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Overview

The asset comes with a lot of available settings you can add to your menu(s). The following tables list those settings, what Unity version they require and in what render pipeline they have an effect. All settings will show up properly in the menu regardless of version or pipeline, however the ones with no effect or wrong version will simply not do anything if their value is changed. This is due to certain settings either not being available for a render pipeline/version or the implementation is provided in the dedicated render pipeline specific addon. Please refer to the official documentation on details about each specific setting. A link to the documentation is provided for each setting group (Shadows, Terrain etc).

General Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Anisotropic Filtering	Global anisotropic filtering mode. (Documentation)	2021	✔️	✔️	✔️
Anti Aliasing	Choose the level of Multi-Sample Anti-aliasing (MSAA) that the GPU performs. (Documentation)	2021	✔️	✔️	❌
Billboards Face Camera Position	If enabled, billboards will face towards camera position rather than camera orientation. (Documentation)	2021	✔️	✔️	✔️
Enable LOD Cross Fade	Enables or disables LOD Cross Fade. (Documentation)	2022	✔️	✔️	✔️
Global Texture Mipmap Limit	Indicates how many of the highest-resolution mips of each texture Unity does not upload at the given quality level. To set more specific mipmap limits, you can flag textures to ignore mipmap limits or assign them to mipmap limit groups. (Documentation)	2021	✔️	✔️	✔️
LOD Bias	Global multiplier for the LOD's switching distance. (Documentation)	2021	✔️	✔️	❌

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Maximum LOD Level	A maximum LOD level. All LOD groups. (Documentation)	2021	✔️	✔️	❌
Max Queued Frames	Maximum number of frames queued up by graphics driver. (Documentation)	2021	✔️	✔️	✔️
Particle Raycast Budget	Budget for how many ray casts can be performed per frame for approximate collision testing. (Documentation)	2021	✔️	✔️	✔️
Pixel Light Count	The maximum number of pixel lights that should affect any object. (Documentation)	2021	✔️	❌	❌
Realtime Reflection Probes	Enables real-time reflection probes. (Documentation)	2021	✔️	✔️	❌
Resolution Scaling Fixed DPI Factor	In resolution scaling mode, this factor is used to multiply with the target Fixed DPI specified to get the actual Fixed DPI to use for this quality setting. (Documentation)	2021	✔️	✔️	✔️
Skin Weights	The maximum number of bones per vertex that are taken into account during skinning, for all meshes in the project.	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
	(Documentation)				
Soft Particles	Should soft blending be used for particles? (Documentation)	2021	✔️	❌	❌
Soft Vegetation	Use a two-pass shader for the vegetation in the terrain engine. (Documentation)	2021	✔️	✔️	✔️
Streaming Mipmaps Active	Enable automatic streaming of texture mipmap levels based on their distance from all active cameras. (Documentation)	2021	✔️	✔️	✔️
Streaming Mipmaps Add All Cameras	Process all enabled Cameras for texture streaming (rather than just those with StreamingController components). (Documentation)	2021	✔️	✔️	✔️
Streaming Mipmaps Max File IO Requests	The maximum number of active texture file IO requests from the texture streaming system. (Documentation)	2021	✔️	✔️	✔️
Streaming Mipmaps Max Level Reduction	The maximum number of mipmap levels to discard for each texture. (Documentation)	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Streaming Mipmaps Renderers Per Frame	The number of renderer instances that are processed each frame when calculating which texture mipmap levels should be streamed. (Documentation)	2021	✔️	✔️	✔️
VSync Count	The number of vertical syncs that should pass between each frame. (Documentation)	2021	✔️	✔️	✔️
Async Upload Persistent Buffer	This flag controls if the async upload pipeline's ring buffer remains allocated when there are no active loading operations. (Documentation)	2021	✔️	✔️	✔️
Async Upload Time Slice	Async texture upload provides timesliced async texture upload on the render thread with tight control over memory and timeslicing. (Documentation)	2021	✔️	✔️	✔️
Async Upload Buffer Size	Asynchronous texture and mesh data upload provides timesliced async texture and mesh data upload on the render thread with tight control over memory and	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	**URP**	**HDRP**
	timeslicing. (Documentation)				

Shadow Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	**URP**	**HDRP**
Shadow Quality	Real-time Shadows type to be used. (Documentation)	2021	✔️	❌	❌
Shadow Resolution	The default resolution of the shadow maps. (Documentation)	2021	✔️	❌	❌
Shadow Projection	Directional light shadow projection. (Documentation)	2021	✔️	❌	❌
Shadowmask Mode	The rendering mode of Shadowmask. (Documentation)	2021	✔️	✔️	✔️
Shadow Distance	Shadow drawing distance. (Documentation)	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Shadow Near Plane Offset	Offset shadow frustum near plane. (Documentation) TODO What about render pipeline specific documentations?	2021	✔️	❌	❌
Shadow Cascades	Number of cascades to use for directional light shadows. (Documentation)	2021	✔️	❌	❌
Shadow Cascade 2 Split	The normalized cascade distribution for a 2 cascade setup. (Documentation)	2021	✔️	❌	❌

Terrain Settings (2022+)

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Terrain Basemap Distance	Value set to Terrain.basemapDistance if TerrainQualityOverrides.BasemapDistance is set in terrainQualityOverrides.	2022	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines ✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	**URP**	**HDRP**
	(Documentation)				
Terrain Billboard Start	Value set to Terrain.treeBillboardDistance if TerrainQualityOverrides.BillboardStart is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Terrain Detail Density Scale	Value set to Terrain.detailObjectDensity if TerrainQualityOverrides.DetailDensity is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Terrain Detail Distance	Value set to Terrain.detailObjectDistance if TerrainQualityOverrides.DetailDistance is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Terrain Fade Length	Value set to Terrain.treeCrossFadeLength if TerrainQualityOverrides.FadeLength is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Terrain Max Trees	Value set to Terrain.treeMaximumFullL	2022	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
	ODCount if TerrainQualityOverrides.MaxTrees is set in terrainQualityOverrides. (Documentation)				
Terrain Tree Distance	Value set to Terrain.treeDistance if TerrainQualityOverrides.TreeDistance is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Terrain Pixel Error	Value set to Terrain.heightmapPixelError if TerrainQualityOverrides.PixelError is set in terrainQualityOverrides. (Documentation)	2022	✔️	✔️	✔️
Use Legacy Detail Distribution	Use the legacy pre-2022.2 algorithm for distributing details on terrain. (Documentation)	2022	✔️	✔️	✔️

Audio Settings

Setting	Details	Minimum Unity Version	Render Pipelines ✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Audio Enabled	Pausing/unpausing the playback of all audio sources. (Documentation)	2021	✔️	✔️	✔️
Global Audio Listener Volume	Controls the global audio volume on the audio listener. (Documentation)	2021	✔️	✔️	✔️
Speaker Mode	The current speaker mode used by the audio output device. (Documentation)	2021	✔️	✔️	✔️
Sample Rate	The current sample rate of the audio output device used. (Documentation)	2021	✔️	✔️	✔️
Virtual Voices Amount	The maximum number of managed sounds in the game. Beyond this limit sounds will simply stop playing. (Documentation)	2021	✔️	✔️	✔️
Real Voices Amount	The current maximum number of simultaneously audible sounds in the game. (Documentation)	2021	✔️	✔️	✔️
Audio Mixer Volume	Sets the value of the exposed volume parameter specified on the referenced AudioMixer.	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
	(Documentation)				
Audio Mixer Pitch	Sets the value of the exposed pitch parameter specified on the referenced AudioMixer. (Documentation)	2021	✔️	✔️	✔️

Application Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Target Framerate	Specifies the frame rate at which Unity tries to render your game. (Documentation)	2021	✔️	✔️	✔️
Run In Background	Should the Player be running when the application is in the background? (Documentation)	2021	✔️	✔️	✔️
Background Loading Priority	Priority of background loading thread.	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
	(Documentation)				

Screen Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Screen Sleep Timeout	A power saving setting, allowing the screen to dim some time after the last active user interaction. (Documentation)	2021	✔️	✔️	✔️
Full Screen Mode	Set this property to one of the values in FullScreenMode to change the display mode of your application. (Documentation)	2021	✔️	✔️	✔️
Fullscreen	Enables full-screen mode for the application. (Documentation)	2021	✔️	✔️	✔️
Monitor	Moves the main window to the specified position relative to the top left corner of the specified	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
	display. Position value is represented in pixels. (Documentation)				
Screen Resolution	Switches the screen resolution. (Documentation)	2021	✔️	✔️	✔️

Camera Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Allow HDR	High dynamic range rendering. (Documentation)	2021	✔️	✔️	❌
Allow MSAA	MSAA rendering. (Documentation)	2021	✔️	✔️	✔️
Field Of View	The vertical field of view of the Camera, in degrees. (Documentation)	2021	✔️	✔️	✔️
Near Clip Plane	The distance of the near clipping plane from the the Camera, in world units. (Documentation)	2021	✔️	✔️	✔️

Far Clip Plane	The distance of the far clipping plane from the Camera, in world units. ([Documentation](#))	2021	✔	✔	✔
Is Orthographic	Is the camera orthographic (true) or perspective (false)? ([Documentation](#))	2021	✔	✔	✔
Orthographic Size	Camera's half-size when in orthographic mode. ([Documentation](#))	2021	✔	✔	✔
Rendering Path	The rendering path that should be used, if possible. ([Documentation](#))	2021	✔	✘	✘
Use Occlusion Culling	Whether or not the Camera will use occlusion culling during rendering. ([Documentation](#))	2021	✔	✔	✔
Camera Aspect	The aspect ratio (width divided by height). ([Documentation](#))	2021	✔	✔	✔
Depth	Camera's depth in the camera rendering order. ([Documentation](#))	2021	✔	✔	✔
Depth Texture Mode	How and if camera generates a depth texture. ([Documentation](#))	2021	✔	✔	✔
Stereo Target Eye	Defines which eye of a VR display the Camera renders into. ([Documentation](#))	2021	✔	✔	✔
Stereo Convergence	Distance to a point where virtual eyes converge. ([Documentation](#))	2021	✔	✔	✔
Transparency Sort Mode	Transparent object sorting mode. ([Documentation](#))	2021	✔	✔	✔

Opaque Sort Mode	Opaque object sorting mode. ([Documentation](#))	2021	✔	✔	✔
Layer Cull Spherical	How to perform per-layer culling for a Camera. ([Documentation](#))	2021	✔	✔	✔
Gate Fit Mode	There are two gates for a camera, the sensor gate and the resolution gate. The physical camera sensor gate is defined by the sensorSize property, the resolution gate is defined by the render target area. ([Documentation](#))	2021	✔	✔	✔
Force Into Render Texture	Should camera rendering be forced into a RenderTexture. ([Documentation](#))	2021	✔	✔	✔
Camera Clear Flags	How the camera clears the background. ([Documentation](#))	2021	✔	✘	✘
Clear Stencil After Lighting Pass	Should the camera clear the stencil buffer after the deferred light pass? ([Documentation](#))	2021	✔	✔	✔
Is Physical	Enable usePhysicalProperties to use physical camera properties to compute the field of view and the frustum. ([Documentation](#))	2021	✔	✔	✔
Focal Length	The camera focal length, expressed in millimeters. To use this property, enable UsePhysicalProperties. ([Documentation](#))	2021	✔	✔	✔

Focus Distance	The focus distance of the lens. To use this property, enable UsePhysicalProperties. ([Documentation](#))	2022	✔	✔	✔

Render Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔ Has an effect in pipeline ✖ Has no effect in pipeline		
			Builtin	URP	HDRP
Ambient Intensity		2021	✔	✔	✖
Ambient Mode		2021	✔	✔	✖
Default Reflection		2021	✔	✔	✖
Flare Fade Speed		2021	✔	✔	✖
Flare Strength		2021	✔	✔	✖
Halo Strength		2021	✔	✔	✖
Reflection Bounces		2021	✔	✔	✖
Reflection Intensity		2021	✔	✔	✖
Fog		2021	✔	✔	✖

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	**URP**	**HDRP**
Fog Mode		2021	✔️	✔️	❌
Fog Density		2021	✔️	✔️	❌
Fog Start Distance		2021	✔️	✔️	❌
Fog End Distance		2021	✔️	✔️	❌

Type Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	**URP**	**HDRP**
Boolean	Generic setting with a boolean value.	2021	✔️	✔️	✔️
Integer	Generic setting with an integer value.	2021	✔️	✔️	✔️
Float	Generic setting with a float value.	2021	✔️	✔️	✔️
String	Generic setting with a string value.	2021	✔️	✔️	✔️

Event Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Event	Invokes a UnityEvent with no parameters.	2021	✔️	✔️	✔️
Boolean Event	Invokes a UnityEvent with a boolean parameter.	2021	✔️	✔️	✔️
Integer Event	Invokes a UnityEvent with an integer parameter.	2021	✔️	✔️	✔️
Float Event	Invokes a UnityEvent with a float parameter.	2021	✔️	✔️	✔️
String Event	Invokes a UnityEvent with a string parameter.	2021	✔️	✔️	✔️

Extra Settings

Setting	Details	Minimum Unity Version	Render Pipelines		
			✔️ Has an effect in pipeline ❌ Has no effect in pipeline		
			Builtin	URP	HDRP
Apply Changes	Applies setting values that have not been applied yet.	2021	✔️	✔️	✔️
Load Settings	Loads and applies the setting values using the specified Settings Saver.	2021	✔️	✔️	✔️

Setting	Details	Minimum Unity Version	Render Pipelines ✔ Has an effect in pipeline ✘ Has no effect in pipeline		
			Builtin	URP	HDRP
Save Settings	Saves the settings if a Settings Saver is specified.	2021	✔	✔	✔
Reset To Default	Resets the settings to their default values.	2021	✔	✔	✔
Revert Changes	Reverts currently stages changes. Those are settings that do not instantly apply their setting changes and require them to be manually applied.	2021	✔	✔	✔
Open Panel With Name	Attempts to open an AbstractUIPanel with the given name.	2021	✔	✔	✔
Close Panel With Name	Attempts to close an AbstractUIPanel with the given name.	2021	✔	✔	✔
Open Panel From Names	Attempts to open an AbstractUIPanel from a list of names.	2021	✔	✔	✔
None	Empty setting without any functionality.	2021	✔	✔	✔