

# Level Sequence

Level Sequence Settings section of the Unreal Engine Project Settings.

## Level Sequence Timeline

Section	Description
Default Lock Engine to Display Rate	<p>0: Playback locked to playback frames.</p> <p>1: Unlocked playback with sub-frame interpolation.</p>
Default Display Rate	<p>Specifies default display frame rate for newly created level sequences; also defines frame-locked frame rate where sequences are set to be frame-locked.</p> <p>Examples:</p> <ul style="list-style-type: none"><li>30 fps</li><li>120/1 (120 fps)</li><li>30000/1001 (29.97)</li><li>0.01s (10ms)</li></ul>
Default Tick Resolution	<p>Specifies default tick resolution for newly created level sequences.</p> <p>Examples:</p> <ul style="list-style-type: none"><li>30 fps</li><li>120/1 (120 fps)</li><li>30000/1001 (29.97)</li><li>0.01s (10ms)</li></ul>
Default Clock Source	<p>Specifies default clock source for newly created level sequences.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none"><li>Tick</li><li>Platform</li><li>Audio</li><li>Relative Timecode</li></ul>

Section

Description

- Timecode
- Play Every Frame
- Custom