Texture Streaming

System for loading and unloading textures into and out of memory during gameplay.

The texture streaming system, or texture streamer, is the part of the engine responsible for increasing and decreasing the resolution of each texture. This enables you to have good visual quality while managing the available memory efficiently.
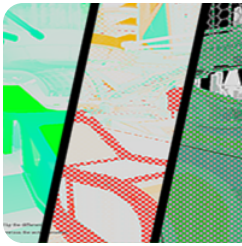
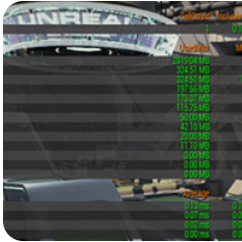## Getting Started

Texture Streaming Overview

Basics of the system used to calculate which textures should be streamed in at what times and viewpoints.

Reference

Building Texture Streaming Data

How to build texture streaming data and visualize its accuracy.

Texture Streaming Metrics

Use stat commands to report texture streaming metrics.

Texture Streaming Configuration

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