Game

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

Asset Manager

Asset Manager

Section	Description
Primary Asset Types to Scan	List of asset types to scan at startup.
Directories to Exclude	List of directories to exclude from scanning for Primary Assets, useful to exclude test assets.
Primary Asset Rules	List of specific asset rule overrides.
Custom Primary Asset Rules	List of game-specific asset rule overrides for types, this will not do anything by default.
Only Cook Production Assets	If true, `DevelopmentCook` assets will error when they are cooked, you should enable this on production branches.
Should Manager Determine Type and Name	If true, the asset manager will determine the type and name for Primary Assets that do not implement `GetPrimaryAssetId`, by calling `DeterminePrimaryAssetIdForObject` and using the `.ini` settings. This works in both cooked and uncooked builds, but is slower than directly implementing `GetPrimaryAssetId` on the native asset.
Should Guess Type and Name in Editor	If true, `PrimaryAsset` Type / Name will be implied for assets in the editor even if `bShouldManagerDetermineTypeAndName` is false. This guesses the correct ID for content that hasn't been resaved after `GetPrimaryAssetId` was implemented.

Section	Description
Should Acquire Missing Chunks on Load	If true, this will query the platform chunk install interface to request missing chunks for any requested primary asset loads.
Should Warn About Invalid Assets	If true, the asset manager will warn when it is told to load or do something with assets it does not know about.

Redirects

Section	Description
Primary Asset Id Redirects	Redirect from `Type:Name` to `Type:NameNew`.
Primary Asset Type Redirects	Redirect from `Type` to `TypeNew`.
Asset Path Redirects	Redirect from `/game/assetpath` to `/game/assetpathnew`.

Asset Registry

Section	Description
Metadata Tags For Asset Registry	The metadata tags to be transferred to the Asset Registry.

Asset Tools

Advanced Copy

Section	Description
Advanced Copy Customizations	List of rules to use when advanced copying assets.