Network

Network Settings section of the Unreal Engine Project Settings.

Network

Libcurl

Section	Description
Verify Peer	If enabled, libcurl authenticates the peer's certificate. Disable to allow self-signed certificates.

World

Section	Description
Enable Multiplayer World Origin Rebasing	If enabled, origin rebasing is enabled in multiplayer games, meaning that servers and clients can have different local world origins.

Replication

Section	Description
Max Array Size	Maximum allowable size for replicated dynamic arrays (in number of elements). Must be between 1 and 65535.
Max Array Memory	Maximum allowable size for replicated dynamic arrays (in bytes). Must be between 1 and 65535.