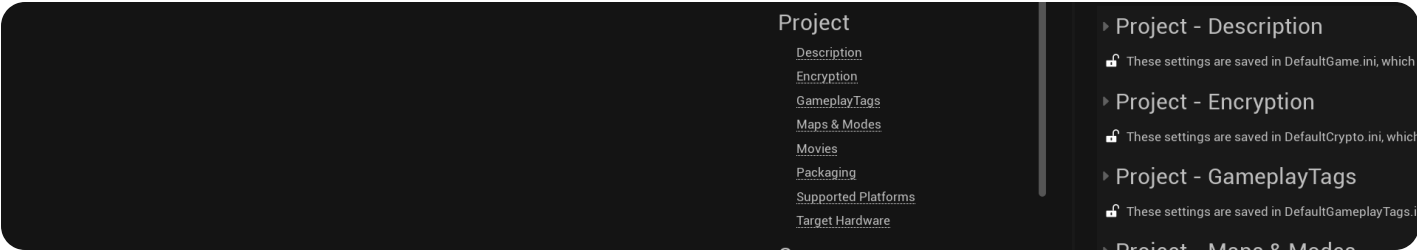# Derived Data

Reference for the Derived Data section of the Unreal Engine Project Settings.

Derived Data
Warnings

Section	Description
Enable Warnings	Enable warnings when certain configurations have not been set or are not being used. The *Recommend* settings below check how the [Derived Data Cache (DDC)](#) is configured and show a pop-up message on Editor startup when certain configurations have not been set or are not being used.
Recommend Everyone Setup AGlobal Local DDCPath	If enabled, Unreal Engine warns when local cache is not set by `UE-LocalDataCachePath` env variable or the **Global Local DDC Path** Editor setting.
Recommend Everyone Setup AGlobal Shared DDCPath	If enabled, Unreal Engine warns when the shared cache is not set by `UE-SharedDataCachePath` env variable or the **Global Shared DDC Path** Editor setting.
Recommend Everyone Setup AGlobal S3DDCPath	If enabled, Unreal Engine warns when the **Enable AWS S3 Cache** Editor setting is disabled.
Recommend Everyone Enable S3DDC	If enabled, Unreal Engine warns when the **Global Local S3DDC Path** Editor setting is not set.

Section	Description
Recommend Everyone Use Unreal Cloud DDC (previously named Horde Storage)	If enabled, Unreal Engine warns if Unreal Cloud DDC (Horde Storage) is not used.