Upgrading Unreal Versions

> PLEASE **BACKUP YOUR PROJECT** BEFORE PROCEEDING!

It is recommended you use version control and/or File/Zip Project before proceeding.

> This guide contains a generic upgrade path. Some additional considerations may be taken depending on the size/project configuration.

Upgrade Project

Ensure your project is fully closed.

Delete any of these temporary files: **Build**, **Binaries**, **DerivedDataCache**, **Saved**, **Intermediate** .

Remove and **replace** any plugin in your **Plugins** folder (for example VRExpansionPlugin) with the plugin version that matches the engine.

Right click on the **blue Unreal project icon** -> **Show more options** -> **Switch Unreal Version**. Choose the appropriate version.

Launch project. The project may prompt to complete various things as needed. If the project fails, check your Saved folder for Logs.

Android Builds for SCiL Workstations

You may need to update your path to your NDK below:

Edit -> Project Settings -> Android SDK

UNREAL 5.5 - **Location of Android NDK**: C:/Android/SDK/ndk/25.xxx

UNREAL 5.6 - **Location of Android NDK**: C:/Android/SDK/ndk/27.xxx

---

Revision #1
Created 2025-11-05 19:58:09 UTC by Wes
Updated 2025-11-05 21:08:37 UTC by Wes