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# Using Oodle

An introduction to using Oodle compression solutions in Unreal Engine.



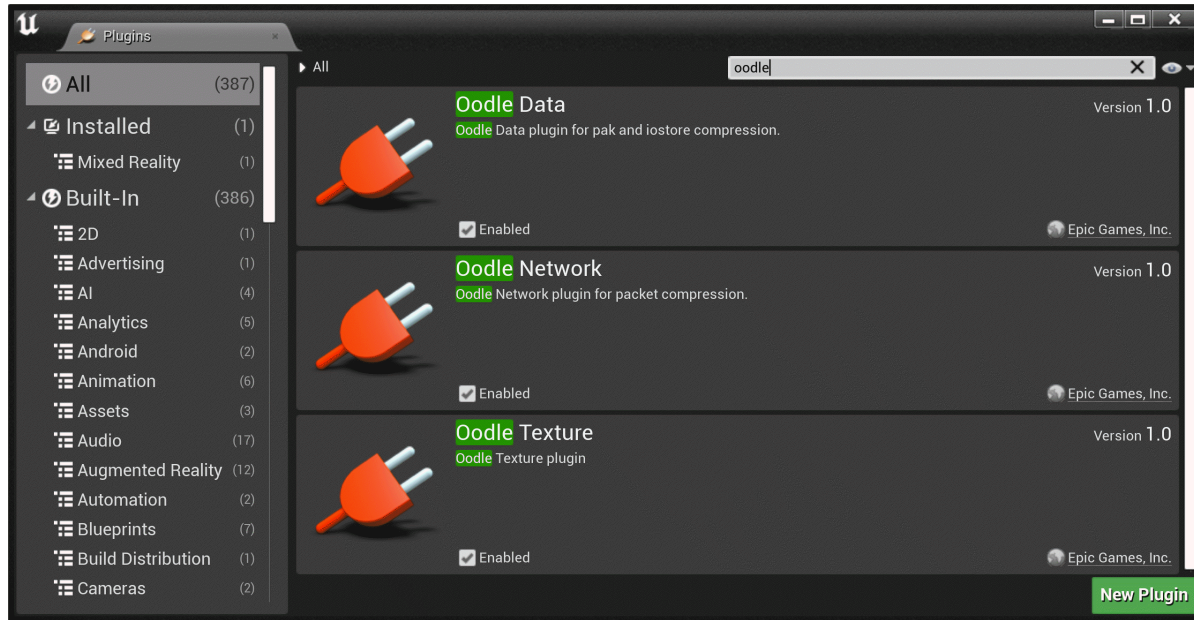
The **Oodle** suite of cross-platform data compression solutions are now fully integrated with **Unreal Engine**. With Oodle, you can make games smaller to download, make levels load faster, and compress network packets for improved player experience.

There are three different Oodle solutions integrated into Unreal Engine:

- **Oodle Data**
- **Oodle Network**

- **Oodle Texture**

Each Oodle solution can be enabled or disabled independently, using its own plugin. All three are enabled by default in Unreal Engine.



Refer to the individual pages for each Oodle solution for details on how to use them.



### **Oodle Data**

An overview of using Oodle Data to optimize delivering your package files to users.



### **Oodle Network**

An overview of using Oodle Network to improve streaming performance for your project.



## Oodle Texture

An overview of using the Oodle Texture encoding solution to optimize textures in your project.