


Console

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



This page is about project-wide settings for console input in Unreal Engine. Not to be confused with game console (platform) support.

Console

General

Section	Description
Max Scrollback Size	The size of the history of previously input commands.

Auto-Complete

Section	Description
Manual Auto-Complete List	Manual list of auto-complete commands and info specified in <code>BaseInput.ini</code> (in the <code>Engine/Config</code> folder within your engine install directory).
Auto Complete Map Paths	<p>List of relative paths (for example, <code>Content/Maps</code>) to search for map names for auto-complete usage.</p> <p>Specified in <code>BaseInput.ini</code> (in the <code>Engine/Config</code> folder within your engine install directory).</p>
Order Top to Bottom	Defines whether console commands are ordered bottom-to-top (legacy behavior) or top-to-bottom.
Display Help in Auto-Complete	If enabled, displays the first line of any available help text in the auto-complete window, if a description isn't available.

Colors

Section	Description
Background Opacity Percentage	Amount of transparency of the console background.
Input Color	The color used for text input.
History Color	The color used for the previously typed commands history.
Auto-Complete Command Color	The auto-complete color used for executable commands.
Auto-Complete CVar Color	The auto-complete color used for mutable Console Variables (CVars).
Auto-Complete Faded Color	The auto-complete color used for command descriptions and read-only CVars.