UE

day1

> Lua is better

UObject

UVLOG

Stat FPS/UNIT/GAME/../startfile/stopfile

Render工具：

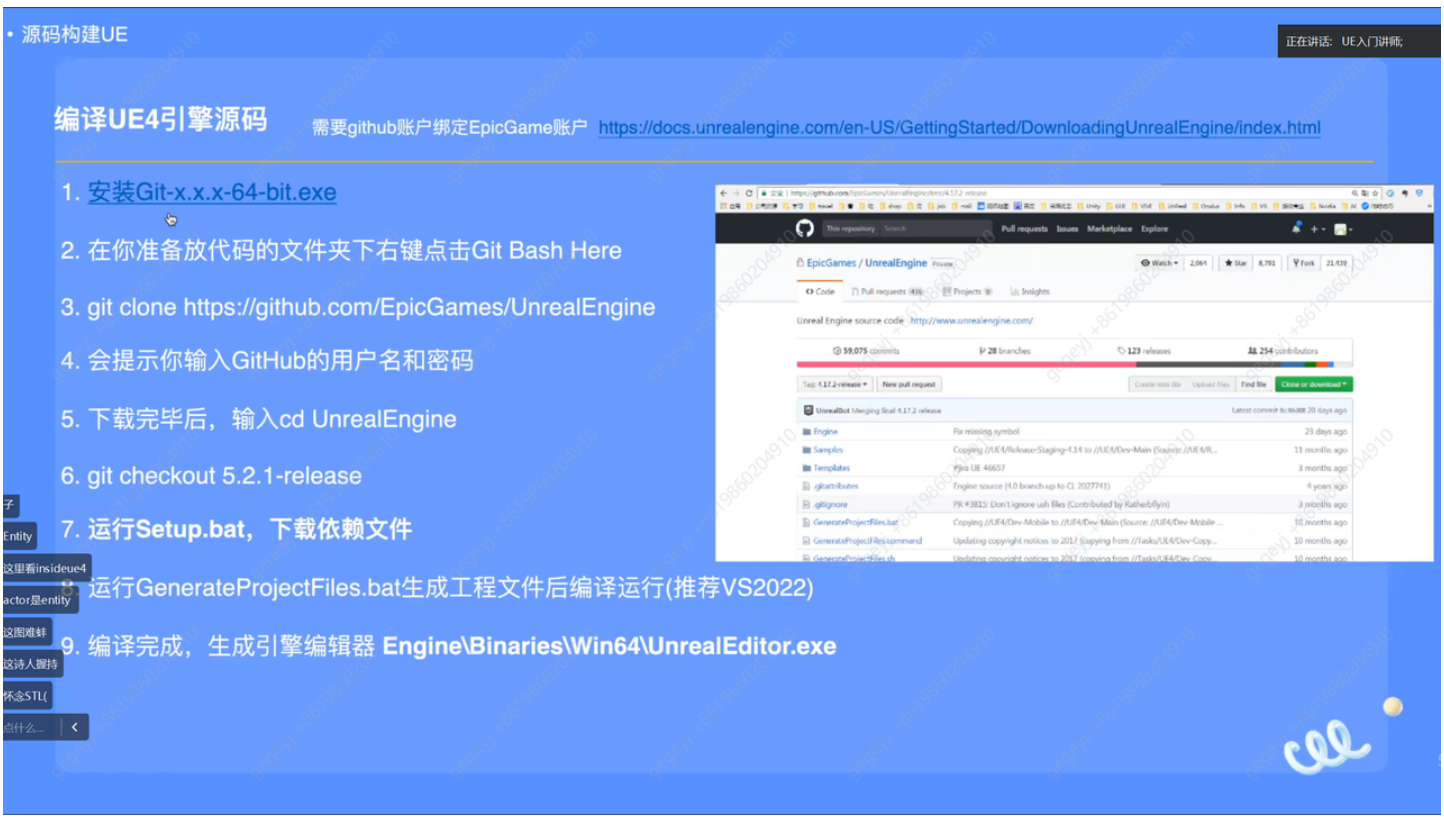
RenderDoc

PC：VS,Nsight,GPA

Mobile：Xcode Instrument,Snapdragon Profiler,...

Unreal Insight

Learning Unreal Engine Game development, UE4Game development



记录

1. 编译器堆空间不足

try：调整Engine/Intermediate/ProjectFiles/UE5.vcxproj的propertyGroup=globals里面的PreferredToolArchitecture=x64，另一个则是通过设置buildconfiguration.xml:<ParallelExecutor>

<MaxProcessorCount>10</MaxProcessorCount>

</ParallelExecutor>

<BuildConfiguration>

<bAllowFASTBuild>true</bAllowFASTBuild>

<bUseXGEController>false</bUseXGEController>

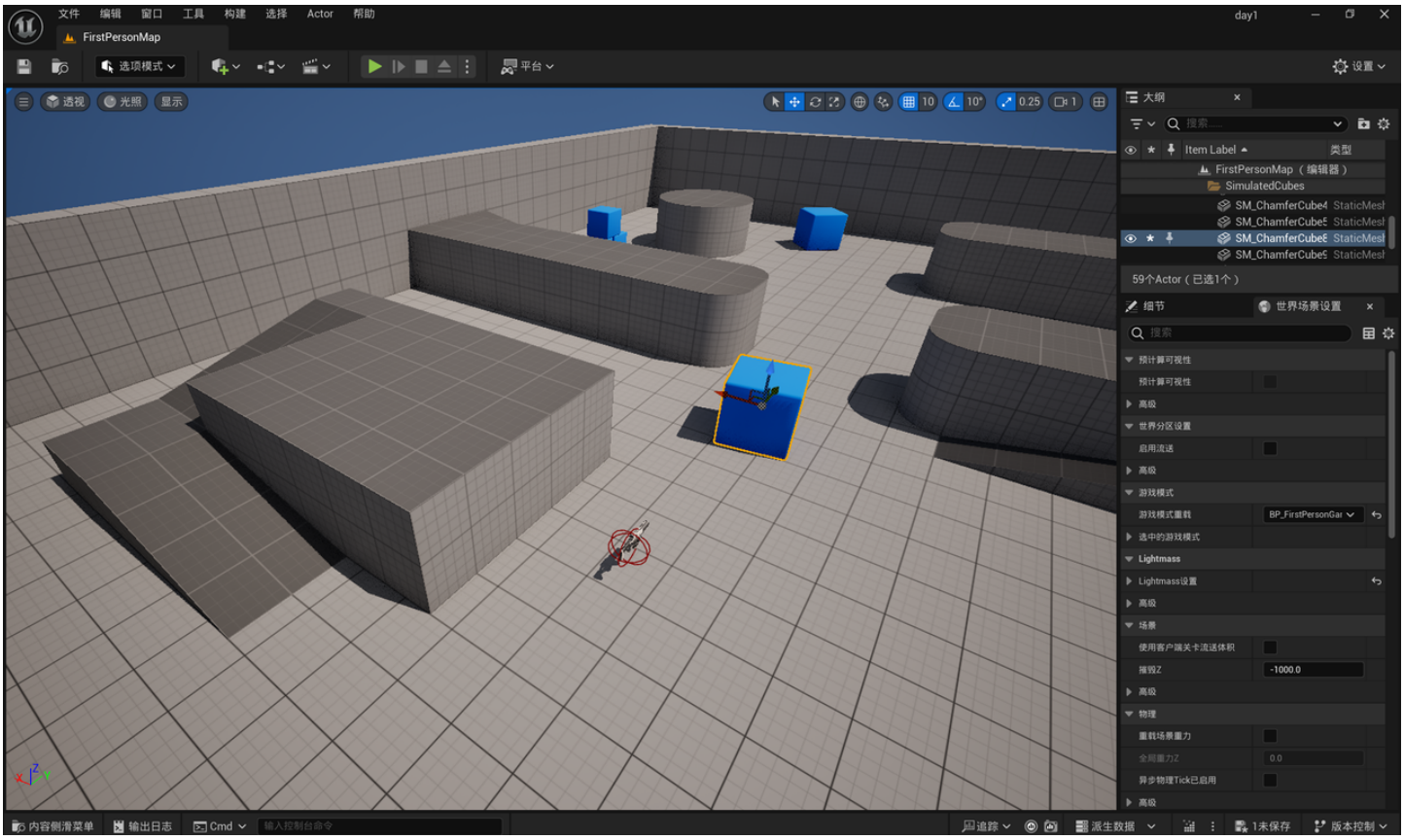
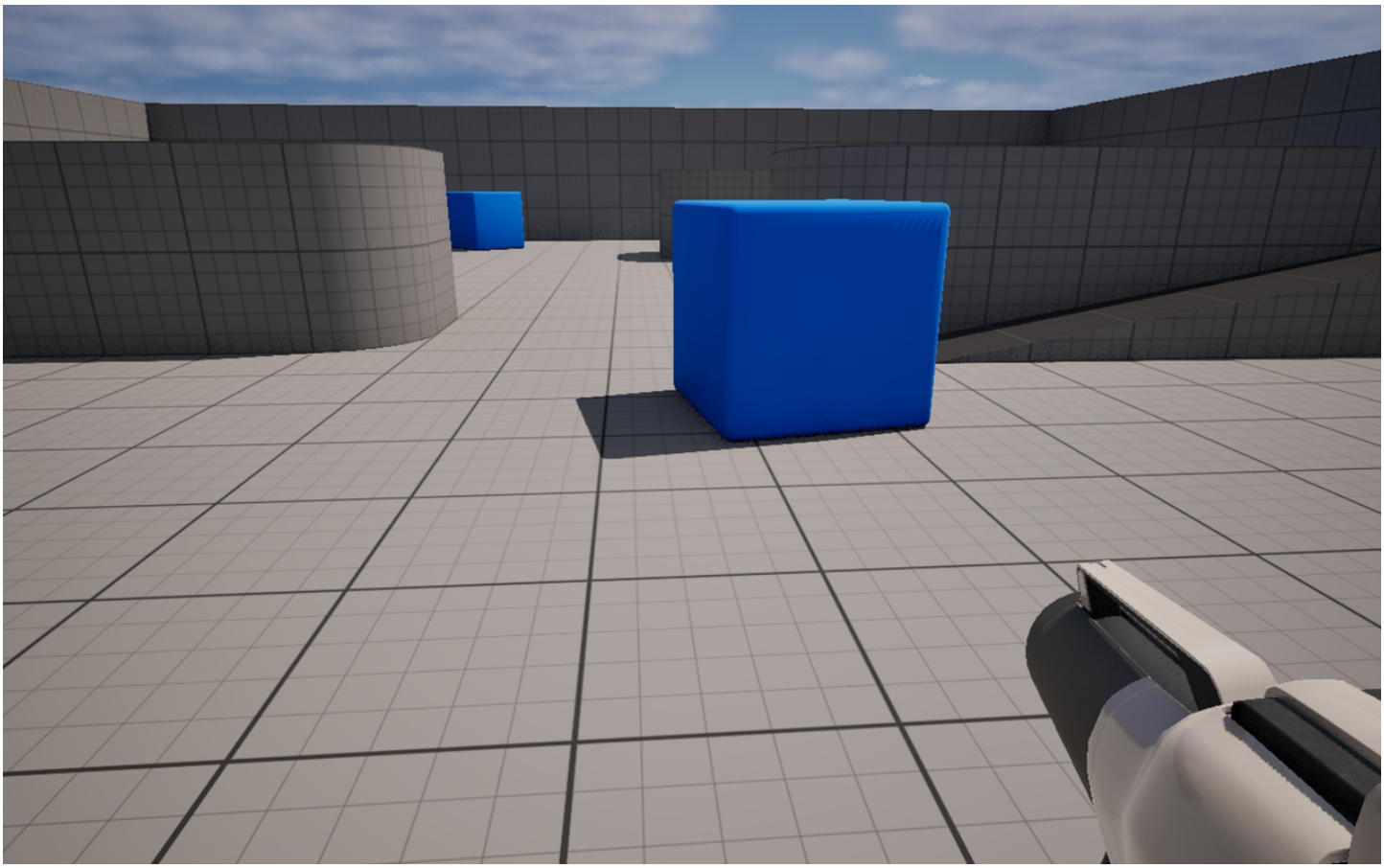
<bAllowXGE>false</bAllowXGE>

</BuildConfiguration>来调整

try：调整临时内存大小

2. 文件不存在，删除Engine/Binaries/Win64文件夹，继续生成
3. 符号不存在，考虑依赖是否正确配置
4. 生成完成了，但是无法运行，显示错误：no manifest, 重新编译

场景编辑



实机演示