[/Script/Engine.RendererSettings]
r.ForwardShading=True
r.MobileHDR=True
r.MobileNumDynamicPointLights=4
r.MobileDynamicPointLightsUseStaticBranch=True
r.AllowOcclusionQueries=True
r.MinScreenRadiusForLights=0.030000
r.MinScreenRadiusForDepthPrepass=0.030000
r.PrecomputedVisibilityWarning=False
r.TextureStreaming=True
Compat.UseDXT5NormalMaps=False
r.AllowStaticLighting=True
r.NormalMapsForStaticLighting=False
r.GenerateMeshDistanceFields=False
r.GenerateLandscapeGIData=True
r.TessellationAdaptivePixelsPerTriangle=48.000000
r.SeparateTranslucency=False
r.TranslucentSortPolicy=0
TranslucentSortAxis=(X=0.000000,Y=-1.000000,Z=0.000000)
r.CustomDepth=3
r.DefaultFeature.Bloom=True
r.DefaultFeature.AmbientOcclusion=False
r.DefaultFeature.AmbientOcclusionStaticFraction=False
r.DefaultFeature.AutoExposure=False
r.DefaultFeature.MotionBlur=False
r.DefaultFeature.LensFlare=False
r.DefaultFeature.AntiAliasing=3
r.EarlyZPass=1
r.EarlyZPassMovable=True
r.DBuffer=False
r.ClearSceneMethod=1
r.BasePassOutputsVelocity=False
r.WireframeCullThreshold=5.000000
UIScaleRule=ShortestSide
UIScaleCurve=(EditorCurveData=
(PreInfinityExtrap=RCCE_Constant,PostInfinityExtrap=RCCE_Constant,Keys=),ExternalCurve=None)
vr.InstancedStereo=True
r.DefaultFeature.AutoExposure.Method=1
r.ReflectionCaptureResolution=256
r.GBufferFormat=1
r.SupportStationarySkylight=True
r.SupportLowQualityLightmaps=False
r.SupportPointLightWholeSceneShadows=False
r.SupportAtmosphericFog=False
r.VertexFoggingForOpaque=True
r.AllowGlobalClipPlane=True
r.CapsuleShadows=2