

Input Settings

Input Settings section of the Unreal Engine Project Settings.

Input Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behavior and the keys that invoke it.

Section	Description
Speech Mappings	List of Speech Mappings.
Action Mappings	List of Action Mappings for key presses and releases.
Axis Mappings	List of Axis Mappings that allow for inputs that have a continuous range.
Axis Config	List of Axis Properties.
Alt+Enter Toggles Fullscreen	If enabled, you can use Alt + Enter to toggle fullscreen at runtime.
F11 Toggles Fullscreen	If enabled, you can use F11 to toggle fullscreen at runtime.

Viewport Properties

Section	Description
Capture Mouse on Launch	Controls whether the viewport will capture the mouse on launch of the application.
Default Viewport Mouse Capture Mode	<div>The default mouse capture mode for the game viewport.</div> <div>You can choose from the following options:</div> <ul style="list-style-type: none">No CaptureCapture Permanently

Section	Description
	<ul style="list-style-type: none"> • Capture Permanently Including Initial Mouse Down • Capture During Mouse Down • Capture During Right Mouse Down
Default Viewport Mouse Lock Mode	<p>The default mouse lock state behavior when the viewport acquires capture.</p> <p>You can choose from the following options:</p> <ul style="list-style-type: none"> • Do Not Lock • Lock on Capture • Lock Always • Lock in Fullscreen

Input

Section	Description
Enable Legacy Input Scales	<p>Enable the use of legacy input scales on the player controller (<code>InputYawScale</code>, <code>InputPitchScale</code>, and <code>InputRollScale</code>).</p>

Mobile

Section	Description
Always Show Touch Interface	<p>Specifies whether the touch input interface should be shown at all times or just when the platform has a touch screen.</p>
Show Console on Four-Finger Tap	<p>Specifies whether or not to show the console on 4-finger tap on mobile platforms.</p>
Enable Gesture Recognizer	<p>Specifies whether or not to use the gesture recognition system to convert touches into gestures that can be bound and queried.</p>
Default Touch Interface	<p>The default on-screen touch input interface for the game (can be set to <code>null</code> to disable the onscreen interface).</p>

Virtual Keyboard (Mobile)

Section	Description
Use Autocorrect	<p>If enabled, virtual keyboards will have autocorrect enabled.</p> <p>Currently only supported on mobile devices.</p>
Excluded Autocorrect OS	<p>Disables autocorrect for these operating systems, even if autocorrect is enabled.</p> <p>Use the format <code>[platform] [OSversion]</code> (for example, "iOS 11.2" or "Android 6").</p> <p>More specific versions will disable autocorrect for fewer devices ("iOS 11" will disable autocorrect for all devices running iOS 11, but "iOS 11.2.2" will not disable autocorrect for devices running 11.2.1).</p>
Excluded Autocorrect Cultures	<p>Disables autocorrect for these cultures, even if autocorrect is turned on.</p> <p>These should be ISO-compliant language and country codes, such as "en" or "en-US".</p>
Excluded Autocorrect Device Models	<p>Disables autocorrect for these device models, even if autocorrect is turned on.</p> <p>Model IDs listed here will match against the start of the device's model (for example, "SM-" will match all device model IDs that start with "SM-").</p> <p>This is currently only supported on Android devices.</p>

Default Classes

Section	Description
Default Player Input Class	<p>Default class type for player input object.</p> <p>May be overridden by the player controller.</p>
Default Input Component Class	<p>Default class type for Pawn input components.</p>

Console

Section	Description
Console Keys	<p>Keyboard shortcuts to open the console.</p>

Mouse Properties

Section	Description
Use Mouse for Touch	Allows mouse to be used for touch.
Enable Mouse Smoothing	Mouse smoothing control.
Enable FOVScaling	<p>Scales the mouse input axes (both horizontal and vertical axes) from the player controller's input to the Player Camera Manager's field of view.</p> <p>The lower the FOV value, the less sensitivity from the mouse will be in the project.</p>
FOVScale	The scaling value to multiply the field of view by <input type="text" value="[value]"/> .
Double Click Time	If a key is pressed twice in this amount of time, it is considered a "double click".