

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

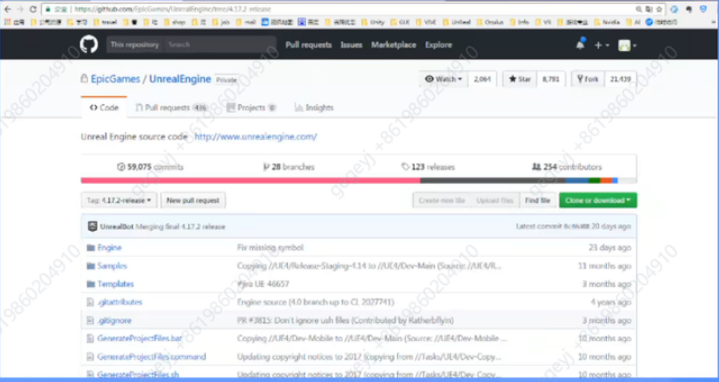
• 源码构建UE

正在讲话: UE入门讲师

编译UE4引擎源码

需要github账户绑定EpicGame账户 <https://docs.unrealengine.com/en-US/GettingStarted/DownloadingUnrealEngine/index.html>

1. 安装Git-x.x.x-64-bit.exe
2. 在你准备放代码的文件夹下右键点击Git Bash Here
3. git clone https://github.com/EpicGames/UnrealEngine
4. 会提示你输入GitHub的用户名和密码
5. 下载完毕后, 输入cd UnrealEngine
6. git checkout 5.2.1-release
7. 运行Setup.bat, 下载依赖文件
8. 运行GenerateProjectFiles.bat生成工程文件后编译运行(推荐VS2022)
9. 编译完成, 生成引擎编辑器 Engine\Binaries\Win64\UnrealEditor.exe



The screenshot shows the GitHub repository for EpicGames/UnrealEngine. It displays the repository name, description, and statistics (19,075 commits, 19 branches, 123 releases, 254 contributors). The 'Code' tab is selected, showing the download button and the repository URL. Below the repository information, there is a list of recent commits with details like the commit message, author, and time ago.

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
```

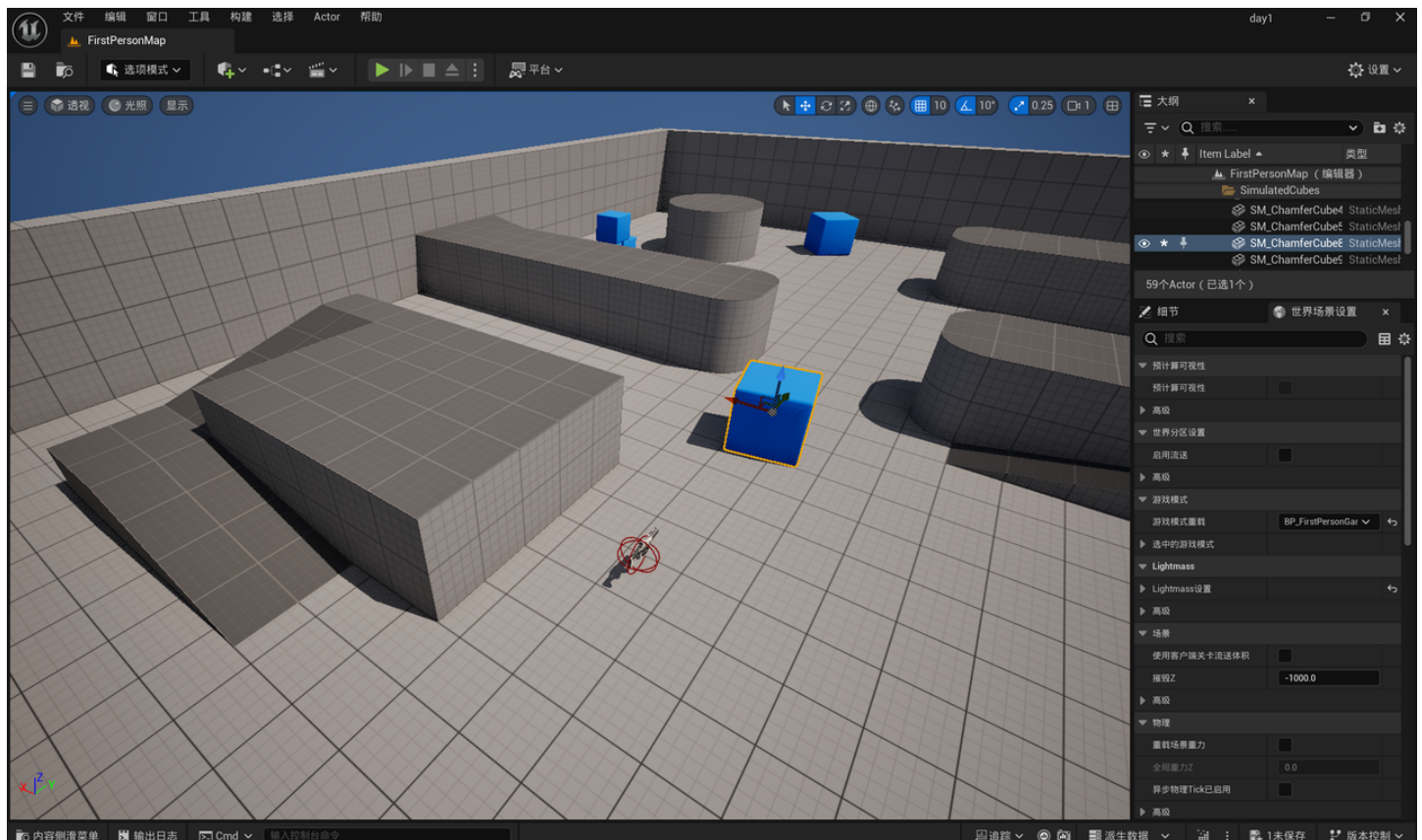
try: 调整临时内存大小

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

