User Interface

Reference for the User Interface Settings section of the Unreal Engine Project Settings.

User Interface

Focus

Section	Description
Render Focus Rule	Rule to determine whether the Engine should render the Focus Brush for widgets that have user focus. You can choose from the following options: • **Always:** Focus Brush will always be rendered for widgets that have user focus. • **Non-Pointer:** Focus Brush will be rendered for widgets that have user focus not set based on pointer causes. • **Navigation Only:** Focus Brush will be rendered for widgets that have user focus only if the focus was set by navigation. • **Never:** Focus Brush will not be rendered.

Hardware Cursors

Section	Description
Hardware Cursors	This setting overrides default cursors provided by the operating system with the raw image files that you specify.

Software Cursors

Section	Description
Software Cursors	This setting overrides hardware cursors with the Unreal Motion Graphics widgets that you specify.

DPI Scaling

Section	Description
Application Scale	(Optional) An application scale to apply on top of the custom scale rules. For example, if you want to expose a property in your game title, you can modify this underlying value to scale the entire UI.
DPI Scale Rule	The rule to use when deciding what scale to apply. You can choose from the following options: • **Shortest Side:** Evaluates the scale curve based on the shortest side of the viewport. • **Longest Side:** Evaluates the scale curve based on the longest side of the viewport. • **Horizontal:** Evaluates the scale curve based on the X axis of the viewport. • **Vertical:** Evaluates the scale curve based on the Y axis of the viewport. • **Scale to Fit:** Doesn't use the scale curve. Emulates scale box behavior by using `DesignScreenSize` and scaling the content relatively to it. • **Custom:** Allows custom rule interpretation.
Custom Scaling Rule Class	If you set the **DPI Scale Rule** to **Custom**, select the class to use instead of any of the built-in rules.
DPI Curve	Controls how the UI is scaled at different resolutions based on the **DPI Scale Rule**.
DPI Curve (External Curve)	Select a Curve Asset from the Content Browser to use instead of the base DPI Curve setting.
Allow High DPI in Game Mode	If enabled, the game window will have high-DPI awareness enabled on desktop platforms. We recommend that you enable this only if the game UI allows users to modify 3D resolution scaling.
Design Screen Size	Used only with the **Scale to Fit** scaling rule from the **DPI Scale Rule** options. Defines the native resolution that the source UI textures werer created for. DPI scaling at this screen resolution will be set to 1.0.

Widgets

Section	Description
Load Widgets on Dedicated Server	If disabled, widget references will be stripped during cook for server builds and not loaded at runtime.