

How to Migrate

Tutorial on YouTube: <https://youtu.be/4T1qF-DIG08>

Start with an existing project or create a new project which you want to migrate the Pickup Widget Kit files to.

It is important that the project you want to migrate to has been created before attempting to migrate from the Pickup Widget Kit, otherwise there will be no where for the project files go.

- Open Pickup Widget Kit project, go to the folder named 'Content'.
- Select the files you wish to migrate.
- Right click on the folder and a drop down menu will appear, select 'Migrate...' Then click the button 'OK'.
- This will then open a window that you can find what project you would like to migrate the files to, once you have found your project go to the 'Content' folder of the project and click 'Select Folder'.
- Should now get a notice, 'Content migration completed successfully!'

Finished!

Now that the files have completed migrating, you can close out of the Pickup Widget Kit project, and go to the project that you just migrated the files to and use them however you would like!

More information please see Unreal Engine's Documentation on how to migrate:
<https://docs.unrealengine.com/en-us/Engine/Content/Browser/UserGuide/Migrate>

Any questions? Feel free to reach out: support@vnorton.com