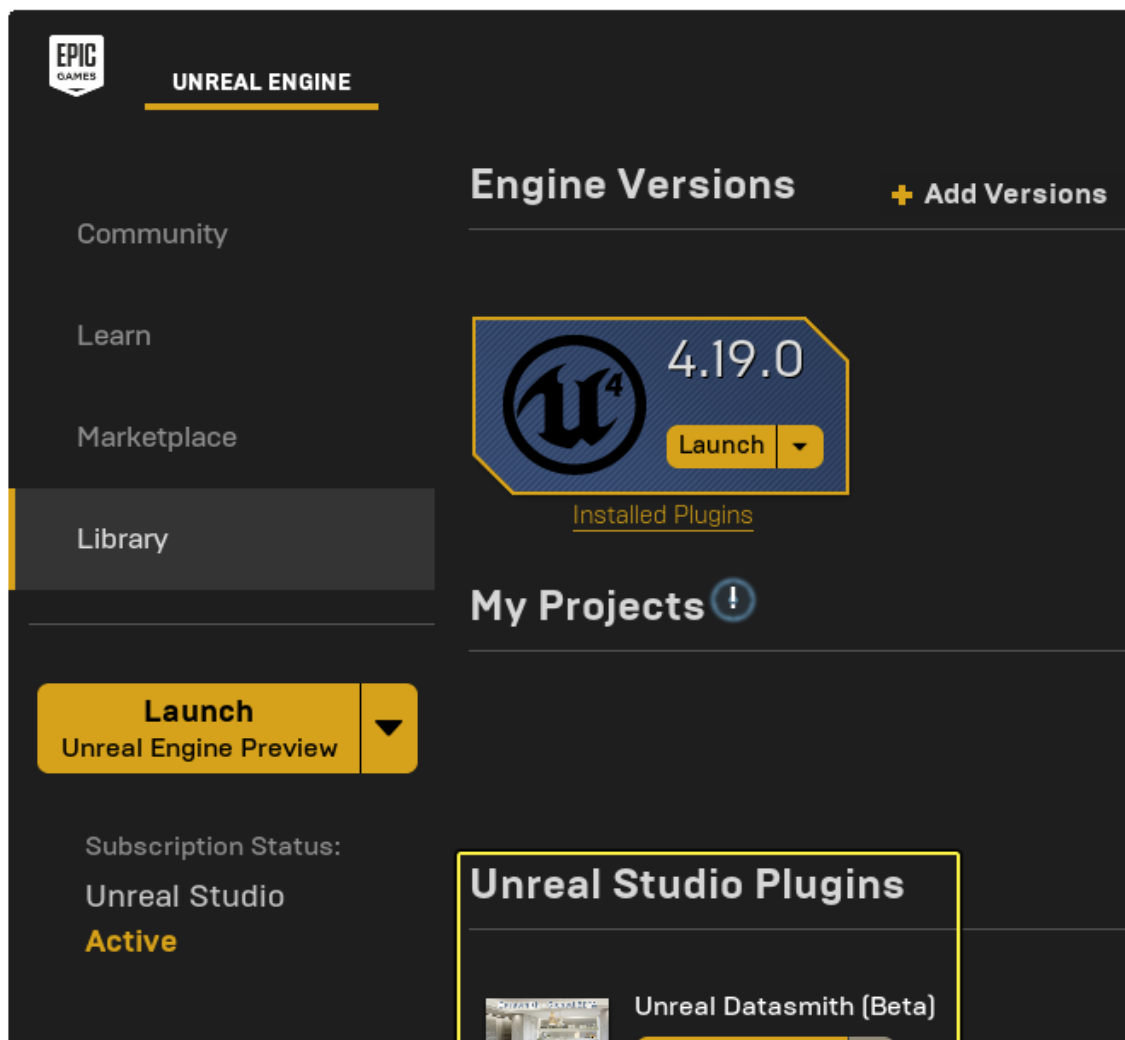
## Manually Installing the Unreal Datasmith Plugin

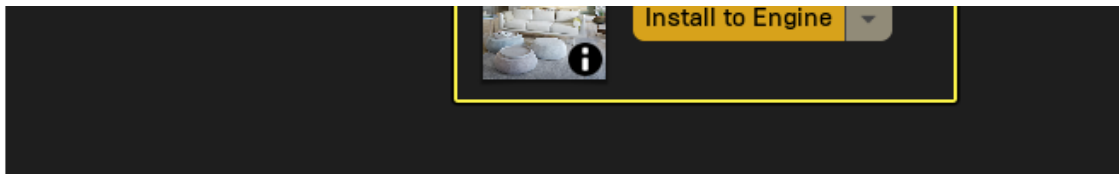
If you already have the Engine installed or have installed the Engine but do not see the plugins listed, follow these steps to install the plugin from your Epic Games Launcher's Library.

1. From the Epic Games Launcher, select the Library tab, if it is not already selected.

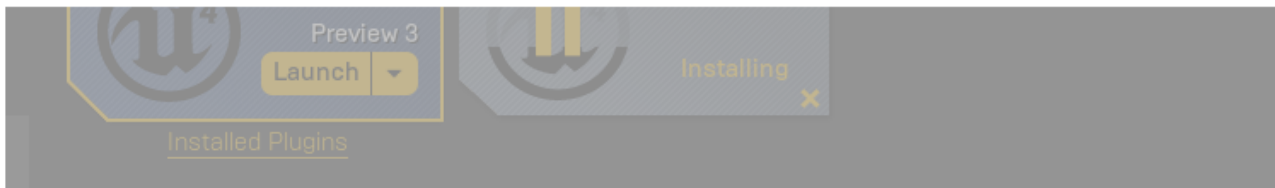


2. Locate the section in the main window called Unreal Studio Plugins and locate the Unreal Datasmith (Beta) plugin:





3. Click the Install to Engine button on the Unreal Datasmith (Beta) plugin, choose an Engine Version and then click Install:



## Install Plugin

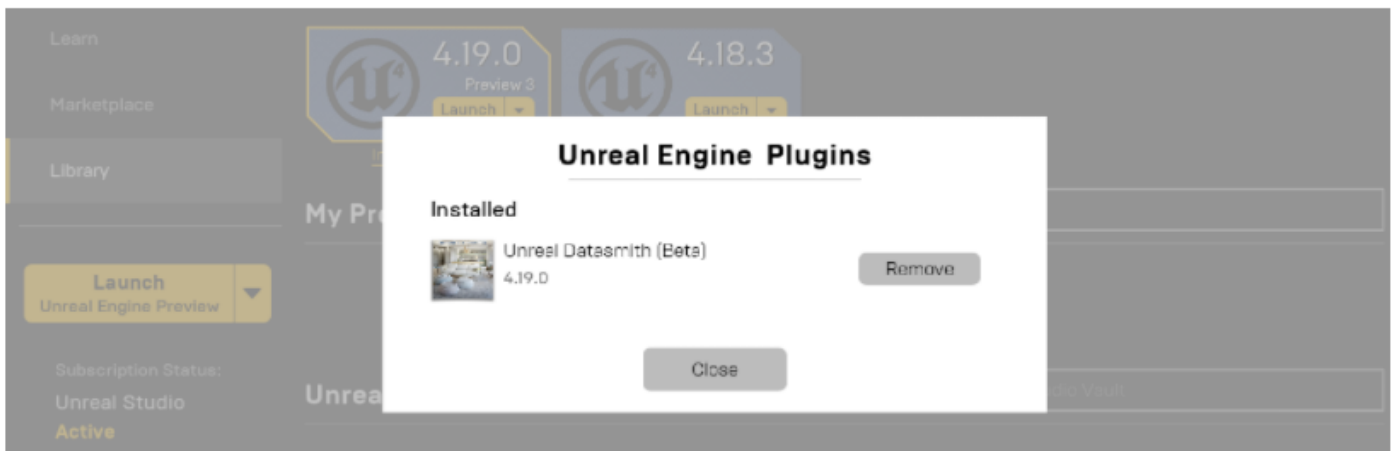
Slot to add plugin to 4.19▼

Install

Cancel



4. Once the Plugin finishes installing, under the Unreal Engine 4 version, select Installed Plugins to verify that it has been installed:



## Creating and Converting a Project for Datasmith

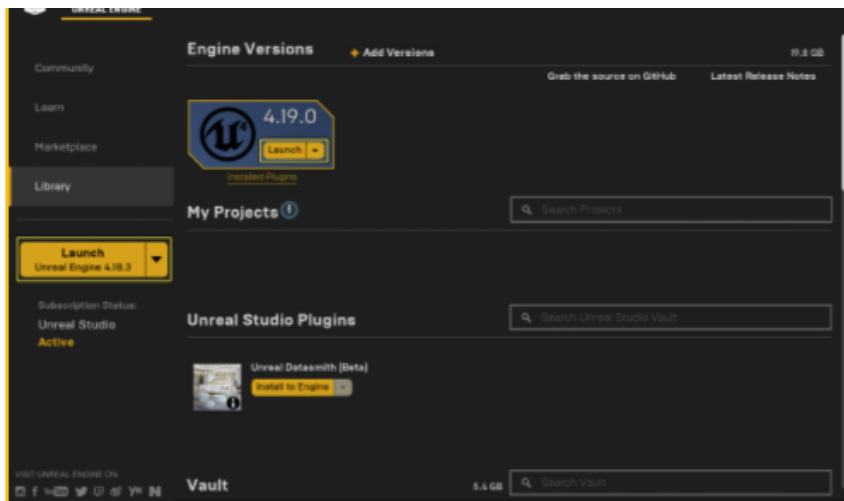
Starting with Unreal Engine 4.19, Datasmith is only available inside Unreal Engine 4 projects that are identified as "Unreal Studio" projects. Below are two paths you can follow to either create a new Unreal Studio project or convert an existing project to an Unreal Studio project.

### Creating a New Unreal Studio Project

If you're new to Datasmith or even an experienced user of Datasmith that is starting a new project, follow these steps to get it set up and running:

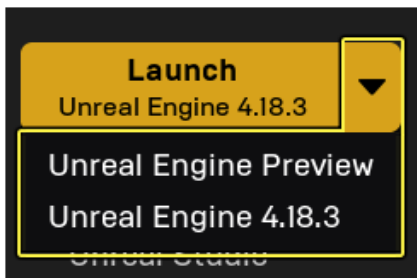
1. Click the **Launch** button to start the Engine Version that Datasmith is installed with. Ideally, this would be the latest release version of Unreal Engine 4.



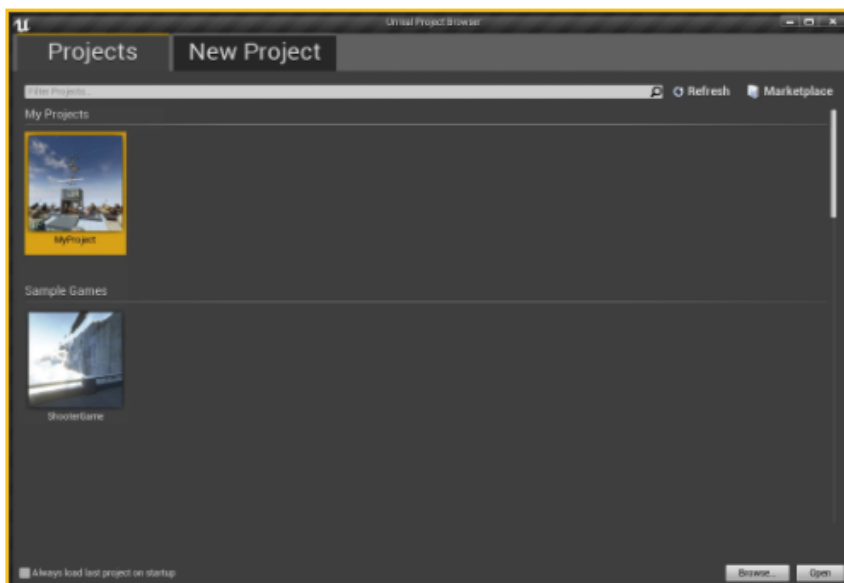


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The **Launch** button in the left panel can be used to start the Engine, but it may not default to the latest version of the Engine if you have multiple installed. You can change that by clicking the arrow next to Launch to change which Engine version to use.

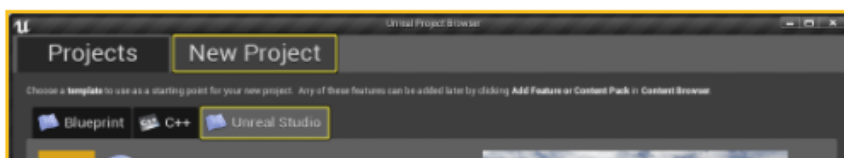


2. After a moment, the [Unreal Project Browser](#) will appear.



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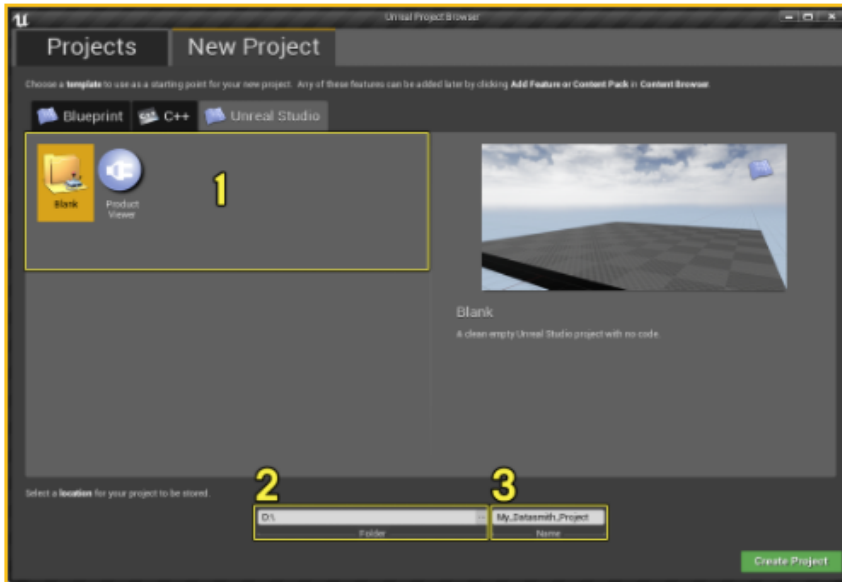
3. Click the **New Project** tab and select the **Unreal Studio** tab.





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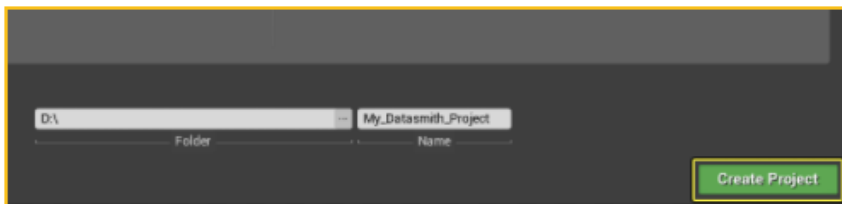
4. Next, perform the following actions:



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- i. Select a **Template**.
- ii. Select a **Location** to save your project to.
- iii. Enter a **Name** for your project.

5. Click **Create Project**.



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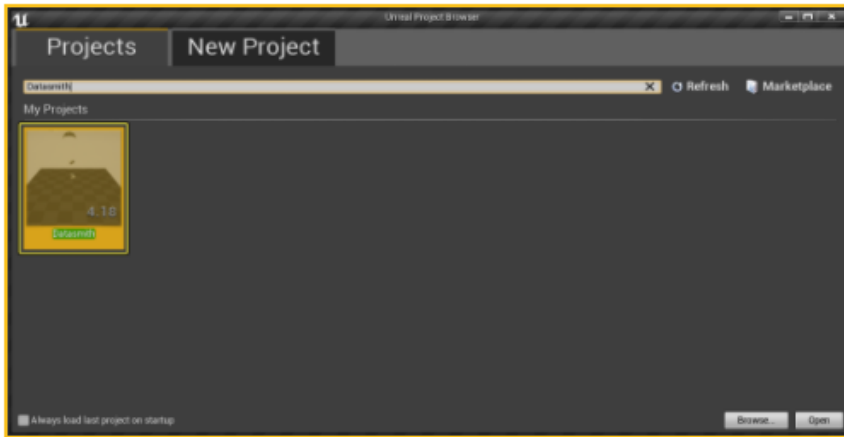
## Converting a Project to an Unreal Studio Project

Starting with Unreal Engine 4.19, the Datasmith plugin is required to be an “Unreal Studio” project for the plugin to function. An Unreal Studio project is a set of unique templates that enable the use of Unreal Studio plugins, and these cannot be used with any project that is not associated as one. If you participated in the Unreal Datasmith beta with an Engine version earlier than 4.19 or created a project using the Blueprint or C++ templates, then your Datasmith project is not identified as an Unreal Studio project.

Use the steps below to convert your existing project to an Unreal Studio project:

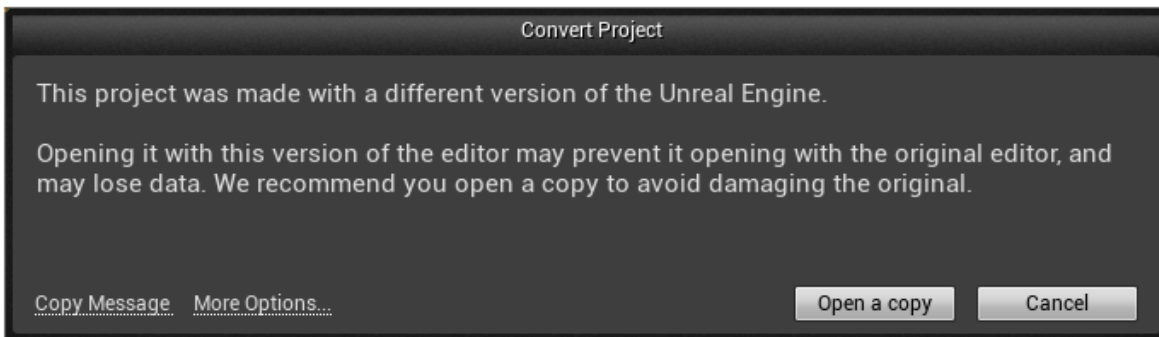
1. If your Datasmith project uses a version of Unreal Engine older than version 4.19, be sure to update this before proceeding. You can follow the steps in [Installing Unreal Engine 4](#) to install the latest Engine version.
2. Open your project in **Unreal Engine 4.19**.
  - i. If you're updating the project from an earlier version of Unreal Engine than 4.19, use the **Launch** button for the Engine and

then select your Project through the **Unreal Project Browser**.

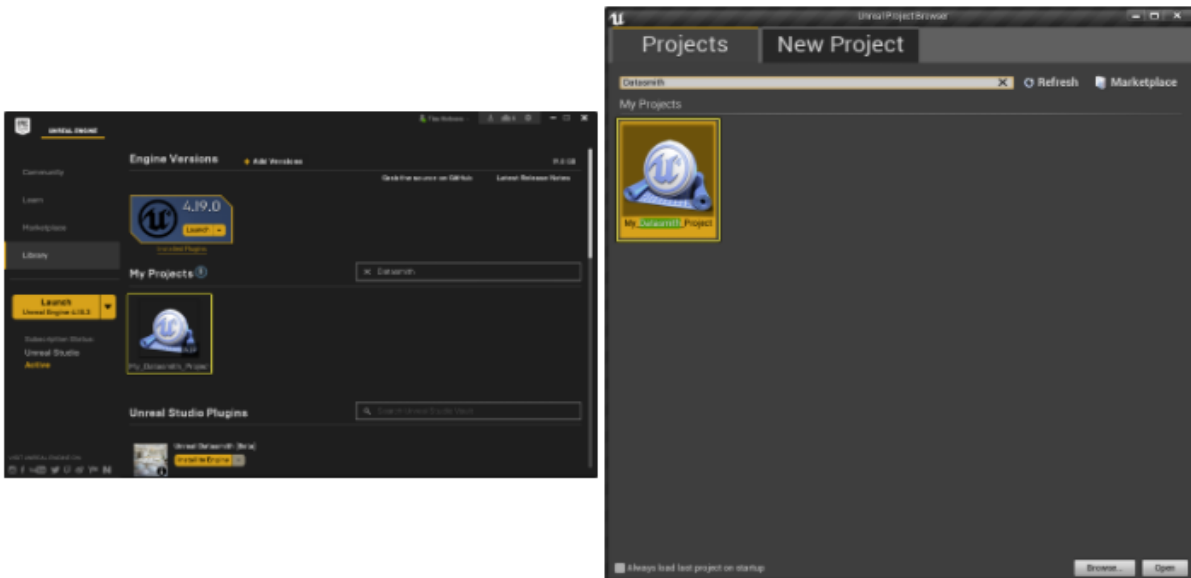


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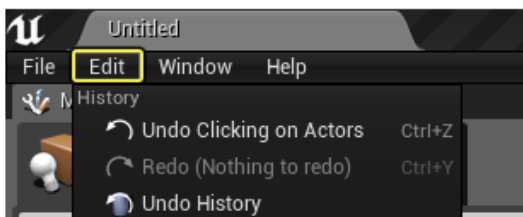
A message window will appear. Click **Open a copy**.



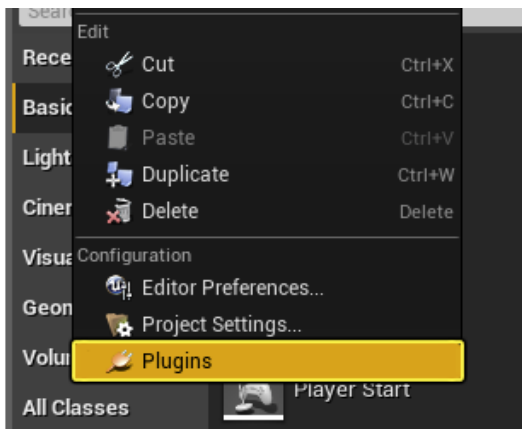
- ii. If you have an Unreal Engine 4.19 or later project that was created using the **Blueprint** or **C++** project templates. You can open the project as you normally would from the Epic Games Launcher or the Unreal Project Browser.



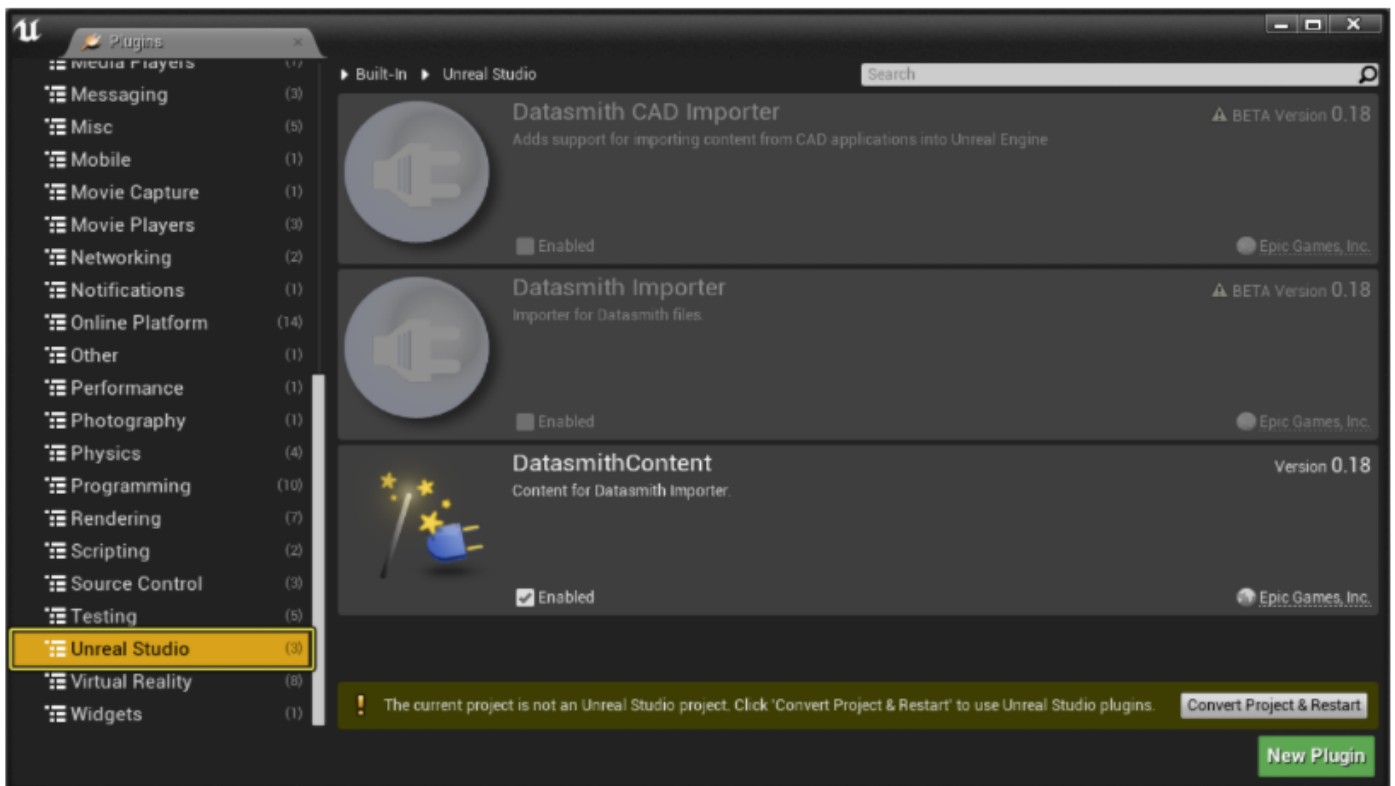
- 3. When your project opens, navigate to the file menu in the Editor and select **Edit > Plugins** to open the **Plugins** window.





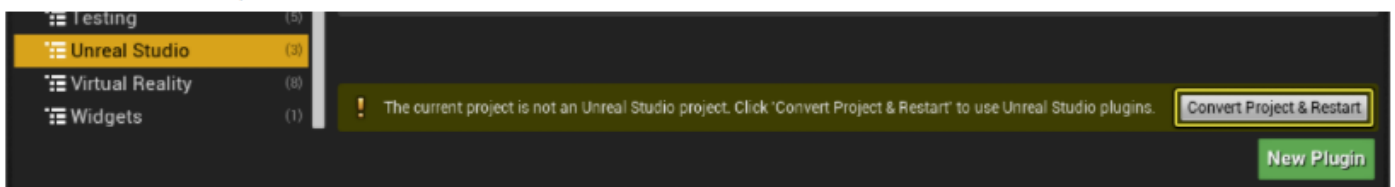


4. In the Plugins window, use the left panel to select **Unreal Studio**.



You'll notice that the Datasmith CAD Importer and Datasmith Importer are both grayed out meaning that they are disabled for this project since it's not an Unreal Studio project.

5. At the bottom of the Plugin window, click the **Convert Project & Restart** button to identify the project as an Unreal Studio project so it will enable the import of Datasmith files.



## Installing the Unreal Datasmith Exporter Plugin

For some applications, like Autodesk 3DS Max, Datasmith for Unreal Engine 4 does not natively support its file type. For some software, a custom exporter plugin is provided to output an Unreal Datasmith (\*.UDATASMITH) file type that is recognized by the Datasmith Importer plugin for UE4.

Currently, the Datasmith Exporter plugin for Autodesk 3DS Max supports 3DS Max/Design versions 2016, 2017, and 2018. Download the 3DS Max Plugin from the [Unreal Studio Download](#) page.

The EULA allows you to share the Exporter plugin with others that are in your organization or those that are contractors of your organization.

## Using Multiple Versions of Datasmith Side by Side

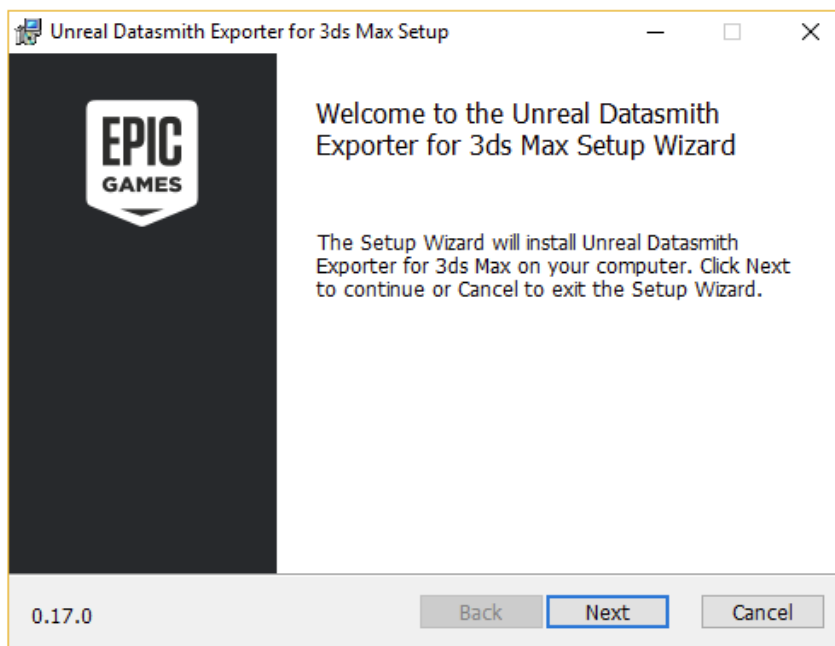
If you have been a part of the Unreal Datasmith beta for a while, chances are that you have multiple versions of Datasmith plugin installed for a previous version of Unreal Engine, as well as a matching version of the 3DS Max Exporter plugin.

Datasmith is only being developed for the latest release of the Unreal Engine. This means that bug fixes will not be integrated into older versions of the plugin for Unreal or the exporters. For this reason, we encourage anyone using Datasmith to update to the latest release and discontinue the use of any older versions. Additionally, the exporter will not handle cases where it can write to specific versions of the plugin, such as choosing the version of the plugin to write files for (for example, current or previous versions).

If you've updated Datasmith for Unreal, you should also update the Datasmith Exporter for 3DS Max so that both versions match.

## Installing the Datasmith 3DS Max Exporter Plugin

1. Download the Exporter plugin from the link above. Close any instances of Autodesk 3DS Max that are running on your machine. The installation will fail if you don't do this.
2. Run the installation process.



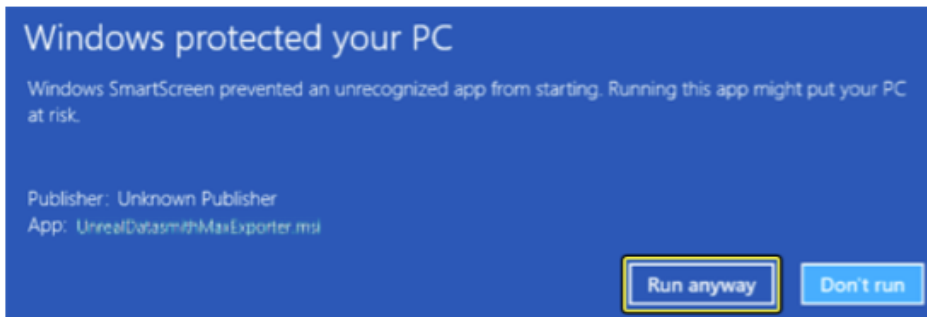
3. If you get a security warning, this is because the plugin installer has not yet been registered with Microsoft. Click **More Info**.

### Windows protected your PC

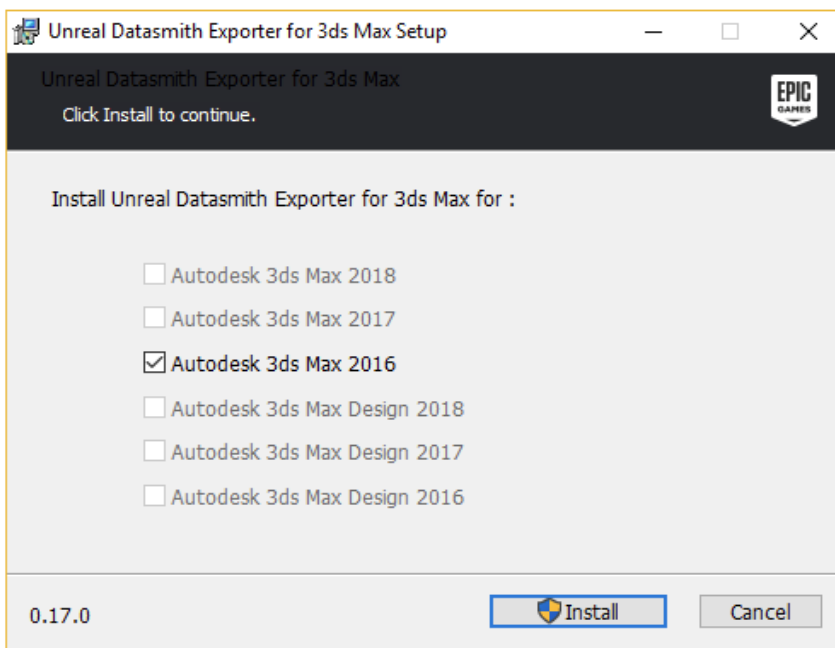
Windows SmartScreen prevented an unrecognized app from starting. Running this app might put your PC at risk.



Then click **Run Anyway**.

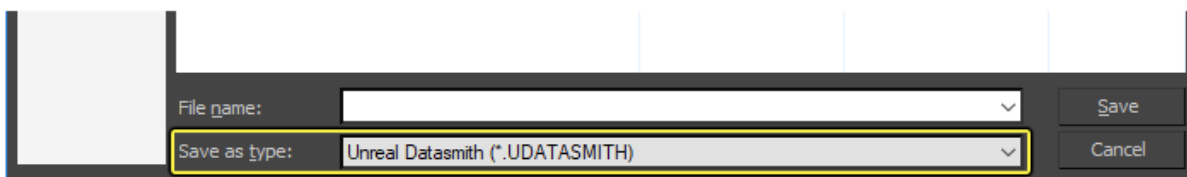


4. The versions of Autodesk 3DS Max installed on your system will be detected. Place a checkbox by the 3DS Max version(s) you want to install the Datasmith Exporter plugin for.

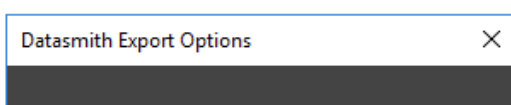


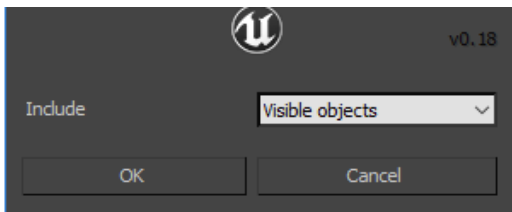
## Validating the Datasmith 3DS Max Exporter Installation

To validate that the plugin is correctly installed, launch 3DS Max and export small scene. Set the **Save as type** to **Unreal Datasmith (\*.UDATASMITH)** and click **Save**.



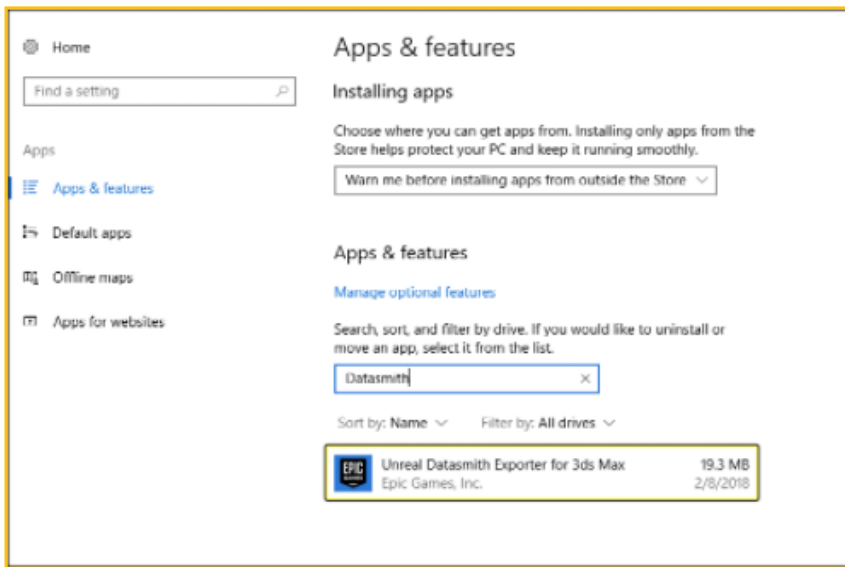
The **Datasmith Export Options** window will appear. It also indicates the current version of the Datasmith export plugin that is installed.





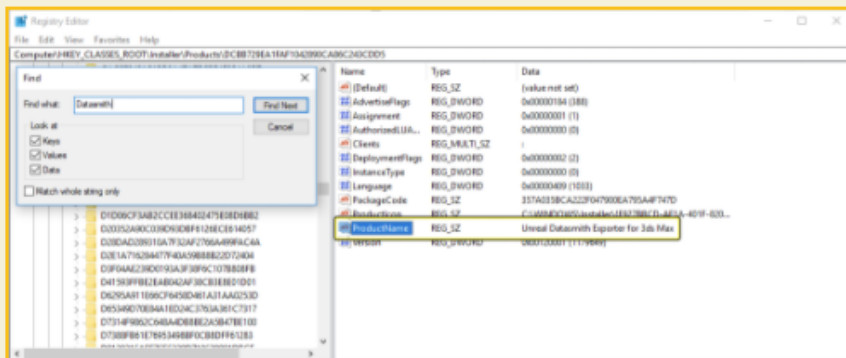
## Removing the Datasmith 3DS Max Exporter Plugin

To uninstall the exporter plugin, you can use Windows installed applications and programs list to do so. Search for Unreal Datasmith Exporter to locate and remove.



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The installer for the Autodesk 3DS Max Export plugin stores registry entries that can sometimes interfere with the installation of an upgrade. This can sometimes cause the installer to quit unexpectedly. You can open the Registry Editor in Windows and search for "Datasmith." Delete the corresponding keys and rerun the installer.



*Click image for full size.*