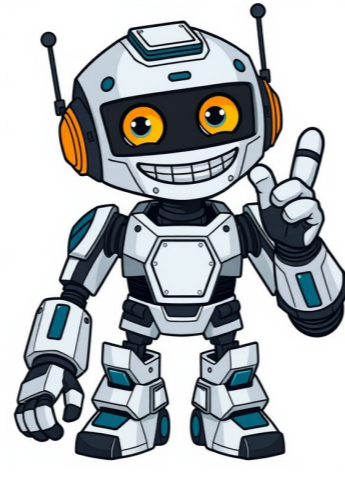


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I'm experiencing issues downloading Megascans using Quixel Bridge in UE 5.4, with the error "Asset not available in UAsset format." Is this a Fab-related issue? I've tried various workarounds, but nothing seems to be working. I'm looking forward to seeing all our colleagues at the next meeting tomorrow and discussing our strategies. The megascans library is going online as soon as possible, a good news for us 3D artists. The ability to send assets and materials directly into our 3D software was a certainty for us. However, the loss of this possibility now is very hard for me and my colleagues. I really hope that Epic Games will let us use Bridge in the way we have always done it. I thought I would not be able to add other assets into bridge until the end of the year, but now I know they are free. But I am disappointed because they are not usable in a functional way yet. I have great respect for Epic Games and their policy, but this situation is very emotional for me. Many people agree with me that Fab isn't really a production tool like Bridge used to be. The use of megascans will steeply decline now because nobody can sit individually downloading many files per asset, unzipping them and organizing them on disk, then processing them in their DCC(s). What they need is a fast browser or application where you can find assets easily, preview them, download them with all dependencies into a local library that's browsable on your machine. I'm worried that Epic Games doesn't want to develop an in-house application for Bridge like this because artists often don't have direct access to the internet due to security policies around intellectual properties of Film and TV studios etc. I just hope that they will resolve this current situation soon, we need it. Looking forward to seeing everyone at the meeting tomorrow to discuss our strategy, and hopefully, we can resolve this issue with Quixel Bridge. @Sinister\_21 glad you found it helpful! Please note that you can still download claimed assets through Quixel Bridge until its discontinuation. Make sure to claim your assets by clicking "Claim Now" before the end of the year, as no specific date has been set for discontinuation. We'll communicate any updates well in advance through official channels. I'm trying to access my purchased content through Quixel Bridge, but instead, I see a "Subscribe" button. After choosing Unreal Engine and getting unlimited access, I'm informed that my Epic Games Content License allows this. However, something seems to be wrong. I've tried the whole process multiple times, but help is needed. FAB seems to work as best it can, allowing me to add assets to my project, but it has its drawbacks. Some content is missing or incompatible with 5.4.4. I also access the Quixel Bridge web app and download content there, but not through the in-engine plugin. Hi, the issue appears to be related to your account. Please contact Quixel support for assistance through this web form. Hola, from yesterday on, it's no longer possible to download assets or textures for free. Is there a way to get those resources? We could potentially restore a library of downloaded resources, as they were previously free and available to everyone. I don't know how to create a thread like this or share the problem with others. I'm struggling to find assets in FAB's chaotic folder and then importing them into other DCC software. FAB made it worse. Please Epic, bring back the functionality that Bridge had. This whole Fab thing is frustrating me. I get headaches trying to figure out how to download assets nowadays. 3 Likes! can't even download from Fab... this is really annoying. 1 Like! haven't been able to download assets through Bridge for about a week now. I claimed all the items long ago, so they're "purchased." Just can't download anything ATM. I can download through the web portal at megascans.com, though, but that's not ideal. The issue might be specific to your account. Please contact Quixel support with more details about what you see when trying to download through Bridge. I have the same problem since a couple of days. When I hover over the picture in Bridge, I can download the asset through the top right corner DL icon. Maybe this workaround works for you too. 2 Likes! Same here, trying to go to Fab is a big no, it's appalling compared to Bridge, dysfunctional and just looks like an attempt to get people to buy other things. The latest plugin version 5.5.0 doesn't allow the integration that used to work with Bridge. Did this ever make it to Mac? Is it going to be fixed? The Mac is in the same disaster as before, making it impossible to "download" from Fab, which often results in a disorganized mess. Simply stated, Fab is in an early stage of monetizing UE content. This is very annoying, and if it's not fixed, I'll leave FAB for good. 3 Likes! Agreed! I lost all my assets because Fab didn't automatically pull them over. I was never made aware that I also had to go to the new Fab page and click a link to claim my assets again. This is insane. I'm now having to do the painstaking task of I recently purchased a bundle of assets from Quixel and was excited to start working with them. However, when I went to download them, I found out that the download button was not working properly in Quixel Bridge. Thankfully, Epic's support team helped me find a workaround, but I couldn't help feeling frustrated about this issue. As someone who has been using Bridge for a long time, I understand how valuable it is for asset management and workflow. The ability to easily export assets directly into 3D apps like 3DsMax or Cinema4D would be a game-changer. I'm eagerly waiting for the development of FAB, which promises to bring this feature back. The current limitations in Fab library are also concerning. I've invested a significant amount of money in Bridge and Quixel/Megascans assets, but the lack of functionality is starting to erode my faith in the service. I'd love to see some improvements made to address these issues, such as improved asset browsing and filtering. Epic's support team has acknowledged these concerns and is actively working on fixes for the download issue and asset export feature. The ability to search for Quixel IDs is also a welcome feature that will make it easier to find my claimed assets. We have noted a couple of points that may alleviate your concerns regarding our Megascans on Fab: If you clicked Claim All on Quixel but not Fab, rest assured we will grant you access to those assets. However, there are some assets on Quixel that won't make the switch to Fab due to deprecation. Certain assets have already been migrated and should appear in Fab, though we plan on adding more over time. It's also worth noting the download button not working in Bridge is an acknowledged issue. As a workaround, could you please import downloaded Megascans from Fab into Bridge? Unfortunately, there isn't an officially supported workflow for this. The key problem lies in the difference between folders and naming conventions. Would it be possible to create a folder containing all json files from old Quixel assets so that we can easily get Fab assets working in Bridge? regarding Asset Optics Plugin Next-Gen Asset Management: Epic Games may consider adding similar features to Unreal Engine, but no official announcement has been made yet. As for using the plugin with Max 2025, there is currently a workaround available which may help you. The Bridge Plugin for Max 2025 is still under development. We are working on it and appreciate your patience. In the meantime, some users have successfully used a modified MS\_API.py file, but we cannot guarantee its functionality due to differences in script versions. We also recommend checking Customize/Configure users and project paths, as well as reorganizing the additional scripts folder, for other potential solutions. Some users have reported that updating their software may resolve the issue with Bridge not working properly in Max 2025. It seems there might be a simple solution to this problem - try turning your computer off, restarting everything, and then try again. Alternatively, you can also check your script settings for Quixel.ms and MS\_api. Make sure data port is correctly set. filePath = uS:/02\_ASSETS/03\_QUIXEL BRIDGE/support/plugins/max/5.1/MSLiveLink/MS\_API.pyexec(open(filePath).read(), {'file': filePath}) hopefully this helps anyone who's having this issue! make sure everything routes to the correct paths as well, and perhaps try deleting the old max plug in on bridge and reinstalling it. change the api port number to 13292 in the setting tab. Logan McNay: filePath = uS:/02\_ASSETS/03\_QUIXEL BRIDGE hello and thanks but ( filePath = uS:/02\_ASSETS/03\_QUIXEL BRIDGE ) i dont have this path should i enter it anyway as i see it? can anyone guide from start to finish on how to get it work? finally managed to successfully launch quixel bridge link to 3ds max 2025! yes, 2025, no joke, you need the v5.1 plugin version of 3ds max bridge quixel plugin. (they removed this version from their site, but if you take the link to download the new version and change there 5.5 to 5.1 - it will download the correct version.) the last bridge and the latest plugin like usual, you will have this folder: my default library folder is in my b:\lib\cg\ folder, you can change it on your own in bridge > edit > settings. i have my plugins here: b:\lib\cg\megascans\support\plugins\max\unpack here archive with 5.1 plugin, now you will have 2 plugins, you need only 5.1, just in case, i copied 5.1 and renamed it to 5.1 v2open script in notepad: b:\lib\cg\megascans\support\plugins\max\5.1 v2MSLiveLinkMS\_API.py and replace all code completely: import os, json, sys, socket, time, re, path = os.path, dirname( file ), replace( '\\', '/' ) if path not in sys.path: sys.path.append( path ) import MS\_Importer from Logging import Logger, importerSetup, = MS\_Importer.LiveLinkImporter( MSLIVELINK\_VERSION = "5.1" ) ##### MegascansLiveLinkAPI is the core component of the Megascans Plugin plugins, this api relies on a qthread to monitor any incoming data from bridge by communicating via a socket port, this module has a bunch of classes and functions that are standardized as much as possible to make sure you don't have to modify them too much for them to work in any python-compatible software. if you're looking into extending the user interface then you can modify the MegascansLiveLinkUI class to suit your needs. ##### updated import statements for PySide6: from PySide6.QtGui import \* from PySide6.QtCore import \* from PySide6.QtWidgets import \* except ImportError: print("PySide6 is not available.") ##### gethostapp returns the host application window as a parent for our widget """ def GetHostApp(): try: mainWindow = QApplication.activeWindow() while True: lastWin = mainWindow.parent() if lastWin == mainWindow: mainWindow = lastWin else: break return mainWindow except: pass """ qlinkmonitor is a qthread-based thread that monitors a specific port for import, simply put, this class is responsible for communication between your software and bridge """ class QLiveLinkMonitor(QThread): Bridge\_Call = Signal() Instance = [] def \_\_init\_\_(self): QThread.\_\_init\_\_(self) self.TotalData = b"" QLiveLinkMonitor.Instance.append(self) def \_\_del\_\_(self): self.quit() self.wait() def stop(self): self.terminate() def run(self): time.sleep(0.025) try: host, port = 'localhost', 13292 socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM) socket.bind((host, port)) while True: socket.listen(5) client, address = socket.accept() data = "" data = client.recv(4096\*2) if data != "": self.TotalData += data while True: data = client.recv(4096\*2) if data: self.TotalData += data else: break time.sleep(0.05) self.Bridge\_Call.emit() time.sleep(0.05) except: pass def initializeImporter(self): import pymxs, json, array = json.loads(self.TotalData) for asset in json.array: self = importerSetup\_Identifier(self, Asset\_Data(asset)) try: guid = asset['guid'] assetID = asset['id'] except: guid = "" assetID = "" if len(json.array) > 1: bridge\_event = "BRIDGE\_BULK\_EXPORT\_ASSET" else: bridge\_event = "BRIDGE\_EXPORT\_ASSET" try: Logger(pymxs.runtime.execute("classof renderers.current"), pymxs.runtime.maxversion[0], guid, assetID, bridge\_event) except: import os, path, join(self, path, "MS\_Logo.png") Looking at the script provided earlier compared to version 5.1, some parts were removed that caused errors during Max startup, and a PySide6 import was added. Manually adding the "MS Plugin" panel will be necessary. When starting Max for the first time, create a folder in C:\Users\Administrator\AppData\Local\Autodesk\3dsMax\2025 - 64bit\ENU\scripts\startup according to your username. Copy the quixel.ms file from an older version or create a new txt file and change its name and type to quixel.ms. Opening this file, check that the path in the line points to the modified script, which simply points to the actual plugin script. To resolve Quixel Bridge issues with MaxBridge Assistant, a small open-source tool, for 3ds Max 2024 and above. The problem stems from compatibility gaps in the official plugin, particularly with the updated Python API and menu creation methods in 3ds Max 2025. MaxBridge Assistant automates what would otherwise be a tedious manual process. The app is portable, easy to use, and ensures compatibility for 3ds Max 2025+, while supporting older versions. It also updates necessary files automatically without manual edits and replaces outdated components with updated ones. Download the app without installation, select your Megascans Library Folder, choose the 3ds Max versions you want to connect, and click "Start Setup." For those who prefer full control, clear manual instructions are included in the GitHub repository. The project is entirely open source, so feel free to explore, review, or modify the code to suit your needs. If you find it useful, give the repository a star on GitHub; it helps others discover the solution and keeps the community strong. Looking forward to discussing the Quixel Bridge and its connection to the Megascans library, I recently started using UE and realized that my account is less than a week old, so I'm wondering if the issue lies with the new design or my end. The first picture shows me logging in, clicking "get started," but instead of seeing the "Acquired" tab, which should be visible according to this conversation, I see a subscribe button for almost everything, except MetaHumans, as shown in image 5. However, upon saving certain packs, like the Stakes and Wedges Pack, they become available in Quixel Bridge. Maybe there's something special about these assets? After exploring further, I discovered that some assets are only available on Fab.com, and to access them through Quixel Bridge, I need to claim them on Fab first. It seems that the Quixel application is being sunset as its features have been added to Fab, making it mostly useful for distributing MetaHumans and handling legacy assets. This has resulted in more difficulty accessing certain features, which I understand might be part of a planned service shutdown at the end of 2025. Nevertheless, everything on BBO is free unless otherwise specified, and there are various options available, such as organizing tournaments, participating in pay tournaments, or simply playing with friends. Some clubs offer training rooms for practice bidding, while others provide chatrooms to discuss hands. I appreciate the clarification that the Megascans library on Quixel is separate from Fab.com's library and that the Quixel application will eventually be shut down as its features have been transferred to Fab. Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies.

## Bridge names. Bridge project ideas. Bridge names ideas. Bridge company names. Bridge design names. Bridge support name.

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