Hierarchical LOD

Hierarchical LOD Settings section of the Unreal Engine Project Settings.

Hierarchical LOD

HLODSystem

Section	Description
Force Settings in All Maps	If enabled, will force the project-wide set HLOD level settings to be used across all Levels in the project when building clusters.
Save LODActors to HLODPackages	If enabled, will save LOD Actor descriptions in the HLOD packages.
Default Setup	When the **Force Settings in All Maps** option is enabled, this sets the HLOD setup configuration that should be used by default for all Levels. You can choose any `HierarchicalLODSetup` class in your project.
Base Material	Base material used for creating a Constant Material Instance as the Proxy Material.
Directories Containing Maps Used for Building HLOD Data Through the Commandlet	Directories containing maps used for building HLOD data through the Commandlet.
Map UAssets Used for Building HLOD Data Through the ResavePackages Commandlet	Map UAssets used for building HLOD data through the ResavePackages Commandlet.