# Unreal Engine - Perforce file statuses and common errors
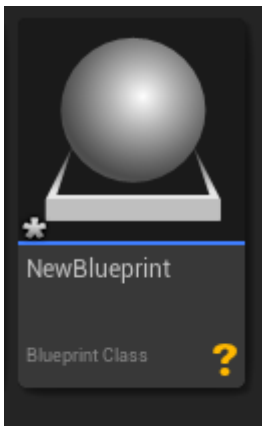
In this guide, you'll learn about file statuses and common errors (And how to fix them)

## File status

When working with perforce, files can have several statuses. Depending on the status, the file will react differently.
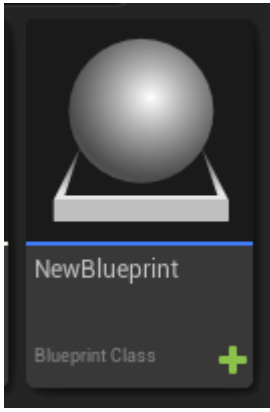
### New file

When you add a new file to your project, either using unreal or by placing it inside the folder structure, it will be considered as a new file. Perforce doesn't automatically add it to the stream. Unreal will show a question mark when this happens. You can mark it for add by right clicking it and marking it for add. Or using p4v.



### Marked for add

When a new file is marked for add, it will show up with a green plus. This will will not yet be visible for other users. You need to submit it first using unreal or p4v.
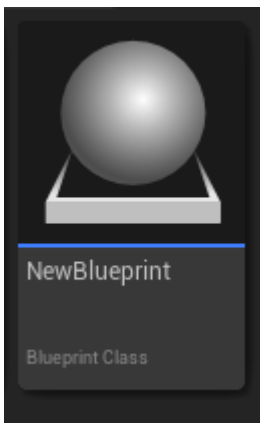
# Checked out



# Open for use

When a file has no icon, it is free to use. This means that no other person is currently using this file. Make sure to check it out
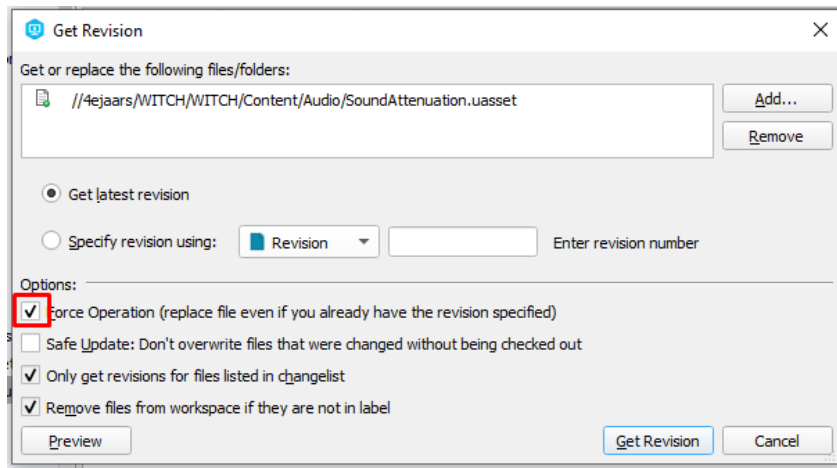


# Checked out by other user

# Not current revision

This means that there is a newer version of this file. You can use get latest in p4v to get the new version Or use the "Sync file" option in unreal.

# Marked for deletion

# Common errors

One of the most common issue is the "Can't clobber writable file". This means that a user made some files writable. This can by fixed by forcing the latest version of this file onto the users workspace. Right Click the failing files and press "get revision...". A new window will open. Make sure to check the "force operation" checkbox. An press Get Revision. This should fix it.



Revision #2
Created 1 November 2024 11:44:06 by Thijs Smeele
Updated 1 November 2024 12:25:00 by Mervin van Brakel