Gameplay Debugger Settings

Reference for the Gameplay Debugger section of the Unreal Engine Project Settings.

Gameplay Debugger

Section	Description
Input	The activation keys, shortcuts for categories and category rows.
Display	The settings for the debug canvas padding and the text shadow.
Add-Ons	Settings for game's add-ons: AI, BehaviorTree, EQs, NavMesh, Perception, NavGrid, GameHUD, and Spectator.