



Perforce access — Rupelmonde Castle Viewer (Unreal project)

3 berichten

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ma 3 aug 2026 om 17:31

Hi Tommaso,

Welcome aboard. You now have access to the Rupelmonde Castle Viewer Unreal project in our Perforce (Helix Core) server. Everything you need to get started is below — I've assumed you're new to Perforce, so it's step-by-step.

- **Your account****
- Server (P4PORT): ``ssl:perforce.visitflanders.experienenet.com:1666``
 - Username: ``tomaso``
 - Password: sent to you separately (direct email, not in this thread)
 - Your access is scoped to the ``rupelmondecastviewer`` depot.

- **What's in the depot****
- Stream: ``//rupelmondecastviewer/main`` — the Unreal project lives in the ``RupelmondeUE/`` folder (UE 5.5).
 - ``RupelmondeUE/SourceArt/Rupelmonde_Castle_Main_V04.blend`` — the Blender source for the castle.

- **Getting started (P4V, the visual client)****
1. Download Helix Visual Client (P4V) and the command-line P4 from <https://www.perforce.com/downloads/helix-visual-client-p4v>
 2. Open P4V → Connection → Open Connection. Server: ``ssl:perforce.visitflanders.experienenet.com:1666``, User: ``tomaso``. Accept/trust the SSL fingerprint when prompted, then enter your password.
 3. Create a workspace from the stream ``//rupelmondecastviewer/main``, with a workspace root on a local drive that has ~40 GB free.
 4. Right-click the stream → Get Latest Revision to sync the project (~18 GB, first sync takes a while).
 5. Open ``RupelmondeUE/Rupelmonde.uproject`` in Unreal Engine 5.5.

- **Working with Unreal + Perforce****
- In UE: Edit → Revision Control → Connect, choose Perforce, and it'll pick up your workspace. This lets you check out / submit assets from inside the editor.
 - Binary assets (.uasset/.umap) use exclusive check-out — check them out before editing so two people don't edit the same asset at once.
 - Please don't commit build output (Binaries/, Build/, Intermediate/, Saved/, DerivedDataCache/) — only source, Content, Config, and Plugins belong in Perforce.

Sam (customer) and Cederik are on CC for visibility. Shout if you hit any snag connecting and we'll get you unblocked.

Best,
Cederik

Tommaso Simonini <tommaso.simonini.work@gmail.com>
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Cc: Cederik Haverbeke <cederik@executxr.com>, sam@executxr.com

di 4 aug 2026 om 09:38

Hi Cederik,
Thank you for your email and detailed explanations.

I'm setting up everything now so I can get up to speed.

Should I have any questions or concerns, I'll be sure to let you or Sam know.

Please take care in the meantime.

Kind regards,
Tommaso Simonini.
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+32 470 59 41 82
[Tekst uit oorspronkelijke bericht is verborgen]

Tommaso Simonini <tommaso.simonini.work@gmail.com>
Aan: Cederik Haverbeke <cederik@hydrardware.io>

di 4 aug 2026 om 12:40

Hi again Cederik,

I have followed your instructions, and have downloaded all the necessary files from the perforce depot. Unfortunately, the actual rupelmonde.uproject refuses to open despite my efforts.

At first the error seemed to be caused by the absence of visual studio 2022 17.38 on my machine, which I installed.

It now seems that the project is failing to build "automatically" and is suggesting to "try rebuilding from source manually". Now, I'm far from an expert in terms of coding, but the process seems rather simple, open the project with an IDE and build it from there from what I understand. Unfortunately this doesn't seem to work either, as it requires (according to my web searches, I may be wrong) a .sln file, which I can't seem to find in my perforce files. I then followed Gemini's advice to create a .sln file, through the use of UnrealBuildTool, which went well. However, visual studio gives the following warning:

C:\Users\Tommaso\Perforce\tommaso_DESKTOP-MDJRBEB_4633\RupelmondeUE\Intermediate\ProjectFiles\UE5.vcxproj : warning : Platform 'Win64' referenced in the project file 'UE5' cannot be found.

Furthermore, the .log file indicates that quite a few modules are incompatible or missing, one of which, VictoryBPLibrary is also only for MacOS version and requires a conversion to DOS or UNIX.

Any ideas? I'm currently trying to troubleshoot and find a solution with the help of Gemini, but my expertise on the matter is lacking

Gemini suggests running visual studio to rebuild the project, but to do so, it is required to delete certain files in the project structure, such that they may be regenerated.

The files and folders in question are: .sln, .vs folder, the intermediate folder and the binaries folder.

Before I attempt this, I would like your feedback, in particular to know if this manipulation could potentially cause conflicts when merging to the main branch of the rupelmonde project file.

And perhaps you may also have a simpler/better solution ?

Attached to this email are some of the .log files, in case they may help.

Thank you for your time and response.

Kind regards,

Tommaso Simonini.

tommaso.simonini.work@gmail.com

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4 bijlagen



Rupelmonde-backup-2026.08.04-09.33.22.log

25 KB



Rupelmonde-backup-2026.08.04-09.10.29.log

23 KB



Rupelmonde-backup-2026.08.04-09.11.15.log

23 KB



Rupelmonde.log

296 KB