

Slate

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

Slate Settings

Constraint Canvas

Section	Description
Explicit Canvas Child ZOrder	<p>Allow children of <code>SConstraintCanvas</code> to share render layers.</p> <p>Children must set explicit ZOrder on their slots to control render order.</p> <div><div><div>i</div><div>We recommend that you enable this setting for mobile platforms.</div></div></div>