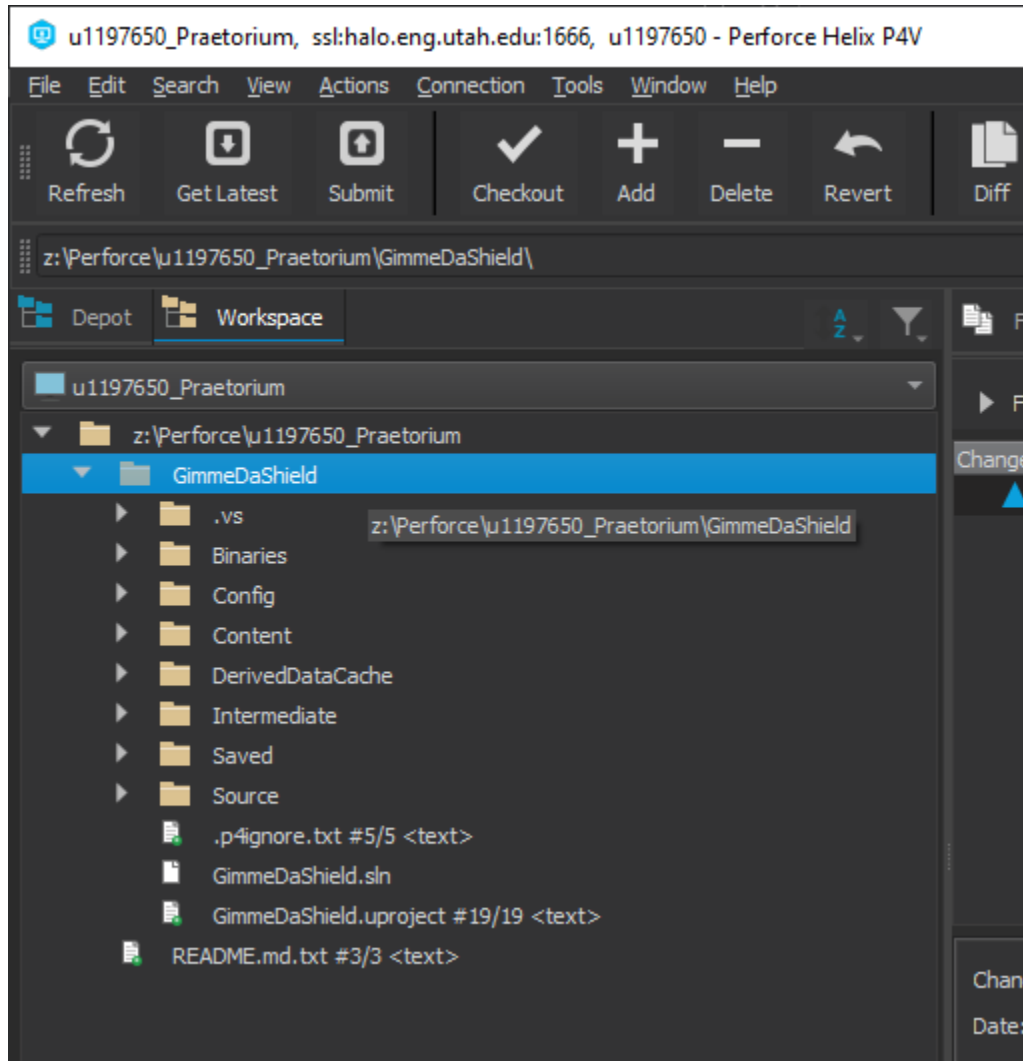# Perforce Ignore Guide

and
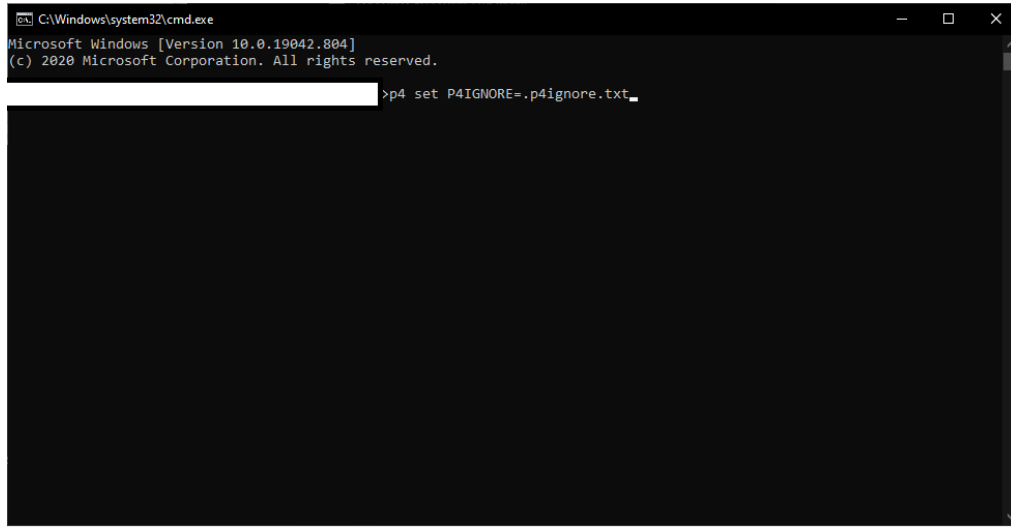
Regenerate project Files

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1. Open up perforce and go to your normal workspace. Get Latest from the root folder making sure everything is up-to-date.

2. Right click on the main Unreal Project folder

3. Right click on this folder and scroll down to "Open Command Window Here"

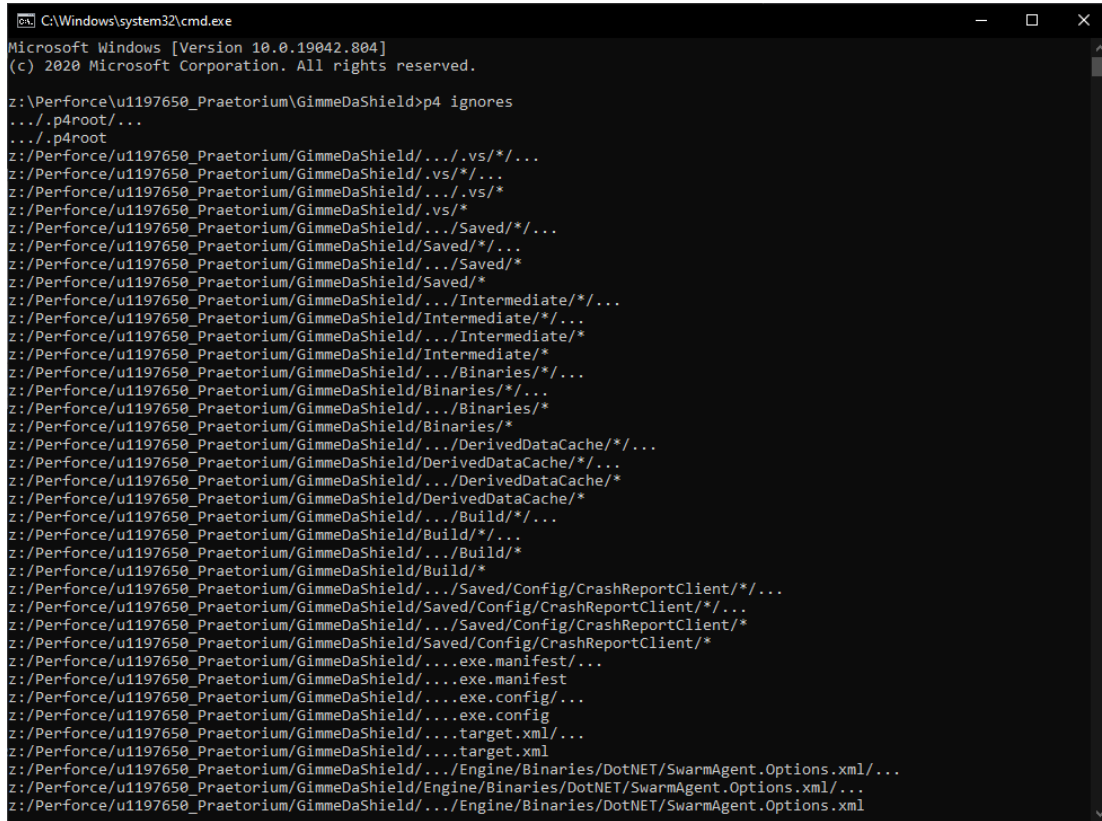4. Now, in the command line type in "p4 set P4IGNORE=.p4ignore.txt"

Note: The file ".p4ignore.txt" is a simple txt file used to designate which files are not needed in the repo. These are mostly local generated files that take up too much space.

4a) If an error comes up where this command is unrecognized you will need to go to your P4V installer, click modify, and install "Command-Line Client (P4)"

5. Do a quick check to make sure this worked. Type in "p4 ignores" just as you did the command before and a whole bunch of output in the command window should show similar to below:

```
C:\Windows\system32\cmd.exe                                                      —    □    ×

Microsoft Windows [Version 10.0.19042.804]
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z:\Perforce\u1197650_Praetorium\GimmeDaShield>p4 ignores
.../.p4root/...
.../.p4root
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../.vs/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.vs/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../.vs/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.vs/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Saved/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Saved/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Saved/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Saved/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Intermediate/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Intermediate/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Intermediate/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Intermediate/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Binaries/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Binaries/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Binaries/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Binaries/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../DerivedDataCache/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/DerivedDataCache/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../DerivedDataCache/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/DerivedDataCache/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Build/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Build/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Build/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Build/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Saved/Config/CrashReportClient/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Saved/Config/CrashReportClient/*/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Saved/Config/CrashReportClient/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Saved/Config/CrashReportClient/*
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....exe.manifest/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....exe.manifest
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....exe.config/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....exe.config
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....target.xml/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/....target.xml
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Engine/Binaries/DotNET/SwarmAgent.Options.xml/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/Engine/Binaries/DotNET/SwarmAgent.Options.xml/...
z:/Perforce/u1197650_Praetorium/GimmeDaShield/.../Engine/Binaries/DotNET/SwarmAgent.Options.xml
```

6. Next we will want to delete and regenerate some local folders. Don't worry these are, again, local to your computer and so they don't need to nor should be tracked by the depot.

7. Delete the following FOLDERS if they exists:
   .vs/
   Build/
   Binaries/
   DerivedDataCache/
   Intermediate/
   Saved/

   Also, delete your solution file. It should have the game name followed by ".sln". So it looks like this:
   [GAMENAME].sln

8. So far so good? Great. The following files and folders should be all that's left in your folder now:

   Config
   Content
   Source

*.uproject (this is the unreal project)

9. Ok. Almost done. Now, let's rebuild your local files.

10. Left click on the uproject just once, that way it becomes fully selected, and then right click and click "Generate Visual Studio project files".

11. The folder should now populate with all your local files. If there is any error Repeat step 7 and make sure everything that needs to be deleted is correctly deleted.

12. Now launch the unreal project from the *.uproject file. A new window will pop up asking you to rebuild. Click yes. It looks like this:
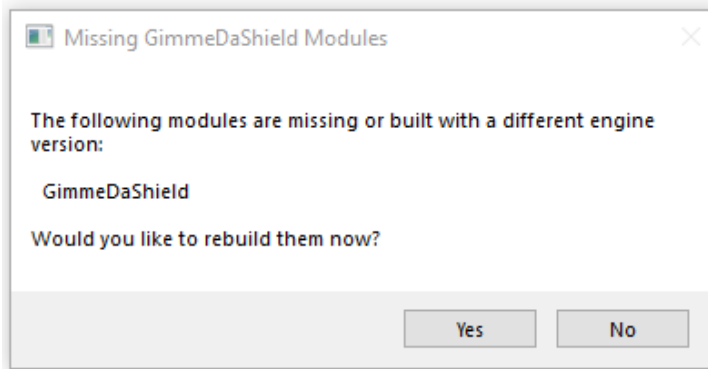
13. There you have it. You should be all rebuilt with the P4IGNORE fully configured. Should there be any errors please send me a ping and I'll come help you sort it out.

Note: If this guide is used for any other team ping your most trusted engineer hopefully they can help. If you end up with a totally screwed up workspace I take no responsibility.