```
Developer

/ Documentation

/ Unreal Engine 

/ Unreal Engine 5.4 Documentation

/ Understanding the Basics

/ Project Settings

/ Editor

/ 2D
```

## **2D**

Reference for the 2D section of the Unreal Engine Project Settings.



## **2D**

## General

Section	Description
Enable 2D Combined Translate + Rotate	If enabled, shows the 2D combined translate and
Widget	rotate tool in the Viewport Toolbar.

## **Layer Snapping**

Section	Description	
Enable Snap Layers	If enabled, shows the 2D layer snapping controls in the Viewport Toolbar.	
Snap Axis	Sets the world space axis for 2D snap layers.	
Snap Layers	Snap layers that are displayed in the Viewport Toolbar.	