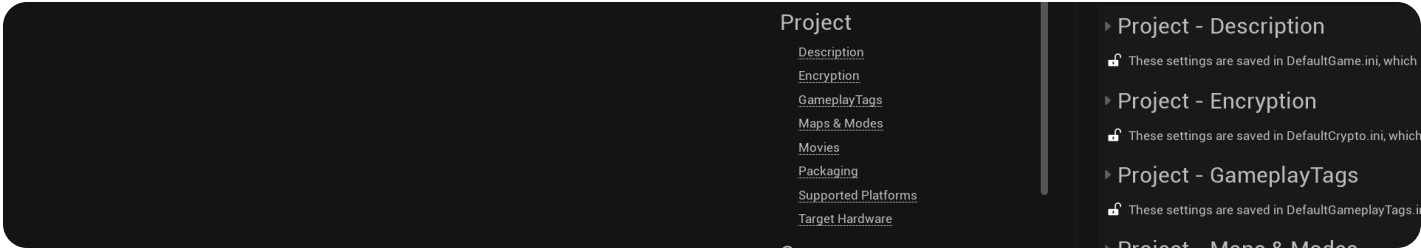
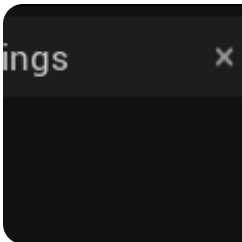


# Editor

Main page for the Editor section of the Unreal Engine Project Settings.

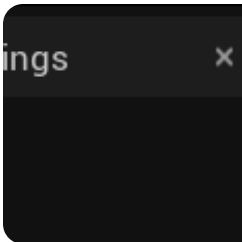


The **Editor** section of the Unreal Engine Project Settings window contains the following categories:



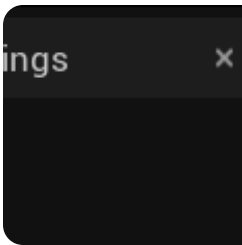
## 2D

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



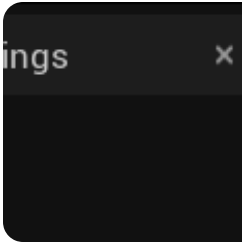
## Appearance

Reference for the Appearance section of the Unreal Engine Project Settings.



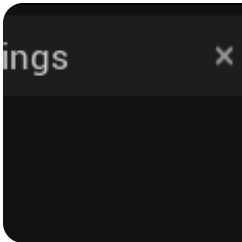
## Blueprint

Reference for the Blueprint Project Settings section of the Unreal Engine Project Settings.



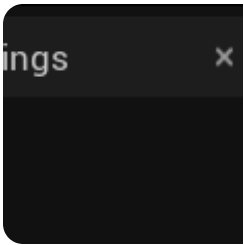
## Class Viewer Settings

Reference for the Class Viewer Settings section of the Unreal Engine Project Settings.



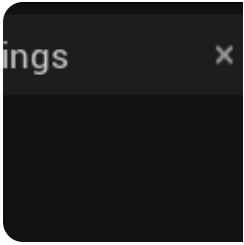
## Derived Data

Reference for the Derived Data section of the Unreal Engine Project Settings.



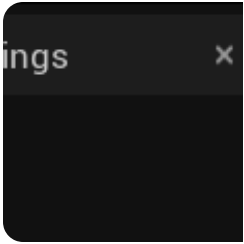
**Hierarchical LOD Mesh Simplification**

Reference for the Hierarchical LOD Mesh Simplification Settings section of the Unreal Engine Project Settings.



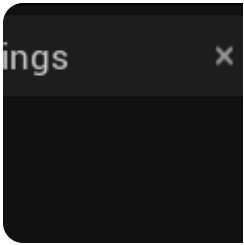
**Level Sequences**

Reference for the Level Sequences Settings section of the Unreal Engine Project Settings.



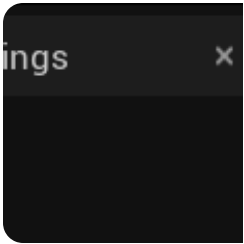
**Mesh Simplification**

Reference for the Mesh Simplification section of the Unreal Engine Project Settings.



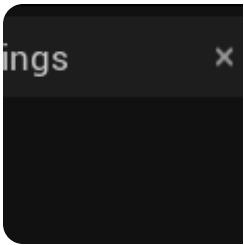
**Paper2D - Import**

Reference for the Paper2D - Import section of the Unreal Engine Project Settings.



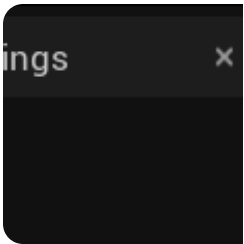
**Performance**

Reference for the Performance Settings section of the Unreal Engine Project Settings.



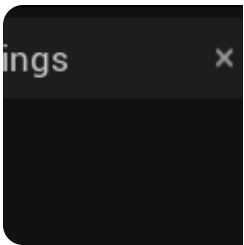
**Skeletal Mesh Simplification**

Reference for the Skeletal Mesh Simplification section of the Unreal Engine Project Settings.



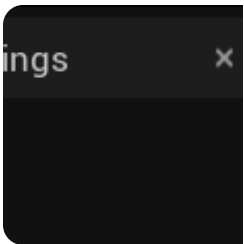
**Source Control Settings**

Reference for the Source Control section of the Unreal Engine Project Settings.



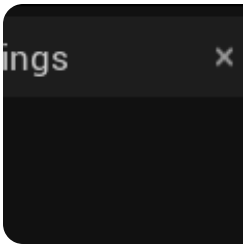
**Struct Viewer**

Reference for the Struct Viewer section of the Unreal Engine Project Settings.



**Texture Import**

Reference for the Texture Import section of the Unreal Engine Project Settings.



**Widget Designer (Team)**

Reference for the Widget Designer (Team) section of the Unreal Engine Project Settings.