

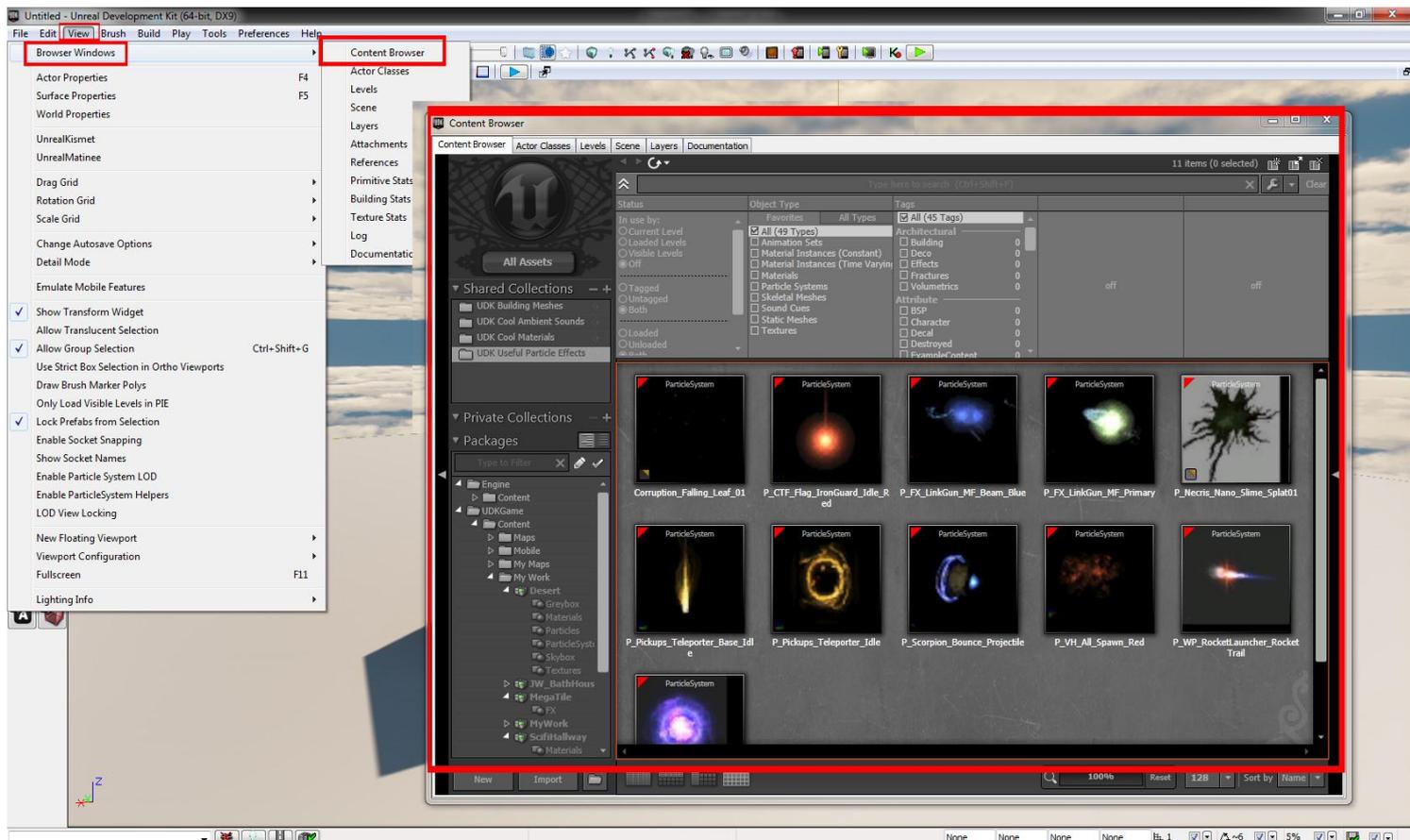
UDK Basics – Content Browser and Folder Setup

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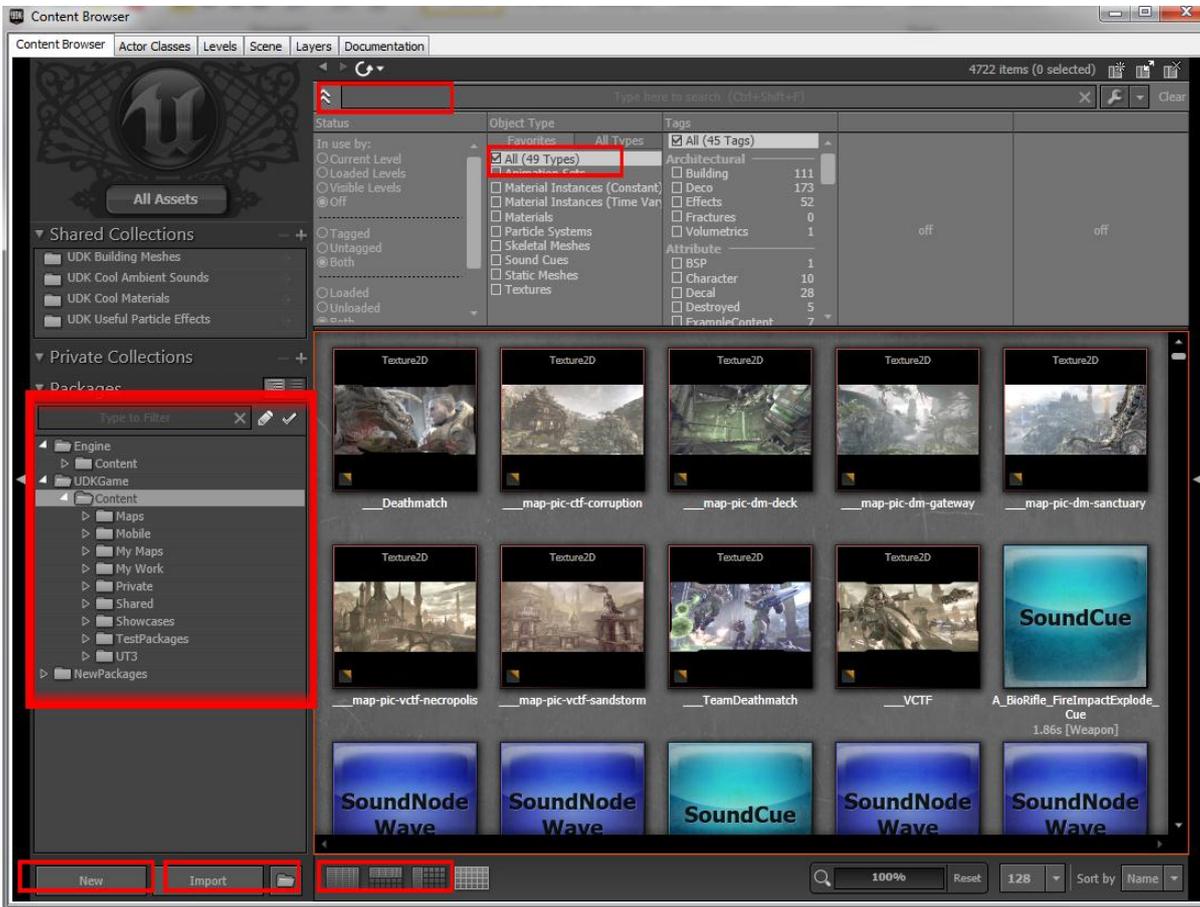
The Content Browser

All assets in UDK, whether they are default assets or your own imports, are found in the content browser. To access the content browser in UDK go to **View>Browser Windows>Content Browser**.

Assets include all static meshes (models), textures, materials, sounds, animation sets, particles and pretty much most things you can place in a scene.

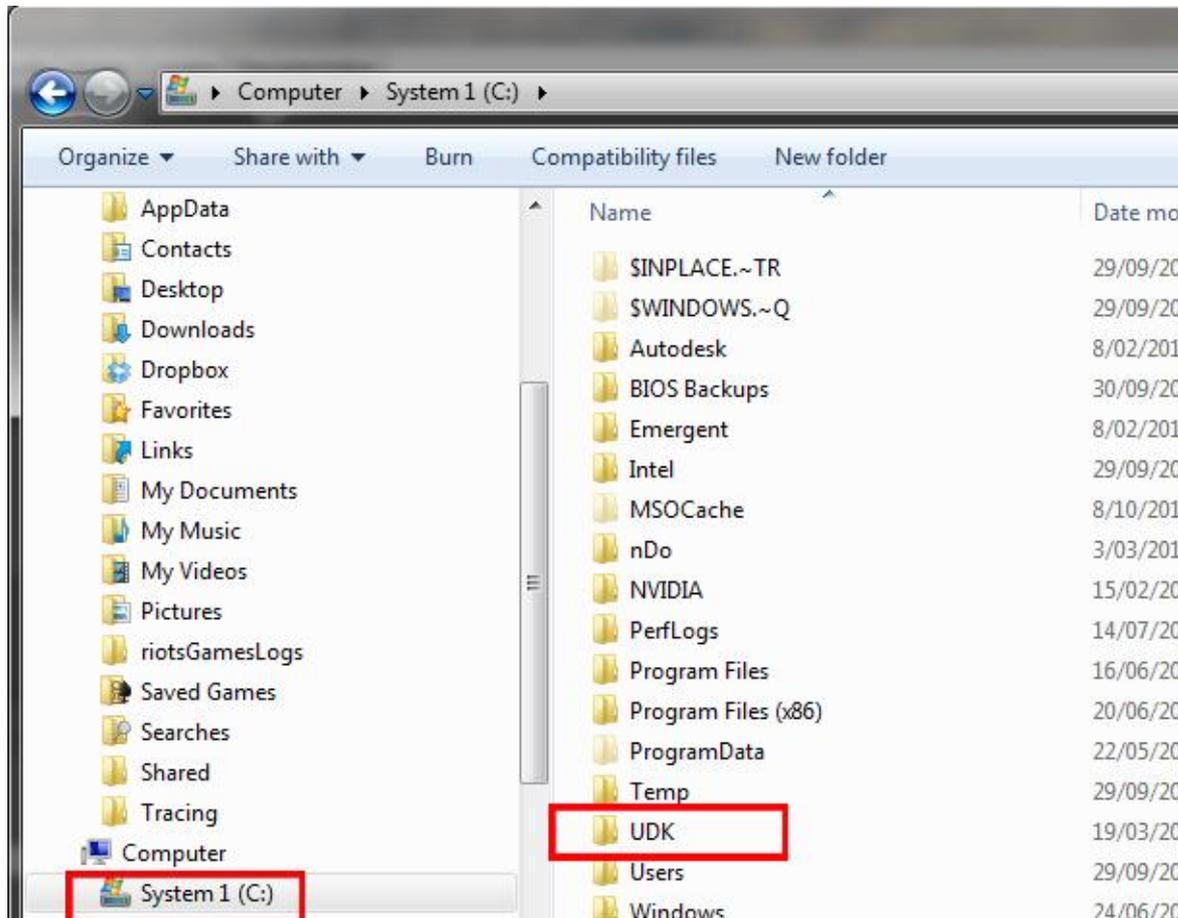


You can browse the assets in the content browser by scrolling through the lefthand list. Additionally you can use the search function in the top bar and select which types of assets you want displayed (eg: materials only, static meshes only etc). You can use the bottom bar to create new packages, import assets and change the display type of the content you are viewing.



Unlike many programs, UDK can only access content that is within its own folders. This means that if you save your UDK maps or content outside the UDK content folder you will not be able to access them. Instead you must find the UDK folder generally located in your C drive.

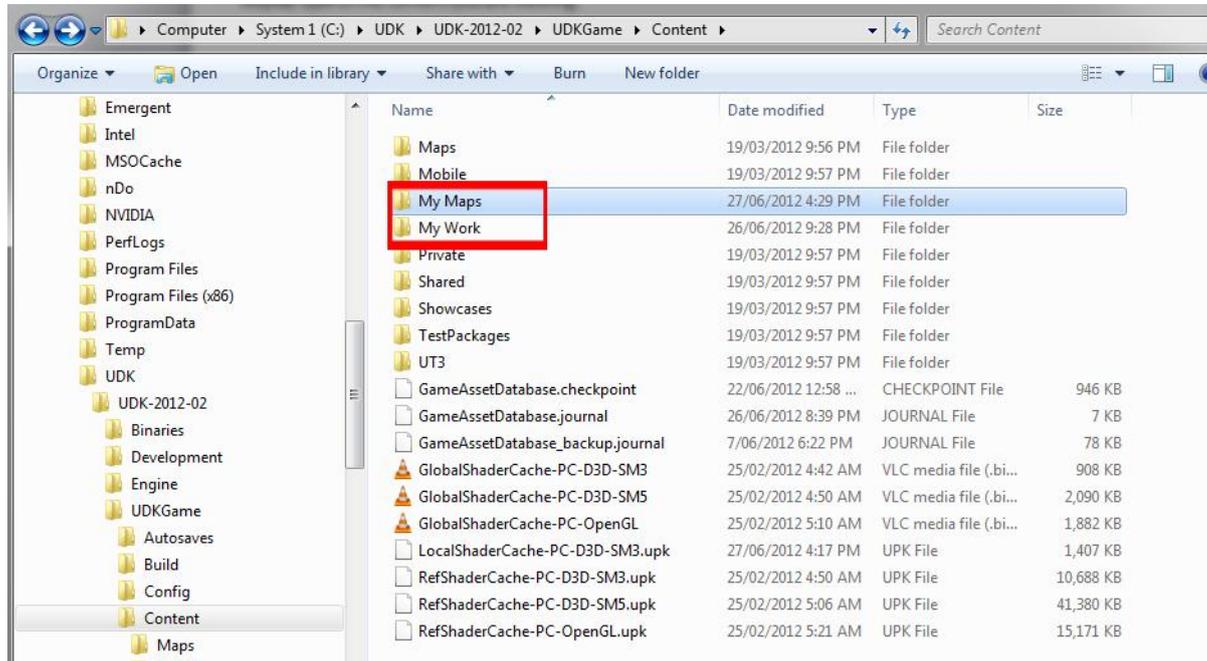
Please note that the default location does not install into 'Program files' It installs directly into C drive.



After locating the UDK folder you must find the content section where the content browser references to.

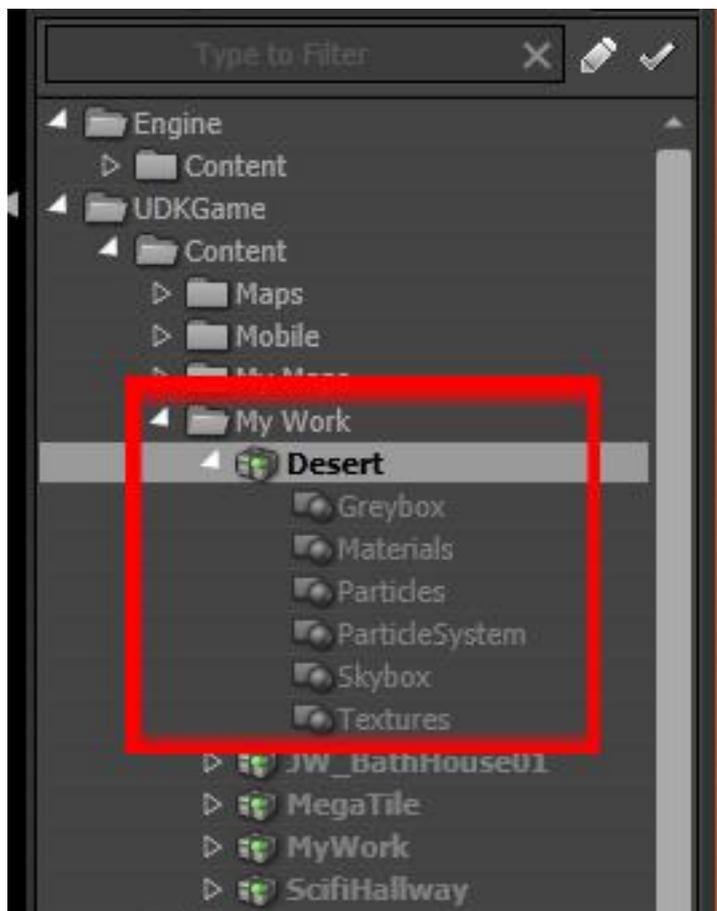
UDK>UDK – versionnumberhere>UDKGame>Content

You can then make your own folders within here where you can save UDK packages to. Here I have created two folders. One for my maps and one for all my content.



Here you can see inside the content browser is my content folder (Named 'My work')

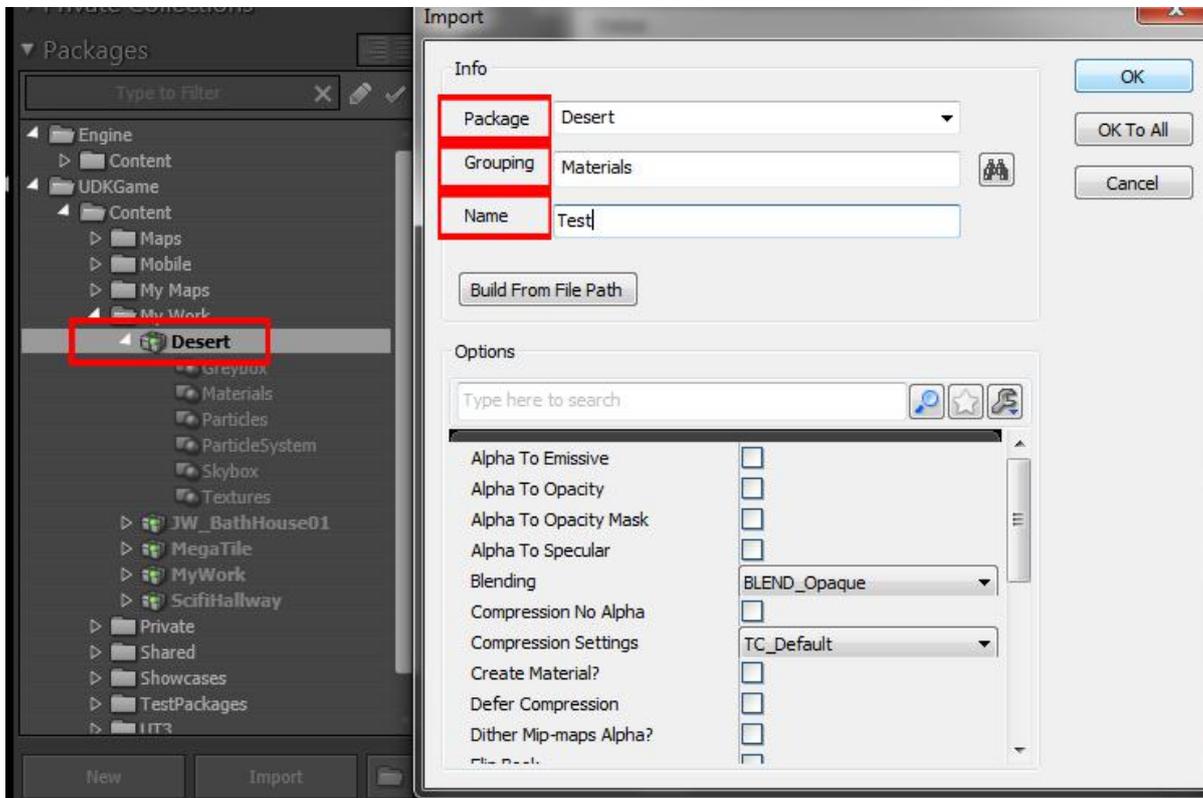
Inside this folder I have several packages. A package is UDK's term for a group of assets. When modifying, adding and deleting items in a package, make sure to save that package to accept the changes before you close down UDK.



As you can see, inside my 'Desert' package I have a number of subgroups. When importing content you will be shown the following dialog box. Here you can see that I am putting the item I am importing into my 'Desert' package, under the materials group, and I have named it test.

If the package or group does not exist, UDK will create them for you.

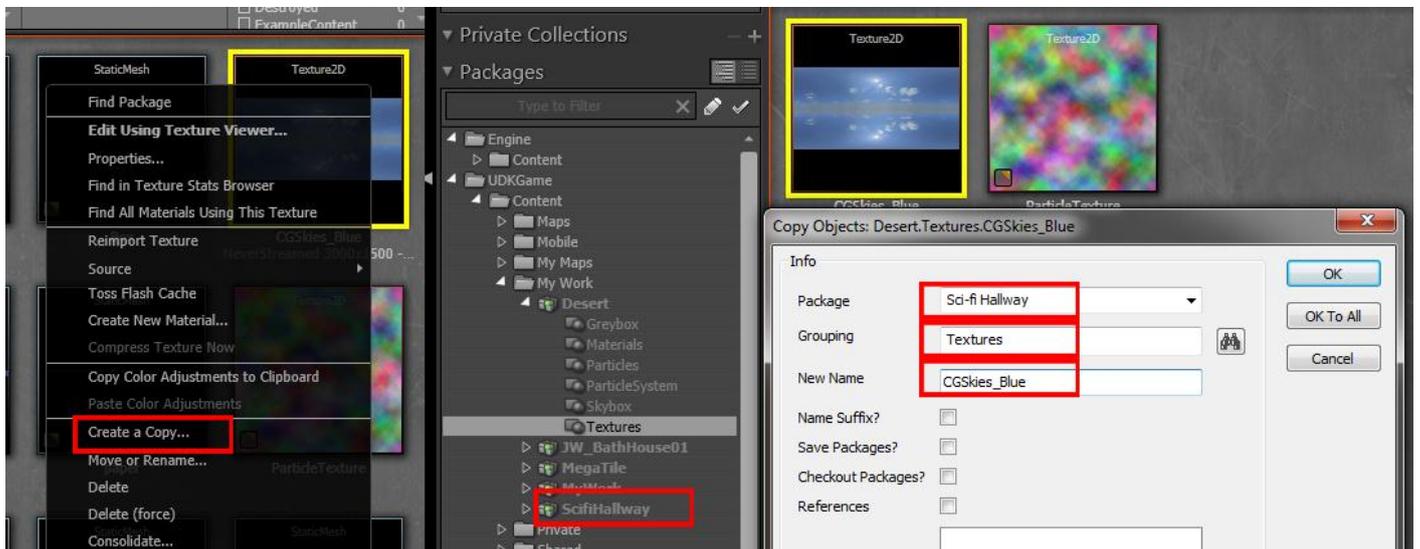
Important: No spaces are allowed in names. They will give you an invalid character error. Use _ instead



Make sure you organize your assets. I would recommend having a separate group for Static meshes, materials and textures at the very least. Things can get messy if you are consistently saving assets in the wrong group or package.

Luckily, if you do happen to accidentally save an asset in the wrong area you can move it! To do this right click the asset you wish to move and select 'create a copy' a dialog box similar to the one above will appear. Change the package/group/name to the new location and say ok

In this example I moved my sky texture from my desert package to my sci-fi Hallway package



To finish, just go back and delete the old one (or keep it if you want!)

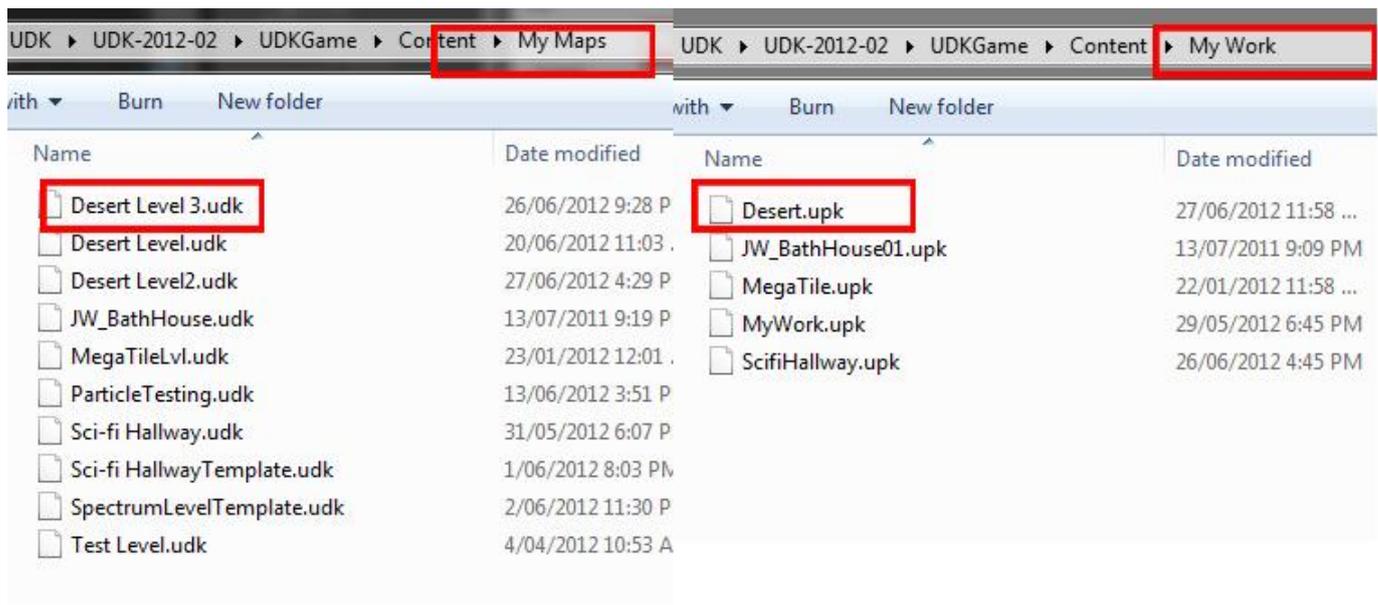
Moving Content Between computers

UDK makes this step very easy. Firstly go to the folder where your content is stored. All you have to do is copy the folders or files from there directly into the UDK content folder on another computer.

So using my setup as an example, I would copy the 'My Maps' and 'My Work' Folders into the same area on the other computer.

You can also transfer single maps or packages by going into the folders and copying the files separately

Please note that UDK map files have a .udk extension and UDK content files (packages) have a .upk extension



Finally when you open up a map, UDK only loads the assets currently in the map, not the entire package. To load the entire package, right click on the package in the content browser and select fully load. You may encounter issues or not have full access to your package content if it is not fully loaded.

Please note that content saved in a NEWER version of UDK may not open in an older version

I hope this has been helpful! If you have any questions regarding my tutorial, or something has not been clearly explained, please don't hesitate to contact me.