

# 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

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