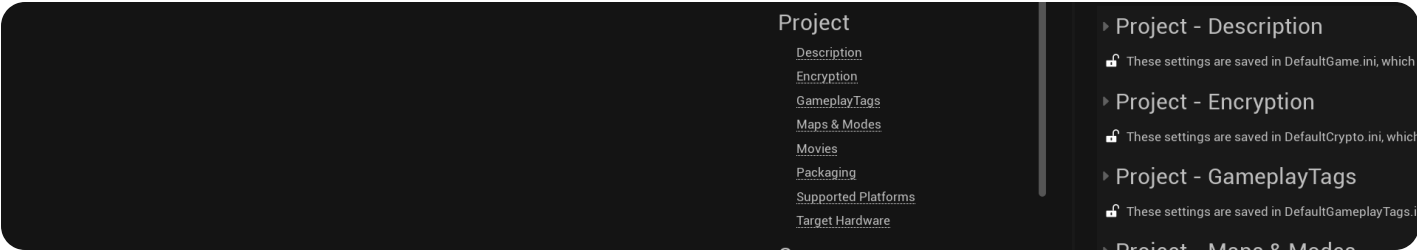


Appearance

Reference for the Appearance section of the Unreal Engine Project Settings.



Appearance Units

Section	Description
Display Units on Applicable Properties	If enabled, units display on editor properties where the property has units set.
Display Units on Component Transforms	If enabled, units display on component transform properties.
Distance / Length	Choose a set of units to display distance / length value in.
Mass	Choose a set of units to display masses in.
Time	Choose the units to display time in.
Angles	<div>Choose the units to display angles in.</div> <div>You can choose from the following options:</div> <ul style="list-style-type: none">DegreesRadians
Speed / Velocity	<div>Choose the units to display speeds and velocities in.</div> <div>You can choose from the following options:</div> <ul style="list-style-type: none">Centimeters Per SecondMeters Per Second

Section	Description
	<ul style="list-style-type: none">• Kilometers Per Hour• Miles Per Hour
Temperature	<p>Choose the units to display temperatures in.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Celsius• Fahrenheit• Kelvin
Force	<p>Choose the units to display forces in.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Newtons• Pounds Force• Kilograms Force

Reference Viewer

Section	Description
Show Searchable Names	<p>Defines whether the Reference Viewer should have the Show Searchable Names option enabled by default when opened in this project.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• No Preference: Use the editor default setting.• Show by Default: Show this kind of reference by default (this can be disabled in the Reference Viewer).• Hide by Default: Hide this kind of reference by default (this can be enabled in the Reference Viewer).
Default Max Search Breadth	<p>The default maximum search breadth for the Reference Viewer when opened.</p>