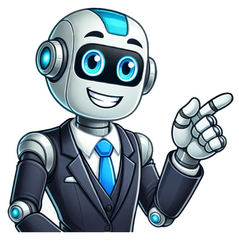
Click Here



the asset i purchased got stuck during the initializing phase. restarting the epic games launcher doesnt fix it. Shutting it doen and deleting the localappdata webcache_4430 folder doesnt fix it either. What type of bug are you experiencing? Purchasing Steps to Reproduce the asset i purchased got stuck during the initializing phase. restarting the epic games launcher doesnt fix it. Shutting it doen and deleting the localappdata webcache_4430 folder doesnt fix it either. Expected Result to be able to install the asset Observed Result it gets stuck in “initializing” Platform pc Operating System desktop Hey there @Flame Is this issue something you’re experiencing with several different assets or just one particular one? Please provide the product URL so that we can look into this further. Thanks! Hi, I’m also getting this issue. Asset is 1850s Post Office Environment (Medieval,Abandoned,Village) | Fab Steps tried: Waiting. Waited up to 12 hours. Trying again multiple times. Adding the asset to a different UE installation, even a different UE version. Canceling and restarting the download. Deleting the items in the vault cache. Restarting the Epic launcher. Restarting the computer. Hard drive space is in the hundreds of Gigabytes and other, larger assets continue to download. It doesn’t happen with any other asset pack. I’ve downloaded hundreds. Just this one. 1 Like Im having the same issue. I cant add to project for any project it just stays stuck at latest activity This issue have been going on for weeks are they fixing this? I’m having the same problem ever since they released 5.5 I havnt been able to add any assets to none of my folders …did they try to fix this issue? If it is just a mesh assset or similar and not a plugin just go to your cache directory that is under settings in your launcher - find the most recent folder as thats most likely the one you just downloaded and go into the content folder of it - copy everything in there into your project content folder and it should work. Bit of a workaround but I didnt want to wait on an official response. 2 Likes My account is new and i can’t download my purchase assets, i the see this post and work for me, just open the editor from the launch button, restart the editor and i can download the asset Okay, I think I know exactly the problem My new account doesn’t create (not open an existing project) any unreal engine projects before. so just search for fab if it doesn’t show up, then click unreal engine in the top right corner and the fab will automatically appear in the vault section [image] Several different assets. Closing the Editor helps sometimes. Other times, the asset folder is mysteriously there on the second (or later) attempt. EDIT: On the third (?) restart of the Launcher, the asset finally installed (this one was ‘create project’). But this did not happen until the Fab Library search was complete (spinner stopped). Hey folks, Is this happening within the plugin as well as on the launcher? It would help us understand the issue in more depth if we can confirm whether or not this issue is isolated to the launcher or not. Thanks! Same Issue for me. I only use the launcher. I have waited unto overnight with no change from “INITIATING”. I have also had the same issue where an asset would magically appear after restarting my system. I tested to see if the issue affected what had already been downloaded to my local cache or a new asset. Both reacted the same and stalled on “INITIATING”. I thought to see if Admin Priviledges was the problem by manually running the launcher and giving it admin, and it seemed to work, but I could not duplicate the success either manually or automatically through Windows task system for autostart. NOTHING has worked to any degree of success. I hope sharing my observations will help bring this issue to a quick resolution. Thank you 1 Like Hey dude i had the same problem but i fixed, i restored the settings of the download to default, after this, i select againg the folders on the disk that i prefer, close the program, open it again and it will be fix. 2 Likes I’m experiencing the same issue - I can’t add anything to any project. It just gets stuck on ‘Latest Activity’ and doesn’t progress. Applied update, not change, Still stuck on “INITIATING”. Tried resetting my library to default. No change. FIXED! I found that going into APPs Manager and Uninstalling the “Epic internet Services” Resolves the problem. It makes the Launcher flip out, but files get downloaded and installed. The launcher want to reinstall the services but you can ignore the badge and the launcher functions as usual. 1 Like The Epic Online Services is Definitely the issue. Cause is conflicting asset, namely Content \ __ExternalActors__\ThirdPerson\Maps\ThirdPersonMap\D\SY\Z4CTQ4LG3YV10EKPD0UE8Q.uasset It happens when you try to install asset pack which has demo made of Third person template into project that itself is made from that template or already has some other pack with similar-made demo. Launcher stumbles over this conflict and probably wants to consult Epic about what to do but Epic keeps silence (as usual) so launcher awaits. You may find and delete this file in your project (backup for safety first) and retry to install the pack, usually it goes well. Alternatively you may install it manually by copying files from AssetVault and overwriting this and possibly other conflicting .uassets Hope @SkyeEden will pass this info to proper dev. 1 Like Hey everyone! We appreciate all the additional information you have each provided when seeking a workaround to the issue. I’ve passed on all the relevant information to the team that will be investigating this issue further. Thanks! I have also added this to the Known Issues post for further visibility. This is ultimately what worked for me. 1 Like Page 2 Uninstalling the Epic Online Service did not solve the issue for me. Copying the cached assets to the project did not work, because no assets were downloaded (my default folder is C:\ProgramData\Epic\EpicGamesLauncher\VaultCache). I’m also only using the launcher. Uninstall Epic Online Services. Everything works afterward. You may want to make sure you are running it with Admin Priv. I did not have to restart after disabling the Online Service but you want to try that then run as admin? I pray the issue is resolved quickly for you and everyone else. Noticing that I get this issue only when I am trying to install assets that were from a different epic account than I am currently signed in with. Just fyi THIS worked, such an easy fix ! Seems like when installing (sometimes) when you choose your own directory, for some reason, the “Vault Cache” is not created. Weird You saved my life ! Thanks man !!! EMP-16951 changed to ‘Need More Info’. We’re missing information that would help us determine the source of the issue. The issue is mostly seen on the cases where users have multiple accounts. In my case ; I use one account for my personal projects but also I am a dev in a studio and i use that account for adding assets to their projects. So when i jumped in to the company account and try to download any asset which company got . 1- go the launcer and in the library find your assets to download. 2- “add to project” option. 3- Launcher will change to “init” mode and stuck there. Note: I can download anything in my personal account library . So something in background might try to match the account name or something and it can stcuk while that verifing process. But its not good there is no log or feedback what is going on. Can confirm that uninstalling Epic Online Services worked for me. I’d been having this issue with all content for months. Uninstalled, rebooted Epic, ignored the warning and all works fine. I need help fixing this error, I already followed the steps that was posted in another forum that was: Closed Unreal Engine Removed Binaries, Build, Intermediate, Saved Deleted .sln file Reopen the .uproject This project was created around 2 years ago using Unreal Engine 5.0, I’m currently on Unreal Engine 5.3 The project ONLY used Blueprint and wasn’t created using C++ 1 Like Try with building it with visual studio. Or use unreal 5.0 I think there’s a bug with UE 5s regarding implicit source compilation - i.e clicking the .uproject without compiling via VS first. UE 4 will pop a window showing progress of compilation but UE 5 does the compilation silently which makes one think that there has been a problem and clicking the .uproject file once again which will pop an error such as this one. First click right button on .project than “switch unreal engine version” to 5.3 This would generate new files and an .sln Than hit .uproject again, hold until something pops, do not hit again. If this window popped - hit the .sln file and Build it (Ctrl + B or Ctrl + Shift + B) - post errors here. 1 Like These are the errors that I got when I did Ctrl + Shift + B in Visual Studio 2022. The components I have installed in VS 2022 are: .NET Multi-platform App UI development, .NET desktop development and Game development with C++. Those 2 errors at the top are coming from the engine, we can ignore them as it seems like the engine works fine. Yet your project fails to compile and the reason can’t be understood (to me at least) from the error list, please upload the entire output window, maybe it will give us a clue. 1 Like Is it this? Sorry I don’t know much about this. Is it possible for me to send you the file? I can pay you to fix this, I really need to get this working ASAP. Ok so apparently the one of the 3 fails is because I didn’t have a plugin, I just installed that plugin and now only 2 fails left. Build started at 9:38 PM… 1>------ Build started: Project: UE5, Configuration: BuiltWithUnrealBuildTool Win64 ------ 2>------ Build started: Project: BuildGraph.Automation, Configuration: Development Any CPU ------ 3>------ Build started: Project: AutomationScripts.Automation, Configuration: Development Any CPU ------ 2>C:\Program Files\Epic Games\UE_5.3\Engine\Source\Programs\AutomationTool\BuildGraph\BgScriptReader.cs(1640,37,1640,42): error CS8604: Possible null reference argument for parameter ‘other’ in ‘void HashSet.UnionWith(IEnumerable other)’. 2>Done building project “BuildGraph.Automation.csproj” – FAILED. 3>C:\Program Files\Epic Games\UE_5.3\Engine\Source\Programs\AutomationTool\Scripts\CheckForHacks.cs(87,26,87,45): error CA2017: Number of parameters supplied in the logging message template do not match the number of named placeholders (CA2017: Parameter count mismatch (code analysis) - .NET | Microsoft Learn) 3>Done building project “AutomationScripts.Automation.csproj” – FAILED. ========== Build: 1 succeeded, 2 failed, 44 up-to-date, 0 skipped ========== ========== Build completed at 9:38 PM and took 16.703 seconds ========== Do you know what these fails are? Yes the source of this failures is the engine, never the less the engine seems to work fine, just launch the project and it should work. try it. I have the same issue and tryed the solution with building via VS Code. I got these warnings and error message: Output: Build started at 13:37... 1>------ Build started: Project: Shooter2, Configuration: Development_Editor x64 ------ 1>Using bundled DotNet SDK version: 6.0.302 1>Running UnrealBuildTool: dotnet "..\..\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll" Shooter2Editor Win64 Development -Project="D:\Shooter2BackupNew\Shooter2\Shooter2.uproject" -WaitMutex -FromMsBuild -architecture=x64 1>Log file: C:\Users\voel_mn\AppData\Local\UnrealBuildTool\Log.txt 1>Using 'git status' to determine working set for adaptive non-unity build (D:\Shooter2BackupNew\Shooter2). 1>Creating makefile for Shooter2Editor (no existing makefile) 1>EXEC : warning : [Upgrade] 1>EXEC : warning : [Upgrade] Using backward-compatible build settings. The latest version of UE sets the following values by default, which may require code changes: 1>EXEC : warning : [Upgrade] bLegacyParentIncludePaths = false => Omits module parent folders from include paths to reduce compiler command line length. (Previously: true). 1>EXEC : warning : [Upgrade] CppStandard = CppStandardVersion.Default => Updates C++ Standard to C++20 (Previously: CppStandardVersion.Cpp17). 1>EXEC : warning : [Upgrade] WindowsPlatform.bStrictConformanceMode = true => Updates MSVC strict conformance mode to true (Previously: false). 1>EXEC : warning : [Upgrade] bValidateFormatStrings = true => Enables compile-time validation of strings+args passed to UE_LOG. (Previously: false). 1>EXEC : warning : [Upgrade] Suppress this message by setting 'DefaultBuildSettings = BuildSettingsVersion.V5;' in Shooter2Editor.Target.cs, and explicitly overriding settings that differ from the new defaults. 1>EXEC : warning : [Upgrade] 1>EXEC : warning : [Upgrade] 1>EXEC : warning : [Upgrade] Using backward-compatible include order. The latest version of UE has changed the order of includes, which may require code changes. The current setting is: 1>EXEC : warning : [Upgrade] IncludeOrderVersion = EngineIncludeOrderVersion.Oldest 1>EXEC : warning : [Upgrade] Suppress this message by setting 'IncludeOrderVersion = EngineIncludeOrderVersion.Latest;' in Shooter2Editor.Target.cs. 1>EXEC : warning : [Upgrade] Alternatively you can set this to 'EngineIncludeOrderVersion.Latest' to always use the latest include order. This will potentially cause compile errors when integrating new versions of the engine. 1>EXEC : warning : [Upgrade] 1>Total execution time: 13.66 seconds 1>Shooter2Editor modifies the values of properties: [bStrictConformanceMode]. This is not allowed, as Shooter2Editor has build products in common with UnrealEditor. 1>Remove the modified setting, change Shooter2Editor to use a unique build environment by setting 'BuildEnvironment = TargetBuildEnvironment.Unique;' in the Shooter2EditorTarget constructor, or set bOverrideBuildEnvironment = true to force this setting on. 1>C:\Program Files\Microsoft Visual Studio\2022\Community\MSBuild\Microsoft\VC\v170\Microsoft.MakeFile.Targets(44,5): error MSB3073: The command "D:\UE_5.4\Engine\Build\BatchFiles\Build.bat Shooter2Editor Win64 Development -Project="D:\Shooter2BackupNew\Shooter2\Shooter2.uproject" -WaitMutex -FromMsBuild -architecture=x64" exited with code 6. 1>Done building project "Shooter2.vcxproj" -- FAILED. ========== Build: 0 succeeded, 1 failed, 11 up-to-date, 0 skipped ========== ========== Build completed at 13:37 and took 14,208 seconds ========== Ok I have no idea if this was the right way, but I first generated visual studio project files and now I have additional errors when building: in another forum thread I found a suggestion to install SDK NET 7.0 and NET 6.0 (I don’t even know what that’s for). I tried building again, same errors. 1 Day Later: I gave up on this approach. But what worked for me was creating a blank 5.4.2 Project and migrating everything over from my 5.1.1. Project. 1 Like Hi, thanks for your trying. It also worked for me which creating a new project. Although it’s still sth problems can’t solve yet, I can get in it and keep going my work anyway. Yooo I just managed to get mine working again on 5.5 thought I might contribute to the thread and see if it helps anyone else… for some reason my target files were disconnected or file path lost? not sure but make sure you check the following files for continuity of your “Project name” anything with project is just a placeholder. File check 1: C:…. Project>…“yourProject”.uproject open in notepad check modules… “Name”: “YourProject”, correct if necessary should match “yourProject”.uproject File check 2: C:…. Project>Source “yourproject”.Target.cs "yourproject"Editor.Target.cs check all remaining files for name continuity Should look something like this Then try open project or right click and generate VS files project files 4 Likes Hi, question: I’m running a downloaded unreal engine project on a Mac. An error appears. “could not be compiled try rebuilding from source Mac OS.” When I create a project in unreal engine myself, there are no errors. I’ve tried everything. What could be the reason? Hi, question: I’m running a downloaded unreal engine project on a Mac. An error appears. “could not be compiled try rebuilding from source Mac OS.” When I create a project in unreal engine myself, there are no errors. I’ve tried everything. What could be the reason? Hey, just fixed a similar problem and wanted to share what worked for me. It was probably a number of things, but the last thing I did that finally fixed it was opening ./Source/Editor.Target.cs and making sure this line was correct: DefaultBuildSettings = BuildSettingsVersion.V5; For some reason, mine was .V2 instead of V5. Probably should change it in .Target.cs too. 2 Likes One thing to check as well is the 260 character limit - I have found the .sln file won’t build if it is deeply nested in subfolders (example: deep in OneDrive folder). If you pull out the project and put it on the C drive, or at least a shorter file path, that sometimes fixes the issue. Otherwise, check plugins are placed in the appropriate spots. I am new to Unreal Engine. And I was also receiving this error with version 5.6 but only on creating a project with C++ instead of selecting Blueprints. So, I unchecked (disabled) “Load last project at Startup” and now it loads without errors when I open the project from the Recent Projects list within Unreal Engine. Not sure if that’s a valid solution to this problem, or not, and I’m not sure why the error only appears when “Load last project at Startup” is enabled. I tried everything to fix this problem from all the suggestions on this post, and nothing worked for me until I disabled load project at startup. I’m trying to add this plugin. It shows up in the eidtor but I can’t use it. Any idea why? Did I miss something? 1 Like "In order to add a plugin you would need to add the downloaded plugin to Unreal’s Plugin folder. So, navigate to Program Files > 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 need 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 I strive to keep all my projects clean without any warnings and errors, so it frustrates me that in 5.5, every of my projects starts up with following error: LogEOSSDK: Warning: LogEOS: Error response received from backend. ServiceName=[Friend], OperationName=[GetBlockList], Url=[], HttpStatus=[403], ErrorCode=[errors.com.epicgames.common.insufficient_scopes], NumericErrorCode=[1056], ErrorMessage=[Insufficient access scopes. Expected: [friends_list]] How can I get rid of it? EDIT: The warning goes away upon disabling Fab plugin. This is quite lame as official Epic plugin should not just throw random warnings. i have same every project. those which works 5.3-5.4 get those error in 5.5 5 Likes can epic fix this or is it just ignoring game devs lol. should making proper engines without bugs 3 Likes also getting this error, cant figure out how to fix it, did you guys make any progress? 1 Like tried several youtube methods but no. epic makes trash engines Epic doesn’t make trash Engines. Unreal is honestly INSANE how nice it is. However, I 100% agree with you that FAB was a sell out and by far a stain on their legacy. 2 Likes Try removing the Intermediate folder in that engine folder and try again, that’s how I solved it! 1 Like I’m working with Unreal Engine 5.4, and I keep getting the following error when trying to build my project: LogFab: Error: Login failed - error code: EOS_InvalidAuth LogEOSSDK: Error: LogEOSAuth: Invalid parameter EOS_Auth_Credentials.Token reason: must not be null or empty LogFab: Error: Login failed - error code: EOS_InvalidParameters LogEOSSDK: Error: LogEOS: EOS_Auth_CopyUserAuthToken - One or more parameters are null LogFab: Error: User auth token is invalid - unable to get auth token PackagingResults: Error: Unknown Error I’m NOT using Epic Online Services (EOS) in my project, so I tried disabling it in DefaultEngine.ini and DefaultGame.ini by adding the following lines: [OnlineSubsystem] DefaultPlatformService=None [OnlineSubsystemEOS] bEnabled=false Even uninn However, the error still persists when building the project. I also deleted the Saved and Intermediate folders and tried again, but the problem remains. Things I have already tried: Disabling EOS in .ini files Deleting Saved and Intermediate folders Checking Project Settings > Plugins and ensuring EOS is disabled Uninstalling the EOS plugin entirely Searching for EOS references in Blueprints (found none) Does anyone know what else I can try? Any help would be greatly appreciated! Thanks in advance! 1 Like Try disabling the “EOS Shared” plugin as well as the “Fab” plugin. Disabling both of these removed the errors for me (and fixed another random crash I was seeing on shutdown sometimes…). 2 Likes Yes, as I wrote above in the EDIT section of my post, disabling FAB plugin solves the issue, but it’s kind of annoying if you actually want to use FAB. I still think that stuff that comes directly from Epic or is bundled with the Engine should always be warning free. 4 Likes Disabling only the EOS plugin solved it for me. FAB was not needed. THanks! 1 Like Rawalanche: disabling Fab plugin Disabling Fab plugin worked for me Thanks 1 Like The UE 5.6 preview is now available! Download now on the Epic Games launcher, GitHub, and Linux. You can also check out the Public Roadmap! 5.6 brings: Vast, high-fidelity open worlds with maximum performance, and consistent 60hz frame rates. The biggest and most powerful update yet to the animation authoring toolset. MetaHuman Creator is now available in-engine including blending and sculpting of MetaHuman bodies plus improved visual fidelity and new realtime workflows for MetaHuman Animator. Faster creation with Content browser 2.0 and the new Viewport toolbar layout. The ability to build expansive, high-fidelity worlds faster than ever with powerful procedural workflows If you’re interested in learning more about what’s coming with 5.6, tune into State of Unreal, which we’ll broadcast live from Unreal Fest Orlando on June 3 - or attend the event in person! As a reminder, preview releases are not fully quality tested, are still under heavy active development, and should be considered as unstable until the final release. We recommend that developers make a copy of their projects for testing these builds, not to convert their projects. Known & Fixed Issues: Unresolved issues in 5.6 Preview targeted to be fixed by the 5.6 Release Unresolved issues in 5.6 Preview Issues fixed in 5.6 (the fix may not be included in the current available Preview) If you discover any additional issues with this preview release, please report them using the guidelines in the link: How to Report a Bug. Where has the “Forward Looking” section gone at the public roadmap? Are all the ideas in the section scrapped? For example all the UI/UMG stuff mentioned there? 21 Likes will 5.6 include MegaGeometry for nanite mesh ? 5 Likes I’m glad this update has focused a lot on performance. This is specially necessary for the Switch 2 hardware! I hope this is followed for 5.7 as many devs both indie and AAA will be targeting this console. I’ll be posting some performance comparisons between 5.5 and 5.6. I’ve been working with a custom build and I already know that Lumen performance has been improved in a non trivial manner. Only thing that had me worry was a performance regression on the CharacterMovementComponent (that was with a DEV 5.6 build from 15 days ago), but I will re test this again to see how it looks on this snapshot of the engine. 17 Likes Can’t find announced templates. Where they are? 6 Likes i`m eager for it too, could not found nothing about it 1 Like Your updates and efforts are beyond amazing guys. 5 Likes Another version without the component search in the details panel. It was in UE4, why was it removed for UE5? 6 Likes I like to report these kinds of things, unfortunately my last report has been unprocessed for 30 days… This is worrysome. There are already been 19 clicks to this scam link.. Wow okay, the link just updated to another hack right as I am writing this… EPIC needs to do something about it. (EDIT: Apparently they did something! Yay!) 2 Likes am i missing something, or is this a bug? it seems like gameplay camera component doesn’t exist in blueprints now. it can’t be added to an actor, even though camera assets/rigs/directors are all able to be created and modified in the content browser. default third person template project, 5.6 preview. gameplay cameras plugin is enabled by default. toggling it and restarting doesn’t fix it. if i convert a 5.5 project that has a gameplay camera in it, it exists in that project, but i can’t add a new one once it’s been converted (gameplay animation sample project used for example) these buttons also don’t seem to work correctly if you make a gameplay camera asset in a 5.6 project 1 Like For those of you compling just a heads up that UMetaData seems to be deprecated or moved as I have a few plugins unable to resolve it right now as undeclared identifier. Might need some refactoring or taking a look at the release notes to see how to patch it 2 Likes Nice to test the new features. I do run into this error ‘raytracing geometry always resident memory over budget (768/256MB)’. Any suggestions where to change this value to get rid of this error? VR quality is very bad but maybe related to this error?! Edit: found a solution. Just increase the memory using a cvar r.RayTracing.ResidentGeometryMemoryPoolSizeInMB Will there be an update for GASP (Game Animation Sample Project) with 5.6 ? 1 Like This is gonna be very exciting. Can’t wait to see what more features is gonna be in store for 5.6 and seeing more improvements of it too. The biggest thing that I’m hoping to know and wondering that if megalights is gonna finally add support for hair strands in 5.6 version?. Because I really do not enjoy using hair cards all the time on metahumans while I’m using megalights in 5.5 with my projects that I’m doing to be honest Commit f644927 deprecated UMetaData for FMetaData. 3 Likes Hey @Capsu1, Capsu1: it seems like gameplay camera component doesn’t exist in blueprints now. Yes that’s my fault, I didn’t catch that the BlueprintSpawnableComponent meta isn’t inherited until after the Preview 1 was cut. This is fixed for 5.6 final. In the meantime, for a local fix, you’d need to add that metadata to both UGameplayCameraComponent and UGameplayCameraRigComponent. Sorry for the trouble. Capsu1: these buttons also don’t seem to work correctly if you make a gameplay camera asset in a 5.6 project I don’t know about that, but I know some of the editor toolkit code was temporarily broken, so maybe that also escaped into Preview 1… note that the buttons would only be enabled if there are any “related” assets to navigate to. 9 Likes Can’t add Metahuman character to a project. I assume, the plugin on linux isn’t implemented yet? is hardware ray tracing support on mac apple silicon a thing now? 2 Likes Page 2 TinaWisdom: You can also check out the Public Roadmap! Will there be a Forward Looking section in the Roadmap again in the future? Or has it been decided not to add to section anymore? Since there were a lot of good things mentioned and no one now knows if they are still a thing or not. 1 Like Virtual shadow maps stopped working without Nanite on Vulkan (when disabled via r.Nanite.ProjectEnabled=False or Project settings), regardless of the presence of r.Shadow.Virtual.NonNaniteVSM=1 in the config. I’m missing them to, no getting started video either, I got a character mad as a test BUT it collapse’s when I put it into a character BP all good! glad to hear it’s already fixed for final, thanks! 1 Like Not sure if this is by design, but apparently this version isn’t able to package projects. I know we aren’t supposed to ship games made with the preview, but we could test our project’s performance nonetheless. No problem if this is by design but, if it isn’t, I hope it gets fixed for the release version. I’ve tested the included First Person Template in both blueprint and C++ versions and both can’t package. Baking lightmaps not working in 5.6 linux Recent discussion in 5.5 1 Like The new version of Unreal Engine 5.6 Preview causes serious dissatisfaction, as they focused on cosmetic changes instead of fixing fundamental problems. The rewritten RHI remains unstable, leading to engine crashes at the most critical stages of use. Similarly, the video memory leak that causes the engine to crash has never been addressed, negatively impacting the reliability of processes. The situation with D3DBuffer remains unacceptable - even on an empty scene there is excessive consumption of video memory, reaching 26 gigabytes, which is clearly out of bounds. Lumen implementation also leaves much to be desired: the current “crutch solution” only additionally loads the system instead of providing stable and efficient work. The rewriting of the uasset format, which makes it impossible to migrate assets to earlier versions, has led to serious complications in the workflow. Instead of prioritizing these key issues, the release removed the settings button that allows you to change graphics and other settings, creating the illusion of meaningful updates. This strategy of changing the interface feels like an attempt to mask a problem rather than a targeted fix. I hope that future updates will focus on solving fundamental problems affecting the engine’s stability and performance, rather than creating an impression of activity by changing the appearance. 15 Likes Hi! Thank you for this update. It feels cool to have a toolbar developing but now it seems to basically block the part of the viewport. Now we have this unused bar that makes the viewport space smaller even in the full screen mode. Before that the buttons were not distracting the view and were placed with transparent background. We already have pretty large icons I think it it’s great idea to consider giving more workspace and view space. 7 Likes Nanite Meshes using WPO that are being placed with the foliage tool aren’t showing up in the HW Lumen scene on 5.6. Toggling off “evaluate world position offset” immediately makes them reappear. 3 Likes Is it worth migrating to 5.6 as a game developer who just started on their indie game and everything is in initial phase. But there are several features implemented and tested in 5.4 & 5.5 but I am not sure whether I should TEST them in 5.6, will it be worth it for my first release. FYI, Its just me working on it. Start using 5.6 already Stick to what has been tested already Nikolay_Shamaev: transparent background I agree, I would also like the bar to have transparent background 3 Likes Guys, make MetaHuman Plugin with Animator and Mesh to Metahuman technologies available on MacOS please 4 Likes The section of the content browser inside the red box is so unnecesary and taked so much space, could you add an option to remove it? The only button I use is the settings one, but could be placed somewhere else or available when right clicking the content browser. Also the current path can be seen on the left with the folder tree, and the add, save, fab etc buttons are already in other places of the engine 1 Like Lots os shimmering, scintillation and noise compared to 5.5.4, that happened in Lumen, Lumen RT , Detailed, Global and with RT Shadows. Still not able to build Linux PRojects since 5.4.4. Good question. I recently went through the same evaluation. In short, unless you have a specific feature in 5.6 that is critical for your project, I’d recommend sticking with 5.5 for now. Here’s a quick overview: UE5.x Stability Timeline: 5.0 - 5.1 – Highly experimental, not RC. 5.2 – Technically RC, but only for very robust, AAA-level projects. 5.3 - 5.4 – PSO cache was broken, not RC. 5.5 – First solid RC in the UE5 series, with PSO cache fixed and overall better stability. 5.6 – Focused on SM6, which has significant performance issues on older GPUs. Not expected to be fully stable until late 2025, and many marketplace plugins may lag behind in compatibility. Performance Impact: 5.6’s shift towards SM6 can significantly reduce performance on older cards, which still make up a large portion of the Steam Hardware Survey. We’re getting 249 FPS in a large, densely populated voxel world using SM5, without Lumen. That drops to 60-70 FPS on the same hardware with SM6. It also pins the GPU usage at 95%. If you’re primarily targeting PC, this is a critical consideration. Why We Stopped Upgrading: Our main reason for moving past 5.4 was to get PSO cache fixes, and with Mutable now stable in 5.5, there’s no compelling reason to upgrade further for our project. Epic’s push towards UE6 and the Fab store also suggests a shift in focus away from current-gen development, making stability even more uncertain. Consider the Long Game: Remember, ARK was built on UE4.6 and is still going strong. It’s better to pick a stable, reliable version and polish your game rather than constantly chase the latest features at the cost of performance and stability. Final Advice: If your project doesn’t absolutely need a specific 5.6 feature, stick with 5.5. It’s the most stable version of UE5 currently available and a solid base for indie projects. 18 Likes @Teella This is Awesome!! Thank you so much for your detailed analysis and answer, it really helps me make a decision to sticking and making the MVP game atleast with the current engine version. All BPs now can be recompilied during PIE and it seems to work with BP, WBP and ABP. Huge thx to people who worked to make it happen. 4 Likes I can tell when I see someone who breath’s unreal engine and also know pain when I see it great summary and assessment 2 Likes Can’t we keep using UE 5.6 with older model, SM5? Page 3 Was really looking forward to 5.6, due to mobile rendering improvements and the expansion of the chaos modular vehicle plugin. Thanks for the work in this direction Unfortunately, static and skeletal components do not work in chaos modular vehicle I also tried to enable p.Chaos.EnableOverrideSingleParticleTypeToCluster, but it did not give any results I really hope that by the release of 5.6 their support will be available 1 Like Hi, I’m reporting a bug related to bound grooms on Geometry Caches. Adding an animated Geometry Cache with a bound groom to the scene works fine initially, but the binding consistently breaks after scrubbing through the Sequencer timeline after a while: This issue first appeared in Unreal Engine 5.5.0, where all of our previously working characters began to experience this problem. Is there any chance this could be looked into before the full release?¨ Happy to share a repro project if needed. 2 Likes I hate the absolutely unnecessay new UI. what a nonsense change. when you feel ultra familiar, they change they UI … it’s getting annoying, is there a way to spam them with negative comments about it? 1 Like Just use the console command: ToolMenuViewportToolbars 0 to turn it into the old one. This will remove the additional menu that they introduced in 5.6 @CarlosLogg 7 Likes The metahuman integration into the engine is a nice addition. Hopefully we can save our metahumans now with optimized textures so they take around 200mbs or even less. 1 Like The documentation for 5.5 is still incomplete. Do you have some roadplan to make sure this version will be be properly documented? 2 Likes Nikolay_Shamaev: transparent background Agreed! kukelia: section of the content browser inside the red box is so unnecesary Agreed! Njordy: Can’t we keep using UE 5.6 with older model, SM5? Yes, you can. SM5 is not being deprecated and won’t be for a very long time. I respect the thoughts and opinions of @Teella, but I suspect they are specific to whichever features they need in UE. I have not encountered the same issues (different ones though) as I’m using different features, such as SM5 and DX11. I’ve found each version gets more stable and I suspect 5.6 will be too, just from the list of fixes alone. I’d switch to 5.6 as it will be the most stable version of UE5 once released. I’m hoping 5.6 will address this issue though, that has been a problem for the last two versions (5.4 and 5.5). UE 5.4.4 - slow material updates? 3 Likes I succed to build my project with ue5.5.4 in linux native os 1 Like It’s not showing up in the launcher for me for some reason? 1 Like Nice summary! However it is unfair to compare the state of a previously released version, with 3 additional patches or more (5.5), and the state of a preview engine version. Or put it in another way: Let’s wait until 5.6.3 to see how it fares against 5.5.3… Which is a good rule of thumb anyway: Until at least 2 or 3 patch releases, I would never consider migrating to a new UE version. 4 Likes I would not migrate to a new version if there was a properly patched LTS version. Currently you are forced to upgrade to get fixes for base functionality. The engine keeps growing and some projects simply don’t need new features, they need a stable and fixed version. During project development engine migrations shouldn’t be the standard. Seems to me to be a toxic approach to keep the userbase growing with new engine features while hurting the developers who’ve been with the engine for a longer time. The ratio of experimental (barely beta) material to working base functionality is bad. I’ve reported sooo many bugs over the years that aren’t looked at, check some of my posts. 7 Likes @Tina_Wisdom There is no mention of Mac rendering status update on the UE 5.6 Public Roadmap subtopic “Platforms”. Could you please shed some light on the current state of this topic? 6 Likes @Tina_Wisdom , Is Static lighting totally abandoned now? You have broken it a little more, specially regarding foliage (GPULM): v5.5 (fine): v5.6 (WTH?): Thank you 4 Likes Another thing: packaging from the Launcher is STILL broken, since the beginning of 5.5. Do you have any intention to fix it? Just out of curiosity: With the usual Package button I was able to do it, however, but it did it as Development (showing debug symbols) even if Shipping was selected. 2 Likes Miguel1900: Is Static lighting totally abandoned now? Is that with CPULM or GPULM ? I wouldn’t hold my breath for GPULM. I stopped using it since 5.3. GPUL, sorry. I usually don’t use it, but it still is VERY useful and a must have, isn’t it? Miguel1900: I usually don’t use it, but it still is VERY useful and a must have, isn’t it? Yes, if it was working It’s not even on par with CPULM when features go. CPULM is much slower, but I like its artistic results much better. Ah, yes! That’s the quid. I meant if it were working, or course, haha. I am using Luoshuang’s GPULM on 5.3, which gives the style of the CPU one, working infinitely better than Epic’s one. 1 Like Has anyone else had issues with the metahuman editor not applying hair or clothes properly? The clothes don’t fit and most of the hair selections don’t render at all 1 Like I found out why the clothes weren’t fitting. IF you change the height parameter, the clothes break. No clue why the hair doesn’t render though Page 4 I still feel like UE is going in the wrong direction. To me, it would make sense to separate the gaming portion of the engine from the non-gaming parts, like movies and such. 2 Likes maybe a 2d preset in 5.6? 1 Like I hope there are major improvements in VR. I wish Epic would give more attention to VR with more features and better performance. It would be great if MegaLights worked in VR too, among other things… 5 Likes Nah, I actually like that they are doing that - makes complete sense when you really have a think about the comparisons between movies and video games. Us game developers are essentially just virtual movie producers (with godlike powers/abilities) in a virtual world/movie set. What they really need to do though (and this is only because there are so many active UE projects out there that are still utilizing older versions): is to create a team for each major release version going back up to maybe 4 years ago or so (there obviously needs to be a cutoff at some point for depreciation purposes), and have those teams focused on updating old versions of the engine with the fixes that have been applied to newer versions, in addition to fixing things that only apply to those specific versions. They should also focus on making their systems/features more modular which could benefit development on both ends of the equation. Then we would have more choice on what specific tech gets implemented into each project we create which could greatly improve the performance of our builds. I think that Epic is large/successful enough to make something like this happen. And if they do wind up going this route: I don’t think any of the other engines out there could even come close to competing with what Unreal has to offer at that point. 1 Like Have you looked at the issue with using Visual Studio Code where the assets disappear on reboot of a project? Feedback: New button bar blocks a lot of the viewport- especially the 4-way view! Kindly make the new button bar background transparent or invisible. Otherwise, lots of nice changes! Thanks Epic. 5 Likes We want to be able to move a landscape streaming proxy into a level instance, support for the landscape mode while selected on a level instance is supported (for a full ALandscape inside of the level instance) but what about partially splitting up the streaming proxies into their own level instances for a similar workflow to world composition while under world partition worlds? that would be pretty cool but it seems like its not supported yet in 5.6 preview…, i dont see why the streaming proxy cant exist in its own level while being linked to the main levels landscape, totally possibly with a world composition sublevel so it only makes sense it should be possible as a world partition level instance Can you use the local metahuman creator tool at runtime (or at least some aspects of it like body customisation) or do you have to create a character creation system on top of having the editor for metahumans inside the editor? Got a crash immediately when enabling CSM caching with Vulkan set as the graphics API. I’m trying to open a relatively simple UE4 project (before Nanite obliterated optimized LODs on the market). Vulkan keeps crashing when anything needs to be compiled or loaded. Fatal error: [File:D:\build++UE5\Sync\Engine\Source\Runtime\VulkanRHI\Private\VulkanUtil.cpp] [Line: 998] Result failed, VkResult=-4 at D:\build++UE5\Sync\Engine\Source\Runtime\VulkanRHI\Private\VulkanSubmission.cpp:599 with error VK_ERROR_DEVICE_LOST RTX 3060, this happens even when the template scene (forward rendering desktop) first loads up. Better vulkan support was one of the main points of this release. And it can’t even load a basic project. Even with so-called fixes regarding VK_ERROR_DEVICE_LOST 1 Like Great work as always on the updates. Not a huge fan of the new solid top toolbar. My main concern is we lose a bit of perceived viewport space due to it being solid and populated with more stuff that could be moved to the “Editor Preferences”. If it has to stay solid, perhaps we can remove the tab in the upper left so we can get that space back? 7 Likes Vsync is broken in editor. Both commands fail to get it working properly. r.Raytracing 0 does not removing RT dynamic ray tracing timing in forward rendering. Rendering velocity “during basepass” in forward rendering still causes velocity render to show as another timing. Either velocities mean non-prepassed objects are forward shaded before prepassed depth with lit info or the GPU is writing to the velocity separately after the basepass. Shader complexity optimization view is broken in 5.6. I had a test scene where a ground shader came up as red, replaced the material to gain 1ms in the basepass. Now in 5.6, that material is dark green, would have never picked up on optimizing that material if It wasn’t a test scene I optimized already and I still gained a ms. But with 5.6 broken view mode, I would have never gone to check the material out. I completely agree with that. Personally, I don’t have a problem with performance, it can be saved even with deferred lightning, but I’m talking about glitches in deferred lightning - when the player instantly turns (eg. 90 degrees), a glitch of a few frames follows, something like scattered polygons. I have everything turned off (AA/upscaling, Lumen, Virtual Shadows, etc.) I would understand it, for example, with Nanite, that it doesn’t have time to load clusters. But this looks like glitch in the render sometimes even without Nanite. 1 Like mirthost: Baking lightmaps not working in 5.6 linux Recent discussion in 5.5 Thank you for calling this out! We are aware of a regression with lightmaps/lightmass - I’ve flagged the issue so you can track it publicly here (UE-270560) once the issue is live. Miguel1900: Is Static lighting totally abandoned now? You have broken it a little more, specially regarding foliage (GPULM): Hello again Miguel The issue that @mirthost is experiencing is actually tied to this issue as well. Feel free to track that link above as well! 3 Likes VR projects made entirely in Blueprints don’t have good performance. I wish there were better performance improvements for these kinds of projects or at least a way to convert parts of them to C++ with a single click. It’s kinda embarassing that AAA game engine’s scripting language runs 10 - 20x times slower than roblox lua that 9 years old kiddos make games in. I’ve checked ue 5.6 and performance of blueprint is pretty much similar, seeing frame time go from 4ms to 0.4 ms after simple rewrite of blueprint to C++ makes me sad. Designers doing blueprint stuff in slate for ui, animators doing animation graph stuff for characters also adds blueprint performance overhead Wish we could see improvements in this regard. Cause at this point my job at company is pretty much porting blueprint code to C++ for others 1 Like f43io123: VR projects made entirely in Blueprints don’t have good performance. That’s incorrect and speculative. 3 Likes I wish we could see an actual comparison. The engine now hides the information about the enabled RT, previously it was possible to check if the RT is enabled through the option to preview various lighting elements, now it only remains to check the project settings. Page 5 I’m just surprised people stick with blueprints for so long if they are serious about programming and performance. I’m fine with people scripting some animations etc on UMG through blueprints if they are designers, but 24/7 programmers should move on to c++ right away. Blueprints has so little access to engine code. They are a curse in a professional environment. The file bloat and corruption, binary files in source control, the struct redirectors that don’t work, no overloads or templates. list is long. It would probably effective if those “others” you speak of were c++ devs themselves lol. If you can do c++ you can do blueprints… f43io123: VR projects made entirely in Blueprints don’t have good performance. motorsep: That’s incorrect and speculative. I don’t measure “performance” as just the end result (a running game) but also as the process developers go through. If that process is optimal they simply get more time to develop and with that time to optimize their project. I can do a “find and replace”, regex, multi line editing on my code in VS or Notepad++, but not in blueprints. What takes 2 seconds in a text file can take an hour in blueprints. dragging pin to pin in blueprint nodes, or having to click a button to add 1 line to a TMap of 100 lines and having to scroll 99 lines back up to edit it is like… who the duck made that interface AND calls it developer friendly? With VS you can literally type on any amount of lines at once… TF does any programmer need an editor panel of a UAsset for ? Roy Wierer (Seda145): What takes 2 seconds in a text file can take an hour in blueprints Good for you It doesn’t stop devs making games with BPs that perform well. 4 Likes Roy Wierer (Seda145): who the duck made that interface AND calls it developer friendly? Actually I see blueprint as artist friendly. Programmer meanwhile see blueprint and use it as well. But I agree a programmer should be able to use C++ too at least whenever issues like this arise (access to engine code or performance). Using just blueprint for the entire software and call it slow is a bit lazy - sorry no other words can convey this. However, I suspect the ‘slow’ blueprint can be optimized too. Slow can also mean the author uses deferred rendering (vr is better off with forward rendering). It means arts are also not optimized too. Try lowering max fps to track down the issue. This problem can be occlusion lag (try r.AllowOcclusionQueries 0) Read more here in Hardware Occlusion Queries section Visibility and Occlusion Culling in Unreal Engine | Unreal Engine 5.5 Documentation | Epic Developer Community 1 Like Settings menu is missing in 5.6. EDIT: I see. These are found under the performance button now. @Matthew.Ivey Hello, Do you happen to know any info about this issue? In UE4, there was Blueprint nativization, and it worked — it gave a significant performance boost. But in UE5, they just removed it, which was really stupid… (Epic Games — PLEASE BRING BACK BLUEPRINT NATIVIZATION IN UE5!!! 2 Likes Do sparse volume lighting samples count in as well? They are broken in large world/ streaming worlds with world composition. I wanted to test volumetric light maps but they already have problems in non streaming small levels. Problem is a lot of wrongly lit samples, either they are not shadowing correctly movable objects (like pawns) or they are randomly pitch black. Also the debug view only shows pitch black spheres for both lighting methods. Epic Games — PLEASE BRING BACK BLUEPRINT NATIVIZATION IN UE5!!! We shouldn’t need it, they need to make the BP closer to a visual converter of C++, right now it’s just a C++ reinvention of C++. It should not have such a major performance gap from native C++ code. 2 Likes I doubt that they will do that with having Verse in mind. First of all, you can change the new UI to the old UI just applying one command. Secondly, nobody is forcing to update to 5.6; you can just stick to 5.5. I hope we’ll get a WebBrowser Plugin Chromium update as well. Guys should I update my plugin to support 5.6 (AssetOptics-Plugin) ? Many thanks, I’ll try something with that, at worst I’d turn it off and solve it differently. But without bugs it’s great. When I look around, it works just fine. Only instant turn. eg: I didn’t know about Round Robin Occlusion until now. At least I know where to start. I’ll read it all over again. I’m thinking about CPU and GPU optimization. But I still have to finish early access first, so for now I’ll just play with it for fun and fool around just for fun I mostly had problems with Ai, the character movement component and animation BP and many AI on scene on cpu side. But I kind of take it for granted. the people who are screaming bps are running drastically slower than C++ are not genuine. No practical examples just usual generalized out of context statements and flawed comparisons that are aimed at scaring people. I have zero issues with my blueprint only project. Even complex systems (such as a inventory system) barely take up any performance compared to a similiar c++ system. Maybe start being mindful of using the right nodes in the right places and maybe idk design your systems cleverly so it isnt referencing everything all at once. This “lets blame our own inability” on the engine is getting old real fast. 5 Likes Since Lumen still can’t provide instant artifact free image without input overhead for FPS games, I really hope SSGI will get improvements someday… 1 Like I’m not sure about about 5.4 & 5.5 since they where super broken, but 5.3 supports Variable Rate Shading on Masked Materials while 5.6 does not. This is a major issue. It will be removed in future versions, it’s obsolete (SSGI). Feedback: Linux bug: This setting cannot be turned off in 5.5.4 and 5.6.. just keeps turning on after restart. Editor Preferences > General > Appearance > Enable High DPI Support The only working solution is the -nohighdpi argument on the Unreal Editor launcher. Page 6 I see UE5.6 now includes the latest OpenXR 1.1.46 headers. I tried to integrate Logitech MX Ink stylus requiring “XR_LOGITECH_mx_ink_stylus_interaction” extension and “/interaction_profiles/logitech/mx_ink_stylus_logitech” interaction profile but when I hold it, the interaction profile for right/left hand is always null. Any clue ? 1 Like Just feedback: I DO like the preview-button added to the material-nodes; if there was any one feature we would want to add a shortcut for. THANK YOU!! 1 Like VLM is static and exist in persistent level, it doesn’t get streamed with sublevels. You should always check how VLM grid is positioned relative to level’s geometry, ideally all samples must be in empty or solid spaces, border cases may cause issues. Default grid size of 200 is mostly too much for small levels (indoor scenarios) so you should diminish it, also having grid too sparse gonna cause lights to bleed through walls due to interpolation. At the same time having it too dense would put the stress on VRAM as VLMs are preloaded there. Pitch black probes may be the result of them being under the landscape (even if lanscape component is hidden or made invisible by ‘visibility’ tool) - there is the setting to disable this “optimization” in project config. Also if you use sublevels they may be loaded into Lightmass all at once causing incorrect shadows from ‘nonexistant’ objects. First of, what would anyone get out of lying about blueprint performance, especially people who use blueprint Second of, blueprint performance issues were solved with blueprint nativization, although blueprint nativization to C++ had its fair share of issues, removing feature entirely instead of fixing it was kinda sad, they didn’t remove subobjects and are instead fixing them, why not do same for blueprint nativ. Third of, Epic themselves are aware of blueprint performance overhead, you likely won’t notice it in lightweight systems such as inventory. Issue is that there’s overhead per node and per switch from C++ to blueprint vm and forth, which is why having multiple bp actors with empty tick node can cause lag because of entry into blueprint vm land overhead despite tick doing nothing. Epic bandaided this in recent unreal versions by checking if tick has any nodes and if not skipping call to tick in blueprint actor, to prevent people accidentally lagging project with empty ticks 2 Likes Honestly… you forgot this: Epic Games Developer Are Ticks really that problematic? Should you make all your meshes Nanite? Is the ChildActorComponent truly cursed? Should you never use Cast? You've pr... So the result is this: Let’s face it. There’s no point in optimizing menus and math functions that waste a millisecond when you have a menu open, a game paused, and UMG open. It’s really about what the developer knows and what low design you have for the project. As a disgraphics person, I can say for myself that blueprints are one of the best things UE has received, especially after UE script, which was difficult. 4 Likes Trastrastras: There’s no point in optimizing menus and math functions that waste a millisecond when you have a menu open, a game paused, and UMG open. True! Actually with the amount of bugs / lack of optimization of engine code it barely matters if you measure in FPS. [Bug report] Bad widget performance : Slate : ProcessMouseMove BUT, once you start creating large systems of your own (you deal with your own code, less with engine code), then you do get benefits in C++ and access to code + concepts that blueprints can not implement. Roy Wierer (Seda145): I don’t measure “performance” as just the end result (a running game) but also as the process developers go through. Then besides measureable performance on the end product and possibilties for software design, I also refer to my older post. Measuring performance as “how quick is it to implement, maintain, alter” etc. Blueprint might only score high on quick to implement on the short run. after a prototype phase of a small blueprint test you get to rewrite it again in c++ anyway. I’m not saying fck no to blueprints (until there’s a better thing), because they’re useful to people who have 0 interest in programming but still got to script now and then (widget designers creating animations), or material creators who have no interest in HLSL etc. Same for the animation blueprint system, as you can immediately see results. However, especially in the latter, a complex system like ALS animation blueprint easily gets to 30MB! on a GIT commit, which is unreasonable. The moment that one UASSET file corrupts (and notice that some time later) you’re fcked as well. Koko: overhead I have more arguments like that which make a graph comparison on say FPS on BP vs C++ largely irrelevant to what I call “performance” of the whole. Trastrastras: As a disgraphics person, I can say for myself that blueprints are one of the best things UE has received What I truly hope for is that there will be a better alternative soon. Maybe if AI improves on the programming side, or when accessibility settings on text editing software prove enough. For some people who have trouble with writing / reading / numbers, colors or large font size is enough to help them but everyone needs something different in different complexity levels. As a C++ programmer it’s hard to take a 24/7 blueprint programmer seriously, if they have the ability to move on to C++ and don’t do it (why??). Maybe blueprints are useful to get kids into programming but at some point it’s a tiny cage. 1 Like I appreciate your valuable arguments Why isnt there an internal IDE included in Unreal? why do we need an external IDE in 2024? Just include a basic text editor in unreal. Could be as primitive as notepad++. You’re totally right (sarcasm). TheKJ: I’m not sure about about 5.4 & 5.5 since they where super broken, but 5.3 supports Variable Rate Shading on Masked Materials while 5.6 does not. This is a major issue. Can we get an update from someone on the graphics team give a response about this this? This should have never been removed. 1 Like My performance tanks! This other guy seems to be getting great results with the Dark Ruins sample. I have a scene with just a landscape, nanite grass, and UDS. Works decently-well in 554: Summary in 556 initviews just spikes: UNNACCOUNTED! :P Scene is not so costly material-wise: Material Hopefully this is something picked up before GA.

I’d like to see what kind of benefit I stand to gain in performance.. I had a similar problem after upgrading to 5.6, and it somehow resolved itself. But I found that it’s the surface cache updates showing up in unaccounted. Try r.LumenScene.SurfaceCache.Freeze 1 to see if it’s the same problem. If it is, then manipulating cVars such as r.LumenScene.SurfaceCache.CardMinResolution, r.LumenScene.SurfaceCache.MeshCardsMinSize and related to radiosity may help you. When using the landscape tool: Importing a 4033x4033 heightmap tries to make 4096 components by default and also does so if you press the fit data button. I don’t know if this is intentional or not, but 1024 is the recommended max usually. i vote for this too. RustyDawwwg: What they really need to do though sounds a ton like what it was proposed in the request for lts post. awesome! i’m testing it on linux. i work with vr. i wish they improve vr too. 3 Likes Is that 5.3’s material shader cost view mode? The viewmode is broken after 5.3 and shows green on everything unless the material has a really bad issue(so that red is killing pixel shading cost). You also need to view the shaders without Nanite enabled in the viewmode. Besides, your nanite base pass isn’t the bottleneck, you’re killing the visbuffer with overdraw. Also that “other guy” messed with something in the benchmark, Lumen was not configured properly between his test and a removed comment was saved in this post explaining it What I found interesting is that Nanite’s culling and resolve became far slower in 5.6 Though, we would need more data on the VRS settings. They may be more aggressive in 5.5. EDIT: Almost everything is slower in unreal 5.6, the only thing changed was how Lumen was enabled. In fact the only performance gain comes from the Lumen GI stat missing. It doesn’t even seem to be enabled in the 2nd test because if it was, the deferred lighting stat would be around 2ms. EDIT: Comment quote on the video… 5.6 cannot cast shadows in forward rendering. NVM, forward rendering has a bunch of new issues, I had RT systems on and the engine doesn’t account for the forward mode being on anymore (bad). Feature request: Could you add a simple boolean in the post process settings to skip auto exposure interpolation (linear and exponential) and instantly jump to the target auto exposure? Setting the Speedup/down do ridiculous values is not instant for stronger exposure differences. Best regards. Thats goes into feedback… Page 7 The difference between C++ and Blueprint is huge, and in VR it makes an even bigger impact. Creating a game like Half-Life: Alyx using only Blueprints in Unreal Engine would be impossible the performance would be terrible. It makes me sad that Epic hasn’t been paying much attention to VR in their updates. We’ve seen major updates like MegaLight, but it doesn’t work in VR, and that’s really disappointing. I’ve already tested one of my projects using both C++ and Blueprints, and there’s no denying that C++ is amazing and has no limits. My Blueprint version was running at 48 FPS, while the exact same project in C++ was running at 84 FPS and I hadn’t even finished optimizing it to hit the target of 90 FPS. I dream that one day Blueprints will reach that level of performance. I just can’t understand why Epic removed the function to convert Blueprints instead of improving it. 1 Like I really hope that UE 5.6 FIXES all the CORRUPTION problems when working with Visual Studio and Live Code. Making ANYTHING with Unreal Engine and Visual Studio open at the same time corrupts the project, and you must waste DAYS fixing things OVER AND OVER AGAIN. Please, don’t forget to Check that terrible CORRUPTION problem when programing C++ on Visual Studio, or creating things as simple as a Music CUE with Visual Studio Open (that’s enought to destroy your proyect). 2 Likes Ran into issues with VRS and masked materials in 5.3. I guess this is why it was removed but it should have been accounted for in the shaders/fixed. Intel research solved VRS for alpha testing to avoid edge artifacts. What happened to the ‘Forward Looking’ section on the public roadmap? Has it been removed entirely, and if so, does that mean all the ideas listed there - such as the UI/UMG improvements - have been scrapped? 1 Like Ouh yeah! I hope that means they will make a more realistic roadmap, making a specific roadmap for each comming version before it releases, instead of a roadmap being actually a changelog for each version, or an ‘eternal forward looking’, which didn’t mean anything, specially when not specifying what features were already added or still pending. Please, Epic, do it ‘normal’! Thank you Katarine911: What happened to the ‘Forward Looking’ section on the public roadmap? That means Epic is no longer looking forward Miguel1900: I hope that means they will make a more realistic roadmap, making a specific roadmap for each comming version before it releases They did that a long time ago. It was nice, but they could never deliver on the promises So they switched to release logs disguised as roadmap I gave up on UE5.x. It’s not a game dev engine anymore (at least not for small-time garage indies), it’s a movie production engine. I went back to UE4.27.2 1 Like I asked that as well (2nd post of this thread). Got no answer. In Motion Design mode attempting to use the Operator Stack mask modifiers in 5.6 Preview and 5.5, both lead to the engine crashing on Mac. Attempting to add the GeometryMaskWrite[/Read]Component to the shape directly in the Details panel, also causes the engine to crash. This feature worked fine in 5.4, please can this be fixed? i love the new tooltips. they work much better on linux. there’s an issue though, if the tooltip is big enough and the item is too close to low/right of the screen. the tooltip will flicker between positions. i’ve found this issue on linux. it breaks a piece of my project. i did not got a warning on 5.5 and i can’t find a suitable replacement. Hi, you might already have this issue solved. I figured out the UI will work as long as you add something in the Camera Director Evaluator. I’m using the 5.6.0 preview download from Epic Games Launcher and it works for the version directly built from source code (branch 5.6) Those changes to the gameplay camera are kinda unexpected to me hhh, still need some time to get used to it. holy banana batman. Another big move from UE, this is like my cat-dog just ate enough chocolate to play the Hershey squirts game until it was deceased, kind of big deal. Taking big swings, leaving big trails. I can’t wait for the official release. thanks a lot, ill take a look. it would be good if ue had an upgrade path, but maybe i’ll see if i can create something from that changelog. thanks again. The new translucency mode breaks the Metahuman eye overlay shader. Will the annoying problems in baking be fixed and can other models be added such as hack and slash like adding the combat model? we are looking for a simple realtime loading screen but not yet… maybe never with unreal Page 8 Actually, just found how to find it. Go the launcher’s Library Tab. Then in the top section for Engines, hit the + sign to add a new one. It will default to an old version but if you hover over the new engine instance’s version number a drop down should appear, allowing you to change it to 5.6. 1 Like Same issue here. Even tried doing a manual update to the launcher. Still only shows 5.5 as the latest. The thing I’ve been most looking forward to was the Content Browser update that seemed to be coming. I’ve been trying to figure out why all files end up getting so aggressively truncated and it led me to what in 5.6 is the CVar ContentBrowser.EnableNewStyle. Except even with the new style, this keeps happening. I have a 4k screen and use the Small thumbnail size, because Medium is way too big. But these asset names that should definitely fit are just made invisible. This one (from template files) is called MF_logo3layers. There is definitely enough space for that to fit there, if it would just use the second line. Not sure if this has anything to do with Windows UI scaling, which I have at 125% to use my 4k display more comfortably. I’d really like to know if this is a known issue or if this is being looked into for 5.6, because it has been making the engine as a whole very annoying to work with. Nativization Blueprint was removed, since it sometimes didn’t work and. I agree that removing it was stupid, and not to make it work in UE5. I also agree that at build time, all Blueprints should be auto-converted to C++ (machine language), not to binary. 1 Like I wonder when is next preview coming (unless they will just got for 5.6.0 release). 2 Likes me2, but still been 20 days since the release, I’d say a month at least, maybe 2 depending on how far-out they planned, or bugs they might run into. IIRC 5.5 was on prerelease for quite a while no? Also running a mac. It looksk like the in-engine metahuman creator is also bound into the plugin, so even that isn’t usable on a mac. Right, but next preview or .0 release? 1 Like .0 I guess. Not so broken to need a second preview, I think. 2 Likes With preview people couldn’t build for Android/Quest afaik 1 Like Nor for Windows as ‘Shipping’, . But that’s just as broken as usual, but not ‘above it’, IMO 1 Like hello, I’m still a student but somthing i have noticed while playing a game called smite is that if you disconnect from the lobby while still loading into the match after character select page the player character will be pitch black with zero shading. i have also noticed many issues with UE games and projects if you alt+tab so maybe the shaders get skipped if you are tabbed off of the engine? after the game is uncaused the shaders fix themselves as well. hope this helps possibly fix your issue. Water…need water…update the water systems… 2 Likes I really hope they do publish the full release of 5.6 on Unreal Fest Day. I do not wanna wait anymore for it. Plus it feels like it has been quite long enough ever since they release the preview version from earlier last month. So I’m just really hoping Here is what I think is wrong with Unreal Engine games: Lumen: Most gamers have to turn it off even on high-end machines. It’s too demanding for the hardware that most gamers own. Even the RTX 4090 struggles in some games when Lumen is enabled. Performance: Since our hardware isn’t strong enough, we often have to use DLSS just to get 60+ FPS. That’s not ideal—DLSS should help us reach around 100+ FPS on high-end systems and 30–60 FPS on lower-end ones. Quality: It feels like Epic Games focuses more on cinematic visuals than actual gameplay. While high-quality graphics are nice, my main issue is that I bought the game to play it, not to watch a movie. I think Epic should scale back the visual quality a bit and focus on making games run better and faster—at least until hardware catches up. i don’t have Unreal Engine, it is graet, but most games are hard to run, that is my problem. 1 Like i get your point but your argument is a bit flawed, epic is not responsible for what gemes do people make. Its completely up to the game developers what performance they get to squeeze out of their games. The key part here: If someone’s game runs like a*s then its up to them to optimize their game, not epic. People are not forced to use any features, they can use much older versions or disable features in specific unreal versions and even modify the source however they see fit. 2 Likes I couldn’t edit my post, but for posterity, I wanted to say: This is fixed in 5.6 proper! Hallelujah! 1 Like You can “scale back” when you want. Epic only set the “ceil”, not the floor. That would be really nice. I remember when they showed it 4 years ago… 1 Like Page 9 Profile GPU doesn’t work in 5.6 release. Any ideas? Also, why is does the basspass not return to initial cost when all items in the frustum are converted from Nanite? Now the nanite basspass and HW basepass are present in the timing with similar cost. BUMP? It’s impossible to profile when Profile GPU doesn’t work when new timings exist. 100% CPU usage is crazy but no indications of shaders compiling. It’s just a level using your default code. 99% of the demo objects where converted to nanite yet why the heck am I still see such a high basepass. Not like I can profile and find out. Why is rederdeferredlighing so high when Lumen isn’t even on. Why is the timings wasted with a .9ms “prelighting” stat? Hey, the GPU Profiler 2.0 is in Unreal Insights, so you’ll see the data there. 1 Like Was scratching my head for hours wondering why i couldn’t access Metahuman directly from the engine even after installing all the plugins. I assume its just not available for mac currently? PeetViaSunrise: GPU Profiler 2.0 Yeah, I heard about that but there’s no documentation and it’s nowhere near as user friendly. This is awful, I’ve seen better in 2010 profilers: It’s a visual mess. I don’t need Epic help figuring out percentages. We need something easy to read. I saw MetaHuman components as an installation option, so you might have to download those first It’s in insights. Do a tracing in editor or in build and open Unreal Insights Frontend to check the trace store to be able to open it. You’ll see data similarly presented as in MS Pix. The image is from this presentation: 9:00 AM - 10:00 AM ET | The Road to 60 fps in The Witcher 4 Unreal Engine 5 Tech Demo ludovicchabant: escaped into Preview 1… not It seems like State TreeGameplay Camera is totally broken in 5.6 release. sadly in their next day talk they still have the profilegpu as an option time 2:33:00 so something must have broken it during release If I wanted to use insights, I would have used insights. It’s a complicated mess with very little explanations on the basic stat gpu graph. A good workflow is important for profiling. I watched the 3 live streams, many people found the way GPU profiler sorted the data easy to fast to use. It’s not our fault Epic has to keep track of their async bs to get anything running for a show. The profiler needs to come back, disable async on capture if needed. This is ridiculous. If it’s somewhere in the 5.6 docs, then Epic needs to fix the keyword search. Thanks for trying, my frustration is with Epic not you. It’s highly likely that they didn’t use 5.6 for that presentation. It wasn’t about anything in 5.6. Looking at the output log I think the profile gpu log is far more manageable now than before. We’ve lost the ui, though that could have been spared. Comparing the numbers from stat gpu, profile gpu and previous trace files I’ve never seen the same numbers, so I’ve been solely relying on pix because I can’t trust anything else. The gpu profiler 2.0 in insights now has similar look and functionality as pix, so it’s a welcome change. I specifically asked for a gpu profiler similar to pix. You could spend a bit more time with insights to familiarize the new look of the gpu stats because it’s far better than what we had before. A new GPU profiler is indeed planned but not yet developed. Source: I guess not. Will have to wait for the wwdc 2025 if apple announce something new for Metal… Why is there still a large HW basepass timing when converting most of the assets to Nanite. The timings are supposed to transfer to the Nanite basepass(with some overhead) not double the cost of geo. [Screenshot (4284)] When items in the basepass are converted to Nanite, those material shading rates are transferred into the Nanite base pass. The basepass will only have a timings for items shaded as non-nanite With 5.6, items are not transferred and it’s behaving like the hardware geo pass is still running all the LODs along with the nanite material evaluation. This is ridiculous and UE didn’t behave this way in 5.6 preview. Happens in build version too. 5.6 also had a profiler, instead … Not even sure bug or feature… But basically everything broken now. BP’s cant access to data available before.. Well, I mean the hardware itself (on M3+) does have HWRT capability but unreal does not support it. And there is no info about it in roadmap despite the fact that it was supposed to be a work in progress as mentioned in som past talks. So rn im not sure what’s up since it is not even mentioned in platform section on the public roadmap. TheKJ: Why is there still a large HW basepass timing when converting most of the assets to Nanite. The timings are supposed to transfer to the Nanite basepass(with some overhead) not double the cost of geo. It’s been several days & no answers. I don’t frequent these forums much (as you can tell by how long it took me to respond) so please forgive. Guess in my case, LTS stands for “learn to search” lol but it’s still good for each of us to throw our own perspectives into the mix. 1 Like Can you send me a DM with some details? Thanks! Page 10 General Announcements @an1y I encountered the same issue where all CVC bindings became invalid in the new version. Have you found a solution yet? Was “texture source reduce size” removed from 5.6, I cannot find it. ← previous page To replicate issue, create new C++ project (tested with blank and fps template) and try to build game project. The errors seen below will be present. To trouble shoot, I’ve already verified my UE 5.5 installation and reinstalled it. Severity Code Description Project File Line Suppression State Details Error (active) NETSDK1064 Package System.Data.DataSetExtensions, version 4.5.0 was not found. It might have been deleted since NuGet restore. Otherwise, NuGet restore might have only partially completed, which might have been due to maximum path length restrictions. RunMutableCommandlet.Automation C:\Program Files\dotnet\sdk\9.0.100\Sdks\Microsoft.NET.Sdk\targets\Microsoft.PackageDependencyResolution.targets 266 Error (active) MSB4018 The "GenerateMSBuildEditorConfig" task failed unexpectedly. System.UnauthorizedAccessException: Access to the path 'C:\Program Files\Epic Games\UE_5.5\Engine\Source\Programs\AutomationTool\Mutable\RunMutableCommandlet\obj\Development\RunMutableCommandlet.Automation.GeneratedMSBuildEditorConfig.editorconfig' is denied. at System.IO.__Error.WinIOError(Int32 errorCode, String maybeFullPath) at System.IO.FileStream.Init(String path, FileMode mode, FileAccess access, Int32 rights, Boolean useRights, FileShare share, Int32 bufferSize, FileOptions options, SECURITY_ATTRIBUTES secAttrs, String msgPath, Boolean bFromProxy, Boolean useLongPath, Boolean checkHost) at System.IO.FileStream..ctor(String path, FileMode mode, FileAccess access, FileShare share, Int32 bufferSize, FileOptions options, String msgPath, Boolean bFromProxy, Boolean useLongPath, Boolean checkHost) at System.IO.StreamWriter.CreateFile(String path, Boolean append, Boolean checkHost) at System.IO.StreamWriter..ctor(String path, Boolean append, Encoding encoding, Int32 bufferSize, Boolean checkHost) at System.IO.File.InternalWriteAllText(String path, String contents, Encoding encoding, Boolean checkHost) at Microsoft.CodeAnalysis.BuildTasks.GenerateMSBuildEditorConfig.WriteMSBuildEditorConfig() at Microsoft.Build.BackEnd.TaskExecutionHost.Execute() at Microsoft.Build.BackEnd.TaskBuilder.d__26.MoveNext() RunMutableCommandlet.Automation C:\Program Files\Microsoft Visual Studio\2022\Community\MSBuild\Current\Bin\Roslyn\Microsoft.Managed.Core.targets 191 Warning (active) MSB3101 Could not write state file "obj\Development\RunMutableCommandlet.Automation.csproj.AssemblyReference.cache". Access to the path 'C:\Program Files\Epic Games\UE_5.5\Engine\Source\Programs\AutomationTool\Mutable\RunMutableCommandlet\obj\Development\RunMutableCommandlet.Automation.csproj.AssemblyReference.cache' is denied. RunMutableCommandlet.Automation C:\Program Files\Microsoft Visual Studio\2022\Community\MSBuild\Current\Bin\amd64\Microsoft.Common.CurrentVersion.targets 2413 Technical Details: Windows 11 Unreal Version 5.5 Microsoft Visual Studio Community 2022 (64-bit) - Version 17.12.2