

Garbage Collection

Reference for the Garbage Collection section of the Unreal Engine Project Settings.

Garbage Collection

General

Section	Description
Time Between Purging Pending Kill Objects	Time in seconds (game time) to wait between purging object references to objects that are pending kill.
Flush Streaming On GC	If enabled, streaming will be flushed each time garbage collection is triggered.
Number Of Retries Before Forcing GC	Maximum number of times GC can be skipped if worker threads are currently modifying UObject state. 0 means GC is never forced.

Optimization

Section	Description
Allow Parallel GC	If enabled, garbage collection will use multiple threads.
Incremental BeginDestroy Enabled	If enabled, the engine will destroy objects incrementally using a time limit each frame (few objects every frame).
Multithreaded Destruction Enabled	If enabled, the engine will free objects' memory on a worker thread.
Create Garbage Collector UObject Clusters	If enabled, the engine will attempt to create clusters of objects for better garbage collection performance.

Section	Description
Asset Clustering Enabled	Specifies whether to allow Asset files to create Actor clusters for GC.
Actor Clustering Enabled	Specifies whether to allow Levels to create Actor clusters for GC.
Blueprint Clustering Enabled	Specifies whether to allow Blueprint classes to create GC clusters.
Use DisregardForGC On Dedicated Servers	If disabled, <code>DisregardForGC</code> (a garbage collection optimization) will be disabled for dedicated servers.
Pending Kill Enabled	If enabled, objects marked as <code>PendingKill</code> will be automatically nulled and destroyed by Garbage Collector.
Minimum GC Cluster Size	Minimum size of GC cluster.
Maximum Object Count Not Considered By GC	Maximum object count not considered by GC. Works only in cooked builds.
Size of Permanent Object Pool	Size of Permanent Object Pool in bytes. Works only in cooked builds.
Maximum Number of UObjects that Can Exist in Cooked Game	Maximum number of UObjects that can exist in the cooked game. Keep this as small as possible.
Maximum Number of UObjects that Can Exist in the Editor Game	Maximum number of objects that can exist in the editor game. Make sure this can hold enough objects for the editor and commandlets within a reasonable limit.

Debug

Section	Description
Verify FGCOBJECT names	If enabled, the engine will verify if all <code>FGCOBJECT</code> -derived classes define <code>GetReferencerName()</code> function overrides.

Section

Description

Verify UObject's Are Not FGCOjects

If enabled, the engine will throw a warning when it detects a `UObject`-derived class which also derives from `FGCOject`, or any of its members is derived from `FGCOject`.