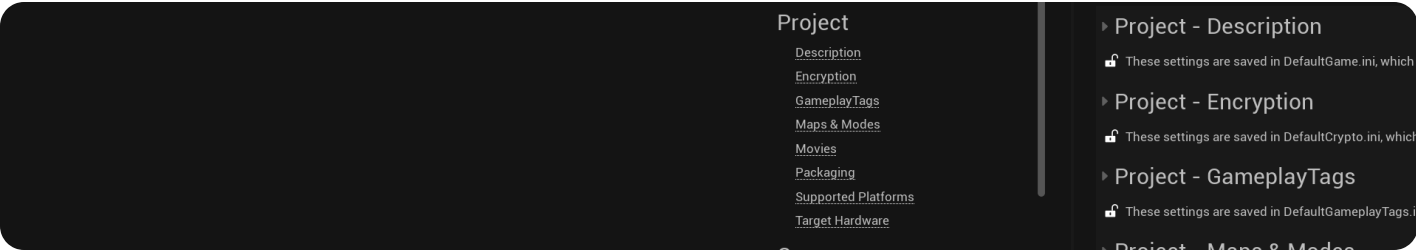


# Struct Viewer

Reference for the Struct Viewer section of the Unreal Engine Project Settings.



## Struct Viewer

## Struct Visibility Management

Section	Description
List of directories to consider Internal Only	The base directories to be considered Internal Only for the struct picker.
List of base structs to consider Internal Only	The base classes to be considered Internal Only for the struct picker.