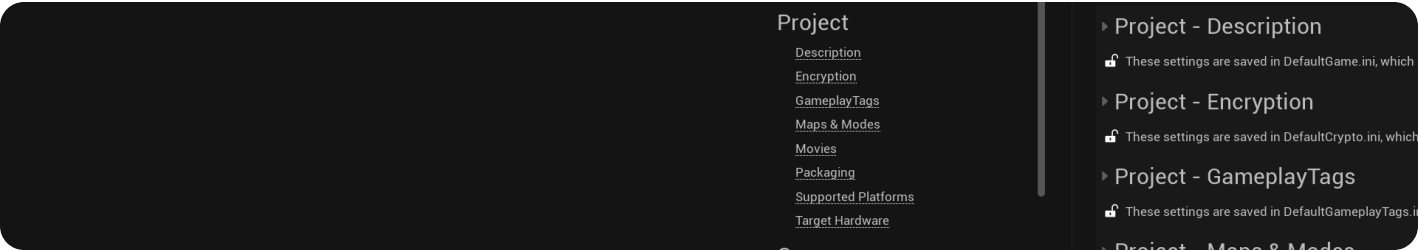


Windows

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



Windows

Targeted RHIs

| Setting | Description |
|--------------------------------|--|
| Default RHI | <p>Here, you can select which Rendering Hardware Interface (RHI) to use.</p> <p>Make sure the RHI you select is also selected as a Targeted RHI.</p> <p>Changing this setting requires restarting the editor.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">DefaultDirectX 11DirectX 12Vulkan |
| DirectX 11 & 12 (SM5) | Enable this to use DirectX 11 and DirectX 12 as targeted RHIs. |
| DirectX 12 (SM6, Experimental) | Enable this to use DirectX 12 as the targeted RHI. |
| Vulkan (SM5) | Enable this to use Vulkan as the targeted RHI. |
| DirectX Mobile Emulation | Enable this to use DirectX Mobile Emulation as the targeted RHI. |

Toolchain

| Setting | Description |
|-------------------------|---|
| Compiler Version | <p>The compiler version to use for this project.</p> <p>May be different from the chosen IDE.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Default• Visual Studio 2015 (deprecated)• Visual Studio 2017• Visual Studio 2019• Visual Studio 2022 |

Splash

| Setting | Description |
|----------------------|----------------|
| Editor Splash | Editor Splash. |
| Game Splash | Game Splash. |

Icon

| Setting | Description |
|------------------|-------------|
| Game Icon | Game Icon. |

Audio

| Setting | Description |
|-------------------------------------|--|
| Audio Mixer Sample Rate | Sample rate to run the audio mixer with. |
| Callback Buffer Size | <p>The amount of audio to compute each callback block.</p> <p>Lower values decrease latency but may increase CPU cost.</p> |
| Number of Buffers To Enqueue | <p>The number of buffers to keep enqueued.</p> <p>More buffers increase latency but can compensate for variable compute availability in audio callbacks on some platforms.</p> |

| Setting | Description |
|--------------------------|--|
| Max Channels | <p>The maximum number of channels (voices) to limit for this platform.</p> <p>If you specify Max Channels both here and in your global audio quality settings, your application will use the smaller of the two values.</p> <p>If this is set to 0, Unreal Engine will use all the channels available.</p> |
| Number of Source Workers | <p>The number of workers to use to compute source audio.</p> <p>Will only use up to max number of sources (Max Channels value).</p> <p>Will evenly divide sources to each source worker.</p> |
| Compression Overrides | See the Compression Overrides table below. |
| Cook Overrides | See the Cook Overrides table below. |
| Spatialization Plugin | <p>Defines which of the currently enabled spatialization plugins to use.</p> <p>If your desired spatialization isn't found in the dropdown menu, make sure it's enabled in the Plugins window (main menu: Edit > Plugins).</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Built-In Spatialization• Resonance Audio• Other |
| Reverb Plugin | <p>Defines which of the currently enabled reverb plugins to use.</p> <p>If your desired reverb plugin isn't found in the dropdown menu, make sure it's enabled in the Plugins window (main menu: Edit > Plugins).</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none">• Built-In Reverb• Resonance Audio• Other |
| Occlusion Plugin | <p>Defines which of the currently enabled occlusion plugins to use.</p> <p>If your desired occlusion plugin isn't found in the dropdown menu, make sure it's enabled in the Plugins window (main menu: Edit > Plugins).</p> |

| Setting | Description |
|-------------------------------|---|
| | <p>You can choose from the following options:</p> <ul style="list-style-type: none"> • Built-In Occlusion • Other |
| Sound Cue Cook Quality | Quality level to cook SoundCues at (if set, all other levels will be stripped by the cooker). |

Compression Overrides

| Setting | Description |
|--|---|
| Override Compression Times | <p>If enabled, overrides the Sound Group on each Sound Wave, and instead uses the Duration Threshold value to determine whether a sound should be fully decompressed during initial loading.</p> |
| Duration Threshold | <p>When Override Compression Times is set to true, any sound under this threshold (in seconds) will be fully decompressed on load.</p> <p>Otherwise, the first chunk of this sound is cached at load and the rest is decompressed in real time.</p> <p>If set to 0, will default to the Sound Group on the relevant Sound Wave.</p> |
| Maximum Branches on Random SoundCue Nodes | <p>On this platform, any random nodes on Sound Cues will automatically only preload this number of branches and dispose of any others on load.</p> <p>This can drastically reduce memory usage.</p> <p>If set to 0, no branches are culled.</p> |
| Quality Index for Sound Cues | On this platform, use the specified quality at this index to override the quality used for SoundCues. |

Return to the [Audio](#) table.

Cook Overrides

| Setting | Description |
|----------------------------|--|
| Resample for Device | Enables audio resampling on this platform using the given Resampling Quality Sample Rates. |

| Setting | Description |
|------------------------------|---|
| Compression Quality Modifier | <p>Scales all compression qualities when cooking to this platform.</p> <p>For example, 0.5 will halve all compression qualities, and 1.0 will leave them unchanged.</p> |
| Stream Caching | See the Stream Caching table below. |
| Resampling Quality | See the Resampling Quality table below. |

Return to the [Audio](#) table.

Stream Caching

| Setting | Description |
|------------------------------|---|
| Max Cache Size (KB) | <p>This determines the maximum amount of memory that should be used for the cache at any given time.</p> <p>If set low (≤ 8 MB), it lowers the size of individual chunks of audio during cooking.</p> |
| Max Chunk Size Override (KB) | Overrides the default maximum chunk size used when chunking audio for stream caching (ignored if < 0). |

Return to the [Cook Overrides](#) table.

Resampling Quality

| Setting | Description |
|--------------------|---|
| Max Sample Rate | Resampling quality maximum sample rate. |
| High Sample Rate | Resampling quality high sample rate. |
| Medium Sample Rate | Resampling quality medium sample rate. |
| Low Sample Rate | Resampling quality low sample rate. |
| Min Sample Rate | Resampling quality minimum sample rate. |

Return to the [Cook Overrides](#) table.