Audio

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

Audio

Dialogue

Section	Description
Dialogue Filename Format	The format string to use when generating the filename for contexts within dialogue waves. This must generate unique names for your project. Available format markers: • **{DialogueGuid}**: The GUID of the dialogue wave. Guaranteed to be unique and stable against Asset renames. • **{DialogueHash}**: The hash of the dialogue wave. Not guaranteed to be unique or stable against Asset renames, however may be unique enough if combined with the dialogue name. • **{DialogueName}**: The name of the dialogue wave. Not guaranteed to be unique or stable against Asset renames, however may be unique enough if combined with the dialogue hash. • **{ContextId}**: The ID of the context. Guaranteed to be unique within its dialogue wave. Not guaranteed to be stable against changes to the context. • **{ContextIndex}**: The index of the context within its parent dialogue wave. Guaranteed to be unique within its dialogue wave.

Audio

Section	Description
Default Sound Class	The `SoundClass` assigned to newly created sounds.

Section	Description
Default Media Sound Class	The `SoundClass` assigned to media player Assets.
Default Sound Concurrency	The `SoundConcurrency` assigned to newly created sounds.
Default Base Sound Mix	The `SoundMix` to use as base when no other system has specified a Base Sound Mix.
VOIP Sound Class	Sound class to be used for the VOIP audio component.
VOIP Sample Rate	Sample rate used for Voice Over IP (VOIP). VOIP audio is resampled to the application's sample rate on the receiver side. You can choose from the following options: **Low 16000 Hz** **Normal 24000 Hz**
Maximum Concurrent Streams	Defines how many streaming sounds can be played at the same time (if more are played, they will be sorted by priority).
Global Min Pitch Scale	The value to use to clamp the minimum pitch scale.
Global Max Pitch Scale	The value to use to clamp the maximum pitch scale.

Mix

Section	Description
Master Submix	The default submix through which all sounds are routed to. The root submix that outputs to audio hardware.
Reverb Submix	The submix through which all sounds set to use reverb are routed.
Default Audio Buses	Array of `AudioBuses` that are automatically initialized when the `AudioEngine` is initialized.
Base Default Submix	The default submix the audio engine uses when no submix is specified during a Submix Send.
EQ Submix (Legacy)	The submix through which all sounds set to use the legacy equalizer (EQ) system are routed

Quality

Section	Description
Quality Levels	The quality levels of the audio.
Allow Play when Silent	Allows sounds to play at 0 volume.
Disable Master EQ	Disables master EQ effect in the audio DSP graph.
Allow Center Channel 3DPanning	Enables the surround sound spatialization calculations to include the center channel.
Num Stopping Sources	The maximum number of sources to reserve for "stopping" sounds. A "stopping" sound applies a fast fade in the DSP render to prevent discontinuities when stopping sources.
Panning Method	The method to use when doing non-binaural or object-based panning. You can choose from the following options: • **Linear** • **Equal Power**
Mono Channel Upmix Method	The upmixing method for mono sound sources. Defines how mono channels are upmixed to stereo channels. You can choose from the following options: • **Linear** • **Equal Power** • **Full Volume**

Debug

Section	Description
Debug Sounds	A list of sounds that should only be packaged in non-shipping builds, typically intended for debugging purposes.