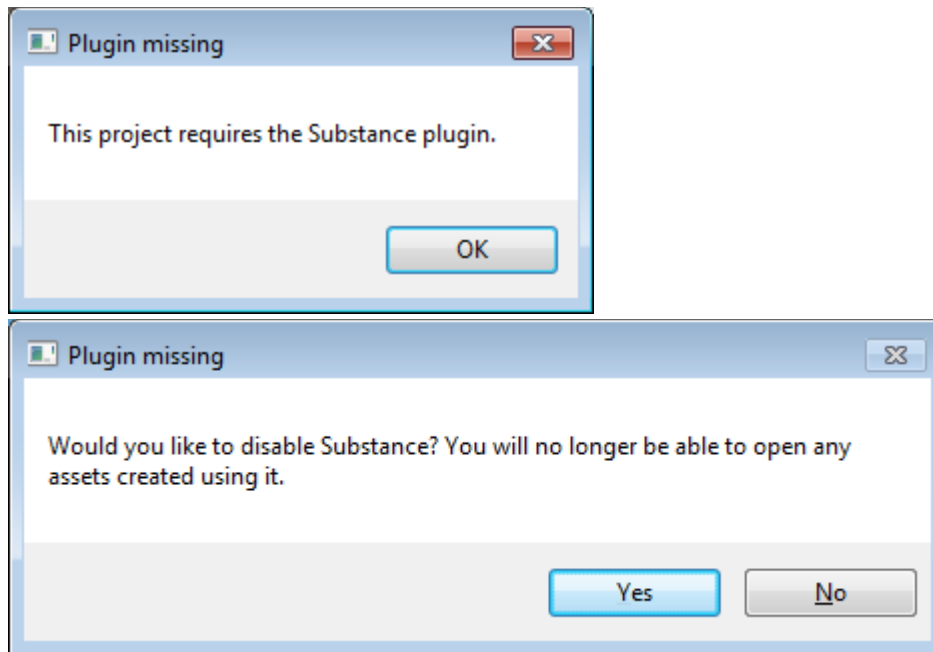
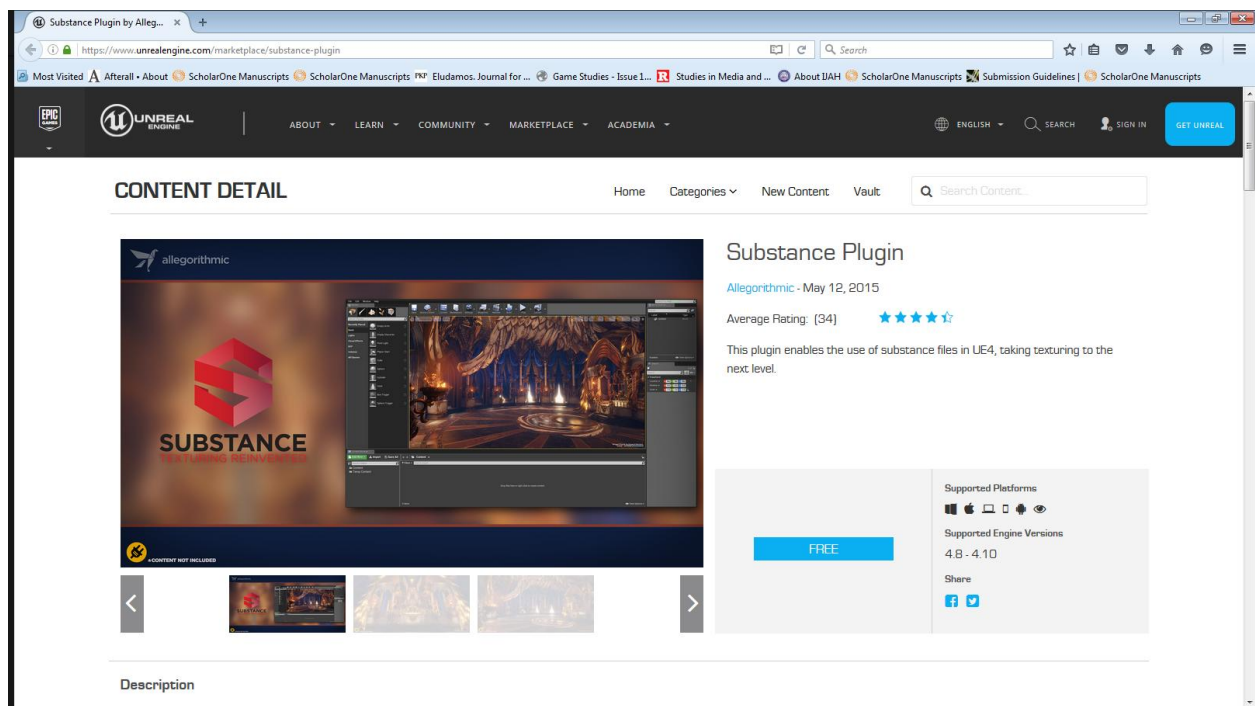


I put the DialogueSamples project in my documents > unreal projects folder to launch it and look at it.

When I double clicked the project in the library this is what happened

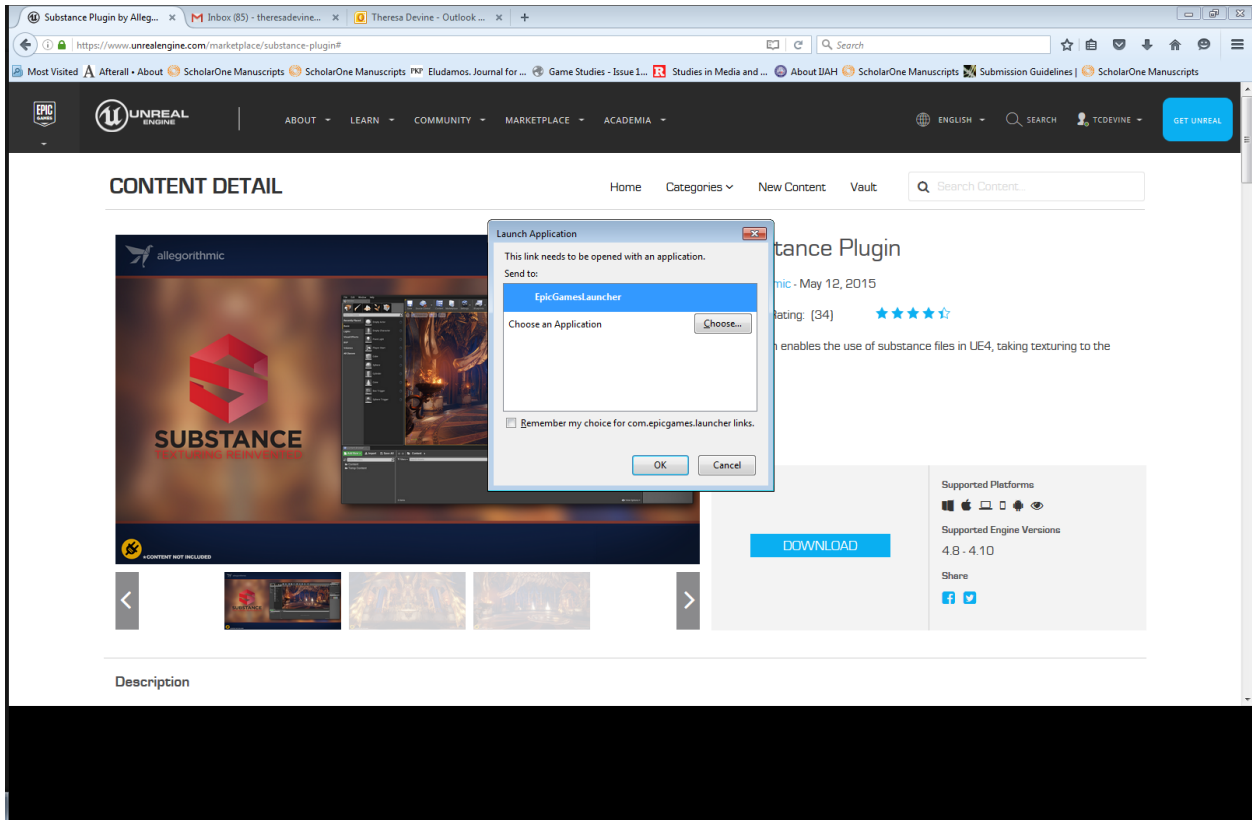


I clicked NO and went to search for the plugin.

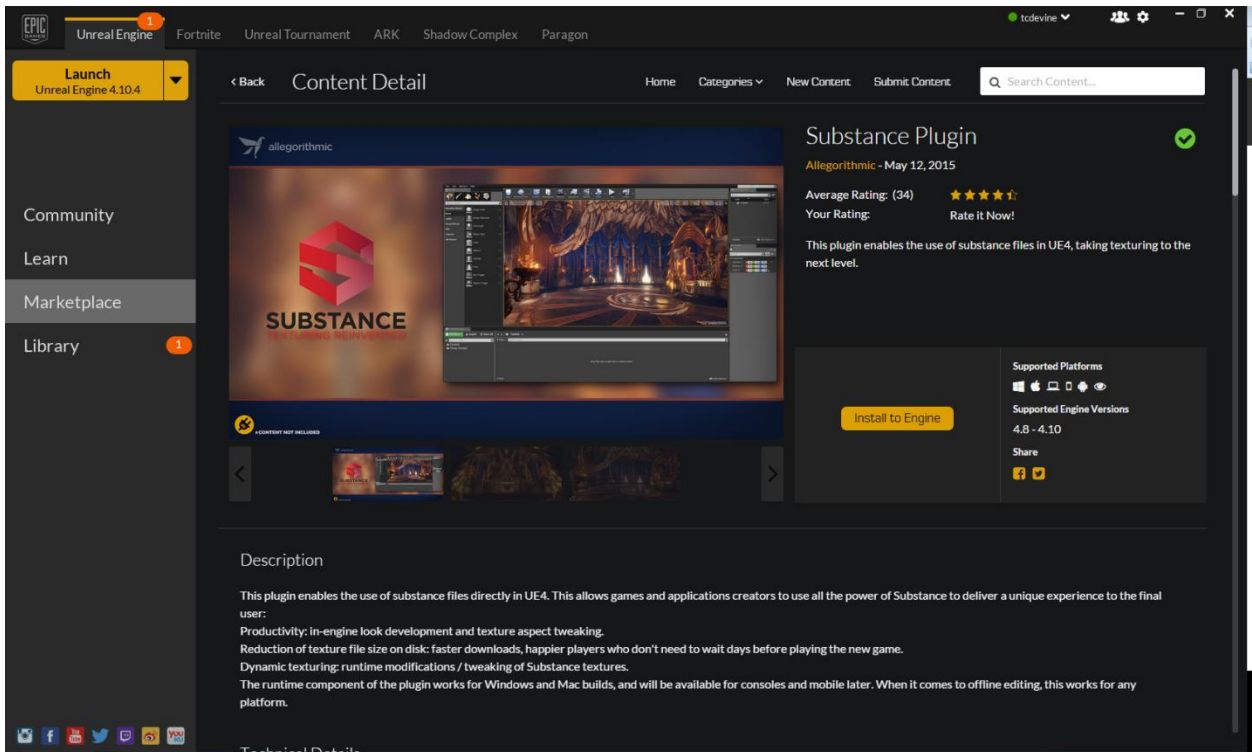


Here it is (free) <https://www.unrealengine.com/marketplace/substance-plugin>

I "bought" it - it will email a receipt and then a download button appeared

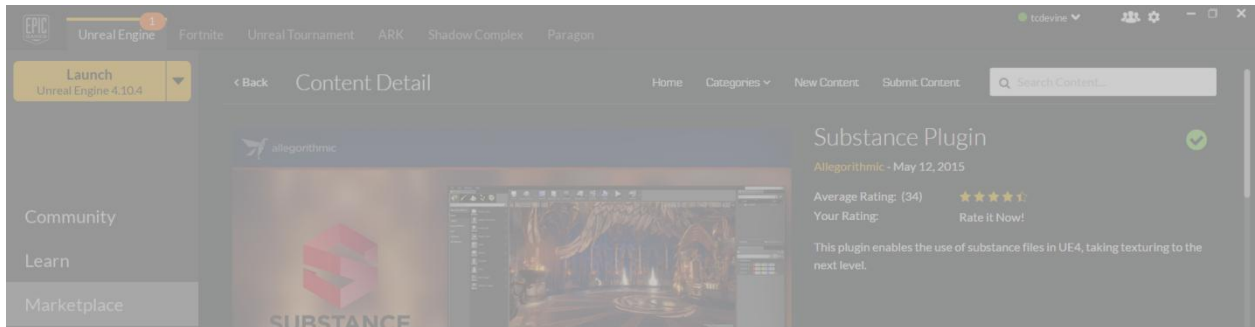


Click ok



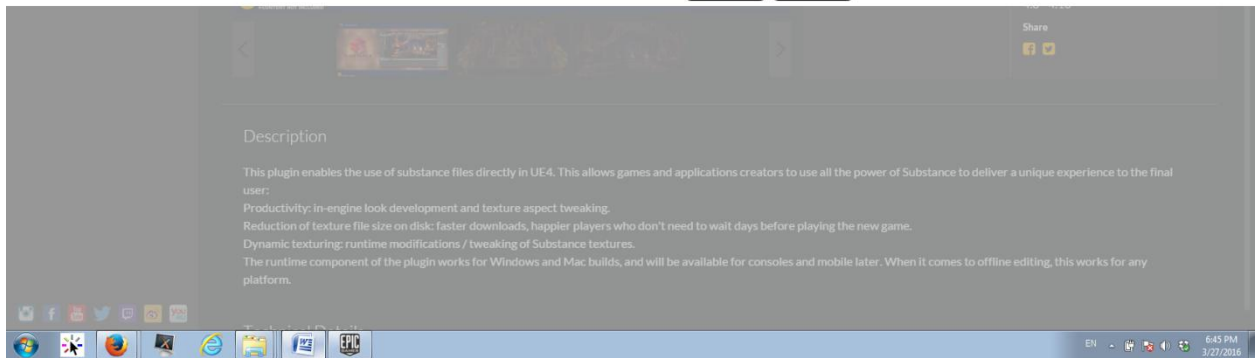
Click "install to engine" -

pick 4.10 and then click the install button



Install Plugin

Slot to add plugin to: 4.10



And so now the DialogueSamples project launches without error.