Zen Storage Server

Learn more about this flexible storage solution for Unreal Engine.

The Zen Storage Server (Zenserver) is designed to support any size project by:

- Supporting local, shared, or cloud storage

- Offering faster staging and deployment

- Improving cook-time effectiveness by reducing filesystem overhead.

Zen streaming is intended for use:

- On trusted networks like home or office situations.

- With non-shipping build configurations (debug, development, test).

- When the distance between Zenserver (on your workstation) and the target platform (console or mobile device) is low.

For more on how to accomplish these, see the pages linked below.

Zenserver as Shared DDC

Setup guide for Unreal Zen Storage Server as a shared storage server for Derived Data Cache (DDC).

Zenserver as Cooked Output Store

Setup guide for using Zen Storage Server as Cooked Output Store

Zenserver Streaming

Use Zen Storage Server to stream data to a target device.

Zenserver Cooked Data Snapshots

Export cooked output for a project, then import it at a destination location.