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So I went to get rid of the 'Substance' plugin from my project. I right clicked my '.uproject' file, and deleted the 'substance' entry from plugins (using Notepad++). When I saved and went to load the project, it said something like "plugin entry should have a name", I'm not exactly sure what it said... I just went and removed the whole line of text, including 'plugins'. Next time it opened, it asked what editor version to use (never did this before), but I still clicked '4.8'. Anyways, when I clicked 'OK', it just said "Couldn't set association for project. Check if file is writable." Here's the '.uproject' file opened up in Notepad++: I noticed the missing bracket at the end, that still didn't change anything. I Like Hey HastagPulse: If you add "Plugins": back to the .uproject then you will be able to get around the error and open the project. As for removing the Substance plugin from the project, the best solution would be to simply disable the plugin so that the project is no longer using it. Cheers I Like Thanks for the reply, it worked! One question though, how do I remove the plug in completely? I believe the plug in is causing an "AutomationTool" error, stopping me from launching the project... If you open the Epic Games Launcher there is an "Installed Plugins" link under the listed engine version in the Library tab. If the editor is closed you can click this link to remove any engine plugins. The next time the project is opened you will be told that the project requires the plugin and be prompted to download it. Selecting No allows you to disable the plugin entirely. If you remove the plugin in this way it will also affect other projects that are using the plugin. If you need/want to use the plugin in another project you will have to reinstall it. I ran into the same problem... but I found it was that extra comma at the end causing the issue. I Like I had the same problem, I had just forgotten to remove the comma at the end. You should have something like this: { "FileVersion": 3, "EngineAssociation": "4.21", "Category": "", "Description": "" } I Like Listen to the error, "it's not writable". Try to make an edit and it will ask if you want to make it writable, that's your answer/solution. Try to build your project after that and it should work, thank you, it's working now => My issue was that I was trying to comment out multiple lines, instead of removing the text from the .uproject file. ; This is a comment. It does not work in the .uproject file... DELETE THIS FULL LINE! It seems it does not have the same behavior as a .ini file, and commenting out text doesn't work. The fix was to remove the comment from the file. Bump since this is a top google hit for the error "Couldn't set association for project. Check the file is writable". Spaces in the top level directory name can cause this misleading error message. For example: "EA\Projects\MyGame" - generate project files works, no errors "EA\Projects\My Game" - generate project files fails, with above error message Just in case this is run into in 5.0 and someone gets stumped in attaching this too this thread sense it similar and produces the same error message just posting this here incase anyone has similar problems Option A and B will Work don't Leave something like C it will create this error message might have too copy it and past it in vscode visual studio notepad++ etc to see what im talking about with the format of it or just open your .uproject file and compare but it wont keep everything parsed the way it should be ===== Option A { "FileVersion": 3, "EngineAssociation": "5.0", "Category": "", "Description": "", "Modules": [{ "Name": "Project_Name", "Type": "Runtime", "LoadingPhase": "Default" }] , "Plugins": [{ "Name": "PluginName" "Enabled": "True" }] } ===== Option C { "FileVersion": 3, "EngineAssociation": "5.0", "Category": "", "Description": "", "Modules": [{ "Name": "Project_Name", "Type": "Runtime", "LoadingPhase": "Default" }] , "Plugins": [{ "Name": "PluginName" "Enabled": "True" }] } ===== Option C { "FileVersion": 3, "EngineAssociation": "5.0", "Category": "", "Description": "", "Modules": [{ "Name": "Project_Name", "Type": "Runtime", "LoadingPhase": "Default" }] , "Plugins": [{ "Name": "PluginName", "Type": "Runtime", "LoadingPhase": "Default" }] } } 2 Likes None of the solutions here made any difference for me. The solution was to right click the .uproject file and uncheck "only Uncheck read only problem solved 2 Likes ("FileVersion": 3, "EngineAssociation": "4.8", "Category": "", "Description": "" } It worked for me, just ran into this, was due to a trailing comma and nothing to do with file permissions so the message should probably be tweaked to couldn't parse or something unless it is really a permissions/readonly/locked issue. Also ran into this, it was indeed a trailing comma like gmuncharles said. Unreal Engine 4.14.3, my file saved as a "Uproject" instead of the standard UE4 blue icon button. How do I open this file? .uproject is the correct mimetype for unreal projects, it should open in the editor, however, for some reason this mimetype has not been registered on your computer, have you tried to select open with in the right-click context menu and then manually selecting the editor binary file? I tried the right click and open with yet I only see the visual studios, adobe audition cc 2017, and search for store, and the choose more- yet when I clicked on choose more, the apps listed did not seem like the right ones, yet when I went to try again to open I see this warning message come up, but im not sure how to step by step do what it is asking me? I Like From unreal engine if you select Open project and then browse that project, its not opening? In my computer the project its saving like this, try to rename it with .uproject extension. Or right click on it and select properties and then on Opens with click on change and select unreal engine. Or go to control panel, search for default programs and set associations, search for .uproject and change program to your unreal engine exe, search where you installed it. Hey thanks Tzaks that actually worked as for opening the project, yet one last thing , how do I save it to unreal engine if the properties > opens with if it does not have an option to change to unreal engine. Step 1 open the epic games launcher Step 2 launch 4.14.3 Step 3 browse for your project Step 4 open and as long as the default has no saved maps the project opens in there a plugin that I can download from epic games/ ue4 or do i have to only open a new project each time to then browse and open my current project (projects) If .uproject are not already associated with a program, double click the .uproject file. If they are, right click and click "Open with...". In the "How do you want to open this file?" dialog, make sure "Always use this app to open .uproject files" is ticked. Click "More apps". Scroll to the bottom of the list and click "Look for another app on this PC". Browse to your Unreal Engine installation and locate "Engine\Binaries\Win64\UE4Editor.exe". Select UE4Editor.exe and click "Open". The editor will now open the project, and any .uproject you open in the future. 4 Likes hey brotha, i followed your steps upto 5, there is no longer an UE4EDITOR location in the folder that unreal has packaged, what is the updated fix to this method? i obviously have nowhere to direct my projects if i dont fix this issue I just downloaded UE5.5, and it will not create a new project, and gives me the following errors (the project name is "TestProject": Running C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/Build.bat Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDE Using bundled DotNet SDK version: 8.0.300 Running UnrealBuildTool: dotnet ".....\Engine\Binaries\DotNET\UnrealBuildTool\Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDE Log file: C:/Users/disso/AppData/Local/UnrealBuildTool/Log.txt Available x64 toolchains (1): C:/Program Files/Microsoft Visual Studio/2022/Community/VC/Tools/MSVC/14.42.34433 (Family=14.42.34433, FamilyRank=1, Version=14.42.34433, Is64Bit=True, ReleaseChannel=Latest, Architecture=x64) Visual Studio 2022 compiler version 14.42.34433 is not a preferred version. Please use the latest preferred version 14.38.33130 Creating makefile for TestProjectEditor (no existing makefile) Total execution time: 0.55 seconds Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc.) Running C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/Build.bat Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDE Using bundled DotNet SDK version: 8.0.300 Running UnrealBuildTool: dotnet ".....\Engine\Binaries\DotNET\UnrealBuildTool\Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" -TargetType=Editor -Progress -NoEngineChanges -NoHotReloadFromIDE Log file: C:/Users/disso/AppData/Local/UnrealBuildTool/Log.txt Available x64 toolchains (1): C:/Program Files/Microsoft Visual Studio/2022/Community/VC/Tools/MSVC/14.42.34433 (Family=14.42.34433, FamilyRank=1, Version=14.42.34433, Is64Bit=True, ReleaseChannel=Latest, Architecture=x64) Visual Studio 2022 compiler version 14.42.34433 is not a preferred version. Please use the latest preferred version 14.38.33130 Creating makefile for TestProjectEditor (no existing makefile) Total execution time: 0.55 seconds Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc.). The following modules are missing or built with a different engine version: TestProject Would you like to rebuild them now? TestProject could not be compiled. Try rebuilding from source manually. Blockquote MaskODanyu: C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/Build.bat Development Win64 -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" 1) go to folder: D:/GameDev/UnrealEngine5/TestProject 2) open a terminal 3) run this : "C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/Build.bat" -Target="TestProjectEditor Win64 Development" -Project="D:/GameDev/UnrealEngine5/TestProject/TestProject.uproject" -WaitMutex -FromMsBuild -architecture=x64 Thanks, but I Tried it and it didnt work. I downloaded UE 5.3.2, and its working flawlessly. I just want to understand what the problem is. Did you followed according to documentation ? Epic Games Developer try this : I Like Thanks, still not working for me. The Visual Studio Installer is vague about which version will be installed, it just says 14.38-17.8. Any tips how to figure out what version number I should put in the buildConfiguration? Frustrating that Unreal Engine doesn't seem to work with C++ out of the box I Like Epic Games Developer Tips, tricks, and technical Visual Studio to work with Unreal Engine. Having the same issue. Following villain's instructions solves the "Preferred Version" issue, but the compiling still fails. For reference the correct directory for solving the "Preferred Version" issue is AppData/Roaming/Unreal Engine/UnrealBuildTool and the VS component I used was MSVC v143 - VS 2022 C++ x64/x86 build tools (v14.38-17.8) The remaining error is Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc.), which is shared in OP's error. One clue, when running Build.bat as suggested by tootzee, is that the console output included this line, Using bundled DotNet SDK version: 8.0.300. According to the link provided by villinx, the Windows 10 SDK should be 10.0.18362 or newer. It is not made clear if the "Windows 10 SDK" shown in the Unreal Engine documentation is referring to the same DotNet SDK shown in the terminal output when running Build.bat. I have confirmed in the Visual Studio installer that Windows 10 SDK (10.0.18362.0) is installed, however the .NET Framework SDK is version 4.8. So, it's unclear exactly what the "bundled DotNet SDK version: 8.0.300" reported by Build.bat actually is. Perhaps this information might be helpful to someone more experienced? I have made some progress toward debugging the issue but have found no solution, I will try to correctly remember everything done since my response above. TLDRL Unreal Engine installation does not appear to be recognizing Windows as a valid support platform. I've gone through and installed several more Virtual Studio components. To confirm, I DO have currently installed all of the following components: Workloads - .NET desktop development Desktop development with C++ Windows application development Game development with C++ individual components - .NET Framework 4.8 SDK .NET Framework 4.7.2 targeting pack C# and Visual Basic .NET Framework 4.8 targeting pack .NET Framework 4.6.2 targeting pack MSVC v143 - VS 2022 C++ x64/x86 build tools (Latest) C++ CMake tools for Windows Windows 10 SDK (10.0.18362.0) NuGet targets and build tasks Unreal Engine installer MSVC v143 - VS 2022 C++ x64/x86 build tools (v14.38-17.8) *NOTE * after installing C++ CMake tools, I was able to open the project in VisualStudio via the UnrealEngine compilation error prompt dialogbox. (I'm not sure if this component is listed in the UnrealEngine installation documentation and I just missed it. With my A.D.D., it's not impossible.) Opening the project in VS from the UE error daig, confirms same error as UE error daig. Re-running the command posted by tootzee returned an error, I'm not sure if I made a typo but trying again this way: cd "C:/Program Files/Epic Games/UE_5.5/Engine/Build/BatchFiles/ Build.bat -Target="TestProjectEditor Win64 Development" -Project="path/to/project/.uproject" -WaitMutex -FromMsBuild -architecture=x64 once again confirmed the UE error diag. The concurrent, remaining error is Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc.) Once again I verified that the correct Win 10 SDK (10.0.18362.0) is installed as VS component. I also verified the Windows directory "C:/Program Files (x86)/Windows Kits/10/Include" for the correct version (10.0.18362.0). Checking the output for Get-ItemProperty -Path "HKLM:\SOFTWARE\Microsoft\Windows Kits\Installed Roots" via powershell returned confirmation that Kitroot10 was using the aforementioned "C:/Program Files (x86)/Windows Kits/10". At this point it appears that the issue is with UnrealEngine rather than with VisualStudio or my components installations. The first thing I do is check Unreal Engine preferences, everything seems to be in order. I tested both the entries for Unreal Editor - Edit -> Editor Preferences -> General -> Source Code as Visual Studio and Visual Studio 2022 with no change in behavior. Checking the Epic Launcher's Unreal Engine Options (Epic Launcher > Library > Unreal Engine 5.3 > Options), it appears that Windows is not even an option. So I checked "C:/Program Files/Epic Games/UE_5.5/Engine/Config/Platforms" and there was no Windows platform directory listed here, only some strange OS name I don't recognize from anywhere. At this point I tried running "C:/Program Files/Epic Games/UE_5.5/Engine/Binaries/DotNET/UnrealBuildTool/UnrealBuildTool.exe" -Mode=QueryTargets to regenerate "C:/Program Files/Epic Games/UE_5.5/Engine/Intermediate/TargetInfo.json" No change was observed to the Epic Launcher's UE options, nor to any of the associated directories. I have now uninstalled UE entirely and am reinstalling, but there appears some manual things I can try if a reinstallation is not successful, e.g., manually configured the C:/Users/{USER}/AppData/Roaming/Unreal Engine/UnrealBuildTool/BuildConfiguration.xml to include SDK parameters, but I have no idea if this line of troubleshooting holds any water. Perhaps this issue needs to be elevated to a somewhat serious bug? Reinstalling now has the Windows directory in "C:/Program Files/Epic Games/UE_5.5/Engine/Config" but there is still no Windows development option in the Epic Launcher's Unreal Engine options. Perhaps it is simply a default, and/or I have experienced a number of simultaneous issues. Suffice that reinstallation of UE did NOT solve the "Platform Win64 is not a valid platform to build. Check that the SDK is installed properly and that you have the necessary platform support files (DataDrivenPlatformInfo.ini, SDK.json, etc.)" error. Final testing proved no success. 5.4.4 works fine, error only occurs 5.5+. It seems after doing all of this, it appears I am at least able to add C++ into blueprint games now, so there's that! If your project isn't creating a new project then I would suggest trying to change the engine's build tool config. I was just able to build from source after changing it. Seeing as your project won't compile / open I'd look there. Go into your 5.5's install folder then into \Engine\Saved\UnrealBuildTool There you can add a custom config via a BuildConfiguration.xml file Epic Games Developer Configure how the engine is built. Epic Games > 4.9 > Engine > Plugins, and add the plugins folder there. If there is no folder Create a new one and put the files in there. This will add the plugin to that version of the engine. Now, launch a project in 4.9. Go to Edit > Plugins > " The plugin that you added" > and in that section make sure the Enabled check box is checked on. That was the answer I found on another post I had, for anyone having trouble. 3 Likes Per project solution. Create a "Plugins" folder in the project folder, create a sub-folder for every plugin to keep it clean, and unpack the plugin. The engine will automatically load the plugins that will find in there. To see the plugins content will be able to enable them in the view options in content browser: 4 Likes Just curious, if the plugin is in both places (engine level and project) it will use the one in the project folder correct? I only ask because I have two different projects using the same plugin and I want to make changes to one and not have it affect the other. Can't say that I know. Maybe it loads engine's plugin instead of project's. Yes, if you move the plugin into your project's directory, any changes you make there will not affect the main plugin. A caveat - when you try to package your project, you'll get an error if the plugin exists in your project folder AND in the engine folder. The only workaround I've found is to temporarily remove the plugin from the engine folder and replace it with your project folder's plugin. This seems to be an oversight from Epic, so if anyone knows how to stop the plugins from conflicting with each other, I'd love to know the solution. Actually, for 3rd party plugins, you just need to create a "Plugins" folder in your main Project directory (in with Config, Intermediate, Saved, etc.) and then paste the entire folder in there. 2 Likes Hey. Was unsure where to post this issue; I hope I am in the right place. I am receiving the following errors: "The following modules are missing or built with a different engine version: UE4Editor-BattleTank.dll Would you like to rebuild them now?" And this after I select yes: "BattleTank could not be compiled. Try rebuilding from source manually." In the build log before the error comes up and this is how it read: Running C:/Program Files/Epic Games/UE_4.18/Engine/Binaries/DotNET/UnrealBuildTool.exe BattleTank Development Win64 -project="C:/Users/Master/Documents/GitHub/BattleTankUnreal/BattleTank/BattleTank.uproject" -editorrecompile -progress -NoHotReloadFromIDE Using 'git status' to determine working set for adaptive non-unity build. Creating makefile for BattleTank (no existing makefile) I've tried generating my visual studio files. I've tried re-installing visual studio. I've tried reverting my commits on Github - this has worked a couple of times, but then when I finish up making changes to my project (and then committing/pushing those changes), the next time I open them, these same problems pop up again. It may have something to do with Github, but I'm really not sure how. I've been searching for an online solution but am yet to find one. Any help would be greatly appreciated! Thanks, J P's. I've been using the same Engine version the whole time, which is Unreal 4.18 I Like u found any solutions yet? iansky1: u found any solutions yet? Did you not see how old this post is? you can find some solutions here: GameDev.tv - 8 Oct 16 Okay, I messed up something real good. A project cannot be restored in a traditional way (Checkout and Rebuild). This is only for a single project, others are working properly. Someone had this before? Any ideas how I could rebuild it manually? Reading time: 2 mins Likes: 25 ♥ 2 Likes I have the same issue but the project was made with blueprints. If you have tried: Deleting 'Binaries', 'Intermediate', and 'Saved' folders Right click on '.uproject' file and clicking on 'Generate Visual Studio Project Files' Double clicking on the '.uproject' and hitting yes to build If the above hasn't worked, then it could be an issue with c++ code. It logs the error in the 'Saved->Logs' folder. I just solved my issue by fixing my compiler errors this way, then you can try deleting the above folders and building again and it all worked for me. I don't know what your specific problem is though. 3 Likes I got this error when trying to open a UE 5.1 project in UE 5.3. I had to upgrade from Visual Studio 2019 to Visual Studio 2022 then it worked. I Like Figured I would add this just in case it can help someone. Hard to find solutions sometimes. Anyway, the problem : I was getting the "Project could not be compiled..." error when I would try to open the project from the Unreal Engine 'hub' (?) or from the project file in Windows Explorer. However, when I manually compiled the project in Visual Studio, it would complete with no errors. Unreal Editor was not VISIBLY open. However, because it had crashed earlier, it never shut down properly and the process was still running in the background. The solution : After opening the Task Manager and ending the Unreal Editor process, I was able to open the project normally, without any code changes. So, you actually may not have any issues with your code or corruption in your project. You may just need to make sure the editor process stopped last time you had the project open. Hope it helps. Almost forgot. Also, I didn't have to delete any folders or, as far as I could tell, even rebuild the project. However, in the Editor Preferences I have enabled 'Force Compilation at Startup'. I just fixed this issue. Pretty annoying. Mine was a very similar problem with the game not loading, giving me this error: "The game module could not be loaded. There may be an operating system error, the module may not be properly set up, or a plugin which has been included into the build has not been turned on." I was trying to use the "Enhanced Input" module. I added it to my build.cs file and from then on I had issues even though I could use the #includes that come with the module. The fix was removing that module first and all the includes and commenting out the code relying on it. Then I loaded up my game (it worked at this point without the module) Searched for and added the Enhanced Input Plugin through the editor. Then I closed the project. Then I opened the workspace and reread all the code I wanted. Made sure there were no errors. Then closed the project. Now delete the intermediate and binary files. Then I right clicked on my project file - Generate Visual Studio project files. Try and open the game now (not through your workspace) It asks you to generate the files you deleted. Which you need to agree to. Then the game loads up, no more issues... So far lol I hope this helps someone save 45 freaking minutes! I Like I still get the error and it's not solved; I have been trying all the possible steps but didn't work, idk what to do now, it's just said all the work might be gone like nothing. What I've done was delete the "binary" 'intermediate' and 'saved' folders, then right clicked on the uproject in the files and regenerated the visual studio files I am on Linux (Editor version 5.3) and my workaround is deleting the project and using VCS to retrieve it again so that the project can be opened, hence, similar to deleting certain folders. However, I have had no luck finding out which files are causing the issue, and even after the project is downloaded again the error message persists even though it is possible to run the project... Would be nice with a solution for such a major issue and not these workarounds. One thing that fixed it for me (after switching engine version and regenerating VS solution files by right clicking on the .uproject file) was opening the project in Visual Studio and then changing the 2_Target.cs files (one for the game, one for the editor) and set DefaultBuildSettings to BuildSettingsVersion.Latest, looking like this: DefaultBuildSettings = BuildSettingsVersion.Latest. After this I did a rebuild and opened the .uproject file and everything was fine. Prior to this VS showed some projects failing to build due to some settings that weren't allowed anymore. I Like My problem sounds similar. When I try to let the system build for me, it tells me witch plugins are having problems. Try disable all plugins on your ProjectName.uproject file. Start with the ones that it tells you are the problem. Then disable all of them if that does not work. Then just let ue start and rebuild the project through the normal start menu. After it starts once enable all the plugins you disabled. I had to get rid of instances in my level that were part of the plugin I disabled(crash). I saw this on a post or video a while back.

- <http://www.binghan.my/userfiles/file/01200ca6-249e-4cd1-adbf-be02e8b314fc.pdf>
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