

Quick Settings

Configure selection, editing, and preview in the Level Viewport.




The **Settings** menu in the **Level Editor Toolbar** contains a set of properties that control selecting, editing, and previewing in the Level Viewport. Open the Settings menu from the Main Toolbar (also known as the [Level Editor Toolbar](#)).



The Settings menu contains the following groups of settings:

- Selection
- Scalability
- Real Time Audio
- Snapping
- Viewport
- Previewing

Selection

Option	Description
Allow Translucent Selection	<p>If enabled, clicking geometry with translucent Materials applied selects the Actor.</p> <div><div></div><div>Enabling this option makes it possible to select transparent meshes, such as glass objects. Disabling it can be useful in other cases. For example, if you have a room filled with translucent particles, selecting other objects in the room would be difficult with this option enabled because clicking the particles would select the Emitter Actor.</div></div>

Option	Description
Allow Group Selection	If enabled, selecting an Actor in a group selects the whole group instead of the individual Actor.
Strict Box Selection	If enabled, an Actor must be completely within the marquee selection box in order to be selected.
Box Select Occluded Objects	If enabled, marquee box select operations also select objects that are occluded by other objects.
Show Transform Widget	Toggles the visibility of the Transform widget in Viewports.

Scalability

Option	Description
Engine Scalability Settings	<p>Provides quick access to Scalability settings that control the fidelity of various rendering features.</p> <p>Enable the Monitor Engine Performance? option to see how changing this settings affects your project's performance in real time.</p>
Material Quality Level	<p>Sets the Material quality level used for previewing in the Viewports.</p> <p>See Material Quality Switch Expression for more information on setting up Materials to work with this setting.</p>
Preview Rendering Level	<p>Sets the rendering level used by the editor. You can restrict rendering quality to device-specific capabilities, including different version of:</p> <ul style="list-style-type: none"> Android iOS D3D

Real Time Audio

Option	Description
Volume	Controls the volume of Level audio that plays when the Viewport is set to realtime.

Snapping

Option	Description
Enable Actor Snapping	If enabled, Actors snap to the location of other Actors if they are within a specified distance.
Distance	Sets the distance Actors must be within in order to snap to one another if Enable Actor Snapping is enabled.
Enable Socket Snapping	If enabled, Actors can snap to sockets.
Enable Vertex Snapping	If enabled, Actors snap to the nearest vertex on another Actor in the direction of movement.
Enable Planar Snapping	If enabled, Actors snap to the nearest location on the constraint plane. This only works correctly in Perspective views.

Viewport

Option	Description
Hide Viewport UI	Hides the Viewport toolbar and all Viewport UI widgets.

Previewing

Option	Description
Draw Brush Polys	If enabled, semi-translucent polygons are rendered for the faces of a CSG (constructive Solid Geometry) brush when selected.
Only Load Visible Levels in Game Preview	If enabled, only visible levels will be loaded when game preview starts.
Enable Particle System LOD Switching	If enabled, particle systems will use distance LOD switching in perspective Viewports.
Toggle Particle System Helpers	If enabled, shows particle system helpers in Viewports.
Freeze Particle Simulation	If enabled, particle systems freeze their simulation state.

Option

Description

Enable LOD View Locking	If enabled, Viewports of the same type use the same LOD.
Enable Automatic Level Streaming	If enabled, the Viewport will stream in levels automatically when the camera moves.