

# Rendering Ovderrides

Reference for the Rendering Overrides section of the Unreal Engine Project Settings.

## Rendering Overrides (Local)

### Shader Permutation Reduction

Section	Description
<b>Force All Shader Permutation Support</b>	<div>Enabling this will locally override all Shader Permutation Reduction settings from the Rendering section and <b>enable</b> all of those settings.</div> <div><div><div>i</div><div>The displayed status of the settings in that section will not change.</div></div><div>This is saved to your local configuration files and only affects the current project.</div></div>