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I am frustrated that every time I open my projects in Unreal Engine 5.5, I get the following error: LogEOSDK: 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]]. I have tried disabling the Fab plugin, but it doesn't fix the issue. It's annoying because I want to use FAB and should be able to do so without warnings. I'm not alone in this problem - many people are experiencing the same issue. Some of them have found that removing the Intermediate folder in the engine folder solves the problem. However, I've already tried that and still get the error. I've also tried disabling the EOS plugin, but it doesn't seem to work for everyone. I'm starting to think that Epic is ignoring this issue or not making enough progress on fixing it. On a more positive note, Epic has released a free sample project called "Dark Ruins" which includes a detailed scene file compatible with Unreal Engine 5.5. However, I've had issues loading the project due to its large size and complexity. Other people have also reported similar problems, including stuck loading screens that can take up to an hour to resolve. It's disappointing that Epic hasn't made more progress on addressing these issues. As a game developer, it's frustrating to encounter bugs and errors that prevent me from working on my projects efficiently. I hope that Epic will address this issue soon and provide better support for their users. Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies has become lookin forward to seeing everyone at the meeting tomorrow and discussing our strategies as Unreal Engine makes the project completely unusable for 99% of people. Some files could not load due to IV-0002 error, and I'm unable to load this project as I keep getting an error - I'm on a mac M4 with Sequoia 15.4.1 and Unreal Engine 5.5.4. How do I fix this? We're delighted to share that we've made the Lyra Starter Game's source code available on GitHub, which is a sample gameplay project built alongside Unreal Engine 5 to serve as a starting point for new projects. You'll now have access to up-to-date code changes on GitHub for the current release of Lyra, as they happen—no more waiting until the next release! Additionally, you'll see how we've built and maintained the in-game features, such as the modular gameplay plugin system or the enhanced input implementation. How can I leverage this as a beginner? I know zero C++ but have been getting pretty comfortable with blueprints and replication. I'd love to use this to help develop a battle royale game mode / template to implement, but wouldn't know where to start. Would anyone have any suggestions on how I could get started to learn to use this? Hey! We have a learning path to introduce the various elements of Lyra, which might help you get started. Play around with modifying Lyra, start with tiny changes, build up some understanding and momentum Start with the Marketplace version. If you're not already comfortable with Git it's probably better as a beginner to ignore anything that's not on the direct learning path and might hypothetically be frustrating. I use Git every day, it's not rocket science, and I'm THRILLED about the announcement, but it is one more tool to add complexity to a beginner journey LeafBranchGames has an Exploring Lyra video series that can get you started on making in-editor and blueprint changes x157's Dev Notes on Lyra is both a good read and links to tutorial videos, eg "Lyra Health and Damage System". That starts to get into C++, but health and damage is a classic place to start learning UE C++, and relevant to your project. Now that Lyra is on GitHub I have updated and published my "How to make a Git repo for a Lyra Project" notes: X157 Dev Notes How to set up a Git repository for an Epic Games Unreal Engine project, including example branch setup and working PowerShell examples for a UE5 custom engine and a UE5 Lyra game. For people with access to Epic's UDN P4 server here are very similar notes but for Perforce: X157 Dev Notes How to set up a Perforce (P4) server for an Epic Games Unreal Engine project, including example Stream setup and working PowerShell examples for a UE5 custom engine and a UE5 Lyra game. Also note everyone that only the SOURCE for Lyra is available on GitHub. You must also get the Content from the Epic Games Launcher. Combining the two is easy. Automate the process for yourself. I wrote up example PowerShell to copy the source from a GitHub clone and the Content from a sample project created via the Launcher. Is there a preferred place to report bugs? Unfortunately one I found is in a blueprint rather than a class thanks for the reply and recommendation Amanda. That is great news! Cheers!! If I may, just adding on top of Amanda's note connecting both Epic's and Github's accounts, that can be done from our Epic's account by navigating to "APPS AND ACCOUNTS". There, we can see the GitHub App, we just need to click on CONNECT and follow through. After that, we need to wait until we receive an invitation to the Epic's Organization on GitHub. Once we accept the invitation, we will be able to navigate to the link "Download Lyra on the Epic Games GitHub" mentioned above. If need sample sources code only from github do below: git clone -n --depth=1 --filter=tree:0 cd UnrealEngine git sparse-checkout set --no-cone Samples/Games/Lyra/ git checkout So @Amanda.Schade Just over a year and a half and it's already been removed! I just connected by Github to my Epic account. Now what do I do to get access to Lyra? 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? 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 withTo utilize Unreal Engine, follow these steps: Firstly, access the Control Panel, navigate to Default Programs, and set associations for .uproject files to point towards the location of your Unreal Engine installation. If you encounter difficulties opening the project, you may need to manually configure settings. Open Epic Games Launcher, launch 4.14.3, browse for your project, and then open it; if there is no saved map in the default, proceed with loading the project. To associate a program with .uproject files, double-click the file or right-click and select "Open with...". Ensure that the Always use this app to open .uproject files checkbox is enabled. You can find UE4Editor.exe within your Unreal Engine installation's Engine/Binaries/Win64 directory. Regarding plugin installations, it seems Epic has updated their packaging. Instead of locating an explicit UE4EDITOR location, navigate to Program Files > Epic Games > 4.9 > Engine > Plugins and add the plugins folder there. Ensure that the plugin is enabled in the Edit > Plugins section within your project. Additionally, you can isolate plugin usage by creating a separate "Plugins" folder within your project directory and adding it there; any changes made to this folder will not affect the main engine plugin.

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