

General Engine Settings

General Engine Settings section of the Unreal Engine Project Settings.

General Settings

Fonts

Section	Description
Tiny Font	Sets the font used for the smallest engine text.
Small Font	Sets the font used for small engine text, used for most debug displays.
Medium Font	Sets the font used for medium engine text.
Large Font	Sets the font used for large engine text.
Subtitle Font	Sets the font used by the default Subtitle Manager.
Additional Font Names	Sets additional fonts that will be loaded at startup and available using the <code>GetAdditionalFont()</code> function.

Default Classes

Section	Description
Console Class	Sets the class to use for the game console, summoned with <code>~</code> .
Game Viewport Client Class Name	Sets the class to use for the game viewport client, which can be overridden to change game-specific input and display behavior.
Local Player Class	Sets the class to use for local players, which can be overridden to store game-specific information for a local

Section	Description
	player.
World Settings Class	Sets the class to use for <code>WorldSettings</code> , which can be overridden to store game-specific information on map / world.
Level Script Actor Class	<p>Sets the Level Script Actor class, which can be overridden to allow game-specific behavior in per-map Blueprint scripting.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• FunctionalTestLevelScript• LevelScriptActor• ThirdPersonMap_C
Physics Collision Handler Class	Sets the <code>PhysicsCollisionHandler</code> class to use by default, which can be overridden to change game-specific behavior when objects collide using physics.
Game User Settings Class	Sets the <code>GameUserSettings</code> class, which can be overridden to support game-specific options for graphics, sound, and gameplay.
Default Blueprint Base Class	Sets the base class to use for new Blueprints created in the editor, configurable on a per-game basis.
Game Singleton Class	<p>Sets the class for a global object spawned at startup to handle game-specific data.</p> <p>If empty, it will not spawn one.</p>
Asset Manager Class	<p>Sets the class to spawn as the global <code>AssetManager</code>, configurable per game.</p> <p>If empty, it will not spawn one.</p>

Default Materials

Section	Description
Preview Shadows Indicator Material	Path of the material that renders a message about preview shadows being used.
Destructible Physics Material	Path of the PhysicalMaterial to use if none is defined for a particular object.

Settings

Section	Description
Near Clip Plane	The distance of the camera's near clipping plane.

Subtitles

Section	Description
Subtitles Enabled	Toggles subtitle display for localized sounds.
Subtitles Forced Off	Flag for forcibly disabling subtitles. If this option is enabled, you will not be able to turn subtitles on using any other method.

Blueprints

Section	Description
Maximum Loop Iteration Count	Script maximum loop iteration count used as a threshold to warn users about script execution runaway.
Can Blueprints Tick by Default	<p>Controls whether Blueprint subclasses of Actors or Components can tick by default.</p> <p>Blueprints that derive from native C++ classes that have <code>bCanEverTick=true</code> will always be able to tick.</p> <p>Blueprints that derive from exactly <code>AActor</code> or <code>UActorComponent</code> will always be able to tick.</p> <p>Otherwise, they can tick as long as the parent doesn't have <code>meta=(ChildCannotTick)</code> and either <code>bCanBlueprintsTickByDefault</code> is true or the parent has <code>meta=(ChildCanTick)</code>.</p>

Anim Blueprints

Section	Description
Optimize Anim Blueprint Member Variable Access	<p>Controls whether anim blueprints nodes that access member variables of their class directly should use the optimized path that avoids a thunk to the Blueprint VM (Blueprint Virtual Machine).</p> <p>This will force all anim blueprints to be recompiled.</p>

Section	Description
Allow Multi Threaded Animation Update	<p>Controls whether anim blueprint graph updates can be performed on non-game threads by default. This enables some extra checks in the anim blueprint compiler that will warn when unsafe operations are being attempted.</p> <p>This will force all anim blueprints to be recompiled.</p>

Framerate

Section	Description
Smooth Frame Rate	Specifies whether to enable framerate smoothing.
Use Fixed Frame Rate	Specifies whether to use a fixed framerate.
Fixed Frame Rate	The fixed framerate to use.
Smoothed Frame Rate Range	Range of framerates in which smoothing will kick in.
Min Desired Frame Rate	Minimum desired frame rate setting. Below this frame rate, visual detail may be lowered.
Custom TimeStep	<p>Overrides how the Engine processes the Framerate / Timestep.</p> <p>This class will be responsible for updating the application Time and DeltaTime. Can be used to synchronize the engine with another process (gen-lock).</p>

Timecode

Section	Description
Timecode Provider	Sets <code>TimecodeProvider</code> when the engine starts.
Generate Default Timecode	<p>Generate a default timecode from the computer clock when there is no timecode provider.</p> <p>On desktop platforms, the system time will be used and will behave as if a <code>USystemTimecodeProvider</code> was set.</p> <p>On console platforms, the high performance clock will be used. This may introduce drift over time.</p> <p>If you want to use the system time on console platforms, set the timecode provider to</p>

Section	Description
	<code>USystemTimecodeProvider</code> .
Generate Default Timecode Frame Rate	<p>When generating a default timecode (<code>bGenerateDefaultTimecode</code> is true and no timecode provider is set), sets the frame rate at which it should be generated (number of frames).</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">12 fps (animation)15 fps24 fps (film)25 fps (PAL/25)30 fps48 fps50 fps (PAL/50)60 fps100 fps120 fps23.976 fps (NTSC/24)29.97 fps (NTSC/30)59.94 fps (NTSC/60)Custom
Generate Default Timecode Frame Delay	Number of frames to subtract from generated default timecode.

Screenshots

Section	Description
Game Screenshot Save Directory	The save directory for newly created screenshots.

Level Streaming

Section	Description
Streaming Distance Factor	Fudge factor for tweaking the distance-based mip level determination.

Per Quality Level Property

Section

Description

Use Static Mesh Min LOD Per Quality Levels

Use Static Mesh minimum LOD per quality levels.