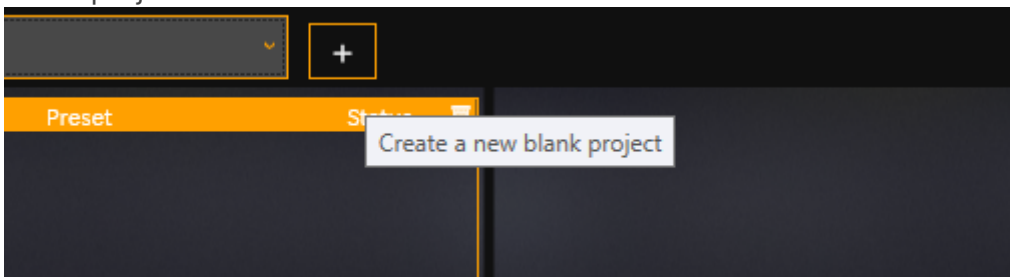


Creating your first Project

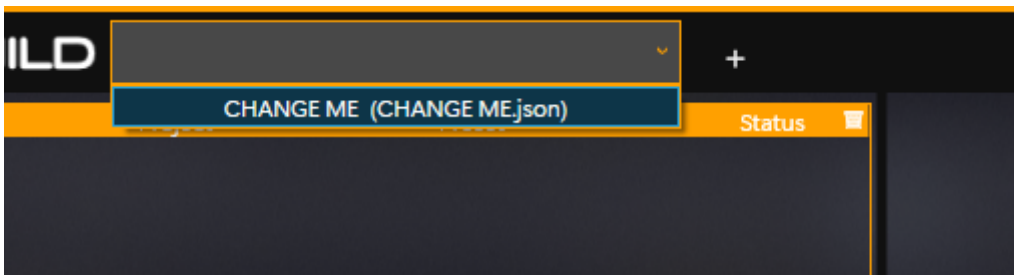
Here we will cover how to create your first Project within UBuild, although it is not required; some understanding of JSON formatting is recommended whenever editing Projects.

Create an empty Project

1. To start we click the plus button to the right of our Project Selector, this will create a new, blank project for us to edit.

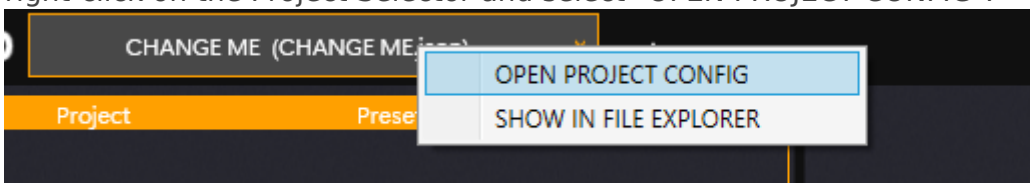


2. Now there will be a "CHANGE ME (CHANGE ME.json)" Project within our Project Selector, select this to load it into UBuild.



Editing our empty Project

1. Once the Project Selector displays "CHANGE ME (CHANGE ME.json)" as the loaded Project, right-click on the Project Selector and select "OPEN PROJECT CONFIG".



- This will open the project config file in whichever default application handles .json files, It is recommended that you use a lightweight text/code editor (like Notepad++).

- If the file fails to open in your editor of choice, in your File Explorer, right-click the file within the Projects folder, "Open with" > "Choose Another App" > "Always" on that text/code editor. Retry the step above and it should now open the project config in your text/code editor of choice.

2. Now, we must fill out some basic information about the Project we would like to build, the required fields are:

```
{
  "Name": "MY PROJECT NAME",
  "ProjectFolder": "C:\\Program Files\\UnityProjects\\MyProject",
  "UnityFolder": "C:\\Program Files\\Unity\\Hub\\Editor\\2021.3.37f1\\Editor",
  "UnrealFolder": "",
  "GitUser": "",
  "GitToken": "",
  "GitBranch": "",
  "SMTPServer": "",
  "SMTPPort": "",
  "EmailUser": "",
  "EmailPassword": "",
  "EmailTo": "",
  "SupportedPlatforms": [
    {
      "Name": "Windows",
      "PlayerCommand": "-buildWindowsPlayer",
      "MethodToExecute": "",
      "ExecutableExtension": ".exe"
    }
  ],
  "BuildPresets": [
    {
```

- **Name** - The name of your Project. This is how it will be displayed throughout UBuild. It will also use this as the final filename of the executable it builds.
- **ProjectFolder** - This is the path to your Unreal/Unity source project directory. (This can also be a Git URL, more info [here](#))
- **UnityFolder** - This is the path to your Unity editor directory.
OR
- **UnrealFolder** - This is the path to your Unreal editor directory.

3. **Make sure to save your changes!** UBuild will automatically reload all its Projects when it detects a change.

- Be warned that reloading all Projects due to a file change will clear any temporary changes to the Preset within the UBuild user interface.

4. You can also rename the file itself from "CHANGE ME.json" to whatever we wish to call our Project.

- The file name does not need to be the same as the Project name, each Project file is an individual Project, and you may also create multiple Project files, for a single game project.
(ex: You can have a "MyGame (git).json" along with a "MyGame (local).json, both are the same Project but the configuration for each is slightly different)