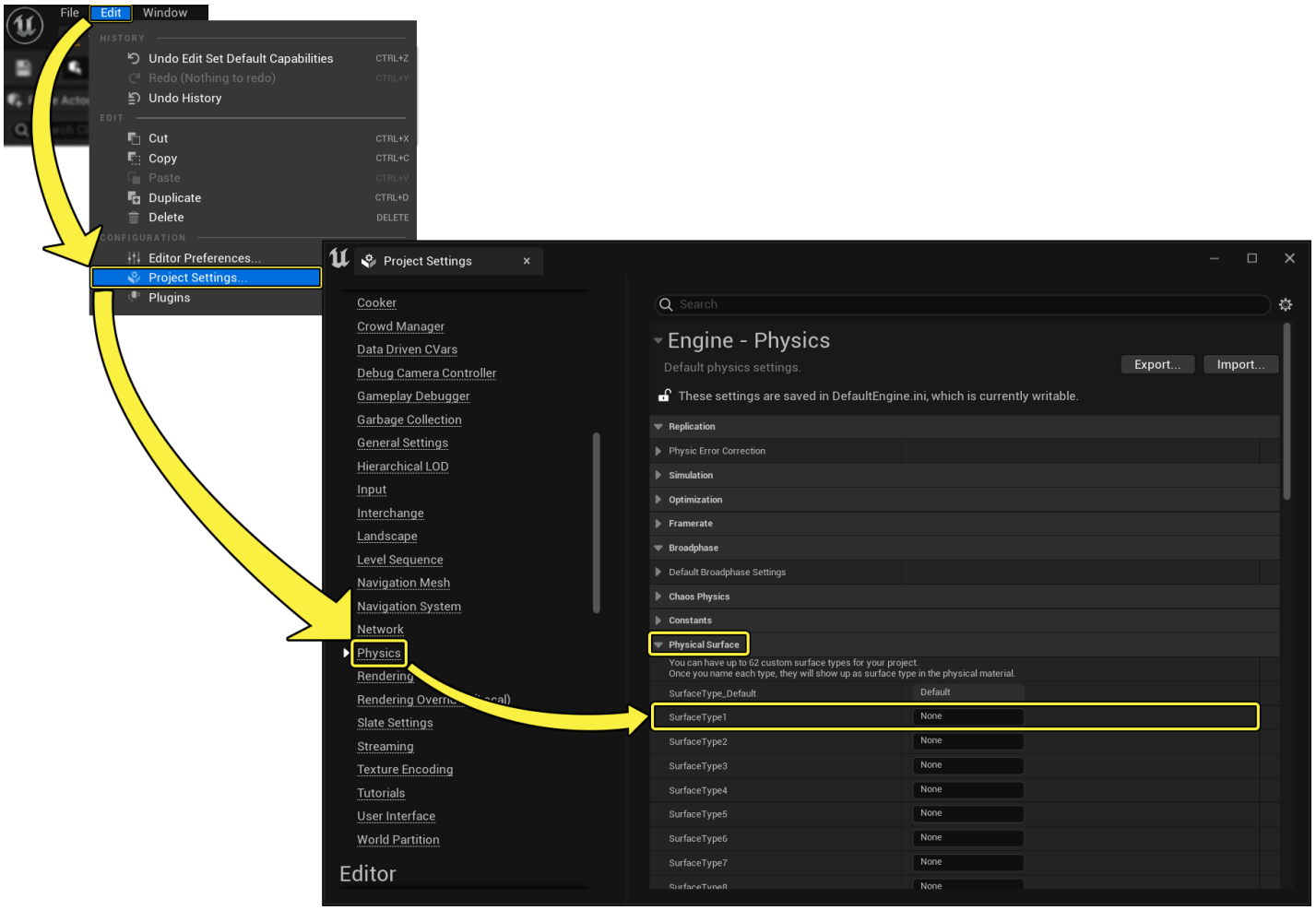
Add a Surface Type

Add a Surface Type in Unreal Engine

The following steps detail how to add a **Physical Surface Type** to your project.

1. In the main menu, click on **Edit → Project Settings... → Physics → Physical Surface Category**.
2. Change the **None** in the **Name** field next to a **SurfaceType#** to a name descriptive of what you'd like the Surface Type to represent (concrete, flesh, wood, and so on).


File
Edit
Window
HISTORY
Undo Edit Set Default Capabilities CTRL+Z
Redo (Nothing to redo) CTRL+Y
Undo History
EDIT
Cut CTRL+X
Copy CTRL+C
Paste CTRL+V
Duplicate CTRL+D
Delete DELETE
CONFIGURATION
Editor Preferences...
Project Settings...
Plugins
Project Settings
Cooker
Crowd Manager
Data Driven CVars
Debug Camera Controller
Gameplay Debugger
Garbage Collection
General Settings
Hierarchical LOD
Input
Interchange
Landscape
Level Sequence
Navigation Mesh
Navigation System
Network
Physics
Rendering
Slate Settings
Streaming
Texture Encoding
Tutorials
User Interface
World Partition
Editor
Search
Engine - Physics
Default physics settings.
Export...
Import...
These settings are saved in DefaultEngine.ini, which is currently writable.
Replication
Physic Error Correction
Simulation
Optimization
Framerate
Broadphase
Default Broadphase Settings
Chaos Physics
Constants
Physical Surface
You can have up to 62 custom surface types for your project.
Once you name each type, they will show up as surface type in the physical material.
SurfaceType_Default
Default
SurfaceType1
None
SurfaceType2
None
SurfaceType3
None
SurfaceType4
None
SurfaceType5
None
SurfaceType6
None
SurfaceType7
None