


Cooker

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

Cooker

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Section	Description
Enable Cook on the Side	Enable cooking via the network in the background of the editor. Launch On uses this setting and requires the device to have network access to the editor.
Enable Build DDC In Background	Generate DDC data in the background for the desired Launch On platform. This speeds up the Launch On action.
Iterative Cooking for Launch On	<div>Iterative cooking for builds launched from the editor (Launch On).</div> <div>Enables the <code>-iterate</code> flag for Launch On.</div>
Iterative Cooking for File Cook Content	<div>Iterative cooking for content cooked via the File > Cook Content menu action.</div> <div>Enables the <code>-iterate</code> flag when triggering content cooking from the File menu.</div>
Cook on the Fly for Launch On	<div>Cooking on the fly when launching from the editor (Launch On).</div> <div>Enables the <code>-cookonthefly</code> flag for Launch On.</div>
Cook Progress Display Mode	<div>Controls cooker log output.</div> <div>You can choose from the following options:<ul style="list-style-type: none">NothingRemaining PackagesPackage NamesNames and Remaining PackagesInstigators</div>

Section	Description
	<ul style="list-style-type: none">• Instigators and Count• Instigators and Names• Instigators and Names, and Count.
Ignore Ini Settings Out of Date for Iteration	If enabled, iterative cooking ignores <code>.ini</code> changes, both in-editor and outside the editor.
Ignore Script Packages Out of Date for Iteration	If enabled, iteratice cooking ignores changes to the header file source code, both in-editor and outside the editor.
Compile Blueprints in Development Mode	Defines whether or not to compile Blueprints in development mode when cooking.
Generate Optimized Blueprint Component Data	<p>Generates optimized component data to speed up Blueprint construction at runtime.</p> <div><p>This option can increase the overall Blueprint memory usage in a cooked build.</p></div> <p>Requires Event-Driven Loading (EDL), which is enabled by default.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Disabled• Enabled Blueprints Only• All Blueprints
Classes Excluded on Dedicated Server	List of class names to exclude when cooking for a dedicated server.
Modules Excluded on Dedicated Server	List of module names to exclude when cooking for a dedicated server.
Classes Excluded on Dedicated Client	List of class names to exclude when cooking for a dedicated client.
Modules Excluded on Dedicated Client	List of module names to exclude when cooking for a dedicated client.
R-Values that Need to Be Versioned	List of <code>r.</code> console variables that need to be versioned.

Textures

Section	Description
ASTC Compression Quality vs Speed (0-3, 0 is faster)	Quality of 0 means fastest, 3 means best quality.
ASTC Compression Quality vs Size (0-4, 0 is smallest)	Quality of 0 means smallest (12×12 block size), 4 means best (4×4 block size).
ASTC Texture Compressor	<p>Specifies which compressor to use for ASTC textures.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">Intel ISPCARM
ASTC HDR Profile	<p>Specifies whether to allow ASTC HDR profile using ARM encoder.</p> <p>The HDR format is only supported on some devices, for example: Apple A13, Mali-G72, Adreno (TM) 660.</p>

Editor

Section	Description
Allow Cooked Content in the Editor	If true, the editor will be able to open cooked Assets (limited to a subset of supported Asset types).