# Performance
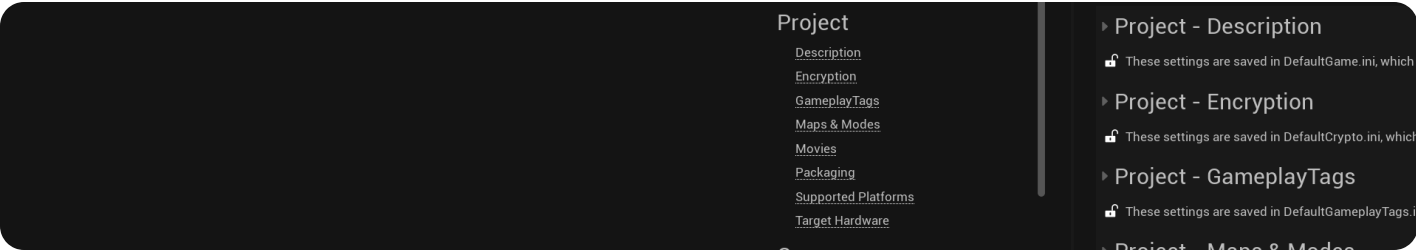
Reference for the Performance Settings section of the Unreal Engine Project Settings.



## Performance

## Viewport Resolution

| Section | Description |
|---|---|
| **Default Screen Percentage Mode for Real-Time Editor Viewports** | You can choose from the following options:<br>• **Manual:** Directly controls the screen percentage with the `r.ScreenPercentage` CVar.<br>• **Based on Display Resolution:** Automatic control of the screen resolution based on the display resolution, `r.ScreenPercentage.Auto.*`<br>• **Based on the Operation System's DPI Scale**. |
| **Default Screen Percentage Mode for Non-Real-Time Editor Viewports** | You can choose from the following options:<br>• **Manual:** Directly controls the screen percentage with the `r.ScreenPercentage` CVar.<br>• **Based on Display Resolution:** Automatic control of the screen resolution based on the display resolution, `r.ScreenPercentage.Auto.*`<br>• **Based on the Operation System's DPI Scale**. |
| **Manual Screen Percentage to Be Set by** | Manual screen percentage to be set by default |

| Section | Description |
|---|---|
| **Default for Editor Viewports** | for editor viewports. |
| **Minimum Default Rendering Resolution to Use for Editor Viewports (in Pixels)** | Minimum default rendering resolution to use for editor viewports. |
| **Maximum Default Rendering Resolution to Use for Editor Viewports (in Pixels)** | Maximum default rendering resolution to use for editor viewports. |