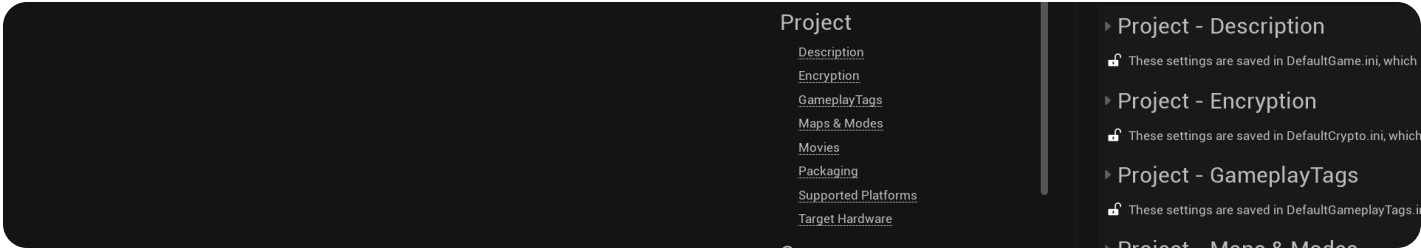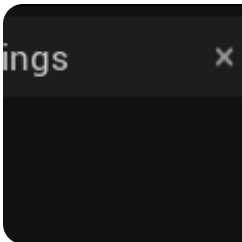# Platforms

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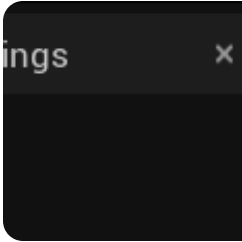

The **Platforms** section of the Unreal Engine Project Settings window contains the following categories:
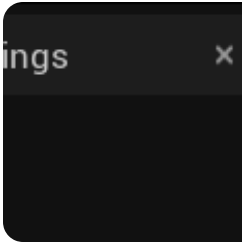

Android Settings

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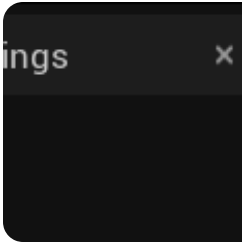

Android Material Quality - ES31

Reference for the Android Material Quality - ES31 section of the Unreal Engine Project Settings.
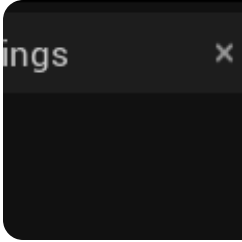

Android Material Quality - Vulkan

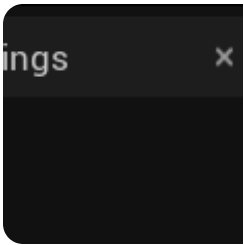Reference for the Android Material Quality - Vulkan section of the Unreal Engine Project Settings.

Android SDK

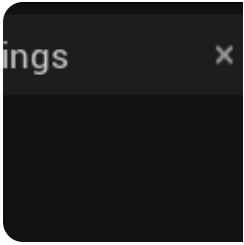Reference for the Android SDK section of the Unreal Engine Project Settings.

Android SM5 Material Quality - Vulkan

Reference for the Android SM5 Material Quality - Vulkan section of the Unreal Engine Project Settings.
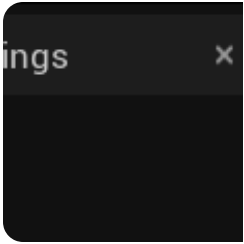
iOS

Reference for the iOS section of the Unreal Engine Project Settings.
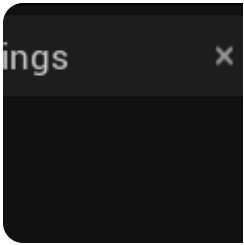
iOS Material Quality

Reference for the iOS Material Quality section of the Unreal Engine Project Settings.

Linux

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

Windows

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